

Pages of Virtue

For Clerics, Healers, Shaman,
Shamani, Exorcists and other
Followers of the Immortals.

For use with the Dungeons and Dragons game ©TSR, Inc. USA
on the World of Mystara ©TSR, Inc. USA

By Robin Dijkema

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A Word of the Writer/Collector

At first a word about the D&D books I created/Wrote and collected. The work herein is not completely my own creation. Back in the days when TSR ruled the D&D world, I got a license to use all D&D materials to make some new books. However, when Wizards of the Coast (WOC) took over TSR, and later was taken over by Hasbro, all agreements and contracts made were lost, and apparently annulled. The books I created or was busy creating and compiling, however, still did exist.

Basic D&D (for which these books were created) were replaced by D&D 3rd edition, D20, 3.5 and recently even a 4th edition. All commercially responsible materials, but the World of MYSTARA of Basic D&D (or now often called Old D&D), were abandoned. I now can't legally sell these books in any way, not even to the new D&D owners (Since they apparently lost interest in Basic D&D materials). I still continued to finish my books for the Basic D&D games. Hereby I made use of any material D&D related I could lay my hands on.

Since the book was originally created solely for personal use (that is for use with my own groups of players) and was not made available on the outside market by me, and I do not gain any financial benefit from it (actually it did cost me more than I wanted—paper, ink, time (lots of), bindings, bookmaking, etc—much more), I do not gain any money from it. As Basic D&D is still in the minds of many gamers worldwide and almost all the material is long out of print I decided to make the Books available online.

If you do acquire this book, please keep then in mind that, all materials (system, text, tables) are owned by TSR (or their legal owner), and any legal creator / owner of any picture, art piece, drawing, or else. I have added lots of my own materials in the creation if this book, and these rights rest solely upon me (R. Dijkema); these include text, table additions, and some illustrations. I made also great use of the internet (especially Wikipedia).

Because of this and the enormous amount of contributors to this book (actually too much to name individually—although I tried) the book became what I wanted. An "almost" complete clerical manual for the world of MYSTARA, which included spell, ability, class, faith, disease, etc. ever did appear in word, text, image, table or otherwise in a MYSTARA book, Module, Gazetteer, Almanac, Boxed Set, Compendium, Magazine, Magazine Article, Internet article, directly linked towards the World of MYSTARA and basic D&D. The AD&D1 and AD&D2 and even some D&D 3rd, 3.5, 4th, and d20 material were sometimes used wholly or partially herein to complement the list, or because the "monster" was listed in another basic D&D article.

It took me a lot of work and time collecting information about individual creatures and fixing them together as a whole. By doing this I tried to make the information of any creature as completely as possible. Bruce Heard (Official writer Mystara D&D) once called me; "The Fletcher", due to my skill of mixing game materials, real life information and other together as a whole, and he then found that I was very good in it. I hope to those who use this book they will find also.

I tried to make everything enlisted visually open to the players with the use of art and pictures. Tables were used to make all statistics consistently compatible with each other. Much of the information is copied from D&D books and other materials speaking about the subject, other information (like art and pictures I retrieved from other sources. But also much information is added herein that comes from my own researches, studies, and investigations as a biology teacher / -student, world traveler, Garden architect, herbalogist, survival trainee, History (especially Legends and Fairytales), years of gaming experience (1978-today), and other jobs. As a well-traveled and experienced human I have encountered a lot, in word, image or even true experience. This reality I wanted to include in the D&D material. I hope I did at least partially succeed.

Last Handled 24-03-2013.

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A List of names (as far as I succeeded in collecting) is at the end of the Book. Where names are incorrect, or missing, inform me, and I try to correct it. Any missing or incorrect name is not a way of threatening the rights of these owners, just that I did never found who truly created the material.

Most information (text, Illustrations is taken from D&D, AD&D, AD&D2, D&D3, D&D3.5, D&D4 and Magic the Gathering materials of TSR, now owned by WOC. Other information, be it text or illustrations of any kind are primarily taken from Wikipedia, and secondary from other individual Internet sites.

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Don't Forget to read "The Immortals", to learn more about your Immortal, your church, behavioral standard according to your chosen religion, temples, Holy Symbols, Cults, History, Rituals, Chants, etc..



Multiverse Creation Epic

Fairy Races (Sylph creatures)

by Patriarch James Mishler of the Church of Thyatis

In the Beginning...

Five billion years before the crowning of the Emperor of Thyatis the Sphere of Creation overthrew the Reign of the Sphere of Negation at the close of the Age of Chaos, ending the War of Creation. This heralded the beginning of the Reign of the Sphere of Creation. The Sphere of Creation expanded into the four Spheres of Life: the Sphere of Order, the Sphere of Thought, the Sphere of Time and the Sphere of Energy. The Spheres of Negation, comprised of the Sphere of Chaos, the Sphere of Decay, the Sphere of Oblivion, and the Sphere of Entropy, contracted into the single Sphere of Death [the Sphere of Entropy]. The Powers of Creation relegated the Powers of Negation and the Essence of their Sphere to the Void Beyond the Spheres, that the Reign of the Sphere of Creation might commence.



The Elemental Planes of Earth, Air, Water and Fire were fashioned by the Powers of the Spheres of Life the Essences of their respective Spheres and from the Ether, the Primal Essence of the Sphere of Creation. Within and separated from one another by the Ether, the Elemental Planes formed the womb for the Potentiality that was the Primal Sphere, which lay within the Ether at the single common point between the Elemental Planes. Together these regions made up the entirety of the Known Spheres, which lay within the Great Barrier, beyond which lay the Void Beyond the Spheres.



The Powers of Balance, made up of equal numbers of the Powers of Creation and Negation, which were Neutral during the War of Creation, at this

point had their Primal Essence dispersed into the Primal Sphere.

The fusion of the Primal Essence of the Powers of Balance with the Potentiality of the Primal Sphere heralded the beginning of Creation, as the juxtaposition of the equal, yet opposing Powers of Balance, within the Primal Sphere, at the locus of the Elemental Planes, allowed Order to yield to Chaos, which caused Thought in turn to Decay, which allowed Time to fall into Oblivion, and finally caused Energy to dissolve into Entropy.

The stresses brought about by the struggle between these forces, greater in Strength than even the Potentiality of the Primal Sphere, caused the Primal Sphere to expand. The Essence of the Powers of Balance were too volatile for the expanding Primal Sphere, and they exploded out from the Primal Sphere, into the Ether and the Elemental Planes.

The Formation of the Prime Plane

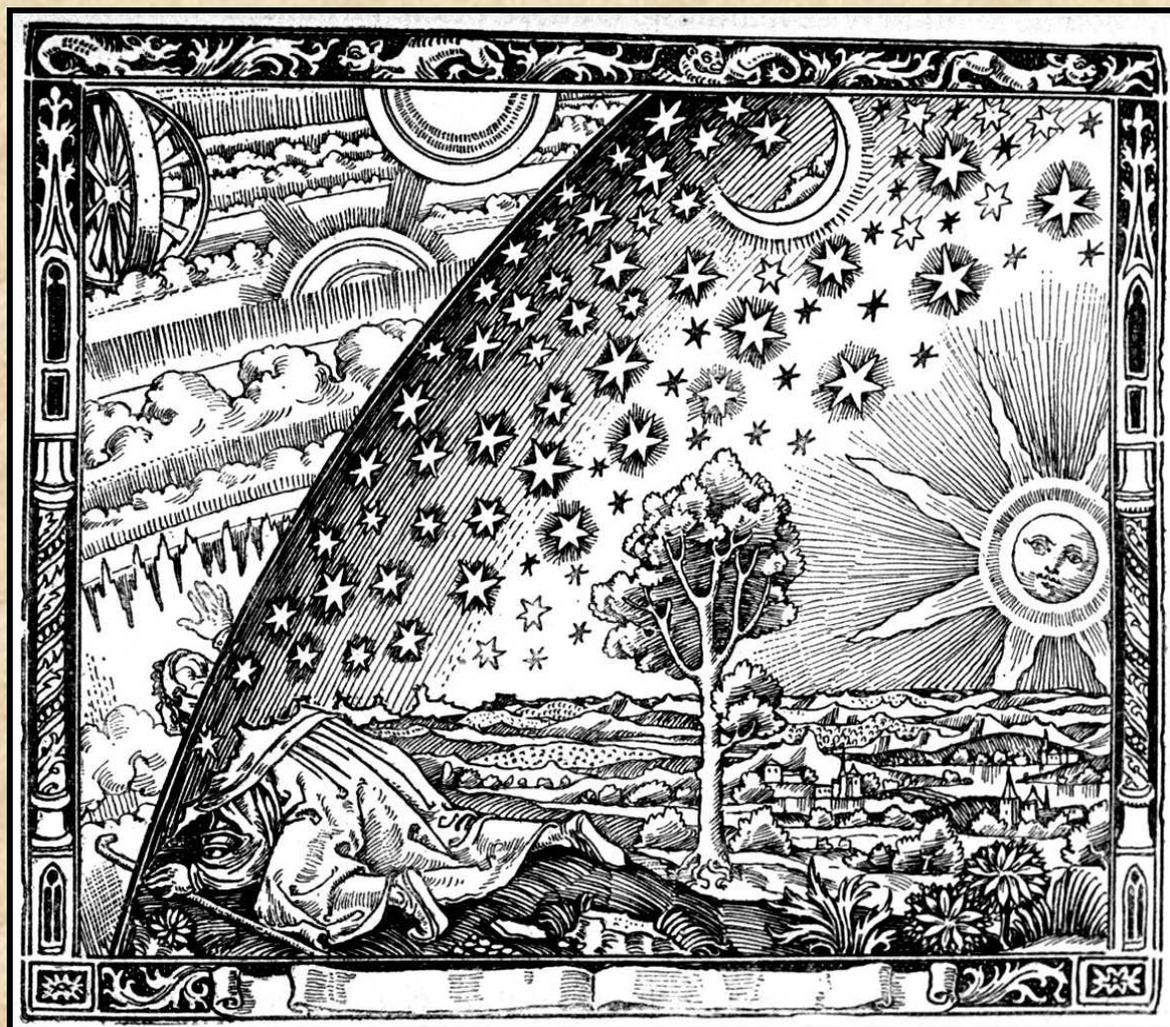
The expanded form of the Primal Sphere became the Prime Plane, which, like the Primal Sphere before it, was made up of equal portions of the four Elemental Planes; unlike the Primal Sphere, the Prime Plane was infused with the remaining balance of the energies of the Powers of Balance. Earth, Air, Water and Fire were all mixed in the morass that formed the Prime Plane, given Potential from the Essence of the Powers of Balance. The Powers of the Spheres of Life molded this primal



ooze by imposing Order on Matter, facilitated through Thought, expedited through Time and stimulated through Energy. Galaxies took shape, and within those galaxies formed Stars, and around those Stars formed Planets, and upon those Planets Life took shape. The balance of the Essence of the Powers of Balance cause the Life of the Prime Plane to evolve, as the forces of the essence of the Powers of Balance turned upon each other; rather than causing an explosion this case, the Essence caused an implosion within Life, and tied Life to the Essences of Order, Thought, Time and Energy. Death, too, was represented here, but this was not the Corruption of the Powers of Negation, rather, this was the Balance of Life and Death, which was a necessary part of Creation.

The Elemental Planes and Races

Meanwhile, the Elemental Planes were undergoing rapid evolution without the active participation of the Powers of Creation. The Essence of the Powers of Balance that coursed through the Elemental Planes after the explosion about the Primal Sphere engendered Life in the Elemental Planes. The different forms of Matter, Thought, Time and Energy arose in each of the Elemental Planes and Life took form. Elemental Beings arose from the Essence of each of the Elemental Planes, defined by Order, engaged in Thought, living through Time and animated by Energy. Each of these life forms, of course, was dominated by the Essential Nature of their respective Elemental Plane. Thus, the Earth Elementals were dominated by Order, and were bulky and ponderous in form. The Air Elementals were dominated by Thought, and thus were ephemeral and delicate in form. The Water Elementals were dominated by Time, and thus were fluid and yet unyielding in form. And the Fire Elementals were dominated by Energy, and thus were ever motive and changing in form. Death was present here as it was on the Prime Plane, but as the Essential Natures of the Elemental Planes were different from that of the Prime Plane, so was the nature of Death in the Elemental Planes different from that of Death in the Prime Plane.



By their nature, were these beings to cross into the Prime Plane, they would form bodies of the appropriate Elements, and were these bodies to be slain on the Prime Plane, the Essential Core of the being would return unto the Elemental Plane of origin, there to reform another vessel from the Essences of that Plane; were they slain on their own Elemental Plane, however, their energies would be dispersed for all eternity.

As the Essential Life Force of the races of the Elemental Planes was formed of the Essence of the Elemental Planes, Death was not a balancing factor there, rather it was a corrupting factor. Earth was corrupted by Decay, Air was corrupted by Oblivion, Water was corrupted by Entropy and Energy was corrupted by Chaos. Thus, as each Elemental Plane was corrupted by the Essence of the Negative Opposition of another Elemental Plane, then did each Elemental Plane gain dominance over another, and thus was the Balance of the Elemental Planes brought to ruin. Therefore did the Element of Fire desire to bring Chaos unto the element of Earth, and thus did Earth strive to bring Decay unto Air, and Air did seek to bring Oblivion unto Water, and Water in its turn did aspire to bring Entropy unto Fire. The Elemental Planes, once in Balance with one another, erupted into war as each Element battled for supremacy.

The Formation of the Outer Planes



Even as the Powers of Life were bringing form to the Prime Plane and the newly risen Elemental Races were taking shape, the Great Barrier between the Known Spheres and the Void Beyond the Spheres was being tested by the Essences and Energies that exploded out from the Primal Sphere. The Great Barrier, unable to contain the Potentiality of the Essences and Energies, shattered, and the Elemental Essences and the Energies of the Powers of Balance cascaded into the Void Beyond the Spheres.

The Ether stretched, following the expanding Essences and Energies, try to fill the open Void, striving to rebuild the Great Barrier between the Known Spheres and the Void Beyond the Spheres.

The expansion of the Essences and Energies was slowed and then halted as they encountered the Powers of Negation in the Void Beyond the Spheres. This caused the Elemental Essences and remaining Energies of the Powers of Balance to fall back toward the center of the Known Spheres.

While rushing toward the center they met the expanding wave of Ether, attempting to re-establish the Great Barrier, head on. An explosion not unlike that which had occurred at the sundering of the Primal Sphere ensued at the edge of Reality, and the Ether, Elemental Essences and Energies of the Powers of Balance collapsed into a infinite number of individual Planes. The Powers of Negation, caught in the explosion and subsequent collapse, had their Primal Essence dispersed among the myriad numerous Planes. Thus, the Outer Planes were formed of Elemental materials, and each was dominated by one of the five Spheres: Order, Thought, Time, Energy or Entropy.

Of the Astral and Ethereal Planes, and the Barriers

The explosion and collapse of the Essences and Energies strained the ephemeral Ether surrounding them, and the very nature of that Ether was altered by the Possibilities present. That portion of the Ether that was without the region of the Old Barrier was transformed by the coruscating Essences and Energies, and became the Astral Plane. The reverberations of the collapse returned through the Known Spheres, and transformed the solid Ether within the region of the Old Barrier into the Ethereal Plane. The Astral Barrier formed between the Ethereal and Astral Planes, as too the Great Barrier once again formed between the Known Spheres and the Void Beyond the Spheres.



On the Formation of Other Dimensions and Proto-Dimensions

When the Great Barrier did once again reform around the Known Spheres, the Known Spheres did then constitute the Inner Planes and the Outer Planes. The Inner Planes were formed of the Prime Plane, the four Elemental Planes and the Ethereal Plane, each of which was contiguous with one another yet removed from one another, and surrounded in whole by the Astral Barrier. The Outer Planes were formed of the Astral Plane and within the Astral Plane were the infinite number of Outer Planes. all of which were contained within the Great Barrier. Outside the Great Barrier lay the Void Beyond the Spheres, though by this Time the Void was not empty as it had been in the past. For when the Great Barrier had reformed at the Edge of Reality, various Outer Planes, Elemental Essences and Energies and fragments thereof had been left without the Great Barrier.

These Outer Planes, Elemental Essences and Energies and fragments thereof, beyond the Edge of Reality, and filled with Potentiality, were drawn to each other, and over Time they drew together, and the Potentiality within them grew, so that each did form its own Dimension, in imitation of the Multiverse that was within the Great Barrier. B

Being of the Multiverse but not within the Multiverse allowed these Dimensions to grow in ways not defined by Reality, and many of them did grow in ways alien and even inimical to the Multiverse. There were those Shards, however, that never did combine with others and thus did never live up to their Potential. These Shards were called Proto-Dimensions, for were they brought into conjunction with a developed Dimension, they might live up to their Potential.



Magic and the Rise of the Faerie Races



The Energies of the Primal Essence of the Powers of Balance that had survived the explosion at the edge of Reality had, by this point, returned to the center of the Known Spheres, and once there, they dispersed throughout the Prime Plane. And thus did the final portion of the Primal Essence of the Powers of Balance, that portion which had experienced the Beginning and the End of the Multiverse and all Spheres in between, and was the richer for it, come into correlation with that portion of the Primal Essence of the Powers of Balance that had formed the Life Force of the Prime Plane, and was of the Prime Plane, and it did also come into correlation with the evolving Life of the Prime Plane, and thus did Magic enter into the Prime Plane. For that portion of the Primal Essence of the Powers of Balance had come to know all that was of the Multiverse, from the Center out to the Edge of Reality. And thus was all Possibility engendered within that force, and that which allows all Possibilities to come to pass is Magic. And from that force did rise the Spirits of Magic, that were made of the ghosts of the shells of the beings that were the Powers of Balance. And in Time, the Sentient Races that did evolve in the Prime Plane came to know these beings as Fairies, for they were not as Powers, nor Immortals, nor Elementals nor even as the Spirits of the Outer Planes, they were of the Prime Plane and of all other Spheres, for they were of Magic, and Magic was of all things that were within the realm of Possibility. By their very natures, the Faerie Races were Eternal Beings, for were their physical form to be slain, their essence would return to the whole of the force that is Magic, and that force would return the Essence of that being into the Life Stream through reincarnation. Thus were the Faerie Folk doomed to be born and reborn until the End of the Age of Creation.

Of the Rise of the Denizens of the Outer Planes



Just as the Primal Essence of the Powers of Balance had given rise to the Faerie Races on the Prime Plane, so too did it give rise to various and sundry species throughout the Outer Planes. These denizens, of infinite variety and scope, formed physical vessels for their existence of the Elemental materials and native energies of their respective Outer Planes, whether they were of Order, Thought, Time, Energy or Entropy. Spirits, Archons, Angels, Titans, Phoenixes, Fiends, and myriad other life forms grew forth from the stuff that made up the very Outer Planes, each animated by the merest shard of the spirit of the ghost of the shell of the Powers of Balance. By their nature, were these beings to cross into the Elemental or Prime Planes, they would form bodies of the appropriate Essences, and were these bodies to be slain on those Planes, the Primal Core of the being would return unto the Outer Plane of origin, there to reform another vessel from the Essences of that Plane; were they slain on their own Outer Plane, however, their energies would be dispersed for all eternity.

On Nodes, Wormholes and Gates

The passing of the Elemental Essences and the Energies of the Primal Essence of the Powers of Balance back and forth through the Multiverse created rifts, tears and holes in the fabric of the Multiverse, that all parts of the Multiverse might be connected to all other parts. Nodes were weak points between two points in the Multiverse that, with some use of Magic, would bring the two disparate points into conjunction, allowing travel one way or both ways. Wormholes were Nodes that naturally allowed travel one way; these were usually associated with the transfer of Elemental or Planar energies or Matter. Gates were Nodes that naturally



allowed travel both ways.

On the Forming of the Sphere of Death

The Powers of Negation, caught in the explosion and collapse between the Essences and Energies and the expanding Ether, were stripped of the greater balance of their Primal Essence and dispersed among the uncountable Entropic Outer Planes. So powerful and terrible was the experience that most lost all knowledge of their prior existence as Powers of Negation; they knew only that they were formed of the energies of Entropy, and that they despised all that was of Creation.

There were those who were of Chaos, that would change all that was, that no one thing would be like unto the other, and all that was would deny all else, such that all would be brought into nothingness.

There were those who were of Decay, that would bring rot into all things, and feed that which remained unto the rot, until the rot ate of itself, such that all would be brought into nothingness.

There were those who were of Oblivion, that would turn all that was upon itself, and then turn again until it was not, and yet again until it was and was not, until all that was would be without and within, such that all would be brought into nothingness.

And there were those who were of Entropy, that would cause all things to consume of each other, then to consume of themselves, and then be consumed by those of Entropy, and thence again those of Entropy would consume even themselves, such that all would be brought into nothingness.

And these entities that were formed of the shells of the Powers of Negation were drawn unto each other, and the energies of the Sphere of Death, and they did form Alliances that they would bring all of Creation into nothingness. And these entities were the first Immortals of Entropy.



Of the Removal of the Powers of Creation from the Multiverse



Time passed until it was one billion years before the crowning of the Emperor of Thyatis. Life had arisen and sentient races had evolved on the Prime Plane. The Elemental Planes were fraught with battle and war, which had slowly spread to the Prime Plane through various Nodes, Wormholes and Gates. The Denizens of the Outer Planes were drawn to the Prime Plane as well, for it contained energies that they did desire and lust after. And too, even the Entropic Immortals, the last shadowy remnants of the Powers of Negation, eventually did travel unto the Prime Plane, and they did begin to work their horrid magics upon it, that they might undo all that had been wrought.

And the Powers of Creation gazed upon all that was, and knew that their Time had passed, for they knew that should they confront even the ghosts of the shells of the Powers of Negation, the Immortals of Death, all that had been made would be undone in the battle that would follow. And thus they removed themselves from the Multiverse, all except a few from each Sphere.

Those that did remove themselves from the Multiverse traversed through the Great Barrier and did come unto another Dimension, and within that Dimension they did create for themselves a new realm, that they might live in peace and harmony. And that none may follow them that they did not will it, they did take up a Proto-Dimension, and from it they did form the Vortex, and they did place it at the one entrance to their Sanctuary, that they might remain undisturbed until the End of the Age of Creation.

And those Powers of Creation that did remain in the Multiverse did disperse their Primal Essences into the Multiverse, that the aspect of Life throughout would be reinforced. And the ghosts of the shells of the Powers of Creation that did disperse their Primal Essences into the Multiverse did become the first Immortals of the Spheres of Life, that they might guard Creation from the despite of the Immortals of Death.

On the Forming of the Immortal Hierarchy



And the sum of the Immortals of the Spheres of Life was twice that of the Immortals of the Sphere of Death. And the Immortals of the Spheres of Life did summon the Immortals of the Sphere of Death unto the Center of the Multiverse, where once stood the Primal Sphere. And there at the Center of the Multiverse did the Immortals of the Spheres of Life enforce upon the Immortals of the Sphere of Death the Balance of the Multiverse, dictated by the One Law of the Immortals. The One Law of the Immortals was thus: On the Prime Plane, Direct Action Against Mortals is Forbidden.

Debate ensued, of course, as the Immortals of the Sphere of Death were not to stand for the dictation of the Immortals of the Spheres of Life. And the Immortals of the Spheres of Life gave ground, as they knew they would, and did form with the Immortals of the Sphere of Death other rules and guides by which the One Rule might be rescinded. And the Hierarchy of the Immortals was initially founded for that one purpose, the interpretation, preservation and molding of the One Law.

And then did the Immortals retire unto the Outer Planes, for they were the one place that they might gather in their forces and powers without breaking the One Law, and without the entanglements of the Primal Conflicts of the Elemental Planes. And the Immortals of the Spheres of Life were gladdened, for they knew that the Purpose of the Multiverse was assured. For the Multiverse had been created that it might give rise to more Powers of Creation, for such might occur only in the Potentiality of the Multiverse. For at the End of the Reign of Creation, the Immortals of the Sphere of Entropy would rise again to regain their birthright, the might of the Sphere of Negation, and they would battle the Powers of the Sphere of Creation for the rule of the next Age... and should the Spheres of Life have given rise to too much Powers of Creation, the Balance of the Universe might turn once and for all... for Life.

Clerics and Priests

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9 th level	+1 hp / level / Constitution adjustment.	
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	All armor and shields mostly permitted		
Weapons	No edged or pointed weapons, all other mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.		
Maximum Level:	36.		

A Cleric is a Character who is dedicated to serving a great and worthy cause. This cause can be an Immortal being dedicated to a specific goal or attribute; sometimes the Cleric serves a clique of Immortals. All Clerics belong to orders, or Clerical societies, made up of Clerics serving the same ends. A brand new Cleric character is at the very bottom of his Clerical organization; as he gains experience levels, he also gains new powers and responsibilities to his Clerical order.

A Cleric can learn to cast spells after gaining a level of experience. A first level Cleric can't cast any spells, once he reaches 2nd level, he can begin to cast spells. A Cleric's spell powers come from the Strength of the Cleric's beliefs (as thus the Immortals who grant the power to cast these spells and are dedicated to these beliefs). The Cleric sits and meditates, and magically learns spells. These spells can then be used during and adventure. Most Clerical spells are for healing, protecting, and gathering information. Clerical spells are different from magic user spells. Clerics can only use their type of spells; they never utilize magic user spells (the Healer and Death Master [see "The Ultimate Spellbook" document] are exceptions as they are actually some sort dual classed Cleric and Magic user together).



Clerics have good fighting skills and can fight monsters. A Cleric can wear any type of Armor like a fighter; he can use many types of weapons, but can't use edged or piercing weapons (some Immortals do allow some exceptions) of any kind. Unlike Magic users, whose spells are often used during battles, a Cleric's spells are usually needed after battles (such as cures) or for general exploring (such as detecting things). For the first three levels of experience, a Cleric's power is very limited. But as they advance (to a maximum level of 36), Clerics obtain more spells of greater power, due both practice and the Strengthening of their beliefs. It is very important for Clerics to be faithful to their beliefs. If a Cleric behaves in a manner that is not consistent with the Cleric's alignment or beliefs, the Cleric may be punished by the order—or even greater powers. This punishment could be an penalty on attack rolls, a dangerous Quest that must be completed, or even the lack of spells or special rights or abilities. Every Immortal has his own ways of how a Cleric has to behave to regain or hold his good standing. To know this see the section about the Immortals.

Cloistered clerics

The regular (PC) cleric, according to the above given rules, is modelled cleric after the medieval fighter-cleric, à la Templar or Hospitlar. Yet we are all aware that all clerics, then and now, do not meet that standard. Scholarly (sometimes called cloistered) clerics, or brothers who are not ordained but have some clerical functions, however are much more widespread.

Such non-player clerics might be encountered by a party but they will usually be part of a local clerical establishment (abbey, monastery, temple, etc.), or perhaps part of a pilgrimage. They would not appear as simple "random monsters," nor would they ever be found as humanoid shamans.

Also called monks in the D&D game, is modelled after the Europe monk. The cloistered cleric (let's call him or her a friar) will be apart from the outside world in a monastery, abbey, or other such structure. Some select friars will be allowed to greet and talk to those who might visit the monastery. The other friars might not be allowed contact with the outside world and might be under vows of silence as well. (They may only speak during church services, in emergencies, and to convey necessary information.)

The majority (85%) of cloistered will have large libraries of from 100 to 10.000 books, manuscripts, and scrolls. Cloistered



Knowledge	General	Specific	Exacting
Minor Field	1d12+35%	1d8+20%	1d8+6%
Major Field	1d20+50%	1d12+34%	1d10+15%

clerics of at least 9th level with wisdom and intelligence scores of at least 13 and 15, respectively, and who have a library of at least 5,000 items, will have the abilities of a minor sage. They will have sage ability in one Major Field and one Minor Field only, and no other supporting knowledge whatsoever. Their

percentage chances to know the answer to a question are as per table:

Such a cloistered cleric/sage will expect and demand a liberal contribution to the abbey (church, etc.). There is no fee if the cloistered cleric/sage does not know the answer to a question.

Average Cloistered clerics will have the following statistics: Strength, 3-18 (3d6); Intelligence, 6-18 (4d4+2); Wisdom, 9-18 (d10+8); Dexterity, 3-18 (3d6); Constitution, 3-18 (3d6); Charisma, 3-18 (3d6).

Cloistered clerics fight as magic-users, and are allowed the use of the footman's mace, the hammer, the club, and the quarter staff only. They gain only one new weapon, that at 9th level. They do never wear armor of any kind or use a shield but are allowed rings of protection, cloaks of protection, and bracers of defense. Their chance of owning such a protection device is 15% per level, as is their chance of owning a magic weapon.

They are allowed to use any written item allowed to a cleric, except for those items which would grant them levels of experience. They may employ potions allowed to clerics (or to all classes) as well as any magic ring. They may use no rods, staves, or wand except a rod of cancellation, a rod of resurrection, a staff of curing, and wands of enemy detection, fear, illumination, and negation.

Level	Title	HD	HP	Minimum		Spells									
				Int.	Wis.	1	2	3	4	5	6				
1	Novice	1	1d4*	6	9										
2	Ostiary	2	+1d4+	8	9	1									
3	Brother/Sister	3	+1d4+	8	9	2	1								
4	Father/Mother	4	+1d4+	8	11	3	2	1							
5	Padre	5	+1d4+	8	11	4	3	2							
6	Chaplain	6	+1d4+	10	13	4	3	3	1						
7	Subdean	7	+1d4+	11	14	4	4	3	2						
8	Dean	8	+1d4+	12	15	4	4	4	3	1					
9	Prior/Abbot	9	+1d4+	12	15	4	4	4	4	2					
10	Father/Mother Superior	9	+1	13	16	4	4	4	4	3					
11	Archimandrite	9	+1	14	17	4	4	4	4	4	1				
*+ con adjustments.															

Cloistered clerics use four-sided dice for accumulated hit points. They make their saving throws as clerics, but at -2 in all cases.

They are usually (50%) lawful but might be neutral (35%) or chaotic (15%). They can be either good (40%), neutral (35%), or evil (15%) as well.

Cloistered clerics are almost always human, but on occasion an orc or half-breed might be found in their number. Cloistered clerics have no effect upon undead and as thus they can't Turn Undead.

Their possible eventual level is strongly tied to their wisdom and intelligence scores. Experience-point ranges are not given for them, since they are always non-player characters.

They cannot cast reversed spells if Lawful-Good, likewise, it is 70% unlikely that a neutral good character will have the reverse spell, and 40% unlikely that a chaotic good cleric will have the reverse. Those spells containing the word "evil" can be reversed to either form by lawful neutral or chaotic neutral clerics.

The life of the cloistered cleric

The cloistered cleric is both literate (if his or her intelligence is 6 or above) and can write. The character spends most of his or her time studying or copying texts and scrolls. He or she may also have mundane duties to perform, and some groups of cloistered clerics do not exempt even a Dean from such duties. The abbey or monastery where the cloistered cleric resides is almost always (90%) made of stone and is usually (60%) surrounded by a wall of stone as well. Farm lands tended by the cloistered clerics surround the abbey or monastery. Most abbeys and monasteries exist outside of towns, and many are well away from main roads.

Only cloistered clerics involved in teaching will have residence in a town or city. These teachers will run schools and colleges, and such an individual's library will have a minimum of 2,500 scrolls and/or books. The abbey or monastery never has fighting clerics or monks in it, nor are fighting clerics or monks ever employed on a permanent basis by cloistered clerics.

For their own protection, in hostile territories, abbeys or monasteries may have in their employ men-at-arms (if evil, humanoids of 1 HD or less) headed by a fighter (but not a ranger or a paladin) of 1st to 7th level. (A fighter of 3rd or higher level may have from 1-6 sergeants or even 1 lieutenant to aid him or her.) Cloistered clerics do not hire a thief or assassin, unless to recover some item stolen from them. A magic-user or sage occasionally may be in temporary residence in an abbey or monastery, doing research (15% and 3% likely, respectively).

Learning and recovery of spells

Cloistered clerics have one important difference in the way they gain and use their spells. They must rest for the appropriate time, as any other spell caster. They then must pray for a period of not less than one hour per level of the highest level spell that they will memorize; i.e., an Archimandrite would have to pray to his or her Immortal for six hours to replace his or her 6th level spell, but could also replace any first to fifth level spells as well after this period. Once the cloistered cleric has prayed, he then reads the desired spell from a spell text, just as a magic user does, taking 1 Turn per spell level per spell. He or she must have the minimum intelligence and wisdom as outlined earlier!

All cloistered clerical spells are written in large tomes as large as magic-user spell books. They are written in a language which, while it can be learned by another cleric, will never give spell power to any other type of spell caster other than a cleric, healer or exorcist. An adventuring cleric who knows the language of cloistered clerics can read from their texts to learn a spell. This process will take the adventuring cleric 3 Turns per spell level per spell and in no way counts as a spell known to that adventuring class cleric. Further, if a given spell is not available until a higher level to a cloistered cleric, it must be memorized by an adventuring class cleric at that (higher) level. The adventuring class cleric must also pray to his Immortal, just as the cloistered cleric must, before the book or text will release its power from the written word. A cleric who does not pray prior to reading will gain nothing from the text.

Hierarchy

The Hierarchy of the Clerics sounds almost always as follows:

- Acolyte / Novice / Ostiary:
Lowest level Cleric, almost no rights, heavy duty.
- Adept / Brother / Sister / Father / Mother:
A low level Cleric, with still almost no rights, they may leave the temple on their own however.
- Cleric / Priest / Padre / Deacon:
A Cleric who works on his own, with Acolytes, and Adepts as help, mostly in a small village or they have their own temple.
- Vicar:
Not often used term, but actually it is a still more powerful Cleric in the hierarchy, he controls several Clerics.
- Curate:
Rarely used term, also called Provost. Controls 1 to 3 Vicars or up to 20 Clerics.
- Elder / Chaplain / Archdeacon / Subdean / Dean / Prior / Abbot / Father Superior / Mother Superior:
Often one of the Older Clerics, due to his or her age owned of respect, they actually control none, but have influence over up to 4 Curates, Do also exist within the Mystic cults.
- Bishop / Archimandrite:
A Bishop is one of the highest ranks in the Hierarchy of the Religion, they control large parts of the land, have often even High-say in political matters, controls all Vicars, Elders and Clerics in his area or even beyond.
- Lama:
The Highest rank in the more solitude areas or from the Mystics.
- Patriarch:
The highest rank of the religions hierarchy, this leader control the whole country its religion, but they speak rarely with followers of lower rank than Knight, Paladin, Grand Duke, or Bishop. Often they are set aside from all normal life beyond the religion and they connect themselves with the highest of ranks (such as Kings, Queens, Princess and Emperors). Sometimes these must even be crowned by the Patriarch to be accepted by the people of the country.
- Matriarch:
The female variant of a Patriarch. Mostly males are the religious rulers.
- Dalai Lama:
The Official Ruler of all Mystics, rules all other Lama's. In Effect an Patriarch.
- Outsiders:
Those who do not live inside the Mystic Cloisters.
- Followers:
All believers of the Faith, even those who do not live in or near the Temple.

Normal Temples	Mystic Temples	Contact with...
Patriarch/Matriarch	Great Lama	Kings, Emperors
Bishop	Lama	Rulers
Elder	Elder	Population
Curate	Abbot	Lords, Ladies
Vicar	Provost	Knights, Paladins
Cleric	Dean	Officials
Adept	Head	Local officials
Acolyte	Master	Local population
Follower	Monk	Local population
	Brother	Temple only
	Outsider	---

Level 0=Normal Men and Women

A "level-zero" Cleric is someone who has just been accepted into a Clerical order and is receiving his initial training. Player-characters do not have to start out at zero-level, they already have been level 0; the only zero-level Clerics that the PCs will ever encounter will be NPC's undergoing training.

1st – 2nd level

First-level Clerics are typically assigned as aids, clerks, and assistants to higher-level Clerics, and keep that assignment through second experience level. During this Time, the low-level Clerics will be getting practical field experience in the execution of their duties, in the way the Clerichood works with the population, and in the way the Clerichood's organization works in the real world. Most first-level Clerics are assigned to Clerics of third to fifth level, but some few (especially very capable ones) will be assigned to much more powerful Clerics.

3rd –5th level

At 3rd level, the Cleric will be assigned to a single community (a village, a small town, a broad tract of land containing many scattered farms, or a single small neighborhood in a large city). If he asks for one, and the faith's leaders (i.e., the DM) agree that he needs one, he will be assigned a 1st level Cleric as an assistant. This Cleric isn't a follower in the same fashion as the followers he receives at a higher level, and might wish to be re-posted elsewhere if his superior is unlikable or difficult. (However, if this assignee is still with the Cleric when that Cleric reaches eighth or ninth level, the DM might decide for him to become one of the Cleric's official followers.) If he doesn't ask for a subordinate Cleric, he won't receive one. The Cleric is assigned a small building to serve him as a temple or church. (This is not the same as a stronghold.) The Cleric is supposed to finance repairs to the building, food and supplies for himself and any assistants, and salaries for any servants he chooses to hire through tithes and donations. Half of all tithes and donations are sent on to the superiors, and the rest go to the Cleric's own temple for these purposes. If the Cleric doesn't receive enough tithes and donations, the faith will probably not help him; his mission is to inspire his flock, and inadequate tithes and donations are merely evidence that he needs to work harder at it.

6th - 7th Level

At around 6th level, if the Cleric has done a good job of maintaining his church and seeing to the needs of his flock, he may be given a more important assignment. He could become the chief Cleric of a large town (one with more than one church; the third-level Clerics operating those churches would report to him), or the central church authority over several villages. He may keep any subordinate he has had previously. He will automatically be assigned two additional first-level Clerics as subordinates. Again, they don't precisely constitute "followers," though those specific characters could become followers when the Cleric reaches the appropriate level. If the Cleric's work doesn't merit a better posting, he won't lose his experience levels or his subordinate, but he'll be stuck in the little church that he has been operating all this Time. When a Cleric reaches 6th or 7th level and is still the Cleric of a one-horse town, it's often a sign that he is not held in high regard by his superiors. It may merely be a sign that there are too many Clerics in the Clerichood and advancement is slow. Naturally, a higher-level Cleric can ask to be posted to or remain posted to such a small community. Some people will snicker at his lack of ambition while others will admire his dedication and his care for the common man.

8th -9th Level

At around 8th or 9th level, again assuming that the Cleric has done well in his Clerical career so far, he will be allowed to build a stronghold. The faith will finance half its cost, and it remains the property of the faith when the Cleric retires his post. However, the stronghold is semi-autonomous; the Cleric's superiors seldom interfere in its operations. They might interfere, especially by sending another Cleric to investigate, if they receive rumors of incompetence, greed, or trouble from the stronghold. Otherwise, the Cleric is free to operate it much as he pleases. The Cleric's assigned area may remain the same. He might continue to be chief Cleric over a large town or collection of villages. At his request and with his superiors' permission, or solely at his superiors' wish, he may instead build his stronghold in some other place: In a frontier where he is supposed to defend the peace, in a wilderness area where he and his subordinates are supposed to work undisturbed by the secular world, etc. At this same Time, the Cleric will receive his followers, as we have discussed earlier this chapter. The followers manage the stronghold and its duties under the Cleric's administration. As discussed earlier, the levels, classes and goals of these followers will depend on the attributes of the faith and on the specific goals of the Cleric for his stronghold. If it's to be a military post manned by holy warriors, the followers will mostly be capable fighters; if it's to be an educational monastery, most of the followers will be Normal Men and Women or first-level Clerics with appropriate scholastic talents. During this Time, the Cleric's progress and efficiency will be carefully measured by his superiors, who are considering what role the Cleric will play in the higher-level politics of the faith.

10th -12th Level

Sometime between tenth and twelfth levels, the Cleric may find himself promoted to prominence over a much larger area; he will be administering a bigger chunk of the religious "map." Clerics of numerous cities and regions in his vicinity (at least a fifty-mile radius) will be reporting to him, and of course he will still be reporting to his superiors. By twelfth level, he may be the high Cleric over an entire nation (assuming that the faith spans several nations, as many faiths do). He doesn't, however, receive any more followers.

XP	Lvl	HD	Hp	Spells							Saves				
				1	2	3	4	5	6	7	DR	MW	TS	DB	SP
0	1	1	1d6	-	-	-	-	-	-	11	12	14	16	15	
1500	2	2	+1d6	1	-	-	-	-	-						
3000	3	3	+1d6	2	-	-	-	-	-						
6000	4	4	+1d6	2	1	-	-	-	-						
12,000	5	5	+1d6	2	2	-	-	-	-	9	10	12	14	13	
24,000	6	6	+1d6	2	2	1	-	-	-						
50,000	7	7	+1d6	3	2	2	-	-	-						
100,000	8	8	+1d6	3	3	2	1	-	-						
200,000	9	9	+1d6	3	3	3	2	-	-	7	8	10	12	11	
300,000	10	9	+2	4	4	3	2	1	-						
400,000	11	9	+2	4	4	3	3	2	-						
500,000	12	9	+2	4	4	4	3	2	1	-					
600,000	13	9	+2	5	5	4	3	2	2	-	6	7	8	10	9
700,000	14	9	+2	5	5	5	3	3	2	-					
800,000	15	9	+2	6	5	5	3	3	3	-					
900,000	16	9	+2	6	5	5	4	4	3	-					
1,000,000	17	9	+2	6	6	5	4	4	3	1	5	6	6	8	7
1,100,000	18	9	+2	6	6	5	4	4	3	2					
1,200,000	19	9	+2	7	6	5	4	4	4	2					
1,300,000	20	9	+2	7	6	5	4	4	4	3					
1,400,000	21	9	+2	7	6	5	5	5	4	3	4	5	5	6	5
1,500,000	22	9	+2	7	6	5	5	5	4	4					
1,600,000	23	9	+2	7	7	6	6	5	4	4					
1,700,000	24	9	+2	8	7	6	6	5	5	4					
1,800,000	25	9	+2	8	7	6	6	5	5	5	3	4	4	4	4
1,900,000	26	9	+2	8	7	7	6	6	5	5					
2,000,000	27	9	+2	8	8	7	6	6	6	5					
2,100,000	28	9	+2	8	8	7	7	7	6	5					
2,200,000	29	9	+2	8	8	7	7	7	6	6	2	3	3	3	3
2,300,000	30	9	+2	8	8	8	7	7	7	6					
2,400,000	31	9	+2	8	8	8	8	8	7	6					
2,500,000	32	9	+2	9	8	8	8	8	7	7					
2,600,000	33	9	+2	9	9	8	8	8	8	7	2	2	2	2	2
2,700,000	34	9	+2	9	9	9	8	8	8	8					
2,800,000	35	9	+2	9	9	9	9	9	8	8					

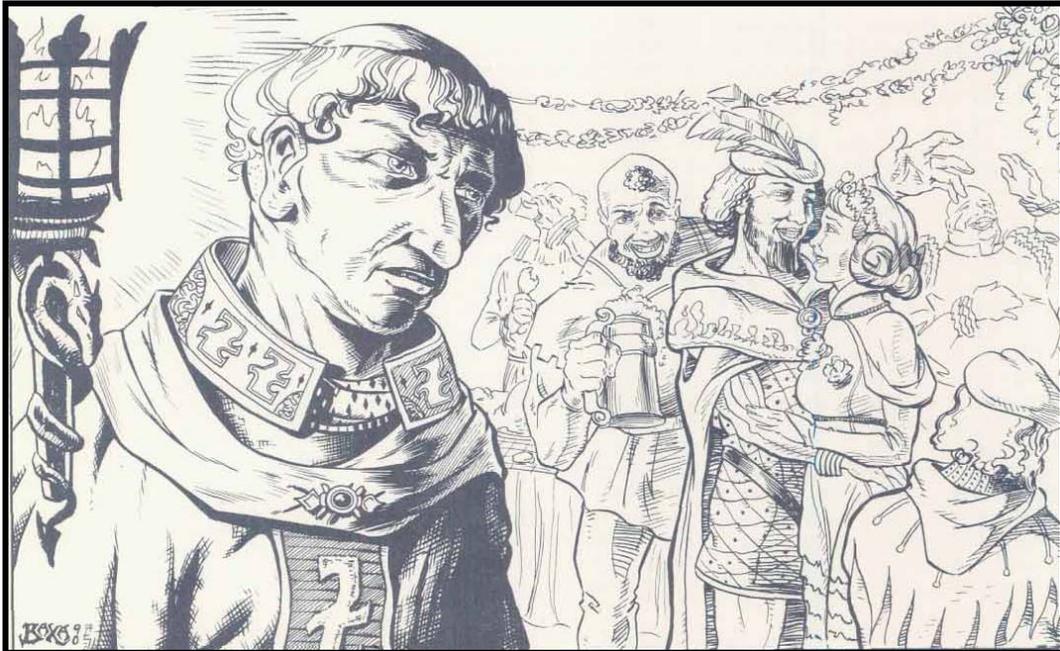


13th 15th Level

The most powerful of a faith's leaders belong to these experience levels: The high Cleric of the faith and his immediate advisors. If the DM wishes, politics or the Immortal's preference alone may decide who the high Cleric is, and the high Cleric might then not have to be the highest-level Cleric of the faith. The faith's high Cleric might be chosen by vote or omen, and could be a thirteenth-level Cleric while all his immediate advisors are of higher level.

16th Level and further

These experience levels don't have any effect on the Cleric's ranking within his faith. They are reflections of additional knowledge that he has learned . . . but don't grant any additional benefits within the structure of the faith.



Clerics can be jealous to the more frivolous people, and may hold their own sinful secrets.

Turning Undead

A Cleric has the power to force certain monsters called the "Undead" (skeletons, zombies, etc.) to run away, or even perish. This special ability is called "Turning Undead". When a Cleric encounters an Undead monster, the Cleric may either attack it normally with a weapon or a spell, or try to turn it. The Cleric can't both attack and turn Undead in one round (even when hasted)The Cleric needs his Holy Symbol to turn Undead. This symbol must be strongly presented and the name of the Immortal; must be spoken aloud together with the name of the Undead.

When a Cleric encounters a skeleton like Undead which he intends to turn, he could invoke his Immortal power by saying something like: In name of Ixion and Valerias (this Cleric thus follows a clique) skeleton begone. When the Undead was a Revenant (also skeletal looking) the turning attempt would fail automatically. Undead are not turned automatically. When the Cleric tries to turn an Undead monster, find the Cleric level of experience across the top of the turning Undead table. Read down the left column until you find the name of the Undead you intended to turn. There is a chance to turn Undead as soon as you see a number or hit dice notification. When a number is listed, the Cleric has a chance to turn the listed Undead. The Cleric rolls 2d6. If the total equals to or is greater than the number given, the attempt at turning Undead is successful. When the attempt at turning Undead is successful another 2d6 (or more at higher levels)has to be thrown to determine the number of Hit dice that has be turned. At least one Undead monster will always be turned away regardless of the results.

Turning Undead Table	2d6 Level Cleric																
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	22-36
Skeleton	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6	4d6
Zombie	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6
Ghoul	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6
Wight	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6
Wraith	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6
Mummy	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6
Spectre	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6
Vampire	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6
Phantom	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6
Haunt	-	-	-	-	-	-	-	11	9	7	T	T		2d6	2d6	2d6	2d6
Spirit	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6
Nightshade	-	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6
Lich	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	T
Special	-	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T

Example; a 1st level Cleric has just encountered a group of seven zombies. (each having 2HD). The Cleric tries to turn away zombies in name of Odin (his Immortal). On the turning Undead table, a 1st level Cleric vs. a zombie yields a result of 9. The Cleric must roll a 9 or higher on 2d6 to turn the zombies. If he rolled a 10, then another 2d6 must be rolled to know how many hit Dice of Undead has be turned away. He rolls an 8, the Cleric thus turns away 8 Hit Dice of zombies. Since each zombie is a 2 HD creature, the Cleric has turned away four zombies. So four zombies turn and begin shambling away from the Cleric as fast as they can move (a minimum distance of 100' is always taken, or at least until the Cleric and his despicable Holy Symbol can't be seen anymore). This leaves the Cleric with only three to fight. Next round, he can attack them with weapons or spells, or he can try to turn them away too. If the result at turning Undead shows a T, is automatically succeeds. The Cleric doesn't need to roll for success any more.

To determine how many Undead will be turned, the normal 2d6 will be rolled, with normal results. When a 2d6, 3d6 or even 4d6 is shown the Cleric must roll that number—in fact his turning ability is so great power that the affected monster are destroyed instead of merely turned. Skeletons, and other bone Undead shatter, Ghouls, zombies, and other corporeal Undead burst apart, Immaterial Undead fade away or fall in to a puddle of ectoplasmatic goo or mist. Several special Undead turn into other materials. Regardless of the roll always one Undead will be destroyed (unless in special circumstances may save against turning or has magical resistance against turning), but when the Undead has more hit dice than are turned the attempt to destroy fails, and the Cleric must try again or resort to other ways. The Undead will always be affected by a shock of the Holy Symbol which results in a reduction of initiative of 2 for the following round.

Whenever the Cleric enters a domain where the area is evilly biased (like a Haunted Tomb) the Turning attempt will be lowered one step. This means that a 14th level Cleric now turns Undead as a 11-12th level Cleric.

When the place is dedicated to an Evil (mostly Entropic Immortal) the penalty will be two steps. The same Cleric would then turn as a Cleric of 9-10th level.

When the character moves through the Planes and tries to turn Undead there remember that for each Planar boundary crossed, more than three, the Turning attempt is lowered by one step for each boundary distance between the Cleric and his Immortal more than three. In effect, the power of a Cleric diminishes the farther he travels from his Immortal's realm and into Planes where other powers rule.

For each Plane separating the servant of the Immortal from his Immortal, the servant loses one level of spellcasting ability, and one step turn Undead ability. The loss occurs immediately upon moving to a new a Plane. Spells lost can only be regained through rest and prayer, and only upon reaching a location where they can once again be cast. Hp, THACO, granted powers (by Piety, etc.) and all other abilities are unchanged. For the number of levels or Turn Undead steps lost one must know the Home plane of the Cleric's Immortal and the place where he is now. Therefore the Outer plane map must be studied. One must also know that the powers of the Immortals always go through the Prime Plane, except when the Planes are next to each other. Therefore see the map of Planes in "The Ultimate Spellbook".

For Clerics following the Entropic Immortals it would be abhorrent to destroy or Turn the Undead, for such easy power must be (ab)used, therefore these Clerics can't Turn Undead, but instead control them. To do this they use the same table as the Turn Undead table, but a T depicts no automatic Turning but an automatic control for as long as the Cleric maintains concentration. Any xD6 result depicts automatic control, but here the Cleric doesn't need to maintain control, where x is the numbers of days the Cleric maintains control. When the duration is expired the Cleric must anew try to control the Undead, but those intelligent will often want to leave the evil Cleric, or use him for his their own plans and plots.



Restrictions on the Priest

Priesthoods are also restricted, usually by decree of the Immortal himself. Below are examples of many typical sorts of restrictions: Note that most priesthoods will only have a few of these restrictions, and each faith may employ different ones. Immortals make these requirements of their priesthoods for four principal reasons:

Commemoration:

This means that the action is a reminder of some important event from the history of the faith. For example, the cross and crucifix are symbols of the Crucifixion.

Function:

This means that if the requirement is not met, the priest cannot for some reason function as a priest. For instance, if, in a specific campaign world, clerical magic will not work if the caster has consumed alcohol, then the priesthood will have a requirement that its priests not drink.

Philosophy:

This means that the choice is bound up with other elements of the faith. If certain creatures are held to be unholy, unclean, or otherwise taboo, for instance, there will be many secondary requirements derived from that Thought. A priest wouldn't be able to wear armor made from its hide or eat its meat. To be buried in or with its skin might even result in involuntary separation from the faith!

Sacrifice:

This means that the Immortal requires this behavior to test the mettle of his followers. Those who can't make the sacrifice are obviously not cut out to be his priests. Sometimes any of these requirements can apply to the worshippers of the Immortal in addition to the priesthood. Especially appropriate are restrictions involving Contamination.

Hp

Clerics get 1d6 hp per level of experience +any Constitution bonus points. One additional hit point is gained for each level after 9th level. So a maximum total of 108 is possible at level 36, although an average of 68 will be more common. The cleric does a lot of fighting, and has a very demanding existence. Some Immortals with a specific mythos take 4-sided dice for Hp (like thieves or wizards) or even 8-sided dice (like fighters, ex. Clerics of Thor). But this is only appropriate for priestly orders which are differently demanding physically.

A priesthood should only receive 4-sided dice if it has medium to poor combat abilities, and belongs to a Immortal with very few physical demands. For example, a Immortal of Dawn has no intrinsic orientation toward combat, and "Dawn" does not imply any specific physical demands. Or a Immortal of peace or love could have priests with little or no combat abilities and with 4-sided dice. However, it's important to note that this does not have to be the case.... It is only the case when the Immortal insists upon it. Priests of an Immortal of peace could be pacifists, but still be good at combat..., which they may only employ in self-defense.

Armor

Priests may be limited in the types of armor they wear. Some sample limitations:

May not wear non-metal armor

May not wear metal armor, (Like Druids, Dervishes)

May not wear magical armor

May not wear any armor (Like Pacifist Clerics, ex. Alphia)

May not use shields

May not use certain types of shields

May only wear armor made by priests of the same faith.

A Cleric mostly can use any kind of armored and may use a shields. He also mostly may use any protection device (as normal no more than one per character) . Most Clerics can't use any pointed or edged weapon. This is forbidden by most beliefs. This includes arrows and quarrels. But the Cleric can use any non-edged weapon. Any of these restrictions could be made for any of the four reasons given above. If metal armor disrupts clerical magic, then it could not be worn by priests. If the religion's philosophy forbids harm to animals, then leather armor may be forbidden. And so on. Armor restrictions don't just reflect the Immortal's attributes or prohibitions; they help define the combat roles of priests in the campaign. A priest who can wear full metal armor is more likely to be a combat force than one who can't.



Weapons

Many priesthoods require their priests to use only a certain category of weapons. Some only restrict them from using a certain narrow category of weapons. Some require their priests to use no weapons at all. Commonly, a Immortal identified with a certain type of weapon will require his priests to use that weapon and a certain number of similar or related weapons. The Immortal assigns the priesthood a weapons restriction based on two choices. First, weapons restrictions reinforce the special attributes and character of the worshipped Immortal; limiting priests of the Immortal of Death to sickle-like weapons certainly establishes flavor for them. Second, weapons restrictions, like armor restrictions, help define the combat roles of priests in the campaign. If a priest is limited to daggers, he's not going to be the campaign's combat monster, so magic and his priestly duties will be much more important to the character.

Magical Items

Priests are already limited to using magical items usable by all classes or by priests only. But they might also be further restricted by their faiths. For example, priests of a specific faith might be required to use only magical items made by priests of their order, or might be required to use no magical items whatsoever.

Clothing, Vestments

Priests are often required to wear distinctive costumes proclaiming their status. They may only have to do so during the performance of their official functions, or might have to wear their priestly vestments during all waking hours. Such items don't have to be full costumes. A priest might be only required to wear the specific holy symbol of his faith; otherwise, he could wear what he wished. In some faiths, priests cannot wear certain types of clothing. Historically, some priest-kings of earth-Immortal were forbidden to wear clothes with knots in them; if they wore textile garments, they had to have ragged, unknotted hems. Priests might also be required to conceal certain parts of their bodies by clothing. Beyond restrictions imposed by society for modesty's sake, priests might have to conceal other parts not considered immodest by the general population.

Celibacy and Chastity

Though in modern times the terms Celibacy and Chastity have become confused, here we're only using the older meaning of the word Celibacy: The state of being unmarried. Priests who are required to be celibate must remain unmarried. A priesthood could enforce both Celibacy and Chastity, or either one upon the priest. A priesthood could require celibacy as a sacrifice to the Immortal, because it was philosophically opposed to the state of marriage, or for many other reasons. The fighting priesthood of a war-Immortal might require its priests to stay celibate so that they won't be distracted by thoughts of home and family while engaged in warfare.

Chastity involves not engaging in sexual relations. A priest could be celibate but not chaste; one could even be chaste but not celibate, though that would be pretty strange. Priesthoods require chastity as a sacrifice to the Immortal, or when its priests are supposed in some way to be spouses of the Immortal (either in a symbolic or genuine sense). In some faiths, chastity is required of its priests except for during specific events or times of the year. For instance, priests of an agricultural Immortal might be required to remain chaste except during the planting season, when chastity is revoked in order to magically "encourage" the fertility of the fields.

Contamination

Many faiths regard certain items or substances as unholy, unclean, or taboo. Its priests are not permitted to handle such things. If they come in contact with them accidentally, they must undergo holy rituals of purifications to cleanse themselves of the taint. Some sample items or substances include:

Animals (specific animals or whole classes of animals), Blood, Gems or Jewels (specific types), Iron, Plants (specific plants or whole classes of plants), Water (from specific bodies of water), etc..

Mutilation

Occasionally, a priesthood will demand a sacrifice of mutilation of its priesthood. This is most common among evil priesthoods, but could theoretically occur with any priesthood, regardless of alignment. For example, devotees of a blind Immortal of prophecy might be forced to blind themselves. (However, it would be more appropriate for them merely to have a Clothing restriction that required them to wear blindfolds when performing official duties.) When this sort of thing does take place, the priesthood is often compensated for its loss: The Immortal often grants them an extra power. A priesthood required to be blind, for example, might have an extra power of analysis, identification or prophecy.

The Faith

Relations With Other Faiths

Most cultures tends to fall into one of the following categories:

Monotheistic By Demand:

The faith's Immortal acknowledges that there are other Immortals, but demands that everyone worship him or her alone and not those other Immortals. If a culture is Monotheistic By Demand, it means that this one faith is the only one legally permitted within the culture. This faith is able to demand a tithe (discussed earlier in this chapter) of its followers.

Monotheistic By Dogma:

Whether it is true or not, the faith claims that there is only one Immortal or Immortal and that everyone must worship that one being. If a culture is Monotheistic By Dogma, only the one faith is permitted within the culture. Typically, the worshippers are sufficiently inflexible in their belief that they often participate in religious wars in order to extend the domination of their own faith or suppress faiths they consider dangerous or heretical. This faith is able to demand a tithe of its followers.

Pantheistic, Chief Faith Dominant By Charisma:

This culture concedes that there are several Immortals with individual faiths or cults associated with them. One, however, is the special favorite of the population, because they consider that Immortal's attribute, personality, or blessings superior to any other Immortal's. Most citizens of the culture worship this chief Immortal and any other Immortals they choose. In this type of culture, the dominant faith typically asks but is unable to demand a tithe of its followers.

Pantheistic, Chief Faith Dominant By Strength:

This culture concedes that there are several Immortals with individual faiths or cults associated with them. One, however, is supreme in power, either because it has a strong hold on the culture's ruling aristocracy or because the chief Immortal has a power or promises rewards that make his worship necessary. (For example, even in a culture where many Immortals are worshipped, the Immortal who decides how each person's afterlife is to be spent could be the dominant Immortal; or the king of the Immortals, who rules the Immortal of the afterlife, could instead be dominant.) In this type of culture, the dominant faith is able to demand a tithe of its followers.

Pantheistic, No Chief Faith:

This culture concedes that there are several Immortals with individual faiths or cults associated with them. Though individual cults may be stronger or weaker than each other, none is dominant throughout the culture. Each faith can only ask, not demand, a tithe of its worshippers. Within the culture, individual communities may have dominant Immortals; and within those individual communities only, the chief Immortal's worship will correspond to one of the "Pantheistic, Chief Faith Dominant By Charisma" or "Pantheistic, Chief Faith Dominant By Strength" categories. Some cities will not have dominant Immortals, or may have two or more dominant Immortals who have joint worship here but not elsewhere. All the Immortals worshipped within the culture will be perceived to belong to the same family, or pantheon, of Immortals.

Relations With the Aristocracy

Once it is known what sort of hold the faith has on the culture, he can decide what sort of relations the faith has on the country's rulers. What sort of relationship has the faith with the population. All faiths exert some control over the flock, by helping interpret or define what the flock believes; some faiths exert more power, some less. Some abuse that power, and some don't. Some faiths rule the people, while others are the people.

Is There A Priestly Caste?

That is, is Priest the full-Time job of the priest, making priesthood something a little distant from ordinary humanity; or do most priests only act as priests part-Time, having other occupations most of the Time, and making priesthood something that any ordinary person can attain? Just because Priest is a character class in the D&D game doesn't mean that the culture has a priestly caste. In a specific culture, a character could be a blacksmith and also priest of the Immortal of metalwork, or a soldier and also priest of the Immortal of the sun, or a scribe and also priest of the Immortal of death. The character's profession does not have to have any bearing on his priestly role..., though it would be inappropriate to be a soldier and a priest of the Immortal of peace, for instance.

In such an arrangement, the character lives in his home, works to make his living, and is an everyday fellow. On occasion, he puts on his priestly vestments and attends to his priestly duties (performing marriages, arranging and performing rituals, giving guidance to those who ask it of him, praying to the Immortal for favors). Most of these events take place at the Immortal's temple or church, but most of the faith's priests do not live there; only priests with no other quarters, and followers of the chief priest, would live there. (A priest could live in his own home while his followers lived in the temple!) With this sort of arrangement, priests are very definitely men and women of the people. They are not supported by tithes (though tithes probably led to the building of the temple), and just about anyone in the culture can become a priest.

However, if priests are a distinct caste in the society, then priesthood is (in addition to everything else) a job. It is the priest's principal occupation. Most priests live in the temple or in properties owned by the faith. It may be considerably more difficult to become a priest; someone intending to become a priest may have to go through years of education and enlightenment before becoming a priest. (This isn't all that important from a campaign perspective; character priests still start out at 1st level, but with the understanding that they've gone through all this teaching and training before they enter the campaign.)

Relations With the People

Can The Faith Inflict Serious Punishments On Non-Believers?

This is a reflection of the faith's political power in the culture. Does the faith have the power to inflict punishment on those who do not follow the faith's principals? Can they imprison, interrogate, or even torture or execute non-believers or worshippers of other faiths? If they can, they're a very powerful faith in the culture, and one which can guide the culture into periods of religious terror (whenever they try to purge the land of heretics, or to conceal elimination of political enemies by pretending they're heretics and purging them) or into all-out wars with cultures of different faiths. There's always the danger of religious persecution in the campaign. The characters may find themselves hired to oppose or even to help such an effort of persecution. If it's a foreign power, the heroes may find themselves helping fugitives escape that land, or may even face the oncoming juggernaut of an army when that faith decides it's Time for a holy war.

Is The Faith Indigenous To This Population?

Did the faith in question spring from this culture, or was it introduced to this culture by immigration or war? If it sprang from this culture, that's fine. However, if it was introduced into this culture and supplanted an earlier faith, there always are some interesting story elements because of friction between the two faiths. If the new faith conquered and eliminated the old faith almost completely, then there will be hidden, secret sects of the old faith still in existence..., sects which plan to re-establish the preeminence of their Immortal. If the new faith has dominated and absorbed the old faith without destroying it, you can deal with changes to the culture resulting from that absorption. What if, in the old culture, female priestesses and their Immortals were dominant, while in the new faith male Immortals and their priests are in power? Or, what if the reverse is true? Or, what if the old faith oppressed one gender and the new faith treats them as equals? In any case, there will be ongoing struggles, especially struggles of politics and traditions, where believers in the old faith try to keep things traditional and familiar while believers in the new faith try to impose their own beliefs on the population.

As a variant of that, a country, or even an entire nation, can be built around a missionary situation, where priests of one faith have been introduced into a setting where a different faith reigns..., and have appeared with the intent of converting the local population to their beliefs. This is especially interesting where missionaries of a more sophisticated culture are sent to a more primitive region.

The priests of the new, intruding faith are sent with the purposes of educating the "natives," challenging and defeating their priests (if any), and converting the native population to the new belief. The priests might have to oppose soldiers of their own land, who are raiding and exploiting the natives, or may cooperate with them for the glory and profit of their own temples, depending on whether the Immortal considers this a "good" or a "bad" faith and cause. In such a setting, characters could take on any number of tasks. They could be the new priests, spreading the new faith. They could be enemies of the new priests (perhaps they're priests of another faith altogether!) working to defeat the missionary efforts of the new priests. They could be warriors or foreign defenders of the native population, fighting the soldiers who steal the native culture's treasures and take natives as slaves. They could be those exploitative soldiers. In as complicated a situation as this one is, there are many opportunities for adventure..., and for tough ethical questions for the DM to introduce into the campaign.

What Secondary Roles Does The Faith Fill?

A faith could fill one or more cultural niches which are not intrinsically religious. For example, a faith could be the principal educator of a society. Each temple would then also serve as a school, and all priests would have which allowed them to teach subjects or preserve knowledge. A faith with this privilege will be a powerful one in the culture, because it influences the thinking of each new generation. A faith might have a secondary function as a shelterer of travelers. Each temple would have a wing or annex which was a sort of hotel for travelers, with many of the brothers and sisters of the faith "running the hotel." This makes this faith a principal way station for rumors, and the church would be the first place that people would turn to for news. The faith of the Immortal of Wisdom might be the only one which could supply judges and advocates in trials. The faith of the Immortal of Strength might supply all judges and marshals to athletic events. Perhaps only priests of the Immortal of metalwork can mint coins. These small cultural elements add a depth of detail to a campaign for the DM who is willing to do that extra work.

Relations With Foreign Faiths

Once he's decided how the campaign's chief culture is arranged, the DM can make the same decisions about all the other, foreign, cultures in his world. Then, if he wishes, he can add still more detail to the religious fabric of his campaign setting by defining how different cultures regard one another's religious practices. Some cultures avidly welcome the introduction of new religious elements into their own. Pantheistic cultures, especially those which have no dominant faith, are likely to welcome worship of each foreign Immortal that is encountered. Some cultures violently oppose such an introduction. For example, a culture might be pantheistic, worshipping many Immortals, and yet still believe that its pantheon is the only true pantheon..., and that all foreign Immortals and foreign pantheons are lies or demons. Foreign cultures often worship some of the same Immortals as the campaign's principal culture, but do so under different names, with different rites, and believing in different stories about those Immortals. A tolerant culture will welcome new interpretations of their Immortals. An intolerant one will, at best, seek to educate the foreign culture to "correct its misunderstandings"; at worst, it will insist that the foreign land be conquered and forcibly "corrected." This, then, is another way to add detail and texture to a campaign: By deciding how foreign faiths regard one another, and what effect that regard has on the cultures involved. These effects range all the way from increased trade and exchange of knowledge through war, conquest, and even genocide.



Different Clerics, different approaches

An example; several different clerics try to save a set of wounded people.

"There's two dozen barbarians outside!" shouted the guard by the door.

"Wonderful!" cried the cleric of Thor. "That's only six apiece! Charge!"

"NOT YET, FOOL!" The cleric of Tyr grabbed him by the shoulder before he could break for the door. "DEFEATING THEM REQUIRES A WELL-ORGANIZED PLAN. YOU MOVE WHEN I COMMAND, AND NOT BEFORE!"

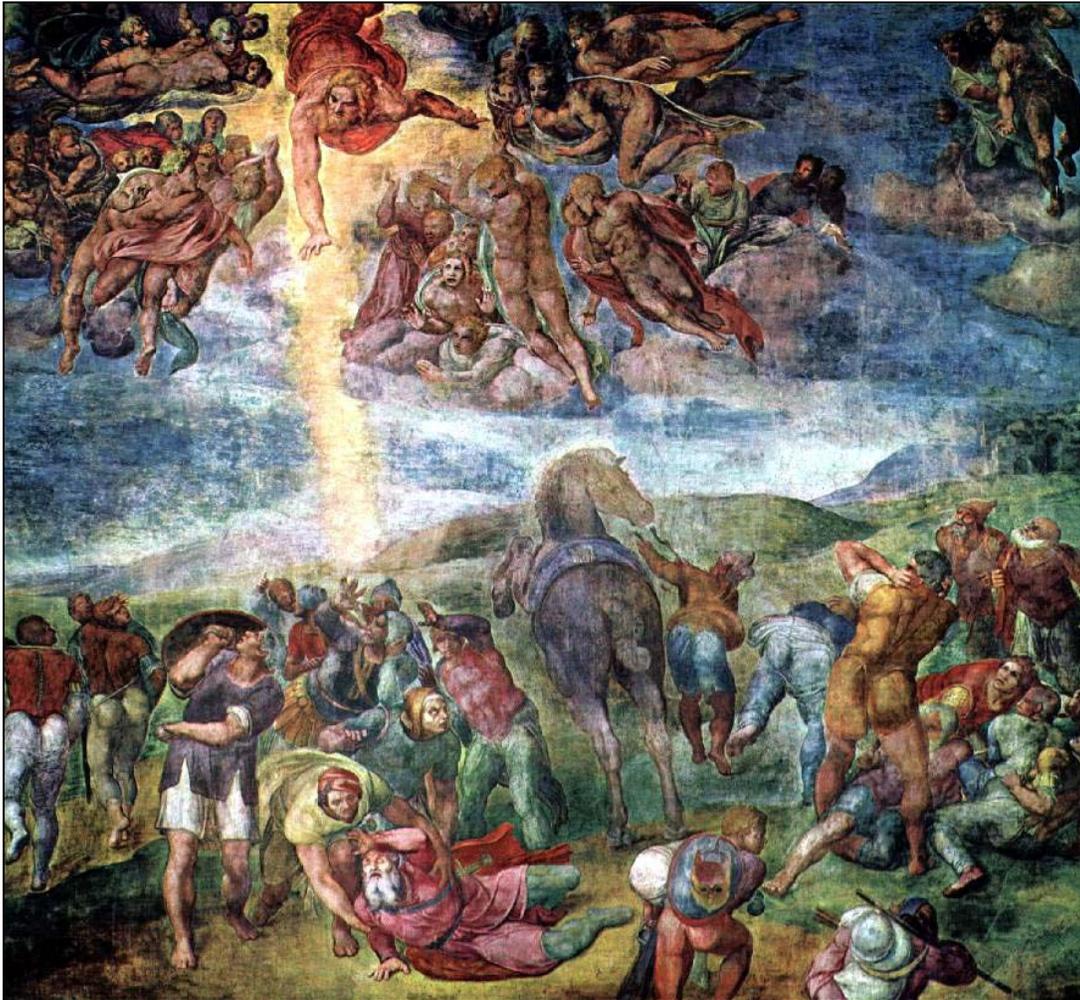
"I'm NOT MOVING, WHATEVER YOU COMMAND," the cleric of Chardastes said firmly. "THERE'S A HALF-DOZEN INJURED MEN IN HERE, AND I'M STAYING TO PROTECT THEM."

"I DON'T KNOW WHY YOU'RE ALL MAKING SUCH A FUSS." The priestess of Valerias smiled as she loosened the neckline of her robe. "WHY DON'T I GO OUT FIRST AND SEE IF I CAN OFFER THEM . . . SOMETHING IN RETURN FOR OUR SAFETY?"

Conversion, the Clerical Job

"Renounce your false gods, my friends, and I shall lead you along the path of the True Faith into the light of salvation!" pleaded the brave but verbose priest to his comrades-in-arms as they trudged wearily home from the lair of the defeated ogre. *"Blow it out your ear!"* cried the party as one.

And so it goes for the poor cleric in many D&D games. This seems particularly true if the character is being role-played as being a mere combat member with healing spells. A cleric, no matter where he or she is, acts as an agent and representative of his or her Immortal. The cleric should miss no opportunity to explain and show to others, through both word and deed, the truth and rightness of his or her religion. Without this fierce dedication to their Immortals, and concern for the souls of "heathen" compatriots, clerics tend to be little more than a variant form of fighter or magicuser. After the much-loved cleric, Brother Demian, had once again been ridiculed by his fellow adventurers for his fiery, if pompous, evangelism (and after saving their bacon by banishing a pack of ghouls, too!), a question remains; How might a cleric go about *actively* converting others, within the D&D game system? From this question came the method described herein, usable by clerics, druids, and paladins. (Druids, however, will in all probability not use their ability to convert someone unless the subject has first expressed an interest in their religion. The neutrality and general aloofness of druids tend to prohibit the concept of door-to-door druidic proselytizing.)



First, a few words about the 'why' and 'how' of conversion. Besides the megalomania which is the prerogative of divine beings, it seems reasonable to assume that the power of the gods, and perhaps their continued existence, stems from the number of worshipers that the Immortal can claim as his or her own. In a world that has many gods, this theory makes perfect sense. With this as a basis, it is logical that one of the prime functions of the cleric would be to bring as many .heathens. as possible into the fold of his or her immortal.

Now, what forces are involved in making the mechanics of conversion function? We know that there is an exact correspondence between alignment and the Outer Planes. It seems that the Outer Planes are permeated by a form of energy, a spiritual force which in most cases can be harnessed only by the Immortals, the font of their divine abilities. However, all beings are affected by this force to the degree that it forms an aura around them; to most character classes, this aura is of no practical value, but can be perceived by a *know alignment* spell. (Note that the aura does not differ in *quality* from one alignment to another, only in *appearance*.)

But if a character enters the direct service of a immortal (i.e., becomes a cleric), the aura is enhanced as follows. First of all, it may be thought of as the means of communication between the cleric and the Immortal 'The dial-a-prayer line', so to speak. Second, the aura also gains the property of being able to influence another being when directed by the cleric under the right circumstances, as detailed hereafter. Once the cleric has selected a prospective convert, the aura begins to work on the subject's mind, causing a sort of insanity which may be termed *religious mania*. If the cleric should then successfully convert the NPC involved (for obvious reasons, this system is *only* usable on non-player characters), the NPC *could* suffer a radical personality alteration, shifting (for example) from lawful good to chaotic evil (in order to be acceptable to the new immortal) but without passing through the intermediary stages of alignment (to LN, N, NE, then CE) and without the attendant suffering other penalties. Powerful artifacts which can induce radical, alignment change apparently tap into this spiritual force, as well. The conversion procedure Conversion can only be attempted upon non-player characters, and such an attempt can only be made by a player-character cleric, druid, or paladin (hereafter referred to as the 'cleric').

The chance of success on any conversion attempt is determined by a combination of random chance, the cleric's dedication to the attempt, and five tangible factors that may influence the chance of success: alignment, racial preference, class, experience level, and the cleric's charisma. To begin, the player of the cleric announces to the DM (secretly, if the player so wishes) the intention to convert a specific NPC. The process takes 4d4+1 days to complete, which subsumes long conversations, explanations, and/or arguments with the prospective convert. During this period, the DM must observe carefully how the cleric is being role-played, if the whole concept is not to degenerate into mechanical dice-rolling. The cleric should use all available time (campfire discussions, tavern bull sessions, etc.) to advance the case for his Immortal by whatever means the character deems suitable. If the player does not accept and carry out these role-playing responsibilities, the DM is obliged to apply a large negative modifier to the chance of success, or even overrule the dice entirely.

The cleric may attempt to convert only one NPC at a time. If the attempt is interrupted so that no conversation between the principals takes place for one day (for instance, if either one of them leaves the vicinity to go on an adventure), then the process is halted and the cleric will never be able to convert that particular NPC. If the cleric stops the process to begin an attempt upon a different NPC, then the first subject is likewise forever lost. And if an attempt is carried through but results in failure, that NPC cannot be converted by the cleric at any time in the future.

After the cleric announces an attempt to convert and the requisite amount of game time has passed, the DM first determines whether a dice roll for success or failure is warranted; as stated above, the attempt could automatically fail if the cleric has not been properly role-played during the attempt. If success is possible, the DM tabulates all modifying influences (see the following section), administers a penalty for inadequate or insufficient role-playing (if warranted), and rolls percentile dice. The DM totals all the modifiers, adjusts the result of the dice roll accordingly, and consults the Conversion Reaction Table to establish the result of the conversion attempt.

Modifiers

Conversion reactions

Agressive; The perspective convert has finally become fed up with listening to the cleric. If the subject is evil and has an experience level equal to or higher than the cleric's, there is a 75% chance that he will become violently incensed at the cleric's audacity and attack (then or soon thereafter) with intent to kill. Such are martyrs created! In any other situation, the subject will simply break off contact and desire to never have anything to do with the cleric thereafter, perhaps accompanying his departure with threatening words or insults to make his feelings clear. If the cleric persists in this lost cause, the subject may feel 'forced' to express his feelings in a more violent fashion.

Hostile; A hostile reaction, but usually without the intent to kill. If the subject's alignment is more than one step removed from the cleric's, and if the subject is of equal or higher experience level, there is a 50% chance that the subject will attack the cleric and try to provide him with a valuable object lesson by beating him senseless. If the above conditions do not hold true, the subject will simply show his disgust and attempt to leave the cleric's presence as quickly as possible. If the cleric keeps trying to make a silk purse out of this sow's ear, he may find himself on the receiving end of more than a glowering look or two.

Doubtful; The subject is doubtful but not hostile. He will request to see a sign of the cleric.s (and Immortal.s) power. If the cleric complies with some impressive spell or display, there is still a 60% chance that the subject will insist that it was trickery, and henceforth will refuse to associate with the cleric unless necessary.

Willing; The subject has been willing to listen to the cleric up to now, but he now decides he has listened long enough, and he still isn't interested in changing to the cleric.s religion. If the cleric asks the subject to listen more, there is a 50% chance that the subject will consent. The conversion process can then be restarted, using different dice rolls for duration and result, and perhaps different modifiers. If the second attempt goes to completion, award a +10% modifier to reflect the subject.s willingness to keep listening.

Dubiuos; Dubious, but still open-minded. The subject will request to see some sign of the cleric.s power, as with the above entry for 26-45. If the cleric complies, there is a 60% chance that the subject will be sufficiently impressed and agree to embrace the new religion.

Receptive; Very receptive; if the cleric continues his efforts for two more days of game time, there is an 85% chance that the subject will agree to convert at the end of that period.

Complete; Complete, enthusiastic, on-the-spot conversion.

Conversion Reaction	
d% roll	Reaction
01-05	Agressive
06-25	Hostile
26-45	Doubtful
46-55	Wlling
56-75	Dubious
76-95	Receptive

Alignment: In matters of religion, alignment is of paramount importance, a change of Immortal may also involve a change of alignment and the accompanying penalty (see the following section on the results of success). Note that this applies even to NPCs who profess to be atheists or agnostic, even a character who does not consciously worship an Immortal or follow a religion, will have an alignment and serve one or more Immortals of this general alignment indirectly and unbeknownst to the character. If the cleric and the subject are of the same alignment, the conversion attempt is made at no penalty in this regard. When alignments are different, one of the penalties from the Table may apply.

The alignment modifier is applicable only if the subject is aware of the cleric's alignment, whether directly or through prior knowledge of the cleric's Immortal. A cleric will almost always make known the name of his Immortal (or, at least, a popular title or honorific used to refer to the Immortal) during the conversion attempt; most deities would demand that they not be relegated to anonymous status, and most subjects would demand to know the name of the god they're being asked to serve. However, it would not always be necessary, or even advisable, for the cleric to make his alignment known during the conversion attempt;



for instance, the servant of an evil Immortal would usually not announce his alignment before attempting to seduce an unwary subject, and especially not if the subject's current alignment is non-evil. Only an NPC who is extremely gullible or has a decided lack of conviction concerning his alignment would put up with a conversion attempt in such circumstances; most would simply refuse to listen, or might challenge the cleric with something a lot stronger than a verbal argument. Any NPC with access to a *know alignment* spell or some other magical means of detecting the cleric's alignment will certainly use this power. Other subjects will have a chance to know this information from things they may have heard about the cleric's Immortal during their travels and conversations with other characters. This chance is 10% for fighters, thieves, assassins, and non-classed NPCs; 20% for magic-users, illusionists, rangers, and monks; or 30% for clerics and paladins. The base chance is adjusted upward by 2% for each experience level the character has attained; thus, a 10th level magic-user has a 40% chance of knowing what he's getting into, while the chance for a 0-level peasant is only 10%.

Racial preference: In cases where an Immortal accepts only worshipers of a specific race, any (ill-advised) conversion attempt will certainly fail; presumably, the cleric is aware of his Immortal's preferences or restrictions in this regard and would not even make the attempt. However, when the Immortal is not choosy about race, then it is important to consider what the subject's opinion is about the cleric's race or half-race. Modifiers for racial preference are as per table.

Cleric's race	adjustment
Preference	+15%
Goodwill	+5%
Tolerance	0
Neutrality	-5%
Antipathy	-10%
Hatred	-15%

Class and experience level: What a feather in the tonsure it is for a cleric to be able to win over some cleric or paladin devoted to another faith! However, it must be recognized that such characters are by their nature highly resistant to such tactics. Thus, a basic penalty of -35% is automatically applied to any attempt by a cleric, druid, or paladin to convert a member of any of those classes, plus an extra penalty of -1% per point of wisdom possessed by the subject.

For subjects of all other classes (or nonclassed, 0-level NPCs), the chance of success is adjusted up or down by 2% for each experience level of difference between the cleric and the subject. A 3rd-level cleric attempting to convert a 0-level peasant does so with a bonus of +6% applied for the difference in their levels; the same cleric trying to persuade a 5th level fighter must take a -4% penalty.

Difference	Modifier
1 step	-10%
2 steps	-25%
3 steps	-40%

Charisma: Even if the subject is suspicious of the philosophies espoused the cleric, the non-believer may yet be swayed by the charm and personal magnetism of the cleric. Conversely, even if the new religion sounds attractive, the subject may find the cleric repulsive. Therefore, the cleric's chance of success is modified by the normal reaction adjustment (if applicable) for the cleric's charisma score. The results of success Successful conversion may or may not have far-reaching effects on the NPC subject. If it is necessary for the NPC's alignment to change in order for him to worship the new Immortal, the subject will suffer a drop in experience level. But because alignment change due to conversion is in a separate category from both magical and voluntary alignment changes, the NPC will only lose a number of experience points sufficient to bring him down to the midpoint of the next lower level, regardless of how many steps of alignment difference were involved in the change.

This reflects the phenomenon of the new Immortal intervening on behalf of the convert to somewhat alleviate the punishment dished out by the former Immortal. It is also suggested that whether an alignment change is involved or not, the NPC be required to make some kind of offering to the former Immortal, a sacrifice, or the relinquishing of a valuable possession or a magic item, to help avoid the possible repercussions (against all concerned) of the spurned Immortal. The value of this offering, or even its necessity, will vary greatly depending on the personality and/or requirements of the former Immortal; some immortals might be furious at having a follower pulled out from under them, while others would just as soon be rid of the hopeless soul. In some instances, a character's class may have to change after conversion because of alignment restrictions that are now being violated. Although it is *very* difficult for a chaotic evil cleric to bring a paladin NPC into the service of his foul Immortal, the possibility does exist. If the conversion succeeds, the paladin is reduced to the status of a mere fighter; in fact, this will happen *any* time a paladin changes alignment.

Conversion is not necessarily a permanent condition. Once (and if) the NPC is away from the influence of the cleric who performed the conversion, there is a 25% chance (non-cumulative) per week that the NPC will "come to his senses" and desire to return to his former Immortal (and alignment, if that was also changed). This may be accomplished by using the procedures for atonement. This chance is checked for a period of four weeks, plus an additional four weeks for every step of difference (if any) between the NPC's former and present alignments, beginning one week after the cleric and the NPC part company. Thus, an NPC who was converted but did not change alignment could "come to his senses" sometime during the following four weeks, but after that point the conversion is permanent (pending another conversion attempt later by a different cleric). An NPC who was converted and changed alignment most drastically (three steps) would be checked for 16 weeks thereafter, in other words, although such an extreme change could take place, it is practically impossible to make it stick. The effects of conversion cannot be reversed by most magical means (see the following section), but if the condition is recognized as a form of insanity, then the usual methods for curing madness will be effective. There is a 50% chance that someone who knew the NPC before his conversion and encounters him afterward will realize that the NPC is suffering from *religious mania*; this roll is made only once for any such character the NPC comes into contact with.

Magic and conversion

No magic of any sort, nor any psionic power, can be used to improve the chance of a successful conversion. So delicate is the interaction between the cleric's aura and the mind of the subject that any outside interference will cause the conversion attempt to fail. If more than one cleric should try to convert the same NPC at the same time, or if a second cleric begins an attempt when another one is under way, both attempts will automatically fail, and the DM must make an intelligence check for the NPC: If a roll of d20 is greater than the NPC's intelligence score, the poor victim will suffer *confusion* (as per the 7th level mage spell) for a number of rounds equal to 21 minus the die roll. Any magic item that specifically affects alignment, such as a *helm of opposite alignment*, will function normally in the possession of a converted character. Thus, it may be possible for the NPC to regain the alignment he held previous to the conversion. but a magical change of this sort would require that the full level-loss penalty be paid.



The cleric's reward

A cleric character receives both tangible and intangible benefits from performing a successful conversion. First, the tangible: A basic award of 100 experience points is earned by the cleric, plus or minus 5 XP for each experience level of the cleric below or above the level of the subject. There is a bonus of 25 XP for each step of difference between the cleric's alignment and the subject's previous alignment, and an additional 10 XP or 15 XP respectively if racial Antipathy or Hatred was involved. Finally, the cleric gets an additional 50 XP if the subject was a cleric, druid, or paladin. The nature and scope of any intangible rewards will depend on how well the cleric and the Immortal are roleplayed, by the player and the DM respectively. If the Immortal is one who attaches great importance to this method of conversion, a cleric who performs a lot of successful conversions could be further rewarded. Conversely, if the Immortal is one who prefers his clerics to gain 'converts' by bashing their heads in, this sort of passive persuasion might be seen as taking the easy way out, and thus would not make the cleric eligible for any significant benefits above and beyond the experience-point award.

How the system works

Following are examples of a successful and an unsuccessful conversion, both using Immortals from the Greek pantheon.

Success: Sister Alberyth is a 4th level Elf cleric of chaotic good alignment with a charisma score of 15; she serves the goddess Aphrodite. Alberyth wishes to convert Flyptop, a 2nd level (2000 XP) NPC human fighter, neutral good, who professes to be an agnostic. At the start of the process, the DM secretly makes the 4d4 roll and adds 1, arriving at a figure of 9 days, which is how long (unbeknownst to both of them) that the cleric and her subject must engage in regular and frequent discussions of the issues involved. At some point during this time, the DM determines that Flyptop has a 14% chance of being aware of Alberyth's alignment, through prior knowledge of what Aphrodite is like. The DM rolls 08 on percentile dice, meaning that whether or not Alberyth tells Flyptop her alignment, the fighter will know what it is when the process is complete.

Modifiers:

1. Subject knows cleric's alignment (1 step difference):	-10%
2. Humans view Elves with tolerance:	0%
3. Cleric's charisma is 15:	+10%
4. Cleric 2 levels higher than subject:	+4%
Total of modifiers:	+4%

When (and if) the process runs to completion, the DM rolls percentile dice. The result is 30, which becomes 34 after the modifiers are applied. According to the Conversion Reaction Table, this means that Flyptop is still pretty skeptical about the whole thing and, being from Mizoory, demands: .Show me!. Alberyth complies by taking a drop of dew in her helmet, speaking a short prayer, and passing her hand over the helm. A moment later the helm is filled with cool, clear water! The DM rolls 61 and Flyptop, concluding that Alberyth's goddess is a mighty one, abandons his agnosticism to serve Aphrodite, causing his alignment to shift to chaotic good. Agnostic or no, Flyptop had been watched over by Demeter up to now. Having little patience for chaotic (or lawful) exbelievers, she strips Flyptop of all but 1000 XP, returning him to the midpoint of the first experience level. The happy cleric Alberyth receives 325 XP (300-50+75) and the glow of satisfaction from a job well done. Aphrodite decides to immediately replace the *create water* spell that Alberyth used to win Flyptop over, and if she cares to, may favor the cleric with some other small gesture in the future.

Failure: Master Meaningwell is a lawful good 2nd level human cleric with a charisma of 8; he worships Athena. Considering himself more of a wise man than a fighter, he decides to try to convert a newcomer to the area . Lord Gaunteroy, who seems like a nice enough old man. Lord Gaunteroy is actually not a nice guy, but is pretending to be while he hides from his enemies. He is a 13th-level chaotic evil human cleric with a wisdom score of 16. Gaunteroy uses a *know alignment* spell to make himself perfectly aware of what Meaningwell is doing. He decides it will pass the time, and might be amusing, to listen to the cleric.s chatter for a few days. Modifiers:

1. Attempt to convert a cleric:	-35%
2. Subject knows cleric's alignment (3 steps difference):	-40%
3. Cleric's charisma is 8:	0%
4. Racial preference is Goodwill:	+15%
5. Subject 11 levels higher: -22% with wisdom of 16:	-16%
Total of modifiers:	-98%

No dice roll is necessary, since the best possible result (00) will be adjusted down to 02. Gaunteroy has heard all he can take, and he isn't taking it very well, either. He reaches for his mace, having decided to put poor Master Meaningwell out of his misery, even if it means blowing his cover. If the good cleric gets resurrected, maybe he'll think twice about trying to convert people he doesn't know very well.

Optional: Miraculous conversions. The following is intended to simulate the effect, upon characters and creatures of low intelligence and level, of being in the presence of a .miracle.. This optional system is based on the fact that cleric spells—even a simple *bless* or *cure light wounds*—are bestowed by the Immortals and are thus by their very nature .miraculous. For this system, a 'miracle' is defined as any cleric spell or ability the effect of which can be seen or sensed by witnesses (not just recipients of the magic) and which obviously originated with the cleric. Examples include, but are certainly not limited to, *create water*, a paladin's laying on of hands, and the turning of undead. Cleric spells that would not constitute a 'miracle' for conversion purposes under normal circumstances include *bless* (no effect that is visible or detectable by onlookers), *find traps* (it could be a trick), and *slow poison* (the victim might have recovered anyway). This procedure should be administered entirely in secret by the DM; it is not something over which the cleric necessarily has control, and a cleric does not have to specifically attempt miraculous conversion of one or more eligible creatures in order for the event to occur. Obviously, the DM must use discretion as to when miraculous conversion can occur; it is unlikely (though not impossible) that creatures in the heat of battle would suddenly throw down their arms and convert.

Alignment restrictions are much more severe when using this options. A cleric of good alignment may not 'accidentally' convert creatures of evil alignment, and vice versa; the same applies to lawful and chaotic alignments. These diametrically opposed ways of viewing reality are simply too powerfully ingrained to flip about at the drop of a *spiritual hammer*. Miraculous conversion may occur when the cleric performs his miracle in the presence of one or more creatures which have 3 or fewer hit dice and an intelligence rating of lower than 9. Those of less intelligence are too dumb to be impressed, and probably don't know what religion is in the first place; those of greater intelligence are not this easily swayed. In a situation where all of the foregoing requirements are met, and the DM decides that miraculous conversion is feasible, he rolls percentile dice for each involved creature separately. Each creature has a 15% chance of being converted by the 'miracle'. Monsters converted in this way might not automatically and consciously embrace the cleric's religion, but will react toward the cleric as if under the influence of a *charm* spell. Any accidental conversion of this sort that takes place will earn the cleric 25 XP for each creature affected, regardless of what happens to the converted creature afterward. And in all likelihood, the conversion will not last for long. There is a 5% chance per day—cumulative—that a creature will 'backslide' to its old ways, up to a maximum of 85% on the 17th day following the occurrence of the 'miracle'. If the maximum is reached, this 85% chance must be checked after each week of game time thereafter, demonstrating that, sooner or later, 'followers' like these who are so easily impressed can just as easily become disenchanting!



Made-to-Order

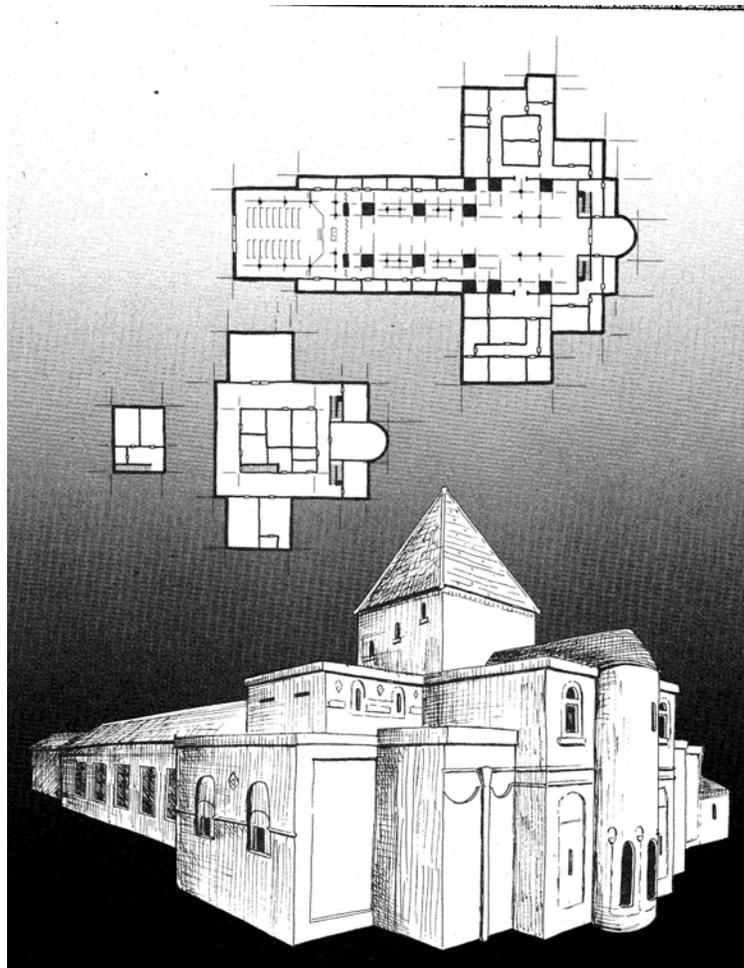
Clerical Orders DM142

Helpful hints for clerical assemblies

Temples are an important focal point of many AD&D® game campaigns, because of the key role they play in both society as a whole and the lives of player characters. A well-developed temple organization can be the DM's most effective means of guiding and constraining a cleric PC. It can also provide occasional information and assistance to the players, while its political interests can be a powerful source of intrigues and adventure goals. At times a major threat can even test its full military, healing, or financial resources. In order to meet such challenges, a DM needs to know a great deal about a temple and its members. This can be a problem if this information has not been developed in detail. The following system is designed to solve this problem by quickly enabling the DM to determine how many clerics belong to a temple and what their levels are. Some additional information is included that might prove helpful as a reference when a temple is being developed in greater detail.

Temple organization and hierarchy

To begin with, we need to define what constitutes a typical religious organization for game purposes. This article assumes that the average temple contains quite a few non-adventuring clerics and laybrethren. These are NPC's whose activities have little to do with exciting gaming but everything to do with the 'real' functions of a temple. (What adventurer worth his salt would willingly spend a lifetime copying manuscripts or sweeping floors?) Together, the non-adventuring clerics, and laybrethren of a temple make up the religious order. In the manner of bureaucracies everywhere, adventurers are generally subordinate to their administrative colleagues of equal rank. Non-adventuring clerics form the backbone of the temple hierarchy. They oversee the day-to-day functions of the temple, perform the majority of its rites and routine services to the people, and undertake various scholarly pursuits. Having little use for combat skill, they rarely venture into the wilderness, and often view their adventuring colleagues as violent and undisciplined (though necessary because of the gold, glory, and power they bring to the temple). They advance in level more slowly than adventuring clerics, but with less hazard. A type of NPC



which fills this role admirably is the Cloistered Cleric, in separate abbeys which have little contact with the outside world, although they might just as easily be placed in regular temples. Normal clerics who are retired or have substandard physical abilities could also be suited to this purpose. Most temples also include a sizable number of laybrethren drawn from the general populace. These unusually pious laymen fill out the ranks of the order and perform a multitude of minor tasks for the temple. They work at unrelated occupations in their daily lives and live in ordinary homes away from the temple grounds. Their clerical powers are minimal; they have undergone the ceremony of dedication, but not investiture. However, their numbers may include invested deacons and archdeacons with very limited spellcasting abilities. If clerics are allowed to use orisons, they should be granted to non-adventuring clerics and perhaps to lay. The official rules regarding followers for PC clerics deserve a special note. The brethren as well. The rules state that an 9th level cleric who establishes a place of worship receives 20-200 fanatically loyal followers of unspecified type who serve without pay, in addition to a number of men-at-arms. These provisions are clearly geared toward the typical PC who establishes a new religious stronghold, generally in the wilderness. In such a case, the 20-200 followers represent zero-level laymen who contribute a variety of skills and occupations to the new community and also serve as laybrethren in its temple, while the men-at-arms constitute the temple's guardforce. However, these figures may not be appropriate for an established temple, especially in a settled area. The system presented here is intended for use in developing an established temple. A newly constructed one will evolve into a similar organization if it survives its early years.

Temple size

In fleshing out a temple hierarchy, the DM needs to begin by determining the number of clergy in the temple. Start with the total population of the town (or other worship area), then decide what percentage of the population actively serves as clergy of one sort or another. While substantial variation occurs from one place to another, this figure is generally between 2% and 10% of a town's inhabitants. (If these figures seem high, remember that, since the gods are visibly real and active in their world, a high proportion of the populace is actively involved in their worship.) Then, based on the number of temples in the town and the popularity of each, decide what fraction of the town's total clergy serve in the temple in question. This allows an estimate of the actual number of clergy in the temple. (The number of non-clerical worshippers is 10 to 20 times as great, but remember that many of these attend only on major holy days, just as in for example, a frontier town of our world, at least 10 clergy are normally

Almeira has a population of 10,000. As its people are not noted for their piety, only 2% of them are active clergy (about 200) required for a temple to be viable. Since the town has five temples, they average 40 clergy each. The temple of the goddess of agriculture, is the most popular, and has 80 clerical types. The temple of the god of magic and the moon, is the smallest, being frequented by magic-users, alchemists, and a few lycanthropes. It has 15 clergy. In contrast, the city has a population of over 50,000 and, being the capital of a warlike theocracy, is a center of religious and military activity. Its 5,000 actively involved clergy (10% of the population) are divided among 25 temples, and average 200 per temple. The largest temple is that of the god of war, with over 400 clerics. The smallest is that of the god of the poor, which has only 27 clergy.

Next, decide what proportion each of the three types of clergy accounts for within the total just determined. The actual ratio differs between temples, and depends on the popularity and goals of each Immortal. In most temples the bulk of the clergy are laybrethren, especially if the Immortal is a popular one. A popular Immortal's temple might have a ratio of 10% adventurers to 20% non-adventuring clerics to 70% laybrethren. The equivalent figures for an unpopular Immortal might be 20%, 30%, and 50%. Secret or banned temples are, of course, another matter and may consist entirely of adventurers. In making these calculations, precision is not essential. A town of any size always has room for one cleric more or less! The percentages given above should be regarded as no more than loose guidelines, so estimates are fine, but avoid having too many round numbers in the final totals. For example, the temple of goddess of agriculture of Almeira fits the 10:20:70 ratio typical of popular Immortals clergy, having 8 adventuring clerics, 16 non-adventuring clerics, and 56 laybrethren.

The small temple of god of magic and the moon has a higher proportion of adventurers maintaining its fortunes. Its 15 clerical types are in a ratio of roughly 25:25:50.4 adventurers, 3 non-adventurers, and 8 laybrethren (including 2 semi-retired magic-users). The temple is notorious locally for its shape-changing acolytes.

In the nearby Naf, the huge temple of Tempus also has a high proportion of adventurers, again with a ratio of about 25:25:50. In this case, there as on is the warlike nature of its Immortal. Its clergy includes 97 adventuring clerics, 102 non-adventuring clerics, and 228 laybrethren. The temple of Ilmater has relatively little use for adventurers, since its clergy concentrates on ministering to the poor. Its clerics include only 2 adventurers, 11 non-adventurers, and 14 laybrethren. If a temple contains shrines to friendly immortals who have no local temples of their own, 1-3 clerics of each Immortal may be present, adventurer or otherwise.

Leaders

Now the levels of the temple's clerics must be determined. The first step in this process is to decide the leader's level. A temple can be led by any type of cleric (adventuring or non-adventuring) of sufficient level. (Of course, the larger the temple, the higher this is likely to be.) If random determination is desired, use the following procedure which relates the leader's level to the size of the temple. The numbers in this procedure can be tailored to fit the general spread of levels in a particular campaign. Add the total number of adventuring and non-adventuring clerics in the temple. Divide this number by five (rounding up) to get the base level for this calculation. Then add the roll of 2d4. The endresult is the level of the temple leader. The leader of a temple must normally be at least 8th or 9th level, so any result lower than this should be rerolled except in special circumstances. For example, the temple of the god of agriculture in Almeira has 8 adventuring and 16 non-adventuring clerics for a total of 24. Dividing by five and rounding up yields a base level of 5th. The roll of 2d4 produces a 6, indicating that the leader is 11th level. The temple of Magic, has only 7 clerics, giving a base level of 2nd. The roll of 2d4 produces a 5, for a result of 7th level. Since a 7th level cleric cannot lead a temple, the dice are rerolled until a suitable result (9th level in this case) is obtained. Past a certain point, though, the leader's level cannot continue to increase in proportion to temple size without becoming impossibly large. An upperlimit must be set. Therefore, if the temple has more than 60 clerics, the base level described above (the total number of clerics divided by five) does not increase above 12. Instead, if the number of clerics is between 61 and 90, add the roll of 2d6 rather than 2d4 to the base level of 12; if it is between 91 and 120, add 2d8; and if it is above 120, add the roll of 3d6. For example, the temple of Tempus in Naphas 199 clerics, making it the largest temple in the Western Reaches. Because of the upper limit, this number is treated as if it were a 60, giving a base level of 12th. Since 199 is more than 120, the additional roll is made with 3d6 rather than 2d4. This results in a 13, indicating that the temple is headed by a 25th-level cleric (this leader could have been anywhere from 15th to 30th level). The temple leader can be either a deskbound adventurer (25%) or a non-adventuring (or cloistered) cleric (75%). Note, however, that a cloistered cleric cannot exceed 11th level. If you are using this type, any result of 12th level or higher has to indicate an adventurer.

Clerical levels

There are two ways to determine the levels of a temple's remaining clerics; these methods are as follows. If a fairly even distribution of levels is desired, roll the largest type of die whose number of sides is equal to or less than the leader's level, once for each cleric. If the temple is large, roll for groups of clerics rather than individuals. If low-level clerics are desired as most common, divide the temple's clerics into groups of approximately equal size. Roll 1d4 for each cleric in the first group, 1d6 for each member of the second group, and so on up to the largest appropriate die (the type used for the first method above). As a special note, the first method is best for adventurers. An even distribution seems reasonable in this case, since low level adventurers tend either to die or to advance to other levels fairly quickly. Either way, the short time they are likely to remain at any particular (low) level keeps their numbers down. The second method seems better for non-adventurers, since they progress more slowly than adventurers, live in much safer conditions, and spend a much larger percentage of their careers at low levels. The DM may wish to assign positions of responsibility to some of the organization's higher-ranking clerics. These are as of responsibility might include the following duties, which can be combined or divided up in what ever way seems appropriate.

Treasury and financial affairs

Upkeep of temple records

Manuscript procurement and copying

Level training
Management of temple adventurers
Management of temple layworkforce (including laybrethren)
Management of temple guard and other defenses
Organization and planning of services, rites, and holydays
Direction of music and chorus
Upkeep of buildings and grounds
Acquisition and storage of supplies

If the temple is not too large, it may be possible to develop a cohort of adventuring clerics (and possibly non-adventuring clerics as well) as detailed NPCs. Even if that isn't possible, a few NPC's could be developed. Every PC cleric should be personally familiar with at least one temple superior who provides instruction, information, and discipline. For example, the temple of Agriculture in Almeira has seven clerics and a 9th level leader. Therefore, 1d8 is rolled to find the level of each of the four adventuring clerics, while 1d4, 1d6, and 1d8 are rolled for the three non-adventuring clerics. The levels of the former turn out to be 1st, 3rd, 6th, and 8th, while the latter are 1st, 4th, and 7th. The high priest oversees level training. The 8th level adventurer is given responsibility for defense and supervising the other adventurers, while the 6th level cleric acts as quartermaster in charge of upkeep, supplies, and laybrethren. The 7th level non-adventurer supervises the treasury, the temple records, scribes, and holy services. The temple is too small to have a choir.

Physical design

The official rules contain many scattered clues concerning the internal design of temples. One of these is an 8th level cleric's shrine must have a floor area of at least 2,000 square feet, and a 9th level cleric's temple have at least 2,500 square feet. Since these areas correspond to linear dimensions of 40'X50' and 50'X50' respectively, this rule is not likely to present much of an obstacle. Another important comment are the Evil Areas, which applies to both evil and good temples. A scale area of up to 10'X10' for a shrine, or up to 20'X20' for a temple, can be specially consecrated to good or evil. Within this area, all turning attempts by clerics of opposed alignments are at a penalty. A substantial one in the case of a temple. (Consecrate Temple does this). This rule has an important bearing on temple shape and layout, since the most vital rooms will be contained within the bounds of the evil or good areas. The temple's location and purpose help answer some basic questions about its physical design. Is it a shrine or a true temple? An urban edifice, a country estate, or a cliff top retreat? One building or a cluster? How strongly is it fortified? (Remember that a cleric can construct a fortified temple for only half the usual cost, thanks to religious help.) Are the grounds walled or unwall'd? Do they contain any important terrain features (streams, ponds, woods, etc.)? Is the temple a self-sufficient entity, or does it depend on nearby townspeople for its needs? Its architectural style should be considered too. Keep in mind that many of the most striking and distinctive types of architecture in the real world are associated with religious edifices. Almost infinite diversity is possible in a fantasy world. DMs should be as creative as possible in matching the form of a temple to the needs of its organization. Nevertheless, it may be helpful to define some terms commonly used in traditional church architecture.

In the familiar cross-shaped church, the long central area is the nave and the sidehalls are *transepts*. The area containing the altar and seats for the clergy and other functionaries is called the *chancel*. This area is often raised above the others. A pulpit or lectern may be present near the altar. An *apse* is a vaulted, semicircular area projecting directly behind the chancel; this area most likely contains a large, highly visible holy symbol. Adjoining the chancel to or near the side is a private changing room called the *sacristy*. Sacred items and vestments are kept here. A vestibule or *narthex* serves as the public entrance to the nave. Overhead are galleries or *clerestories* whose windows look down on the roofs of lower structures. The public worship area should be large enough to hold the full congregation on a major holy day. This area can be any shape, as long as the altar is clearly visible from all points. The entire area is usually adorned with as many fine paintings, statues and sculptures, murals, wallhangings, etc., as the temple can afford. The colors of the Immortal are prominently featured. A separate area for a choir may be located to the side or rear, or in a loft. The centerpiece of any temple is its altar, which is placed to dominate the main public worship area. The altar's specific form depends on its function in the organization's rites, but it is certainly made of the finest materials, draped in the Immortal's colors, and surmounted by an enormous holy symbol. It is likely to be heavily protected by defensive magic and possibly traps. *Any* item which is to be placed on the altar must be purified by means of a ceremony: consecrate item spell. If this is not done, the offenders sustain damage: 2d6 if their alignments match that of the altar's Immortal, 3d6 if either ethics or morality differ, and 4d6 if both differ. Many temples also have a smaller, private worship area and altar. This is especially true of sects that practice secret rites, which are usually carried out in an inner sanctum seen only by the temple's priests and perhaps a favored few others. Since an altar must be used in the creation of a cleric's magical items, a private inner sanctum is also useful for this purpose, perhaps with a workroom and other necessary equipment nearby. The inner sanctum may also include or adjoin the high priest's sanctuary, which is one of the most guarded rooms in the entire temple. The sanctuary is the destination of word of recall and succour spells. It is also used for meditation and prayer, for the seclusion required in the creation of magical items, and as a resting place for the high priest's body when he is travelling astrally or recovering from a *raise dead* spell. It or a nearby room may feature a magic circle, a thaumaturgic circle or triangle, or a pentagram for use in summoning an *aerial servant* (or for other, darker rites of summoning). All of these are excellent reasons why the sanctuary is kept an inviolable refuge! Somewhere in the vicinity of the altar or inner sanctum can be found the fabulously expensive font where holy or unholy water is created. It is likely to be placed in a manner that allows for comfortable viewing when it is used for scrying by means of the *holy font* spell. (Some immortals might use other substances with the same purpose as Holy or unholy water; holy blood or honey are also known). Some of the other features that might be found in a temple complex (but not a shrine) are listed below. Only a large temple would include all of these:

- A library and scriptorium
- Living quarters for clergy and servants
- Guest quarters
- A dining area
- A large kitchen and larder
- Meeting rooms
- Cloak rooms, store rooms, and closets
- A protected store room for magical items

- A treasure vault
- A bell tower
- A music room
- A wine cellar
- A healing area
- Shrines to closely affiliated immortals
- Guardrooms
- Barracks
- Practice areas for weapons training
- An armory
- A smithy
- Cells or a dungeon
- Crypts containing the remains of former high priests
- A graveyard
- Stables including stalls for magical mounts
- A garden for herbs and vegetables
- An orchard
- A vineyard
- A greenhouse (mundane or magical)

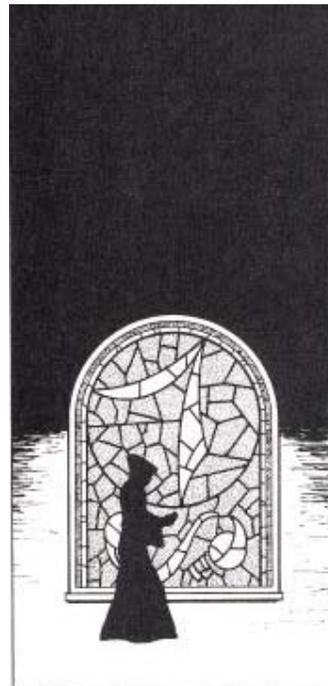
For the contents of indoor areas, the list of Religious Articles and Furnishings and temple Trappings. Magical items that are most likely to be used in a temple include *candles of invocation*, a *dicerion of light and darkness*, *incense of meditation*, a *necklace of prayerbeads*, clerical rods and staves, various healing potions and ointments, and a library of clerical and protection scrolls.

Wealth

It may occasionally be important to know how much money a temple's leaders have access to in an emergency (or when a particularly brazen thief manages to break into the treasure vault). A wilderness stronghold's standard income of 9 sp per inhabitant per month seems an insufficient guide to this subject. The size of the treasury can vary enormously from one temple to the next, typically ranging anywhere from 100-10,000 gp per cleric. A suggested method of calculating a temple's wealth is described as follows. Multiply the roll of 1d100x100 gp to find the average gp per cleric. (If desired, this roll could be modified to reflect the political fortunes of the temple, the amount of greed inherent in its philosophy, the wealth or poverty of its surrounding area, etc.) Multiply this figure by the total number of adventuring and non-adventuring clerics in the temple (excluding laybrethren) to determine the actual size of the treasury. Of course, in a real emergency, a temple might call in favors, appeal to other temples of the same Immortal, or even sell as sets to supplement its resources. For example, the temple of Tempus in Naf is the flagship temple of the state religion, and so has a +50 bonus to its 1d100 roll. A 62 is rolled on the dice, for an adjusted figure of 112. A figure of 11,200 gp per cleric multiplied by 199 clerics give its treasury the staggering sum of 2,228,000gp. Since the temple of the poor follows a creed of poverty, 1d30 is rolled instead of the usual 1d100. A roll of 9 on this die gives a result of 900 gp per cleric, for a net treasury of 11,700gp poverty indeed for an urban temple!

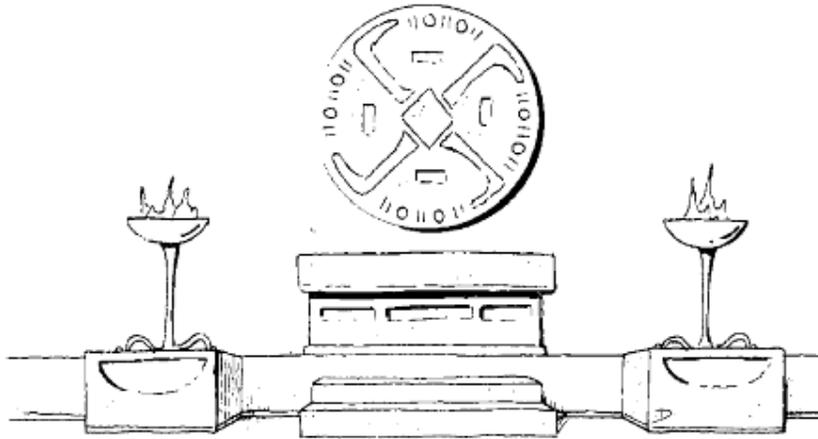
Defenses

Almost every temple has many areas where secrecy and protection are of paramount importance, and the defensive arrangements of each temple should reflect this. A contingent of fighters is often present to serve as guards, and some temples even have castle-type fortifications for them to defend. Paladins or cavaliers maybe on hand to lend assistance. Thieves might be employed to install complex locks and deadly (or immobilizing) traps to guard vital areas (a magical *forget* spell cast at the conclusion of the work can help safeguard the temple's most important secrets from such hirelings if the job was a quick one). The services of a magic-user or illusionist might be engaged, either to set magical traps or to serve as permanent members of the guardforce. Additionally, evil clerics are likely to use undead to augment their guard forces, and major temples of any alignment may be defended by appropriate creatures of the Outer Planes at times of special need. But the temple's clerics most frequently employ their own spells. These include



Glyphs of warding, symbols, and short-term wyvern watch spells for area defense. Forbiddance spells are used almost universally to protect temples, although many a highpriest might find it necessary to exclude certain public areas from its effect so as not to embarrass visitors of differing alignments who miss their saving throws. Guards could be imbued with spell ability, and might be assisted by a golem or an aerial servant if danger is suspected. Strategically placed items can be brought to life via animate objects spells, while magical vestment can help a cleric caught without armor. It goes without saying that a ceremony: consecrate ground spell will have been cast on the grounds of any temple before construction, since the edifice would otherwise be certain to collapse eventually (see also the effect of this spell on graveyards).

Presumably, consecrated ground is not vulnerable to dispel magic spells, otherwise temples would be much too vulnerable to their enemies. This can be justified by assuming that the Immortal takes an interest in maintaining the magical power of the consecrated ground. Thus, the only way to desecrate such an area is to ritually defile its associated altar. If you think that desecrating or destroying an altar is too easy for someone who gains access to it,



consider giving every altar an inherent magic resistance, perhaps 75% for a greater Immortal, 60% for a lesser immortal, and 45% for a anything else. If the temple is abandoned, these figures are lowered by 1% for every decade the altar has gone unused, to a minimum of 10%, 5%, and 1% respectively. Furthermore, if any character other than a high priest attempts to desecrate an altar, there is a chance equal to the altar's current magic resistance that an Aleax (FIELDFOLIO® tome, page 11) emerges from the altar and attacks. If several characters are participating in the defilement, roll separately for each. And remember the penalty suggested above for touching an altar with a unconsecrated item. As mentioned previously, the creation of areas specially dedicated to good or evil requires a special spell. The following addition to the ceremony spell is proposed for this purpose. Its effect on opponents' saving throws and clerical spells is in addition to the undead-turning penalty specified earlier.

The Clerical Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; Break Camp, Destroy Crypt Thing, Dismiss Nature Elemental, Free Person, Remove Curse, Remove Quest, Prevent Woodrot, Remove Barrier, Remove Blade Barrier, Seal Fire, Selective Passage, Shrink Animal, Snakes to Sticks, Spirit Release, Summon Priest, and when the Immortal (in the guise of the DM) allows it temporarily. Obliterate and Slay Living can however be memorized and cast at Undead creatures.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚓	
Good ☽	
Evil ◆	
Non good or Evil ∅	
Chaotic ©	
Savage Coast ¥	

1	2	3
Analyze	Aid	Accelerate Healing
Anti-Vermin Barrier	Assist Labor & Birth	Shrink Animal Growth
Call Upon Faith	Aura of Comfort	C; Consecrate Item
C; Burial	Bless / Blight	C; Dedication
C; Coming of Age	Calm Chaos ☉	C; Ordination
C; Consecrate Temple	C; Bless Newborn	C; Special Vows
C; Marriage	C; Investiture	Choose Future Reality ☾
Cleanse	Chant	Continual Light / Darkness
Combine	Charm Person	Corpse Whisper ♦
Command Word	Cure Lycanthropy	Create / Break Campsite
Courage	Death Curse	Cure Blindness
Cure / Cause Light Wounds	Death Prayer	Cure Deafness
Detect Disease	Detect / Undetectable Charm	Cure Disease
Detect Evil / Good	Detect Life	Death's Door
Detect Magic	Dissension's Feast ☉	Detect Curse
Detect Pits	Draw upon Holy Might	Detect Illusion
Detect Poison	Dust Devil	Energy
Detect Pregnancy	Enhance Turning	Enthrall
Dictation	Find Traps	Extradiemensional Detection
Discern Influence	Flame Blade	Eyes of the Undead ♦
Dispel Fatigue	Float ☾	Fate
Easy Road	Frisky Chest	Feign Death
Hand Fire	Hesitation	Fellowship
Invisibility to Undead	Hold / Free Person	Glyph of Warding
Know Age ☾	Holy Symbol	Helping Hand
Know Direction	Idea	Hold Poison
Know Time	Know / Confuse Alignment	Know Customs
Light / Darkness	Know Language	Know Destiny
Log of Everburning	Lay On Hands	Lactation
Magical Stone	Lighten Load	Light Step
Magical Vestment	Mask Emotion Read (Empathy) ●	Life Drain
Measure Cinnabryl ¥	Mind Read ●	Locate Object
Morale	Mystic Transfer	Maintain ¥
Pass Without a Trace	Predict Weather	Mend Bones
Personal Reading	Priest Lock	
Precipitation ☾	Protection from Charm	
Prevent / Cause Nausea	Protection from Mammals	
Protection from Evil / Good	Renew	
Protection from Silver	Resist Acid and Corrosion	
Purify Food and Drink	Resist Fire / Resist Cold	
Rainshield	Resist Turning ▲	
Read Languages	Restore Strength	
Re- / De- generate Light Wounds	Sanctify / Defile	
Remove / Cause Fear	Siren Song ☽	
Resist Cold	Slow Poison	Swim ☾
Ring of Hands / Woe	Snake Charm	Translate
Sacred Guardian	Speak with Animals	Wyvern Watch
Summon Midwife	Spiritual Hammer	Zone of Truth
Surface Sojourn ☽		Special
Thought Capture ●		Camouflage
Weighty Chest		Seeking
Special		
Detect Metals and Minerals		

4	5	6	7
Abjure	Adaptation ☹	Aerial servant	Abundance
Age Plant ☹	Age / Youthful Object ☹	Age Creature / Restore Youth ☹	Remove / Blade Barrier
Animal Summoning 1	Animal Summoning 2	Air Breathing ☹	Breath of Life
Animate Statue	Animate Dead Monsters ◆	Animal Summoning 3	Breath of Death ◆
Animate Dead ◆	Anti-Plant Shell	Animate Objects	Call Phoenix ☿
Blessed Warmth	Augury	Anti-Animal Shell	Chariot of Sustarre
Body Clock ☹	Balrtasar's Impediment	Atonement	Circle of Sunnotes
Censure	Barrier of Retention	Remove / Barrier	Clone
C; Anathematize Item	Berserk ☹	Break / Mend Limb	Conformance
C; Con- / De- secrate Ground	Blessed Abundance	Conjure Animals	Create Crypt Thing ◆
Circle of Privacy	Calm Water	Create Baneguard ☹	Destroy Crypt Thing
Cloak of Bravery / Fear	Clear / Clutter Path	Create Crypt Servant ☹	Create Direguard ◆
Control Giant Insect	Cloud of Putrefaction ◆	Destroy Crypt Servant	Earthquake
Create Water	Code of Secrecy	Crushing Walls	Exaction
Crush of the Depth ☹	Commune	Cure All / Heal	Excommunication
Cure / Cause Serious Wounds	Create Food	Detect Invisible	Feeblemind
Detect Lie / Undetectable Lie	Create Normal Animals	Disbelief	Gate
Dispel Magic	Cure / Cause Critical Wounds	Enchant Weapon	Holy Word
Divination	Cure Insanity	Divine Curse ◆☉	Major Curse
Exorcise	Cause Insanity ◆	Ancient Curse ◆☉	Health Blessing
Feign Undeath ◆	Cure Rot	Forbiddance	Raise Dead Fully / Obliterate
In- / Fertility	Dispel Evil / Good	Find / Lose the Path	Regenerate / Whither
Fire Purge △	Distance Distortion	Great / Black Circle	Re- / De- generate Heal
Fortify Healing	Echolocation ☹	Greater Guardian Seal	Restore / Life Drain
Free Action	Flame Strike	Imbue Purpose	Revelation
Focus	Golem	Legal Thoughts	Reversion
Genius ●	Grounding	Monster Mount	Robe of Healing
Gloom Cloud	Living Ward ◆	Move Rocks	Sea Fury ☹
Heat Air	Improved Cure / Cause Serious wounds	Heroes' Feast	Block / Ship Flight
Imbue with Spell Ability	Insect Swarm / Plague	Otherworld	Shooting Stars
Interruptible Light △	Magic Font	Poloroidic pregnancy	Siege Wall
Heroism	Holy Fonts	Reverse Time ☹	Spell Turning Enhanced
Lesser Guardian Seal	Major Ward	Shift Sand	Sphere of Security
Log to Lizard to Log	Meld	Speak with Monsters / Babble	Spial of Degeneration
Mental Domination ●	Memory Wrack ●	Spiritual Wrath	Stalker
Metal Skin ■	Mindshatter	Stone to Flesh	Sterilize
Mind Cloak ●	Page Guardian	Stone Tell	Storm of Vengeance
Mind Blank ●	Planeshift	Summon Spectral Death ◆	Succor / Summon Priest
Minor Ward	Produce Ice ☹	Summon Undine ☹	Swimming Doom ☹
Modify Memory ●	Protection from Poison	Summon Undead ◆	Symbol
Neutralize / Create Poison	Remove Quest	Superheroism	The Thothian Enchantment
Obscure	Raise Dead / Slay Living	Survival	Tomb Ward
Omniscient Eye	Re- / De- generate Critical Wounds	Watch- / Seal- fire	Transformation
Pressure Resistance ☹	Shout	Word of Recall	Travel
Protection from Elementals	Shrieking Walls		Undead Plague
Prot. Evil / Good 10'	Spell Turning		Warband Quest
Protection from Lycanthropes	Sympathic Magic Greater		Ward Matrix
Re- / De- generate Serious Wounds	Thoughtwave ●		Whirlpool ☹
Speak with Plants	Time Pool ☹		Wish
Suspended Animation	Treusight / False seeing		Wizardry
Tanglefoot / Selective Passage	Drain Undead Regeneration ◆		Special
Thought Broadcast ●	Undead Ward		Conjure / Dismiss Nature Elemental
Tongues / Babbling	Wall of Fire		Create / Destroy Atmosphere
Touch of the Styx	Water Serpent ☹	4	Create Death Tyrant
Tree Steed		Special	
Uplift		Control Death Tyrant	

Healers

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9 th level +1 hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	None.		
Weapons	No edged or pointed weapons, all other permitted		
Sometimes an Immortal will enforce a weapon, even if pointed (ex. Vanya with swords), but other restrictions will apply.			
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.		
Maximum Level:	36.		



Healers, as the name implies, are designed to allow rapid repair of other characters. The Healer has therefore special abilities and special spells that allow them to do this. No Healer can ever chance his class on his or her own volition. The Healer has a special set of spells exclusive to his own class, but can Turn Undead as a normal Cleric. Even in saves and hit roll they are equal to normal clerics. In any not mentioned case use the cleric statistics instead.

Basic requirements

Minimum scores of 15 each in Intelligence, Wisdom and Dexterity. Healers can only be Lawful or Neutral. A Chaotic Healer is not possible, and when a Healer turns Chaotic due some magical effects he will turn out to become a mere fighter with no abilities remaining to either c

- One Knowledge Skill as:
 - Knowledge of Plants and Fungi
 - or Knowledge of Diseases and Afflictions
 - or Knowledge of Races
- Alchemy
- One Healing Skill as:
 - Healing
 - or Veterinary Healing General
 - or Veterinary Healing Specialized
- One Profession Skill as:
 - Chirurgy
 - or Apothecary
 - or Anatomy/Taxidermy

Later Skills may be chosen from this list, but also other skills may be chosen. But only these skills grant the Healer an extra bonus of 1 on the skill checks. All other skills are penalized by 1, except knowledge skills.

Disabilities:

Healers can't wear any armor or shields, bracers, and as normal only one protection device.

The spells they are able to cast can never be used in a harmful way, so a "Cure" spell can't be turned in to a "Cause" spell, etc..

Abilities:

Special abilities are conferred upon the Healer at several abilities as according the following table, any experience and Saves or hp are as per normal Cleric class.

Lay on Hands:

Cures 1d6+1 healing points, but he can close only minor wounds of up to 7 damage, any wounds with more damage will reopen with movement and the healing has failed completely (except when rested for at least 1 day per 1+ Constitution bonus hit point lost). So the Lay on hands will cure several wounds completely as long as they do not exceed 7 points. This ability doesn't remove any other afflictions. So when a bear attacks a character with claws for 5, and 6 and bites for 8 damage, and hugs for 6, only one of the claw wounds can be closed, the bite will stay closed for as long as the healed doesn't move or otherwise exerts himself. The Hug damage will not be healed since this is crush damage and not a wound. Thus it is useless to do this on poisoned, sick, crushed, paralyzed creatures, since it cures only wounds. The Healer can use this ability once per positive Wisdom adjustment point, even when he has no spells.

Detect Molds, Slimes

At 40' distance the healer will be able to detect the presence of slimes or molds by smell and sight of the environment, but not the species.

Identify general type of potions

Identify the general type of magical effect of a potion by taste, smell, viscosity, touch and color. But it doesn't reveal what specific kind of potion it is, only to what type it belongs. The 5 Types are:

- Healing (Any curing, Longevity):-
- Enhancers (including Agility, Giant Strength, Fly, Heroism, Fire Resistance, Clairaudience, Clairvoyance, ESP, Fortitude, Levitation, Luck, Sight, Speech, Speed, Invulnerability, Strength, Swimming, Treasure Finding),
- Alterations (including Blending, Defense, Elasticity, Ethereality, Diminution, Merging, Elemental or Gaseous form, Growth, Invisibility, Water Breathing):-
- Controls (including; Dragon-, Animal-, Human-, Undead-, Giant-Control, Dreamspeech):-
- Poisons (includes bug repellent, poisons, and antidotes).

Detect Disease and infections

The healer can detect the presence of a disease in a patient, it's direct living area, and (DM) the whole nearby affected environment on sight or smell, only.) But this doesn't reveal what disease, a special healing skill check or spell and lots of Time are needed to recognize diseases or infections.

Use Rods and Wands

The healer can from now on use rods and wands usable only to Magic users with a 5% chance of success/level above 16 (-2 per failed check, cumulative per try). Any failure will result in not being able to use the item at that moment.

Use 4 first level magic spells

The healer can now learn to cast magic spells in addition to prayed spells (spellbook needed!!, often the prayer book is used instead) on a successful Intelligence check and tutoring (by a Mage of at least level 9) in the spells to be memorized. These 4 spells can never be exchanged for any other spells, and all four must be learned at the same Time. This learning takes three times as long as a magic-user would need to, with only half the chance of success, at double the normal costs. This all due the difference in working with magical forces between the two classes.

Some spells will be made available to Healers at different levels of powers when they follow a specific Immortal. These spells can only be extra spells if the description at the Immortal's notes say so. Mostly a spell will be made unavailable to the Cleric for the spell to become available.

Lvl	Spells							Abilities
	1	2	3	4	5	6	7	
1	-	-	-	-	-	-	-	Lay on Hands
2	1	-	-	-	-	-	-	
3	2	-	-	-	-	-	-	
4	2	1	-	-	-	-	-	
5	2	2	-	-	-	-	-	Detect Molds
6	2	2	1	-	-	-	-	
7	3	2	1	-	-	-	-	
8	3	2	2	-	-	-	-	
9	3	2	2	1	-	-	-	Identify Potion-types
10	3	2	2	2	-	-	-	
11	3	3	2	2	-	-	-	
12	3	3	2	2	1	-	-	
13	4	3	3	2	2	-	-	
14	4	4	3	3	2	-	-	Detect Disease/Infections
15	4	4	4	3	2	1	-	
16	5	4	4	4	3	1	-	
17	5	4	4	4	3	2	-	
18	5	4	4	4	3	2	1	
19	5	5	4	4	3	2	1	
20	5	5	5	4	3	2	1	
21	6	5	5	4	4	3	2	
22	6	5	5	4	4	3	3	
23	6	6	5	4	4	3	3	Use Rods & Wands
24	6	6	5	5	4	3	3	
25	6	6	5	5	4	4	3	
26	7	6	5	5	4	4	3	
27	7	7	6	5	5	4	3	
28	7	7	6	6	5	4	4	
29	7	7	7	6	5	4	4	
30	8	7	7	6	6	5	4	
31	8	8	7	7	6	5	5	
32	8	8	7	7	6	6	5	Use 4 magic spells
33	8	8	8	7	6	6	6	
34	9	8	8	7	7	6	6	
35	9	9	8	8	7	7	6	
36	9	9	9	8	8	7	7	

The Healer Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Free Person**, **Barrier**, **Snakes to Sticks**, and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead creatures.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚓	
Good ↗	
Evil ◆	
Non good or Evil ∅	
Chaotic ©	
Savage Coast ¥	

Paladin's and Avengers

Paladin

Prime Requisite	Strength & Wisdom		
Experience Bonus	-20%	Strength & Wisdom	3-5
	-10%	Strength & Wisdom	6-7
	+5%	Strength & Wisdom	13-15
	+10%	Strength & Wisdom	16+
Hit Dice	1d8 per level up to 9 th level +1hp / level / Constitution adjustment.		
Starting with 10 th level	+2 hp/level	Constitution bonus no longer applies	
Armor	All armor and shields mostly permitted		
Weapons	All mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting at 1/3 rd clerical level, Turning Undead at 1/3 rd clerical level, Detect Evil,		
Maximum Level:	36.		

Paladins and Avenger's are specialized fighter classes with access to Clerical powers. These classes are only available to Humanoid, Humans and Elves. There doesn't exist something like Halfling Paladins or Avenger Dwarfs or the like. A Lawful traveling Human or Humanoid fighter may be known as a Paladin if he meets the following requirements. If he doesn't meet these requirements he can only become a knight.

- 1 The fighter must swear fealty (an oath of service) to a Lawful Clerical Order to gain Paladin status. The fighter must be at least Name level or greater to be accepted by the Clerical Order (whatever Immortal they follow there are no exceptions of this rule). Thereafter, the Paladin may be summoned by the Order's leaders at any Time, and must do as they command, as long as the service aids the powers of Good and the Immortal, be it direct or indirect.
- 2 A Paladin can Detect Evil (as per Cleric spell) as often as once per round, simply by concentrating. (range 120'). The Paladin can't use this ability and attack, speak, cast spells, use items or anything else in the same round.
- 3 If the Wisdom score of the Paladin is 13 or greater, the character can cast Clerical spells as if he were a Cleric of one-third his actual experience level (round fractions down!). If a fighter becomes a Paladin right at 9th level, he'll immediately gains the spellcasting abilities of a third level Cleric. If the character his Wisdom score is 12 or less, he still can be a Cleric, but can't cast spells. The Paladin learns how to meditate and cast spells (if his Wisdom is high enough) from the Clerics of the Order. The Clerics will refuse any offer of compensation or payment for this service.
- 4 A Paladin can Turn Undead (not Devils), as if he were a Cleric of one-third of his actual level of experience. (round fractions down). When a character wants to become a Paladin from the first level this is possible, but then he must first proof himself to the Clerical Order and the Immortal(s) in question that he is worthy of this task. He will not acquire free studies, will not be able to cast any spells, but he will be able to Turn Undead (if he strongly presents his Holy Symbol). Thus a Fighter willing to become a Paladin and still being only 6th level, could Turn Undead as a Cleric level 2. This ability will instantly be revoked, when the character misbehaves, and loses more than 10 Piety points in a week. The character can still become a Paladin, but he must, more than before atone, and proof he is worthy of the task and responsibilities.
- 5 A Paladin may only travel with a number of hirelings equal to or less than his Clerical level. In other words, if he can cast spells or Turn Undead as a 5th level Cleric, he can have no more than 5 personal hirelings.



- 6 A Paladin must assist anyone who asks for help—with two exceptions: He doesn't have to help evil characters or achieve evil goals, and if the Paladin is on a mission for a higher authority (such as a Quest, serving a Duke, etc.), he can offer only a small amount of help (such as sheltering or advising the person in need of aid), along with an explanation of his refusal. Assistance never involves donations of money or items, but only service for a short period of Time.

A Paladin is further free to go forth on the world, as long as he behaves according to his chosen faith. Therefore he can go adventuring, solve major political problems, or even become a land ruler.

Elven Paladin

Elves can also become a Paladin between 9th and 12th level of experience. When this is done the Elf gains abilities, restrictions, and obligations specific to Paladins. This includes spellcasting if the Elf has a Wisdom score of 13 or higher. The Elf retains all normal Elven abilities, including attack ranks, special defenses, and wizardly spellcasting, if any. He uses the normal Elven experience table, with each new attack rank becoming equivalent of one new experience level for purposes of Clerical spellcasting or Turning the Undead. Further there is no difference between an Human, Humanoid or Elven Paladin, except maybe the religion and the character itself.

Important: The Elf permanently ceases to gain new levels in wizardly spells upon swearing fealty to a Church. The Elf also loses one level of Wizard spells each Time he gains a new level of Cleric spells, other than the ones gained upon swearing fealty. For example: a 9th level Elf can normally cast 5th level wizard spells. Upon swearing fealty to a church and an Immortal, that Elf becomes a Paladin with the addition of 1st level Clerical spells. When reaching 12th level (or attack rank E), the Elf would gain the ability to cast second level Clerical spells, but would lose all 5th level wizard spells. This represents the effects of the Time spent studying Clerical scriptures, meditating, praying, and acting as a Paladin, which inevitably alters the Elf's skills and experience in magic use. Remember that the Elf can no longer swear fealty at level 13 (attack rank F) or higher. It is assumed that the Elf has lingered too long in the ways of magic and profane warfare, and thus no longer can faithfully embrace the ways of the church. This doesn't count for pure fighter Elves, they may even become Paladin far beyond the level 13.

The best an Elven Paladin could ever achieve is 12th level of Clerical spellcasting, with four 1st level spells, and four second level spells. This assumes the Elf has sworn fealty to a church at level 12. An Elf who swears fealty at 9th level must eventually lose all wizardly spellcasting abilities and related skills. An Elf who makes this ultimate sacrifice, permanently gains enough Wisdom to reach a score of 13 (one point per level), or if he is beyond that one single extra point of Wisdom (to a maximum of 18). Once lost, magic-use can't be regained without permanently losing the status and abilities of the Paladin (including any Wisdom gains), and spends a whole year in studies for each of the spell levels originally lost. During that Time the "fallen champion" can not gain any experience nor learn any new spells.

Avenger

Prime Requisite	Strength & Wisdom		
Experience Bonus	-20%	Strength & Wisdom	3-5
	-10%	Strength & Wisdom	6-7
	+5%	Strength & Wisdom	13-15
	+10%	Strength & Wisdom	16+
Hit Dice	1d8 per level up to 9 th level +1hp / level / Constitution adjustment.		
Starting with 10 th level	+2 hp/level	Constitution bonus no longer applies	
Armor	All armor and shields mostly permitted		
Weapons	All mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting at 1/3 rd clerical level,		
	Turning Undead at 1/3 rd clerical level,		
	Detect Good,		
Maximum Level:	Immortal granted ability, Turning Undead, special abilities.		
	36.		

A Chaotic traveling Human or Humanoid fighter may be known as a Avenger if he meets the following requirements. If he doesn't meet these requirements he can only become a knight.

- 1 The fighter must make an alliance with an Chaotic Clerical. This is not swearing fealty, but a loose agreement of loyalty and support. The order may decline the offer. If the Order accepts, the Order's leaders may summon the Avenger at any Time, and he must do as they command. If he disobeys them, he loses all special abilities and benefits of an Avenger until he does atone. Even then, the fighter may regain Avenger status negotiating with a different Order.
- 2 A Avenger can Detect Good or Evil (as per Cleric spell) as often as once per round, simply by concentrating. (range 120'). The Avenger can't use this ability and attack, speak, cast spells, use items or anything else in the same round.
- 3 If the Wisdom score of the Avenger is 13 or greater, the character can cast Clerical spells as if he were a Cleric of 1/3 his actual experience level (round fractions down!). If a fighter becomes a Avenger right at 9th level, he'll immediately gains the spellcasting abilities of a 3rd level Cleric. If the character his Wisdom score is 12 or less, he still can be an Avenger, but can't cast spells. He learns how to meditate and cast spells (if his Wisdom is high enough) from the Clerics of the Order. The Clerics must be paid a minimum of 10.000gp/ spell level gained, and this can be much more depending upon the order.
- 4 A Avenger can Turn Undead (not Devils) or Choose to Control them, as if he were a Cleric of one-third of his actual level of experience. (round fractions down). If the result is Turn of Destroy on the Table, the Avenger may choose to control them instead. If control is chosen, it lasts for 1 turn per level of the Avenger. Undead thus controlled behave as if Charmed, obeying the Avenger as if they were friends. However, if the Undead are Turned or destroyed by a Cleric during the duration of the control, the control is dispelled immediately and can't be renewed for at least 24 hours. The Turning of the Cleric will in these cases not Turn, neither Destroy, but only break the control. When a character wants to become a Avenger from the first level this is possible, but then he must first proof himself to the Clerical Order and the Immortal(s) in question that he is worthy of this task. He will not be able to cast any spells, but he will be able to Turn Undead (if he strongly presents his Holy Symbol). Thus a Fighter willing to become a Avenger and still being only 6th level, could Turn Undead as a Cleric level 2. This ability will not be revoked, when the character "misbehaves".



- 5 A Avenger may only travel with a non-human or Demihuman hirelings (even those Chaotic). However, the Avenger may persuade monsters of Chaotic alignment or use Humanoids to become his hirelings. If a Chaotic monster is not immediately hostile, the Avenger may offer food or treasure, indicating thorough word or gestures friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature is instantly friendly toward the Avenger, he is impressed and as thus persuaded to follow and obey the Avenger. The effect lasts for a duration identical to the Charm Magic -user spells, and it can't be renewed. The Avenger may have the number of Chaotic monster hirelings that his Charisma score allows for, once he loses one he may persuade another.
- 6 A Avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent monster or character of the same or aligned faith, and demanding sanctuary. An Avenger may pretend to be a Knight and request sanctuary of other rulers. If he deceives the ruler and is not tripped up by some revealing magic, the ruler will provide him with normal sanctuary.

An Avenger is further free to go forth on the world, as long as he behaves according to his chosen faith. Therefore he can go adventuring, solve major political problems, or even become a land ruler.

Elves can also become a Avenger between 9th and 12th level of experience. When this is done the Elf gains abilities, restrictions, and obligations specific to Avengers. This includes spellcasting if the Elf has a Wisdom score of 13 or higher. The Elf retains all normal Elven abilities, including attack ranks, special defenses, and wizardly spellcasting, if any. He uses the normal Elven experience table, with each new attack rank becoming equivalent of one new experience level for purposes of Clerical spellcasting or Turning the Undead. Further there is no difference between an Human, Humanoid or Elven Avenger, except maybe the religion and the character itself.

Important: The Elf permanently ceases to gain new levels in wizardly spells upon swearing fealty to a Church. The Elf also loses one level of Wizard spells each Time he gains a new level of Cleric spells, other than the ones gained upon swearing fealty. For example: a 9th level Elf can normally cast 5th level wizard spells. Upon swearing fealty to a church and an Immortal, that Elf becomes a Avenger with the addition of 1st level Clerical spells. When reaching 12th level (or attack rank E), the Elf would gain the ability to cast second level Clerical spells, but would lose all 5th level wizard spells. This represents the effects of the Time spent studying Clerical scriptures, meditating, praying, and acting as a Avenger, which inevitably alters the Elf's skills and experience in magic use. Remember that the Elf can no longer swear fealty at level 13 (attack rank F) or higher. It is assumed that the Elf has lingered too long in the ways of magic and profane warfare, and thus no longer can faithfully embrace the ways of the church. This doesn't count for pure fighter Elves, they may even become Avenger far beyond the level 13.

The best an Elven Avenger could ever achieve is 12th level of Clerical spellcasting, with four 1st level spells, and four second level spells. This assumes the Elf has sworn fealty to a church at level 12. An Elf who swears fealty at 9th level must eventually lose all wizardly spellcasting abilities and related skills. An Elf who makes this ultimate sacrifice, permanently gains enough Wisdom to reach a score of 13 (one point per level), or if he is beyond that one single extra point of Wisdom (to a maximum of 18). Once lost, magic-use can't be regained without permanently losing the status and abilities of the Avenger (including any Wisdom gains), and spends a whole year in studies for each of the spell levels originally lost. During that Time the "fallen champion" can not gain any experience nor learn any new spells.

Exorcists or Inquisitors

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9 th level +1 hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	All armor and shields mostly permitted		
Weapons	No edged or pointed weapons, all other mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.		
Maximum Level:	36.		

Exorcists, also called Demon Slayers, Inquisitor, Diabolists, Hellblades and Thaumaturgists. They are actually the normal list for character classes available to humans. Hellblades are actually nothing more than thieves or bards with modified skills, as is the Devil Slayer a fighter, again with some other or extra skills. A Thaumaturgist is like a Necromancer, but more specialized in the control and opposition of all Hellish forces. Diabolists are those mages who want to make use of the powers of Hell. Only the Inquisitor or Exorcist class is a true Cleric class, and it is this class that is also named Exorcist correctly.



Very few mortals understand the malevolent effect of Devils on society. The sweet seduction of Erinyes and other Diabolic agents sends thousands of Souls to Hell (Baator) to provide soldiers for the Blood War. On the Prime Plane, this war is nearly undetectable—but humanity (and most other races) is not defenseless. Clerics known as inquisitors keep watch over their flocks and weed out Diabolic influence when it arises. This class is not acceptable by all Immortals, especially those from Entropy, (exception Night<she thinks that Devils even intend to destroy her creatures of the Night>) or the Immortal Patrons of Mercy, or other pure good Immortals(they make use of Angels and other specialized followers.).

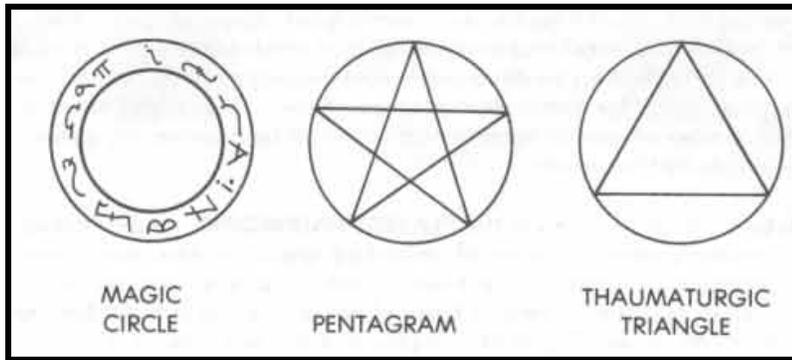
An Inquisitor's primary job is to protect her home world from the corrupting influence of the Diabolic. Inquisitors ferret out Devils on their Home Plane, especially the wicked Erinyes. When necessary, they can also act as full-blown warriors of the faith. Due to their methods and demeanor, they are often feared and avoided, Few people enjoy being scrutinized, especially by those who are considered fanatics.

Exorcists use the weapons normally allowed by their Immortal, but additionally, they may use the Scourge, which is often used to coerce information out of Diabolists.

The Exorcist needs several special skills to become an Exorcist in the first place. These are mostly Knowledge skills. Knowledge Devil Lore (Int.), Knowledge Religion (Wis.), Rope Use (Dex.), and any one Healing skill. Recommended at a later Time are Reading and Writing (Int.), Tracking (Int.), Torture (Int.).

Inquisitors make frequent use of Holy Water, each starts with 1d3 vials. Some inquisitors also carry specialized kits of scalpels, restraints, and pincers for use on the guilty. The Kit costs 20 gp to fix together, but their use will cause problems with those of good and Lawful alignment.

Inquisitors spend hours each day in prayer, purifying their Souls and Strengthening their wills. Their Ego will be greater than normal through this procedure, normally it would be the total of Intelligence and Wisdom together, but now 1 point per level of experience must be added to the number. They can Turn Devils instead of Undead. And therefore they use the following table. Undead are animated with



energies from limbo or the Souls of the Undead themselves., while Fiends and Demons are simply creatures from one of the lower Planes. When a Cleric Turns Undead, she channels Divine power from her Immortal through herself to terrify them. Essentially, the Cleric's patron Immortal is using the Cleric as a weapon against the Undead (this also explains why Entropic Immortals control Undead at the same rate instead of turning them.). Dealing with Demons is different, since Demons are of the Outer Planes and understand something of how powers work. In this case, the Exorcist's Immortal is telling the Demons that the Cleric is under the Immortal's protection.

Turning Devils and Demons Table.



Roaring Demon

Screaming Demon

Hissing Demon

Groaning

Croaking Demon

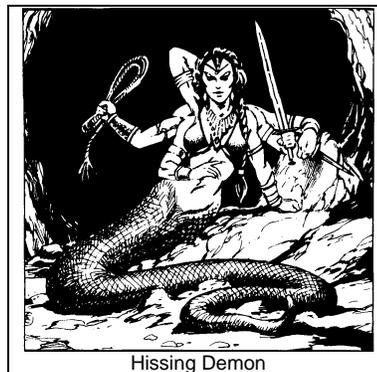
Whispering Demon

Howling Demon

Demon

Type or HD 1d20	HD	Level Exorcist																
		1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36
Nupperibo Devil	1	15	12	9	6	3	T	T	B	B	B*							
Lemure Devil	2	18	15	12	9	6	3	T	T	B	B	B*	B*	B*	B*	B*	B*	
Spinagon Devil	3	20	18	15	12	9	6	3	T	T	B	B	B*	B*	B*	B*	B*	
Black Abishai Devil	4	20	20	18	15	12	9	6	3	T	T	B	B	B*	B*	B*	B*	
Osyluth Devil	5	-	20	20	18	15	12	9	6	3	T	T	B	B	B*	B*	B*	
Erinyes Devil	6	-	-	20	20	18	15	12	9	6	3	T	T	B	B	B*	B*	
Hamatula Devil	7	-	-	-	20	20	18	15	12	9	6	3	T	T	B	B	B*	
Amnizu Devil	8	-	-	-	-	20	20	18	15	12	9	6	3	T	T	B	B	
Cornugon Devil	9	-	-	-	-	-	20	20	18	15	12	9	6	3	T	T	B	
Whispering Demon	10	-	-	-	-	-	-	20	20	18	15	12	9	6	3	T	T	
Gelugon Devil	10	-	-	-	-	-	-	-	20	20	18	15	12	9	6	3	T	
Screaming Demon	10	-	-	-	-	-	-	-	20	20	18	15	12	9	6	3	T	
Croaking Demon	11	-	-	-	-	-	-	-	20	20	18	15	12	9	6	3	T	
	12	-	-	-	-	-	-	-	-	20	20	18	15	12	9	6	3	
	13	-	-	-	-	-	-	-	-	-	20	20	18	15	12	9	6	
	14	-	-	-	-	-	-	-	-	-	-	20	20	18	15	12	9	
Howling Demon	15	-	-	-	-	-	-	-	-	-	-	20	20	18	15	12	9	
	16	-	-	-	-	-	-	-	-	-	-	-	20	20	18	15	12	
Greater Fiends																		
Baatezu Nobles	17	-	-	-	-	-	-	-	-	-	-	-	20	20	18	15	12	
Pit Fiends	18	-	-	-	-	-	-	-	-	-	-	-	-	-	20	20	18	
Groaning Demon	19	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20	20	
Hissing Demon	22	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	20	
Archdevils	20+	These and other Demons are unable to be Turned at all.																
Roaring Demon	25	These and other Demons are unable to be Turned at all.																
Circle of Eight	25+	These and other Demons are unable to be Turned at all.																
Planar Rulers	25+	These and other Demons are unable to be Turned at all.																

When Clerics become sufficient powerful, their patron Immortals, will banish lowly Demons back to their Home Planes for their insolence in attacking such a pillar of the Church. Since Demons are so different from the Undead, they really require a different chart to handle their turning. Below is a chart for turning Demons, and can also be used to Turn Yugoloth, Devils, Demons, and so forth. To turn an amount of Fiends, a priest rolls a 1d10 and checks his result with the table. The roll can't be adjusted positively for the character, or negatively for the Fiend. On a successful roll 1d4 Fiends of the appropriate HD are turned per attempt, and move at their fastest movement rate away from the Cleric. The Turning will break when the Undead becomes cornered somehow and fixed in a location. At that very moment it will defend itself as if not turned at all. Note that all Fiends except Nupperibos and Lemures are free-willed. Evil Clerics can attempt to control Fiends with this table as they do with Undead, but they run the risk of more powerful Fiends showing up to find out what happened with their minions.. In practice, few evil Clerics find the risk worthwhile.



Hissing Demon

On the table a "T" indicates the turning is automatically successful, while a "B" means the Fiend have been banished back to their Home plane. An Important rule is that Fiends can't be Turned on their home plane and more difficult on desecrated ground (-1d4), so trying to Turn Devils in Hell is a fruitless endeavor. Many an Exorcist or Paladin has found this out the hard way. And Paladins are able to turn Fiends also but three levels lower than they actually are.



Howling Demon

The turn Fiends ability can also be granted to special Clerics by their Immortals under special circumstances, and then it will always replace the Turn Undead ability. More rarer it is that a Cleric has learned both the tables, which is possible, but at a great cost now and later. To learn the initial skills to turn Fiends he must trade in two skill slots (one for extensive knowledge of the Outer Planes, and one of extensive knowledge of Fiends<both int.>), his or her initial Intelligence must be at least 15 while their Wisdom must at least be 16. The Cleric as such must also have at least 100 Piety Points (Pip's), where the "Holy power" of his Immortal is imbedded in his corporeal self, and as thus radiates softly from his very Soul.

Also will it cost him a experience penalty of and additional 10% for all experience gained. Greater Fiends may make a Save vs. spells to negate the effect, while Demons only have to us a fraction of their power to prevent them from being turned, even if they are at first they will return within 1 round with additional power, for they think they are more powerful than the Immortal of the Cleric.

Their most distinctive ability is a special ritual to restore the alignment of those seduced to evil by Diabolic forces (those who choose evil all on their own are out of luck). The ritual takes a full day, and involves the Inquisitor spiritually tearing the evil from the victim. The process is terribly painful but must be entered into with free will (i.e., no knocking someone unconscious and "goodifying" them). For each hit dice of the victim, roll 1d8, then subtract the inquisitor's level from the total. This is how much damage the ritual causes. Those who survive the process are purified, and their original alignment is restored. The Demonic force is thus expelled. Nobody likes an Inquisitor, especially one backed up by the power of the church. With the exception of colleagues, Inquisitors are shunned by most folks. Some just fear their power, while others fear that they have spent too much Time near the darkness. (there is a saying that who fights evil can become evil, and the saying is not far from the truth).



Screaming Demon

Inquisitors must spend at least 4 hours each day in prayer (in addition to the prayer to gain spells.). Those who consistently miss their prayers will lose all their special abilities and becomes a normal Cleric, without spells, and turning ability (he has to learn that, and that takes at least 1000 xp).

An Inquisitor will lose 1 piety point cumulative for each day not prayed enough or at all.

In hell can the following spells not be cast: Exorcism, Holy Word, Holy Symbol, Protection from Evil. Spells that enable the caster to read the minds or intentions of the target (like ESP, Clairvoyance, etc.) will destroy the minds of the caster, since the workings of a Devil's mind are too terrible for a mortal to grapple with. This also includes any psionic abilities. Whenever someone tries, to read the mind of a Devil (even when disguised as a human, and even on the Prime Plane) must save vs. Death Ray failure indicating madness, any success indicates that the caster is merely feebleminded (as the spell) for 2d6 Hours and can relate fragments of useful information when he recovers. A mad character can still cast spells, but loses spell levels based upon the devil whose mind was read. Least Baatezu cost the caster 1 spell level, lesser Baatezu two spell levels, a greater Baatezu costs three spell levels, a Noble burns away four, and the terrible mind of Asmodeus, Satan, and the other greater named devils costs the target 8 spell levels. Scarring of the caster's psyche means that only half of those levels (round up) can be regained through treatment. The rest is permanently lost only recoverable with a Wish. The spell Detect Evil is practically worthless, since whole Hell is basically evil. As natives of the Prime Plane, characters are not subject to a protection from good spell, they are not held at bay, but do suffer the other penalties, and they can't be send back to the prime with an Unholy Word.



Some spells will be made available to Clerics at different levels of powers when they follow a specific Immortal.

These spells can only be extra spells if the description at the Immortal's notes say so. Mostly a spell will be made unavailable to the Cleric for the spell to become available.

The Exorcist Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Shrink Animal**, **Free Person**, **Barrier**, **Snakes to Sticks**, and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead or Demonic creatures. In the same sense is an Exorcist allowed to use any Cause wounds spell.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

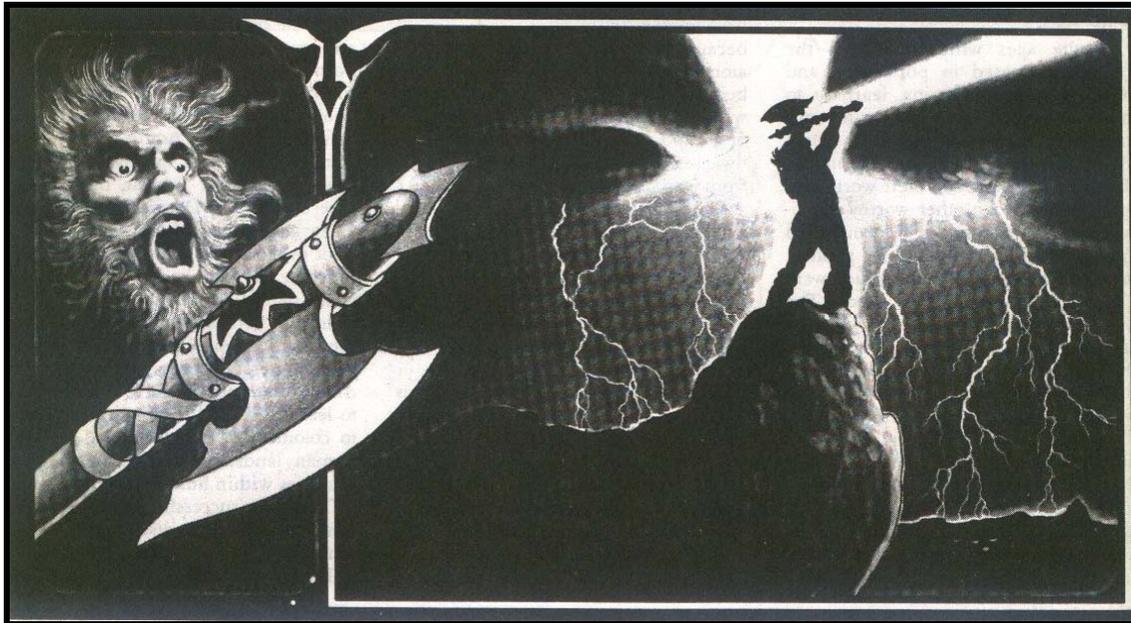
Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea 𐀀	
Good 𐀀	
Evil ◆	
Non good or Evil ∅	
Chaotic ⊙	
Savage Coast ¥	

Dwarven Cleric

Prime Requisite	Wisdom	
Experience Bonus	-20%	Wisdom and Strength 3-5
	-10%	Wisdom and Strength 6-7
	+5%	Wisdom and Strength 13-15
	+10%	Wisdom and Strength 16+
Hit Dice	1d6 per level up to 9 th level	+1hp / level / Constitution adjustment.
Starting with 10 th level	+2 hp/level	Constitution bonus no longer applies
Required;	Strength and Constitution 9+	
Armor	None.	
Weapons	Axes, Warhammer	
Special	Clerical Spellcasting, Immortal granted ability, special abilities, Rune Magic.	
Maximum Level:	36.	



Dwarf Clerics, like ordinary Dwarves, are able to attain the 12th level of experience (see table). Also as with ordinary Dwarves, Dwarf Clerics become more resistant to magic. But Dwarf Clerics attain this magic resistance before they gain the fighter options, like ordinary Dwarves.

Dwarven Clerics can't turn Undead. The prime requisites of the Dwarven Cleric are Strength and Wisdom. When these are both higher than 13 a 5% bonus to Experience is allowed, when Wisdom is 16 or higher and Strength 13 or higher a 10% bonus is given.

A Dwarven Cleric must have several minimum scores in his abilities to become a Dwarven Cleric at all. His Strength and Constitution must be 9 or higher.

The Hit Dice of the Dwarven Cleric is 1d6 +Constitution bonus (if any) to level 9 and from there on 2 hp to level 12, which is the top level of the Dwarven race.

A Dwarven Cleric may use any armour and shield. Because a Dwarven Cleric is a Cleric he is limited in the use of weapons, but unlike the common Cleric he may use sharp cutting and thrusting weapons.

The weapons the Dwarven may use are Axes, War Hammers, Throwing, Hammers, and the Pole arms (Halberd, Poleaxes, Bardiche, Lochaber Axe only at -3 to hit). The Dwarven Immortal Kagyar allows the Dwarven Cleric to use all weapons if he is in desperate need of it, but only in those circumstances. They can get Weapon Mastery only Axes and Hammers.

A Dwarven Cleric must be Lawful, or neutral in alignment, as they are all (up to 1010AC) followers of the Immortal Kagyar, (or in the Hollow World by Frey, Freyja, or Garal Glitterlode), because of this they are not allowed to use (or act in such a way) destructive spells too often, this could result in the loss of all Clerical abilities, temporarily or even permanently depending on the amount of destruction. Recently, the Immortal Ka and Thor joined the ranks of Dwarven Immortals. It seems that Kagyar will stay the dominant group leader and the other Immortals are followed by the different clans.

They can cast Raise dead spells only on Dwarves or true members of Dwarven Clans (even if they are non-Dwarves), but not friends or others belonging to another race. All other spells can be cast freely on followers or non-followers alike. Dwarven Clerics of Kagyar have some different spells (Rune magic called) which they use as wardings or to create the legendary Dwarven Artifacts (often with the use of a Dwarven Forge of Power. They don't have access to the Runic spells of the Followers of the Immortals of the Northern Phanteon, as yet (1010 AC). Although they use the same Runes to write with.

Most Dwarven Clerics do not reveal their power to outsiders (as most Dwarves are a bit xenophobic) and use most spells only on friends of themselves, or the Dwarven Clan or race in secret and on them only.



Dwarven Clerics use the Dwarven spell-list, add the

extra spells granted by them from their Immortal, but must always be sure not to use their spells in a destructive way.

Lvl	Attack Rank	HD	Hp	XP	spells per level						Special
					1	2	3	4	5	6	
1		1	1d6	0	-	-	-	-	-	-	
2		2	+1d6	4000	1	-	-	-	-	-	
3		3	+1d6	8000	2	-	-	-	-	-	
4		4	+1d6	16.000	2	1	-	-	-	-	
5		5	+1d6	32.000	2	2	-	-	-	-	
6		6	+1d6	64.000	2	2	1	-	-	-	
7		7	+1d6	120.000	2	2	2	-	-	-	
8		8	+1d6	250.000	2	2	2	1	-	-	
9		9	+1d6	400.000	3	2	2	2	-	-	
10*	A	9	2	600.000	3	3	2	2	1	-	
11*	B	9	2	800.000	4	3	3	2	2	-	
12*	C	9	2	1.000.000	4	4	3	3	2	1	1/2 damage from spells
	D			1.200.000	4	4	3	3	2	1	
	E			1.400.000	4	4	3	3	2	1	
	F			1.600.000	4	4	3	3	2	1	
	G			1.800.000	4	4	3	3	2	1	Set Spear vs charge Lance attack two attacks/round
	H			2.000.000	4	4	3	3	2	1	
	I			2.200.000	4	4	3	3	2	1	
	J			2.400.000	4	4	3	3	2	1	
	K			2.600.000	4	4	3	3	2	1	
	L			2.800.000	4	4	3	3	2	1	
	M			3.000.000	4	4	3	3	2	1	3 attacks/round possible

The Dwarven Cleric Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Free Person**, **Barrier**, **Snakes to Sticks**, and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead creatures.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire △	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ♁	
Good ☞	
Evil ◆	
Non good or Evil ∅	
Chaotic ☉	
Savage Coast ¥	

Dwarf Cleric 1	2	3	4
Animate Weapon	C; Bless Newborn	C; Special Vows	C; Con- / De- secrate Ground
C; Burial	Chant	Continual Light / Darkness	C; Consecrate Item
C; Coming of Age	Cure / Cause Light Wounds	Heat Metal	C; Dedication
C; Consecrate Temple	Detect Enemies	Lesser Guardian Hammer	Conceal Riches
C; Marriage	Disentangle	Meld into Stone	Cure / Cause Serious Wounds
Cleanse	Forge Fire	Metal Shape	Fire Trap
Detect Danger	Holy Symbol	Prayer	Guardian Hammer
Detect Dwarves	Hurl Rock / Rock Shield	Rock Chant; Blood Iron	Pillar of Borogar
Detect Harmful Gas	Light / Darkness	Rock Chant; Bellows Breath	Restore Earth
Detect Magic	Mark of Brotherhood	Stone Shape	Stone Trap
Detect Metals and Minerals	Maskstone / Reveal Stone		Stonefall
Discern Influence	Rockburst		Stoneskin
Know Direction	Rock Chant; Eversharp		
Magical Stone	Rock Chant; Stokers Chant		
Mending	Striking		
Purify Food and Water			
	5	6	7
Rock Chant; Miner's Chant	Circle of Stone	Earthwalk	Guardian Mantle
Rock Chant; Stainless	Commune with Earth	Neutralize Gas	Rune of Impregnable Defense
Rock Chant; Hammer	Enchant Weapon	Raise Dead / Slay Living	Transformation
Rock Chant; Suregrip	Flowstone	Rock Chant; Purifying Fire	
Silverbeard	Mother Lode	Stone Tell	
Slow Poison	Move Rocks		
Stoneblend	Pass-Wall		
Strength of Stone	Rune of Power		
Summon Midwife	Treusight / False seeing		

Humanoid Shaman

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	as racial restrictions per level up to 9 th level, and +1hp / level / Constitution adjustment.		
Starting with 10 th level Required;	as racial restrictions Constitution bonus no longer applies Wisdom 9+		
Armor	All armor and shields mostly permitted		
Weapons	No edged or pointed weapons, all other mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting, Immortal granted ability, Turn / Control Undead, special abilities.		
Maximum Level:	varies.		



A Shaman is mostly a Humanoid Cleric, but Clerics of the Atruaghin Clans or the Ethengar Khanates and some primitive folk on the southern continent also use this prefix. Humanoids able to become Shamans of other races are filled in the following list, races not named could be filled into this list but no knowledge about this has been acquired yet.

Other Beings, like humanoids, that become able to use Clerical Magic are called Shaman. The majority of these races comprise primarily Fighters, but Shamans (Clerics) and Wokani and Wiccans exist within their ranks. In order to be a Shaman, the Spellcaster must at least have a Wisdom of 9 or more to qualify.

Shamans and Wokani or Wiccans, although small in number, play an important part in the lives of the various races. They look after tribe of family's spiritual well-being and safeguard it from danger using their powers. Spellcasting can be gained as soon as a creature reaches 1st level. Creatures younger than Shaman, a teacher must be found (the DM may under special circumstances include divine intervention when no shaman of its religion are available). Apprenticeships last at least one full level advancement period (the Time between the moment the apprentice reaches one level to the next). Example: Strakhak the Shark-kin is 0-level when she begins to train as a shaman. When she reaches 1st level, she will also become a 1st level Shaman. If she started training at 2nd level, Strakhak would become a 1st level Shaman at the same Time she became a 3rd level shark-kin.

Species	Max. Level	Species	Max. Level	Species	Max. Level
Actaeon	D8	Beholder	36	Bugbear	6
Centaur	D8	Cyclops	4	Djinni	4
Greater Djinni	8	Doppelganger	4	Dragon	36
Dryad	D10	Efreeti	6	Greater Efreeti	12
Cloud Giant	10	Frost Giant	8	Fire Giant	8
Hill Giant	8	Stone Giant	8	Storm Giant	12
Gnoll	6	Gnome	12	Goblin	8
Gremlin	4	Harpy	6	Hobgoblin	8
Kna	6	Kobold	6	Kopru	6
Lizard man	6	Manscorpion	13(as Cleric)	Medusa	8
Merman (Merrow)	8	Minotaur	4	Neanderthal	4
Nixie	D6	Nosferat	36	Nuckalavee	2
Ogre	4	Orc	6	Planar Spider	9
Sasquatch	D4	Sea Giant	10	Sharkkin	8
Thoul	4	Triton	8	Troglodyte	4
Troll	4	Vampire	36	Yeti	2

All non-human Shamans are actually Cleric and fighter at the same Time and sometimes even a Wicca or Wokani too. For Human Shamans the rules are a bit difficult, and also can never apply to non-humans, This due the effect that they use the Spirit World in their Magics, and not Immortal World, while Humanoid Shamans use only magic provided by the Immortals.

Initiation

Upon completing an apprenticeship, a novice Shaman is first initiated in a series of deep and meaningful rituals. These vary from race to race and from Immortal to Immortal, ranging from blood-crazed frenzies for shark-kin, to more refined ceremonies for Kna and Nixies. Typical effects of rituals are shown in the chart below. These rituals must only be repeated when trying to cross the limit of spell level a creature can Master without problem, for each spell level the want to acquire. Also must these rituals be made when trying to create spells outside the Shaman list. Being's marked with an * must undergo a ritual of Passage instead, this ritual must be made at the same moments as the rituals explained above, but only need an Wisdom check to succeed. If they fail however they lose all the acquired experience needed to reach the level they want to reach (a 1st level needs 1000 XP), and the character must earn them again in order to attempt the Ritual again. The DM may apply penalties to rituals if disturbed, inferior components, etc..

Personal sacrifice table when ending the ritual. This will enable the Elf to cast a spell of <u>one</u> level more or higher than normal possible.			
1-6	Character loses 1 hp permanently.	The Immortals are pleased with the ritual.	No further effect.
7-9	Character loses 1d4 hp permanently.	The ritual leaves scars on the character's body, but it was rewarding after all.	Total XP x 105%.
10-11	Character loses 1 Constitution point permanently. An entity come from beyond and takes payment. The ritual took a heavy toll on the character's health.		Total XP x 110%.
12	Character loses 2 Constitution points in exchange for an extra Wisdom point (18 max.).		No further effect.

If the Wicca ever reaches 0 Hp or a Constitution of 2 or less the character dies on the spot.

Becoming a Shaman spell-caster or gaining new levels requires extra experience points. The character must earn these extra XP before reaching each experience level. In effect, these extra experiences are added to the experience table from the moment a character's apprenticeship begins. Spellcaster cast spells according to their level of spell casting experience. Example: Strakhak the Shark-kin is 0-level when she begins training as a Wicca. A normal Shark-kin needs 1200 XP to become 1st level. Strakhak needs 2200 XP (1200 XP +1000 XP for becoming a Wicca). Example: Rastvave Current Chaser is a 5th level Merman with 2nd level Wicca abilities. A normal Merrow needs an extra 16.000 to reach 6th level. But Rastvave needs an additional 4000 XP to become a 3rd level Wicca. Rastvave his total experience points will be 39.000 on reaching 6th level.

Casting Level	Extra experience points	
1	1000	XP
2	2000	XP
3	4000	XP
4	8000	XP
5	16.000	XP
6	32.000	XP
7	64.000	XP
8	130.000	XP
9	260.000	XP
+1	+200.000	XP

Several example Humanoid Shaman Immortals from there own Ranks.

Avalanche,	Patron of the Rock People.
Atzanteotl,	Patron of evil Humanoids. Known to those in the sunken village of Oenkmar (former Aengmor).
Gorrziok,	Patron of Giants.
Harrow,	Patron of the Diaboli.
Hel,	Patron of reincarnation, Death but not without life.
Iineval or Karaash,	Patron of Orcs, with their wicked sword.
Jammudaru,	a former Ogre, who turned into a slime horror.
Ka the Preserver,	Patron of Lizardmen.
Kurtulmak, The Shining One,	Patron of Kobolds.
Malafor,	Patron of the Merrow.
Nyx, Night	Patron of Undead Clerics, who are not basically evil, like the Vampire or the Nosferat.
Orcus,	Patron of Devilswine, and Kara-Kara (Green Orcs).
Ordana, of the Forest races,	Patron of Treants, Fairies, and similar.
Polunius the Designer,	Patron of Tritons.
Ranivorus, Anubis, Yeenoghu,	Patron of Gnolls.
Rathanos,	Patron of Energy Life Forms, and as thus the Fire Elementals.
Saasskas the Destroyer,	Patron of Devilfish.
Sharpcrest Squidslayer,	Patron of Kna.
Slizzark the Lurker,	Patron of Kopru.
Wogar the Wolf Lord,	Patron of Goblins, as he was a heroic Goblin.
Yagrai, He-Who-Always-Rises.	Patron of Hobgoblins and Ogres

The Danger of combating a Humanoid Shaman is that they have their racial fighter abilities (although lessened in effect), and can also be Wicca at the same Time (although at a higher experience cost) with a completely unknown list of spells in addition to the Shaman list.

Some spells will be made available to Shamans at different levels of powers when they follow a specific Immortal (like Thor's Hammer). These spells can only be extra spells if the description at the Immortal's notes say so. Mostly a spell will be made unavailable to the Cleric for the spell to become available.

The Humanoid Shaman Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Free Person**, **Barrier**, **Snakes to Sticks**, and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead creatures. Keep in mind that most Humanoids are Chaotic or even evil, and their immortals too.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚓	
Good ↗	
Evil ◆	
Non good or Evil ∅	
Chaotic ⊙	
Savage Coast ¥	

Humanoid Shaman 1	2	3	4
Air Walk (ability)	Aid	Shrink Animal Growth	Accelerate Healing
Allergy Field	Amulet	Call Lightning	Animate Dead ◆
Call Upon Faith	Sacred Bundle		C; Anathematize Item
C; Burial	Bless / Blight	Call Pack	C; Con- / De-secrate Ground
C; Coming of Age	Boneiron	Barkskin	Circle of Privacy
C; Consecrate Temple	Bonewood	C; Consecrate Item	Continual Light / Darkness
C; Marriage	C; Bless Newborn	C; Dedication	Create Water
Cleanse	C; Investiture	C; Ordination	Crush of the Depth ⚓
Combine	Charm Person	C; Special Vows	Detect Lie / Undetectable Lie
Command Word	Cure Lycanthropy	Create / Break Campsite	Dispel Magic
Cure / Cause Light Wounds	Death Candle	Cure Blindness	Divination
Detect Danger	Death Curse	Cure Paralysis / Remove Paralysis	Energy
Detect Disease	Death Prayer	Cure / Cause Serious Wounds	Extradiemensional Detection
Detect Evil / Good	Detect / Undetectable Charm	Mask Emotion Read (Empathy) ●	In- / Fertility
Detect Magic	Detect Life	Entrhall	Fire Purge Δ
Detect Pits	Draw upon Holy Might	Fate	Fortify Healing
Detect Poison	Entangle	Feign Death	Free Action
Detect Pregnancy	Find Traps	Fellowship	Hail of Thorns
Faerie Fire	Fire Trap	Fire Bow	Heat Air
Hand Fire	Flame Blade Δ	Glyph of Warding	Helping Hand
Know Direction	Fortifying Stew	Hold Animal	Hold Plant
Know Time	Frisky Chest	Hold Poison	Knurl
Light / Darkness	Hold / Free Person	Idea	Lesser Guardian Seal
Locate (Animals or Plants)	Holy Symbol	Know Customs	Log to Lizard to Log
Log of Everburning	Invisibility to Undead	Life Drain	Mind Blank ●
Magical Stone	Know / Confuse Alignment	Lighten Load	Minor Ward
Magical Vestment	Lay On Hands	Locate Object	Neutralize / Create Poison
Nature's Mantle	Produce Fire	Mend Bones	Plant Door
Nectar	Protection from Serpents	Minor Curse	Prot. Evil / Good 10'
Pass Without a Trace	Resist Fire / Resist Cold	Obscure	Protection from Lightning
Predict Weather	Resist Fire	Prayer	Shellskin ⚓
Protection from Evil / Good	Restore Strength	Protection from Disease	Speak with Plants
Purify Food and Drink	Sanctify / Defile	Protection from Poison	Sticks to Snakes to Sticks
Remove / Cause Fear	Seeking	Resist Injury	Summon Animals
Resist Cold	Slow Poison	Silence 15'radius	Touch of the Styx
Ring of Hands / Woe	Snake Charm	Snare	Transfer Curse
Shillelagh	Speak with Animals	Speak with the Dead	Tree Steed
Summon Midwife	Spiritual Hammer	Spirit Bind / Release	Uplift
Surface Sojourn ⚓	Translate	Squacking Floors	Water Breathing
	Understand Curse	Strength	Whisperward
	Warp / Straighten Wood	Strength of One	
	Withdraw ≍	Striking	
		Thunder Drum	
		Transfer Offense	

5	6	7
Air Breathing ☞	Aerial servant	Clone
Anti-Plant Shell	Animate Objects	Cloudscape
Augury	Animate Statue	Create Crypt Thing ♦
Call Dinosaurs	Anti-Animal Shell	Destroy Crypt Thing
Clear / Clutter Path	Atonement	Feeblemind
Cloud of Putrefaction	Remove / Barrier	Holy Word
Commune	Blessed Abundance	Major Curse
Control Winds	Create Crypt Servant ☞	Metal to Wood
Create Food	Destroy Crypt Servant	Raise Dead Fully / Obliterate
Create Normal Animals	Crushing Walls	Restore / Life Drain
Eye of the Eagle	Cure All / Heal	Sea Fury ☞
Cure / Cause Critical Wounds	Enchant Weapon	Swimming Doom ☞
Detect Invisible	Find the Path	Transformation
Disbelief	Forbiddance	Undead Plague
Dispel Evil / Good	Gate	Wish
Dissolve	Ivy siege	
Distance Distortion	Monster Mount	
Earthquake	Move Rocks	
Echolocation	Planeshift	
Flame Strike	Speak with Monsters	
Improved Cure / Cause Serious wounds	Summon Undine ☞	
Insect Swarm / Plague	Summon Weather	
Iron Wood	Survival	
Major Ward	Tame Animal	
Living Ward ♦	Transport through Plants	
Mindshatter	Travel	
Pass Plant	Turn Wood	
Remove Quest	Word of Recall	
Raise Dead / Slay Living		
Shout		
Shrieking Walls		
Thoughtwave		
Time Pool		
Treusight / False seeing		
Wall of Fire		

Shadow Elf Shaman

Prime Requisite	Strength & Wisdom Wisdom must be 9+
Experience Bonus	Character must have the "Mark of the Shaman" from birth.
	-20% Strength 3-5 and Wisdom 9+
	-10% Strength 6-7 and Wisdom 9+
	+5% Strength 13+ and Wisdom 13-15
	+10% Strength 13+ and Wisdom 16+
Hit Dice	1d6 per level up to 9 th level +1 hp / level / Constitution adjustment.
Starting with 10 th level	+1 hp/level Constitution bonus no longer applies
Armor	All armor and shields mostly permitted
Weapons	No edged or pointed weapons, all other mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.
Maximum Level:	36.

The Shadow Elves are quite a religious race, feeling as they do that the continued existence of their people intimately depends upon the quality of their relationship with the Immortal Rafiel. It was Rafiel, they believe, that led them to the City of Stars and revealed his scripture, the Refuge of Stone.. Nor is Rafiel any one-shot leader; He has continued his mystical presence throughout the history of the Shadow Elves, reaching and empowering Shamans, leading miners to veins of Soul Crystals, and in every way ensuring that the Shadow Elves do not become extinct. It is said that after Wrath of the Immortals (1004-1009 AC) some Shadow Elves turned to the reverence of Atzanteotl, instead of Rafiel, but he choose to grant the same spells, except the Radiance spell (see book the Immortals).



Birth? Not Quite Yet!!

Life begins at birth—or so believe the surface dwellers. The Shadow Elves know better, for Rafiel has taught them his secrets, the Way of the Shamans. In fact, the Soul of the individual is Immortal, and dwells in a physical form only temporarily—at most a thousand years. Where is the Soul, then, before it is born into the body of a Shadow Elf? And where does the Soul go after apparent Death? The answers to these two questions give the Shamans incredible power.

Soul Crystals

The rocks surrounding the habitat of the Shadow Elves infrequently yield forth a particular sort of gem—a gem found nowhere else in the world. Rafiel has taught his Shamans that these gems are "Soul Crystals", the holders of the race of Shadow Elves. Each Soul Crystal, depending on its size and quality, can contain from one to 100 Souls. These Souls lie dormant as long as the Gem is contained in its original rock formation, but after it is excavated these Souls are free to be born. When a Shadow Elf becomes pregnant, a Soul from a nearby Soul Crystal enters into the woman to await its imminent birth. Which Soul? From which Soul crystal? These are decisions for Rafiel himself to make, and those who revere him must of course respect his judgment in all such cases.



Special Souls

In Rafiel's Wisdom, he has selected out certain Souls as special. When these are born, their uniqueness is immediately apparent. Some Souls are weaker than others, or misbehaved in earlier lives, and must be kept apart from the Shadow elves or properly punished to guide them along the paths that lead to proper behavior. These Souls are born with tragic, atrocious deformities as a sign of their past misdeeds. In such a case, a Shaman leads the parents, together with the infant, on a journey that might take several days or weeks. Rafiel guides the Shaman on this circuitous route, that eventually ends up in some little traveled underground corridor. There, a short ceremony is held, and the baby is abandoned into Rafiel's care. The parents mourn for the expected death of their infant, but they know that Rafiel is just and that its Soul will someday return in another crystal, for no Shadow Elf truly "dies". How exactly do these infants die? A few might linger for a few days before passing away from exposure, but this is rare—after all, a tender young baby might hit the spot for some wandering monster. Cruel? No, for as the Shadow Elves say, "Rafiel will Guide him".



The Mark of the Shaman

The second case of unusual birth among the Shadow elves is considered much more auspicious—the parents in this case have an opportunity to rejoice over their good fortune with considerable pride. These babies show a discoloration of skin—a birthmark—around their eyes and extending up the forehead into the hairline. Many of these infants also show additional mottling on other parts of the face, or other parts of the body, most often the back of the face, or other parts of the body, most often the back of the hands or the tops of the feet. These birthmarks are almost always symmetrical in design, a definite proof that these figurations have not occurred randomly. These birthmarks are known among the Shadow elves as “The Mark of the Shaman”. When such a baby is born, the closest temple must immediately be notified, and a Shaman to verify the facts of the birth. The child is then taken away from the parents at the age of 10, and reared from that Time on in the Clan’s Temple of Rafiel. Temple training is quite effective in bringing a proper attitude of worship toward Rafiel; he and in turn rewards the student with his blessings as are deserved; a strong body, a quick mind, an eagerness to learn, and the will to survive against overwhelming odds. In the rare case that a youth with the mark of the Shaman doesn’t enter temple training, or is not consecrated by another Shaman, the Birthmark fades away when the Shadow Elf reaches adulthood.



The Power of the Souls

Full training in the way of the Shaman includes many powers that can be only hinted at here. One of these powers is the ability to use Soul Crystals as material components of a spell. The Shaman, casting, his magic, can intensify it by drawing upon the power of all of the Souls within the Crystal. Considering that virtually all elves have some inherent ability about magic, and further considering that there might be as many as 100 Souls in a crystal, it is easy to imagine the power that the Shaman has in this regard.



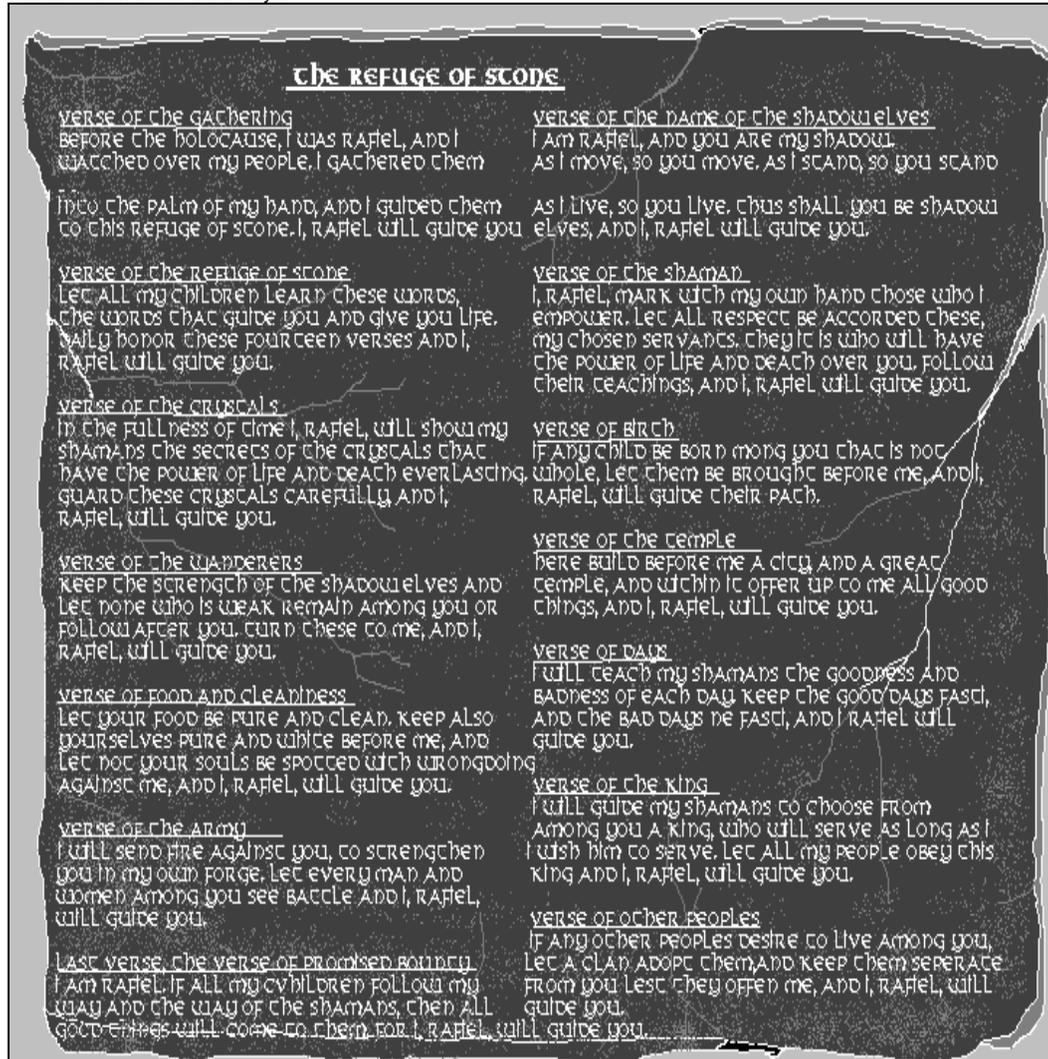
Death and Life Shamans

When a Shadow Elf dies, his Soul returns to a Soul Crystal to await a new birth some Time in the future. This temporary resting for the Soul is determined in whole by the actions of the individual while alive. The Shadow Elf who is diligent in obeying the Shamans and the revealed truths of the Refuge of Stone will most likely end up in a Soul Crystal currently in use, that is, as a Shaman's amulet or kept carefully in a temple. Such a Soul is liable to be born again soon thereafter, and again live out the hard life of a Shadow Elf. A Shadow Elf who doesn't live up to the standards of Rafiel, on the other hand will be sent to a Soul Crystal still deep within the rock. Here he must wait, unconscious of his surroundings, until the Soul Crystal is tediously and painstakingly removed by a Shadow Elf miner. Only after the Soul Crystal is excavated and then blessed at the temple of Rafiel do its Souls become eligible for birth. It is widely believed by most Shadow Elves that Shamans can communicate with those departed Souls residing in Soul Crystals, but the Shamans do not speak of this publicly. "The Way of the Shamans is not for every ear to hear", according to the Elves.



The Refuge of Stone

The core belief of the Shadow Elves are enumerated in the 14 verses of the Refuge of Stone (as pictured here after – with magical translation), the original of which can be found at the Temple of Rafael in the City of Stars. From this basis, the organized Clerichood has developed a number of subsidiary rules and regulations, all of whom must be carefully followed if an Shadow Elf wants to live out his life in the best way possible. The calendar of the Shadow Elves is also based upon the text, with 14 months of 24 days, each month representing the truth of one particular verse. Naturally, there are special feasts and holidays in each of these months, and the Shadow Elves are careful to celebrate these in a fitting manner. More importantly, many days of the calendar are considered unlucky, typically because of some earlier tragedy falling upon the day in question. No official business (and no important business if one is extra careful) is transacted on these “bad” days.



The Shadow Elven Shaman Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Cause Light wounds**, **Cause Fear** and when the Immortal (in the guise of the DM) allows it temporarily. Keep in mind that in the period after Wrath of the Immortals (1004-1009 AC) many of the Shadow elves decided to worship Atzanteotl, and tigus can cast reversed spells, as he is evil.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚡	
Good ↗	
Evil ◆	
Non good or Evil ∅	
Chaotic ⊙	
Savage Coast ¥	



Shadow Elf Shaman Spells in addition to magic spells			
1	2	3	4
C; Adopt	C; Bless Newborn	C; Consecrate Item	C; Anathematize Item
C; Burial	C; Investiture	C; Dedication	C; De- / Consecrate Ground
C; Coming of Age	Cure / Cause Light Wounds	C; Ordination	Control Temperature 10' radius
C; Consecrate Temple	Cure Lycanthropy	Ceremony; Special Vows	Cure Disease
C; Marriage	Heat Metal	Obscure	Lava Breathing
Combine	Holy Symbol	Protection from Poison	Wall of Fire
Command Word	Know / Confuse Alignment		
Detect Danger	Predict Weather	Atonement	Creeping Doom
Light / Darkness	Resist Fire/ Resist Cold	Control Destiny	Delayed Blast Fire Ball
Magical Vestment	Resist Fire	Cure Critical Wounds	Discharge Soul Power
Purify Food and Drink	Silence 15' radius	Dispel Evil	Earthquake
Remove / Cause Fear		Fire Seeds	Holy Word
Resist Cold		Forbiddance	Raise Dead Fully
	Commune	Raise Dead	
	Call Upon Souls	Stone to Flesh	
	Cure Serious Wounds	Treusight	
	Insect Plague		
	Neutralize Poison		

Elven Clerics or Druids

Prime Requisite	Strength & Wisdom Wisdom must be 9+		
Experience Bonus	-20%	Strength 3-5 and Wisdom	9+
	-10%	Strength 6-7 and Wisdom	9+
	+5%	Strength 13+ and Wisdom	13-15
	+10%	Strength 13+ and Wisdom	16+
Hit Dice	1d6 per level up to 9 th level +1hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	All armor and shields mostly permitted		
Weapons	No edged or pointed weapons, all other mostly permitted. Sometimes an Immortal will enforce a weapon choice or restriction, even if pointed (like Vanya with swords), but other restrictions will apply.		
Special	Clerical Spellcasting, Immortal granted ability, Turning Undead, special abilities.		
Maximum Level:	36.		

Elven Characters may be created as Cleric or Druids who are able to retain some of their racial abilities (Infravision, Languages, Detection, and immunity to Ghoul paralysis). All other racial abilities are lost (combat options, special defenses, and wizardry spellcasting). Elven Clerics use the Elven experience table, but cast Clerical spells, fight, and save as Clerics or Druids of the same level. In all other respects, they have the normal abilities, restrictions, and obligations common to Clerics and Elves. Druids can be created using the same guidelines as the Robrenn Druids. Eusdrian Elven Druids would honor the great Druidess of Maud and have to go to the Hallowed forest of Carnuith as required. The rarely other Elven Druids of other nations than Eusdria or Robrenn belong to the circle of Nine of the continent of Brun instead. These Elves must start as 1st level Clerics or Druids when first created. Further they are as normal Clerics or Druids.

Table for Elven Clerics/Druids		Spells					Hp	Saves					
Level	XP	Attack Rank	1	2	3	4		5	DR	MW	TS	DB	Sp
1	0		-	-	-	-	-	1d6+con.	12	13	13	15	15
2	4000		1	-	-	-	-	+1d6+con.	12	13	13	15	15
3	8000		2	-	-	-	-	+1d6+con.	12	13	13	15	15
4	16.000		2	1	-	-	-	+1d6+con.	8	10	10	11	11
5	32.000		2	2	1	-	-	+1d6+con.	8	10	10	11	11
6	64.000		2	2	2	-	-	+1d6+con.	8	10	10	11	11
7	120.000		3	2	2	1	-	+1d6+con.	4	7	7	7	7
8	250.000		3	3	2	2	-	+1d6+con.	4	7	7	7	7
9	400.000		3	3	3	2	1	+1d6+con.	4	7	7	7	7
10	600.000	C	3	3	3	3	2	+1	2	4	4	3	3
11	850.000	D	3	3	3	3	2	+1	2	4	4	3	3
12	1.100.000	E	3	3	3	3	2	+1	2	4	4	3	3
13	1.350.000	F	3	3	3	3	2	+1	2	4	4	3	3
14	1.600.000	G	3	3	3	3	2	+1	2	4	4	3	3
15	1.850.000	H	3	3	3	3	2	+1	2	4	4	3	3
16	2.100.000	I	3	3	3	3	2	+1	2	4	4	3	3
17	2.350.000	J	3	3	3	3	2	+1	2	4	4	3	3
18	2.600.000	K	3	3	3	3	2	+1	2	4	4	3	3
19	2.850.000	L	3	3	3	3	2	+1	2	4	4	3	3
20	3.100.000	M	3	3	3	3	2	+1	2	4	4	3	3

Druid

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9 th level +1 hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, +shield.		
Weapons	No in-organic materials, no edged or pointed weapons, all other permitted (commissioned to make at 50% normal cost.)		
Sometimes an Immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.			
Special	Druidical Spellcasting, Immortal granted ability.		
Alignment	True Neutral only		
Maximum Level:	36. must challenge and defeat another druid of the newly attained level starting at 30 th level.		

There exist two forms of Druids, those of the normal kind and the so-called Robrenn or starter Druids.

A Neutral Cleric of 9th to 29th level of experience may choose to study nature instead of remaining among "civilized" areas. If he does so, he changes character class and becomes a Druid of the normal kind. To become a Druid this way, he must find and live in a woodland home, meditating for one to four (1d4) months. During that Time, a higher level Druid (usually level 25 or higher) will find the Cleric, test him for worthiness, and teach him the principles of Druidic philosophy and magic. The new Druid may then join the realm of the Druids.

Or he starts as a starter Druid (this is commonly only in Robrenn and rare elsewhere on the world). These Druids start as Druids at level 1 and are able to cast Druidic spells directly from level 2 on, as per table. All usual Druidic limitations apply. Druids must have the Nature Lore and Ceremony skills. Their next available skills choices must be used to acquire the following skills; Healing, Snare, Survival, and Tracking.



Special requirements and abilities

At level 3 or higher, Druids (especially Robrenn Druids) must meet in a Hallowed Forest (Robrenn= Carnuilh) during the midsummer's eve celebration. Druids following either system even when they are not native from Robrenn have similar rituals, but are almost always allowed (often even requested) to enter the celebrations of the region. At 10th level, a Druid becomes immune to natural poison and gains the use of the Charm Plant spell in addition to the spells memorized. At 20th level, a Druid can use his cauldron as a Crystal ball.

Special Robrenn Abilities

The following abilities are only for Druids from the region of Robrenn. The Robrenn Druids have their own circle of nine although they live also on the continent of Brun, that is why there are two circles of nine on this continent. This is possible to the strange inherent magic of the Hallowed forest of Carnuilh. Foreign Druids only can gain these abilities as long as they are in the region of Robrenn, and as soon as they leave the region they loose the ability. When reaching the Circle of Nine (see below), a Druid can create a magical torc used by that Druid alone. It allows the Druid to shapechange into any non-magical woodland animal. The Druid can do this at will back and forth, any reasonable amount of equipment (no more than 1000cn) morphing with the Druid and appearing with the Druid when regaining his or her normal shape.

Unless there is a vacant spot among the circle of nine (at level 30 or above.), the Druids eligible to fill that position must compete with each other to advance in level as with the normal rules at level 30. All the Druids from the Circle of Nine and above, except petitioners, vote for the best performance during a special gathering at the Hallowed Forest of Carnuilh.

Upon reaching 3.500.000 xp or Death, the Great Druid of Robrenn becomes one with the Hallowed Forest, effectively ending life in this world. The dying great Druid becomes a Forest Spirit.

A Forest Spirit has a 10% cumulative chance per day of spotting visitors in its assigned Forest. Some of the physical manifestations of these Spirits emulate Unicorns and spellcasting Dryads for female Druids, or the Treants and

Acteons for the male Druids. Forest Spirits can cast any spell from the Druidic list once per hour, they can also cause paths to change, leaves to whisper messages, fog to rise, or animals to react in certain ways (such as helping to find a lost party its way or attacking unwanted visitors with up to 12HD of animals per hour, etc.). Forest Spirits can only be destroyed if their entire forest are razed to the ground.

A Druid is pure Neutral, never Lawful or Chaotic, nor evil or good. The Druid devotes his life to the balance of all things and to the study of nature. Druid items and equipment are all made of items that were once alive (Leather, Loin, Wood, etc.). "Dead" things that were never alive are repulsive to the Druid; the character simply won't want to touch or use the object. However, the character should not object if others use "dead" things. Thus, a Druid can be a challenging character to be, but the role can be entertaining.

Druids, unlike Clerics, have no power to turn Undead and so have reasons to fear Undead monsters. They may contact town churches if Undead monsters threaten their realms. Every Druid lives in, protects, and tends a section of woodlands. They must live in a natural setting; they can't live in a normal city or town (although a home at the borders or near an Halfling or Elven Village is allowed, this due to their natural style of living). Druids do not think themselves as owners of the woodlands, but rather as caretakers of wilderness. Nearly every tree in every woodland is cared for by a Druid (in forest and ancient woodlands replacements are often found).

Although minor damage to the woodlands is a fact of life, Druids punish (or at least try to punish) deliberate evil destruction of the local wood. Even Chaotic monsters know this, and avoid often harming things of the woods lest they incur the wrath of the local Druid. A party foraging for food, would not be attacked by a Druid unless they killed more animals than they could eat, want only destroyed trees, etc. The battles of law and chaos are not affairs of the Druids, and they may simply watch such encounters from afar, helping neither side. When characters perform good deeds in the woodlands, such as curing wounded animals, this doesn't make the Druid automatically friendly. However, assistance in fighting a huge disaster—such as a magical storm or major forest fire—could earn the gratitude and possible friendship of a Druid. Should the Druid somehow change alignment, he will retain all Clerical abilities and Clerical spells which Druids can use (but will not regain his ability to turn Undead); he will lose all Druid benefits unless he returns to Neutral alignment. Druids have unusual abilities that help them in their woodland role, but they have also many restrictions.

A Druid's prime requisite is Wisdom as a common Cleric. The Druid may not wear inorganic (metal, stone, etc) armor or use inorganic items. He can wear leather armor and shields made of wood and metal (some foreign Druids, use Gator skin, bone or insectoid armor and that is allowed). Druids, like most Clerics, may not use piercing or cutting weapons; and even of the weapons they may use, they may not have weapons with inorganic parts. He can commission craftsmen to make all wooden versions of appropriate weapons; they cost 50% more than their counter parts, but otherwise behave identically.

Druids can cast any spells that Cleric can, except those affecting good or evil (see spell-list). He must live in a woodland home, rather than in a town or city. He may visit a city, although he won't feel comfortable there, and he always prefer to sleep in the wilderness—in a cave or other natural shelter if the weather is bad. Druids at name level only have the title Druid, if male or female. There are only 9 level 30 Druids, 7 level 31, 5 level 32, 4 level 33, 3 level 34, 2 of level 35, and only one of level 36 (the Great Druid) on each continent. When the character reaches level 30, he must find and challenge one of the nine 30th level Druids; they will only fight with magic and unarmed combat, as weapons aren't allowed. If the character loses, he drops to bottom level 29. Once he has regained 30th level, he may try again, but can't issue another challenge until three months have passed since his first challenge. He must follow this same routine for every following level, until he becomes the Great Druid.



The Wild Hunt

Lvl	XP	HD	Hp	Spells							Saves					Abilities
				1	2	3	4	5	6	7	DR	MW	TS	DB	SP	
1	0	1	1d6	-	-	-	-	-	-	11	12	14	16	15	midsummer meeting hallowed place	
2	1500	2	+1d6	1	-	-	-	-	-	11	12	14	16	15		
3	3000	3	+1d6	2	-	-	-	-	-	11	12	14	16	15		
4	6000	4	+1d6	2	1	-	-	-	-	11	12	14	16	15		
5	12.000	5	+1d6	2	2	-	-	-	-	9	10	12	14	13		
6	25.000	6	+1d6	2	2	1	-	-	-	9	10	12	14	13		
7	50.000	7	+1d6	3	2	2	-	-	-	9	10	12	14	13		
8	100.000	8	+1d6	3	3	2	1	-	-	9	10	12	14	13		
9	200.000	9	+1d6	3	3	3	2	-	-	7	8	10	12	11		
10	300.000	9	+1	4	4	3	2	1	-	7	8	10	12	11	immune natural poisons + Charm Plant	
11	400.000	9	+1	4	4	3	3	2	-	7	8	10	12	11		
12	500.000	9	+1	4	4	4	3	2	1	7	8	10	12	11		
13	600.000	9	+1	5	5	4	3	2	2	6	7	8	10	9		
14	700.000	9	+1	5	5	5	3	3	2	6	7	8	10	9		
15	800.000	9	+1	6	5	5	3	3	3	6	7	8	10	9		
16	900.000	9	+1	6	5	5	4	4	3	6	7	8	10	9		
17	1.000.000	9	+1	6	6	5	4	4	3	5	6	6	8	7		
18	1.100.000	9	+1	6	6	5	4	4	3	5	6	6	8	7		
19	1.200.000	9	+1	7	6	5	4	4	4	5	6	6	8	7		
20	1.300.000	9	+1	7	6	5	4	4	4	5	6	6	8	7	Use Cauldron as Crystal Ball	
21	1.400.000	9	+1	7	6	5	5	5	4	4	5	5	6	5		
22	1.500.000	9	+1	7	6	5	5	5	4	4	5	5	6	5		
23	1.600.000	9	+1	7	7	6	6	5	4	4	5	5	6	5		
24	1.700.000	9	+1	8	7	6	6	5	5	4	4	5	6	5		
25	1.800.000	9	+1	8	7	6	6	5	5	5	3	4	4	4		
26	1.900.000	9	+1	8	7	7	6	6	5	5	3	4	4	4		
27	2.000.000	9	+1	8	8	7	6	6	6	5	3	4	4	4		
28	2.100.000	9	+1	8	8	7	7	7	6	5	3	4	4	4		
29	2.200.000	9	+1	8	8	7	7	7	6	6	2	3	3	3		
30	2.300.000	9	+1	8	8	8	7	7	7	6	2	3	3	3	enter circle of nine	
31	2.400.000	9	+1	8	8	8	8	8	7	6	2	3	3	3		
32	2.500.000	9	+1	9	8	8	8	8	7	7	2	3	3	3		
33	2.600.000	9	+1	9	9	8	8	8	8	7	2	2	2	2		
34	2.700.000	9	+1	9	9	9	8	8	8	8	2	2	2	2		
35	2.800.000	9	+1	9	9	9	9	8	8	8	2	2	2	2		
36	2.900.000	9	+1	9	9	9	9	9	9	9	2	2	2	2		

The Druidic Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Break Camp, Destroy Crypt Thing, Dismiss Nature Elemental, Free Person, Remove Curse, Remove Quest, Prevent Woodrot, Remove Barrier, Remove Blade Barrier, Seal Fire, Selective Passage, Shrink Animal, Snakes to Sticks, Spirit Release, Summon Priest,** and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead creatures.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

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Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ☽	
Good ↗	
Evil ◆	
Non good or Evil ∅	
Chaotic ©	
Savage Coast ¥	

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

Druid 1		3	4
Allergy Field	Know Direction	Animal Trick	Age Plant
Analyze	Know Time	Call Lightning	Animal Summoning 1
Animal Friendship	Light / Darkness	C; Dedication	Bear Fruit
Animal Sanctuary	Locate (Animals or Plants)	C; Special Vows	Call woodland Beings
Anti-Vermin Barrier	Magic Creeper	C; Witness	C; Anointing
Beastmask	Magical Stone	Cloudburst	C; Cast Out / In
Call Animal	Magical Vestment	Create / Break Campsite	C; Hallowed Ground
Call Upon Faith	Nature's Mantle	Cure Blindness	C; Initiation
Calm Animals	Nectar	Cure Deafness	C; Seasonal Ceremonies
C; Coming of Age	Pass Without a Trace	Cure / Cause Disease	Charm Animal
C; Marriage	Pinespear	Cure Paralysis / Remove Paralysis	Circle of Privacy
C; Rest Eternal	Precipitation	Druid's Decay	Control Temperature 10' Radius
Command Word	Predict Weather	Druid'sight	Create Water
Cure / Cause Light Wounds	Puffball	Mask / Emotion Read ●	Cure / Cause Serious Wounds
Detect Balance	Purify Food and Water	Entangle	Decompose
Detect Danger	Recover Trail	Enthrall	Detect Animal Attacker
Detect Disease	Remove / Cause Fear	Fate	Detect Invisible
Detect Magic	Resist Cold	Feign Death	Un- Detect / -able Lie
Detect Pits	Revitalize Animal	Fellowship	Dispel Magic
Detect Poison	Ripen	Hold Animal	Divination
Detect Pregnancy	Sacred Guardian	Glyph of Warding	Earth Maw
Detect Snares and Pits	Sense Direction	Insect Ward	Extradimensional Detection
Faerie Fire	Sharpleaf	invisibility to Animals 10' radius	Effervescence / Calm
Find Water	Shillelagh	Locate Object	Energy
Firelight	Strength of Stone	Meld into Stone	In- / Fertility
Hail of Thorns	Summon Midwife	Mend Bones	Free Action
Hand Fire	Surface Sojourn ☽	Minor Curse	Growth of / Shrink Plants
Hibernate	Sustarre's Transformation	Obscure	Heal / Harm Plants
Invisibility to Animals	Thornspear	Oxen Strength	Hold Plant
Invisibility to Undead	Whisperward	Pass without a Trace 10'radius	Hunger
	2	Placate Plants	Knurl
Aid	Hold / Free Person	Quench Fire	Minor Ward
Animal Eyes	Holy Symbol	Protection from Disease	Fortify Healing
Animal Spy	Leaf Ears	Protection from Fire	Moonbridge
Barkskin	Lighten Load	Pyrotechnics	Needlestorm
Beastspite	Messenger	Rooting	Neutralize / Create Poison
Bless / Blight	Obscurement	Shape Wood	Plant Door
Camouflage	Produce Fire	Silence 15'radius	Protection from Lightning
C; Investiture	Protection from Poison	Snare	Reflecting Pool
Charm Person or Mammal	Resist Fire / Resist Cold	Speak with the Dead	Repel Insects
Cure Lycanthropy	Resist Fire	Spike Growth	Speak with Plants
Death Prayer	Sanctify / Defile	Splinter Wood	Sticks to Snakes to Sticks
Un- / Detect -able Charm	Seeking	Starshine	Summon Animals
Detect Life	Slow Poison	Stone Shape	Tanglefoot / Selective Passage
Draw upon Holy Might	Slow Rot	Strength	Uplift
Dust Devil	Snake Charm	Strength of One	
Find Traps	Speak with Animals	Striking	
Fire Trap	Spiritual Hammer	Summon Insects	
Fortifying Stew	Spring	Thorn Growth	
Gift of Speech	Tracking	Thunderclap	
Hailstone	Translate	Tree	
Good- / Bad- berry	Trip	Truthtelling	
Grassdart	Warp / Straighthen Wood	Water Breathing	
Heat Metal	Withdraw ☾	Weather Prediction	

5	6	7
Air Walk	Animal Summoning 3	Abundance
Animal Summoning 2	Aerial servant	Animal Horde
Animate Flame	Animate Objects	Animate Rock
Animate Tree	Anti-Animal Shell	Call Hunt
Anti-Plant Shell	Atonement	Call Phoenix ↗
Augury	Blossom / Blighting	Changestaff
Bronzewood Weapon	Remove / Barrier	Chariot of Sustarre
Charm Monster	Charm Plant	Cloudscape
Cloud of Purification	Cure All / Heal	Conjure / Dismiss Air Elemental ●
Commune	Disbelief	Conjure / Dismiss Earth Elemental ■
Commune with Nature	Earthwrack	Conjure / Dismiss Fire Elemental △
Control Currents	Enchant Weapon	Conjure / Dismiss Greater Elemental △ ■ ● ☼
Control Winds	Find / Lose the Path	Conjure / Dismiss Water Elemental ☼
Dissolve	Fire Seeds	Conjure / Dismiss Nature Elemental
Distance Distortion	Forbiddance	Control Weather
Flame Strike	Heal / Harm Trees	Creeping Doom
Geyser	Ivy siege	Earthquake
Giant / Shrink Insect	Liveoak	Feeblemind
Insect Swarm / Plague	Monster Mount	Finger of Death
Iron Wood	Move Rocks	Fire Storm / Quench
Major Ward	Part Water	Hallucinatory Forest
Moonbeam	Otherworld	Holly Dart
Nature's Charm	Seasons	Holy Word
Pass Plant	Speak with Monsters / Babble	Major Curse
Remove / Quest	Stone Tell	Metal to Wood
Rainbow	Summon Undine ☽	Reincarnation
Rooted Wrath	Summon Weather	Restore / Life Drain
Shatter Stone and Mineral	Transmute Water to Dust to Water	Sea Fury ☼
Shrieking Walls	Transport through Plants	Shooting Stars
Sink into the Earth	Turn Wood	Stalker
Spike Stones	Wall of Thorns	Sterilize
Stonewood	Weather Summoning	Summon Elemental
Strengthen Stone	Whirlwind	Sunray
Thornwrack	Word of Recall	Survival
Thoughtwave		Swimming Doom ☽
Time Pool		Transformation
Treusight / False seeing		Transmute Metal to Wood
Undead Ward		Travel
Transmute Rock to Mud to Rock		Tree Spirit
Wall of Fire		Tsunami
Web		Unwilling Wood
Treants or lvl 30+		Weather Control
Command Forest		Wish
		Wizardry

Some spells will be made available to Druids at different levels of powers when they follow a specific Immortal (like Thor's Hammer)

These spells can only be extra spells if the description at the Immortal's notes say so. Mostly a spell will be made unavailable to the Cleric for the spell to become available.

All Aquatic based Immortals or those with Druids below water will chance the following spells:

Purify Food and Water	into	Purify Food and Clear Water	Water Breathing	into	Air Breathing
Insect Plague	into	Shrimp Plague	Aerial Servant	into	Summon Undine
Earthquake	into	Sea Fury	Produce fire	into	Enchant Weapon
Call Lightning	into	Move Rocks	Control Winds	into	Control Currents
Creeping Doom	into	Swimming Doom			

Herbalism

A Character with the herbalist proficiency may use herbs as an adjunct to the healing skill. However, some Druids possess exceptional herb lore, which enables them to produce magical herbal brews. Druids who have Herbalism at least 17+ can create these brews. An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew doesn't refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist Druids use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The Druid must search in the proper terrain for the Time indicated in the brew's listing. Then, make an Herbalism check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable. Success means the Druid locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a Druid really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty—there may be nothing there to find!

Some Common Herbs

Druids find these herbs especially useful in their magic, and may include.

Angelica root	Mustard seed	Anise seed	Myrrh gum	Cassia buds	Peppermint leaf
Chamomile flowers	Poppy seeds	Cloves	Sage leaf	Damiana leaf	Sarsaparilla root
Elder flowers	Thyme leaf	Gentian root	Valerian root	Marjoram leaf	Yerba mate leaf

Preserving Herbal Ingredients

Most herbs work best while fresh, but Druids may wish to store some for future use rather than immediately turning them into brews. All these brews have an expiration date, after which they stop working or even become dangerous. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful Herbalism check. The DM informs whether found or long unused, exposed ingredients have spoiled only when the Druid tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the Druid must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the Druid has not remained faithful to the Order, the herbs fail to take on their magical properties.

After preparing the concoction as long as the brew's description requires, the Druid rolls another Herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the Druid used preserved rather than fresh herbs. A successful check means the Druid creates the brew. Failure means the Druid ruins the ingredients; a roll of 19 or 20 always fails. A Druid with several sets of ingredients for the same herbal brew may mix multiple batches at the same Time. If the final proficiency check succeeds, the Druid concocts all the batches; if it fails, the ingredients all go to waste. Hedge wizards also know how to make these items and often do to use or sell them later.

Types of Herbal Brews

This offers descriptions of various brews. Feel free to create new ones for your own Druid characters. Each entry includes these details:

<u>Terrain</u>	Where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).
<u>Search Time</u>	How many hours search for the brew's ingredients and Herbalism skill check that determines whether it is found.
<u>Preparation Time</u>	How many hours it takes to prepare the brew and Herbalism skill check needed for successful brewing.
<u>Application</u>	How to apply the brew: either as a tea, ointment, poultice, meal or vapor.

Oral taken;	
A <i>Tea</i> consists of a mix of broken or crushed dried herbs infused into water. The herbal teas, keep 1d100 year in absolute dry form.	10cn.
A <i>Meal</i> is a mixture of components that must be eaten to be effective. A <i>Meal</i> , keeps 1 to 7 days in fresh form, or a month dried, canned, week-stored, Planar (Bag Holding) stored or salted	100cn+
A <i>Drink</i> is a mixture of components that must be drunk to be effective. A <i>Drink</i> keeps 1 to 21 day in fresh form, or more if sealed or alcoholic based	20cn
Corporeal taken;	
An <i>Ointment</i> is a brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Applying a powder takes 2 rounds	10cn
A <i>Poultice</i> consists of a damp herbal bandaged applied onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.	10cn
A <i>Powder</i> , a mixture intended to be powdered on the patient's affected areas. The ingredients must be kept absolutely dry to prevent instant spoilage. Applying a powder takes 2 rounds	10cn
Nasal taken;	
A <i>Vapor</i> , a mixture intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water.	100cn
A <i>Smoke</i> , a mixture intended to be inhaled, usually affects a person and its direct area (10'). The dry ingredients must be burned in a pipe so the smoke can be inhaled. Administration requires 2d20 rounds and a source of fire.	25cn
A <i>Perfume</i> , a special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continuous effect. It will also effect those nearby 10' for 50% chance and smelling creatures are always able to track the patient.	10cn

The Encumbrance (cn) Will be listed in the effect if differently from the application usage (i.e. Vapors are mostly 100cn)

Expiration: How long the brew is usable with the same effect. When double this Time has passed the brew becomes mildly poisonous, causing cramps on intake, halving Constitution for 10+1d10 days or until cured, or rash when applied externally, reducing Dexterity by 1/3 for 10+1d10 days or until cured. If it has any other effect it will be written here. When this Time is passed or the brew is under influence of the mentioned condition it will thus be spoiled.

Hedge Price: **The average price a hedge wizard or Druid in need will sell this, a Druid will also accept items or deeds of approximately the same value, if he is in need of such material or deed.**

Effects What the brew does.

Save What kind of save, if any, to resist the brew's effects. Most saves are vs. poison even if a brew is not actually deadly.

Spoiled Brews

A spoiled brew can be dangerous, mostly (0-80%) will the give no more than a temporary case of congestion, indigestion, diarrhea, or similar irritating but not deadly or permanent disabling effect for 1 day to several weeks (1d10, 1d20, or 1d30).

But the other (81-95%) will become dangerous to lethal, they could permanently disfigure skin if they are ointments or bandages, or behave like a poison instead of the healing effect. The strength of these poisons will range from AA to FF (guideline; AA 0-40%, BB 41-65%, CC 66-80%, DD 81-90%, EE 91-97%, FF 98-99%).

The last (95-00%) will give a reverse effect or make the condition used against more permanent. This could mean an itch becomes worse, an ailment increases, or lice reproduce in rapid succession.

If depicted in blue it has an overall healing application in usage. All other application uses are black colored text.

Item	Terrain	Search		Preparation		Application	Save	Expiration	Hedge Price
		Time	Check	Time	Check				
Allergy Suppressant	Grasslands/Forest Sides	6 Hr	-3	6 Hr	-3	Vapor	none	Temp. 20C+ or 2 mnths	15 sp
Babble Juice	Forests along water	6 Hr	-2	7 Hr	-3	Drink	negates	3 moons (Poison AA)	2500 sp
Blood Bond	Grasslands/Gardens	10 Hr	-2	24 Hr	-5	Poultice	none	5 years	750 sp
Blood Stop (Clotter)	not wet Forest/Woods/-Hills	5 Hr	-5	4 Hr	-3	Vapor	none	5 years	750 sp
Brainflight	not wet Forest/Woods/-Hills	5 Hr	-6	1 Hr	-7	Smoke	none	1 moon/moisture	4500 sp
Brave the Wave	Coastlines	3 Hr	-3	2 Hr	-2	Ointment	none	Temp. change 25C+ / any dirt/moist/creature	500 sp
Breath Cleanser	Forest/Woods/-Hills	1 Hr	-1	3 T	-1	Potion	none	open air 4hr+	5 sp
Burnsalve 1	Forest/Woods/-Hills	4 Hr	-4	1 Hr	-4	Ointment	none	1 moon or any dirt	25 sp
Burnsalve 2	Forest/Woods/-Hills	6 Hr	-6	2 Hr	-6	Ointment	none	1 moon or any dirt	50 sp
Burnsalve 3	Forest/Woods/-Hills	8 Hr	-8	3 Hr	-8	Ointment	none	1 moon or any dirt	100 sp
Crawlbane	Swamp and Deep Forest	6 Hr	-1	2 Hr	-1	Ointment	none	1 moon	150 sp
Crazy Sugar	Anywhere	1 Hr	+1	1 T	-1	Food	none	1 week	4 sp
Darkweed	Desert Oasis	6 Hr	-2	10 Hr	-4	Ointment	negates	1 year	500 sp
Deathmuck	Mountain Slopes	4 Hr	-3	6 Hr	-3	Tea	negates	1st full moon	1500 sp
Delousing Powder	Swamp and Deep Forest	6 Hr	-1	2 Hr	-1	Powder	none	1 year or moisture or open air 8 Hr+	75 sp
Dog Repellant	Grasslands/Roadsides	6 Hr	-5	4 Hr	-2	Poultice	none	1 moon	200 sp
Fiend-Flower	Deep Forest/Jungle	12 Hr	-4	8 Hr	-3	Tea	negates	1 moon	750 sp
Fire (-Proofing) Gel	Mountains	5 Hr	-3	4 Hr	-2	Ointment	none	1 week	150 sp
Fish Summoner	Swamp and Deep Forest	4 Hr	-2	24 Hr	-1	Food	none	1 day	20 sp
Foot Powder	Grasslands/Lakesides	3 Hr	-4	11 Hr	-3	Powder	none	1 week	250 sp
Ghost Root	Old graveyards at night	8 Hr	-4	4 Hr	-6	Vapor	negates	1 moon	150 sp
Glow Water	Mountains	15 Hr	-8	2 Hr	-2	Potion	none	spoilage	25 sp
Hushthorn	Forests at night	4 Hr	-3	4 Hr	-3	Tea	negates	2d4 week	15 sp
Hair Restorer	Swamps	4 Hr	-2	5 Hr	-2	Ointment	none	1 moon	150 sp
Hair Destroyer	Swamps	4 Hr	-1	3 Hr	-3	Ointment	none	1 moon	35 sp
Hangover Remedy	Forests at night	2 Hr	-5	6 Hr	-1	Tea	none	1 day (only Fresh)	10 sp
Healing Poultice 1	Forests	2 Hr	-1	3 Hr	-1	Poultice	none	1 moon	25 sp
Healing Poultice 1a	Forests	4 Hr	-2	4 Hr	-2	Poultice	none	1 moon	50 sp
Healing Poultice 2	Forests	8 Hr	-3	6 Hr	-4	Poultice	none	1 moon	100 sp
Healing Poultice 2a	Forests	16 Hr	-4	12 Hr	-6	Poultice	none	1 moon	200 sp
Healing Poultice 3	Forests	32 Hr	-5	18 Hr	-8	Poultice	none	1 moon	400 sp
Healing Poultice 3a	Forests	48 Hr	-6	24 Hr	-10	Poultice	none	1 moon	800 sp
Height Fixer	Mountains/Cliffsides	6 Hr	-4	13 Hr	-2	Potion	none	1 moon	1500 sp
Invisible Trail	Forest	10 Hr	-2	2 Hr	-6	Powder	none	1 moon	5000 sp
Itching Powder	Garden/Forest (Autumn/Winter only)	4 Hr	-3	3 T	-1	Powder	none	1d4 years or sown	10 sp
Ivy Ointment	Forests	4 Hr	-5	2 Hr	-1	Ointment	none	1 week	50 sp
Leeches	Swamp/Lake/River/Bog (still)	3 Hr	-2	ready	0	Poultice	none	alive and wet (1 week in open jar)	10 sp
Lively Dick	Graveyard/Battlefield Hangman Places	8 Hr	-3	6 Hr	-3	Ointment	none	1 week or sunlight	250 sp
Love Potion (Temp.)	Spring Meadows Summer Forest Open Places Autumn Mushroom Circles Winter Springs	4 Hr 4 Hr 4 Hr 4 Hr	-6 -6 -6 -6	12 Hr . . .	-4 . . .	Potion . . .	none . . .	1 century or until shacken (no Bubbles may exist in the fluid)	650 sp
Love Potion (Perm.)	Spring Meadows Summer Forest Open Places Autumn Mushroom Circles Winter Springs	8 Hr 8 Hr 8 Hr 8 Hr	-6 -6 -6 -6	28 days . . .	-6 . . .	Potion . . .	none . . .	1 century or until shacken (no Bubbles may exist in the fluid)	16.500 sp
Maidenweed	Swamps/Lakes/Riversides	3 Hr	-3	1 Hr	-2	Drink	none	1 moon	20 sp
Mermaid's Breath	open see/Coastlines/Islands	7 Hr	-3	1 Hr	-5	Potion	none	1 year in dark bottle	2000 sp
Monthly Rest	Grasslands/Forest Sides	3 Hr	-1	2 Hr	-5	Poultice+Potion	none	1 year	20 sp
Nervetonic	Grasslands/Hills	7 Hr	-2	4 Hr	-2	Potion	none	1 year	60 sp
Nevermind	Forest Clearings/Caverns	8 Hr	-3	8 Hr	-7	Tea	negates	1 week	15 sp
Nullscent	Forests	3 Hr	-4	2 Hr	-3	Vapor	none	mixing with water and/or alcohol and boiled	400 sp
Numbing Salve	Grasslands/Mountains	6 Hr	-3	2 Hr	-3	Ointment	none	3d8 weeks	45 sp
Plague Toad	Swamps+nearby grasslands or Forest or Jungle	4 Hr	-1	4 Hr	-2	Ointment	none	as long as kept alive	25 sp
Plant Grower	Grasslands/Forests	10 Hr	-1	12 Hr	-1	Liquid	none	1 year dry/1d6 day else	100sp/100yrd ²
Purgative	Swamps/Jungle/Grasslands	1 Hr	+3	1 Hr	-1	Drink	none	1 year	5 sp
Rabbit Onions	Grasslands/Hills/Roadside /wetland	3 Hr	-1	ready	0	Plant	none	1 d4 year dry/1d4 week else	20 sp/10
Skunk Drops	Forest with Skunks	8 Hr	-8	4 Hr	-2	Perfume	none	2 moons if kept close	250 sp
Sleeping Draught	Grasslands/Graveyards	5 Hr	-4	7 Hr	-4	Drink	negates	3d4 weeks	200 sp
Smelling Salts	mountains on sea sides	8 Hr	-2	3 Hr	-1	Perfume	none	1 year	75 sp
Snakesalve	Jungle	6 Hr	-1	2 Hr	-1	Poultice	none	1 week	15 sp
Springberry	Moonlit Spring Meadows	8 Hr	-3	8 Hr	-7	Tea	negates	any seasonal change	15 sp
Stomach Relaxant	Hills/Mountains	5 Hr	-1	9 Hr	-4	Potion	negates	1 moon	200 sp

Item	Terrain	Search		Preparation		Application	Save	Expiration	Hedge Price
		Time	Check	Time	Check				
Stamina Draught	Forests/Jungle/Orchards	11 Hr	-5	7 Hr	-4	Tea	none	1d12 Hr (fresh only)	350 sp
Tomato-Vinegar	Wine orchards/Hills/Vegetable-Farmers summer or autumn only	4 Hr	-5	5 Hr	-4	Bath	none	1d4 moons	300 sp
Wart Frog	Grasslands/lakes/River/Swamp/Jungle	5 Hr	-8	ready	0	Poultice	none	as long as kept alive	50 sp
Whiskerbane	Forest/Jungle	9 Hr	-7	4 Hr	-2	Ointment	none	1 year	15 sp
Wintersalve	Mountain slopes/Tundra	6 Hr	-3	6 Hr	-3	Ointment	none	any Temp. 20C+ or 2 mnths	15 sp
XYZ Balm	Forest and Riversides and woods and Lakes	6 Hr	-7/area	20 Hr	-5	Ointment	none	1 year	550 sp

Allergy Suppressant

This vapor, when inhaled it will suppress any allergic reaction of the imbiber for 20+1d4 hours.

Babble Juice

This juice, when drunk makes the imbiber speak what comes to mind, he can't lie, but will speak truthfully yet unclear, when saved he will notice nothing special. This lasts 6+1d6 Turns.

Blood Bond

Extra component is 1 drop of spittle of the searched family link.

This special potion is drunk by unknown recipient and family member to see if a family tie exist through the blood lines. One finger or toe will turn blue for each 10% the target is related to the other drinker (this color disappears after any alcoholic beverage drunk by either user)

Blood Stop(Clotter)

This poultice will stop the bleeding of any wound of any mammal applied upon. Instant effect, but exertion can reopen the wound.

Brainflight

generic fantasy hallucinogen, highly addictive, causes wildly erratic behavior in frequent users, character very slowly becomes egocentric, and becomes Chaotic as if under influence, when not under influence.

Brave the Wave

This potion must be applied drops wise behind the ears, and will remove any signs of seasickness. There are 25 uses per potion.

Breath Cleanser

Removes Bad Breath of any kind.

Burnsalve 1

Decreases the to hit and movement penalty if applied to the affected limb.

Burnsalve 2

Decreases the to hit and movement penalty if applied to the affected limb, and heals 2 hp per day of rest to the applied sections of the body.

Burnsalve 3

Decreases the to hit and movement penalty if applied to the affected limb, and heals 3 hp per day of rest to the applied sections of the body.

Crawlbane

This ointment strongly repels insects. Anyone covered head to' in it remains unaffected by normal insects, even those summoned by spells such as Creeping Doom and Insect Plague. Giant insects still may attack the character, but do so at a -3 penalty, due to their revulsion. This lasts 6+1d6 Turns.

Crazy Sugar

This clump of sugar is used as a prank, the small insect inside will float free in the drink. Never are life or deadly insects used, for this will immediately target the creator. 2cn/clumb

Darkweed

A character who smears this ointment over both eyes becomes blind within 2 rounds. However, the character can see invisible, astral, ethereal, or illusory objects as if they were real and fully visible. This lasts 6+1d6 Turns. The Save if applicable must be vs. Spells.

Deathmock

Deathmock causes drinkers to fall into a cataleptic trance; displaying muscle rigidity and don't appear to breathe or have a heartbeat. While injuries cause them little bleeding, they otherwise suffer normal damage. They sleep for 2d4 days, during which Time they need no food or water. They need only 1/20th the air they normally do and survive freezing temperature of up to -25° Fahrenheit. The applicable saving must be vs. poison.

Delousing Powder

This powder, if applied on the whole body, will kill 50+2d20% of all lice, fleas, ticks, bugs etc. from the patient or the items (like bed linen, clothing) covered with. 100cn is enough for 1 person, its clothing and sleeping place.

Dog Repellant

This poultice if kept on the sweat glands of the patient (ex. Armpits), will ward of Dogs, Wolves, Direwolves, Gnolls, Lupins. And Wights and Ghouls at a 10% chance, Lycanthropes are immune. It functions for a day in warm or a week in cold areas, normally 48 hrs, and creates by scent a powerful fear of imminent death to Canines, and flesh eating Undead.

Fiend-flower

Characters who drink this bitter tea see horrifying visions that drive them temporarily mad. After 1d20 turns, drinkers are 2d6 minutes enraged, violent, and homicidal. Afterward, drinkers can't recall what happened during the episode, which recurs once per day (at irregular intervals) for the next 2d4 days. A Neutralize Poison spell ends Fiend-flower's effects. It is said that the tea enables the drinker to view the Plane or Dimension of Nightmares. It has use as a curse or as a quest of the mind. The applicable save is vs. spells.

Fire(proofing) Gel

This grainy ointment gives a +6 to saves vs. normal fire, and thus reduces fire damage. 1 ointment covers 3yrd^{sq} roughly a human-sized person. 50cn.

Fish Summoner

This minute balls of food will attract fish in a 50' area if thrown in water, on land insects and felines will be lured to it in the same radius. The actual preparation takes only 1 hour but bit must dry at least 20 hours before it can be used. 100cn.

Foot Powder

This powder powdered on feet or hands keep them dry and thus preventing bad smells an diseases and afflictions for the hand or feet. Shoes or gloves must be used to prevent losing the powder. 50cn

Ghost-root

The luminous vapors repel Undead. Any Undead approaching must save vs. spell. Failure prevents them from approaching within 10' of the steaming brew, else they're immune to the brew for the rest of the day. The vapors last for one turn. The applicable save is vs. spells.

Glow Water

This sealed potion glows 5' in the dark, and is often used as a bed light for unresty children. Poison BB if drunk.

Hushthorn

This tea causes drinkers to fall into a deep, natural sleep, from which they can't be awakened for 2d10+13 hours, unless by magic. Those finally awakened will feel as if they slept a normal Time period, and are refreshed as if they slept normally. The applicable save is vs. poison.

Hair Restorer

This Ointment, if applied twice a day for at least a month will restore lost hair. There is always enough for one whole treatment of a human-sized head.

Hair Destroyer

Destroys all hair growing on applied surface, 10% permanently.

Hangover Remedy

Must be used fresh. This tea causes drinkers to fall into a natural sleep, which removes the after-effects of Alcohol after 1d4 hours.

Healing Poultice 1

This Poultice, if applied, to a wound will double normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 1 hp/round, until exerted or strained.

Healing Poultice 1a

This Poultice, if applied, to a wound will double normal healing rate for 1 day. And overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 1 hp/round, until exerted or strained.

Healing Poultice 2

This Poultice, if applied, to a wound will triple normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 2 hp/round, until exerted or strained.

Healing Poultice 2a

This Poultice, if applied, to a wound will triple normal healing rate for 1 day. And overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 2 hp/round, until exerted or strained.

Healing Poultice 3

This Poultice, if applied, to a wound will quadruple normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 3 hp/round, until exerted or strained.

Healing Poultice 3a

This Poultice, if applied, to a wound will quadruple normal healing rate for 1 day. And overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 3 hp/round, until exerted or strained.

Height Fixer

This Potion, will make the imbiber view all heights to only 10% of the real height (a sort of illusionary far sightedness). The Druid/Hedge Wizard must use several enchantments to create this effect over the liquid.

Invisible Trail

This Powder (visible while free in air or in the containing jar) makes a trail of dust particles, that slowly fall from the target's clothing and shoes the powder was applied upon. can be seen by Detect Magic as alteration magic or by Detect Invisible as pink-red glowing tiny stars. Usable for 6 miles trail/ application (use more for greater distances), active for 1d4 days (8 if applied under a full moon). The Druid also casts Hide the Path on the powder. 35cn/jar

Itching Powder

This Powder causes an irritating itching rash that can be washed off easily. While under influence reaction are handicapped by the itch and initiative is penalized by 2. If sown in spring wild roses will start to grow there, 3 month later, blooming 3 years later.

Ivy Ointment

This ointment removes and even presents the awful effects of Poison Ivy, Nettles or other aggressive plant juices (including Lion's Paw, and even Ant bites).

Leeches

This Poultice, consist of 10 living Leeches which by sucking blood are able to help in many curing methods. They also clean infected wounds and remove the chance of infection.

Lively Dick

This cream, used only by males (often mature age with some kind of stature, or lower age with insecure feelings and emotions) if applied on the male genital will make it functional again, if by age or disease the glands don't function anymore. It also removes fear (of premature function or failure) partially.

Love Potion

The herbs needed must be collected in the 4 different seasons and preserved until used (either by drying, freezing, magic, powder) but no remnants of this preservation may remain on the plant at the moment prior the preparation!! Preparation Time is 1 complete lunar cycle (28 days) for the permanent version. This Quicksilver Potion makes the imbiber more favorable inclined towards the opposite sex. Comeliness +2. The Extremely Rare Permanent variations of this potion can only be made by of Hedge wizard or Druid of at least 15th level and a skill of 16 or better. Often the prices are raised tremendously, to prevent misuse of the potion.

Maiden weed

This drink prevents pregnancies for 75% (declining by 1% /per day after last use) if drunk. This percentage will never be higher than 75%, no Matter how often or much the drink is taken. It is poison BB for male creatures except reptilians.

Mermaid's Breath

This Elixir, (which must be recharged by every full moon, and further kept from light in a dark bottle until usage) if used within 2 to 4 rounds after drowning, will cause the patient to Save vs. Death Ray and restart breathing unless the save was failed. This potion is found on nearly every ship, harbor or any seagoing vessel or near water villages.

Monthly Rest

This Poultice/Bandages/painkilling potion will relax and help for menstruation period for 1 week (3 bandages / poultices / daily). Many religions prohibit the use of this medicine but most Druids say; " Why suffer when even nature provides that it can be prevented". 210cn/week (1 usage=10cn)

Nervetonic

This Potion will calm a character, but doesn't bring it to sleep, although sleeping is made easier, and more relaxing.

Nevermind

Characters develop amnesia one minute after drinking this tea, permanently forgetting all events since they last slept. The applicable save is vs. spells.

Nullscent

This vapor can be only applied in a sweatshirt, and on naked persons. It will remove the personal scent of the person for a week. Clothing must be washed separately. Creatures with a smell ability will be unable to smell the person for 4 days, then at 10%, the next day 30%, the following day 70% and the next day the vapor will have lost its use. The last also happens if the person is wholly or partially dipped in water or washed.

Numbing Salve

This ointment will numb a character's skin, making the feeling as if gone for 2d6 hours, good for operations/heavy pain. Sometimes used prior to getting many pain, this is very risky since the wounds will still apply but a character will not notice them anymore.

Plague Toad

This living ointment, especially prepared will be placed on black or brown plague buboes, where it will explode. If so the patient's chance of dying by plague affliction will be known by 50%.

Plant Grower

This Liquid, is not for living creatures, it is used as a compost instead. Poison DD if taken orally else poison AA. This liquid if used repeated weekly on the same patch of ground will increase the growth rate and size of all plants by 1d10 x10%. It is produced in multiple gallon quantities from forest leaves, weeds. Which will slowly deprive the forest of many nutrients. A Druid will insist that excess material will be made in Plant Grower also but for use for the forest. 10.000cn/100yrd².

Purgative

This drink will be used as a laxative, making internal parasites drowsy, and so improving their expel by 50%.

Rabbit Onions

These plants if planted around the field to be protected, will prevent all rodents (Rabbits, Hare, Mice, Rats, Giant Rats, Lemmings, Squirrels, Wererats, Beavers, Greater Wererats, etc. Mumbuga's are allowed a save vs. poison as are greater Wererats of 5th level or higher) from entering the area as long as the onions are uncut, alive and do not flower. They have to be planted in 2 rows of 10 onion each yard in spring to be effective. 50cn/sack 10 onions

Skunk Drops

This perfume is taken from the scent-spray glands of living normal or giant Skunks or even Ferrets.(in the last case strongly prepared (Time x2). Druid and sprayer will always get scented fingers unless protected with gloves.

Sleeping Draught

This drink will make it easier for the patient to fall asleep (save vs. poison +2 or sleep for 6+1d4 hours). Strong taste and smell, can't be used secretive.

Smelling Salts

This perfume will revive an unconscious character by smell alone, it has literally hundreds of uses. Except if kept open for a long period.

Snakesalve

If applied to a living snake-bite victim, this poultice Neutralizes the poison, but it needs the poison of the same snake species as the patient was bitten by.

Springberry

If any seasonal change is applied to the open brew it will be ruined (frost in spring will ruin the brew). Within 1 hour after drinking, characters fall in love with the 1st person they see the face. The drinkers, while not charmed, act besotted and devote all efforts to wooing their love, for 2d4 days unless a player rolled a 20 on the save; in that case they are permanent. The applicable save is vs. poison.

Stomach Relaxant

This potion relaxes stomach pains, cramps and stops diarrhea, it also has 25% chance to kill internal parasites.

Stamina Draught

This tee will improve abilities, a character will be able to run 10% as hard and long or as 20% as hard or 20% as long, for 2d6 turns.

Tomato-Vinegar

This produce must be used to bath in. it will remove all stains or scents (especially those of ferret or skunk) if bathed warmly for at least 1 hour. The patient will smell like tomatoes and vinegar instead for 4d10 hours.

Wart Frog

This tiny living frog will function as a poultice when placed on warts. Due to its rough treatment it has a 5% chance to die each use, but it will remove a wart 50% chance after 4 days of treatment (twice a day apply the frog on the wart for 1 turn at least).

Whiskerbane

This ointment if applied, will stop the growth of ear hair and whiskers for 1 week. It is prohibited to own this ointment in Renardy and Bellayne.

Wintersalve

This ointment, when smeared over exposed body parts, provides the same protection against cold that a heavy fur coat would, but without the encumbrance. Combined with winter clothing, it allows for survival below zero and gives a +1 bonus to saves against cold-based attacks. This lasts 6+1d6 Turns.

XYZ-Balm

This ointment can be used against skin burns, scrapes, poison ivy, skin poisons, minor burn wounds. It is semi-magical as it requires pure water run along a Unicorn's Horn. It doesn't cure poison or burns outright, but speeds the body's own recovery by 150% until healed. Used per set of wound. Very rare, only 5% chance available and at most 1d6 each month for resale only. The ointment can be used for about 10 square feet of skin surface in total.

Sacred Groves

When not adventuring, Druids prefer to live near a sacred Grove and worship there as well. While the term "sacred Grove" usually calls to mind a stand of trees within a forest, here it refers to any sacred place where Druids worship Nature. All sacred Groves are places of great natural beauty--and sometimes magical power. Areas with a history of Druidic veneration tend to acquire wondrous abilities from their prolonged contact with Druidic magic and rites. Sometimes several Druids share a single sacred Grove. This arrangement enables them to take turns adventuring or traveling, leaving someone always on hand to protect and tend the Grove. Druids occupying a sacred Grove singly have to arrange for its safety before departing: setting various wards and traps, or arranging for allies to protect it in the Druid's absence.

Features of a Sacred Grove

Each branch of the Druidic order prefers certain sites for sacred Groves. These include the woodland Groves of the forest Druids, the oases of the Dervish (Desert Druid), the fungus-rich caves of the gray Druid, and so on. In nearly every case, the overriding requirement is that the sacred Grove possess a natural splendor. This splendor may range from the stark grandeur of a ring of standing stones atop a hill on a windswept moor to the garden-like beauty of a tended forest glade. A sacred Grove is typically 6d6 x 10'. Besides the expected grass, undergrowth, bushes, trees, or other local features, desirable Groves share certain elements.

Distinct Boundaries

Sacred Groves reveal themselves readily to those who know what to look for. A Grove's boundary markers often result from the efforts of generations of Druids. For example, the trees in a woodland Grove may form concentric circles, the outermost layer reserved for the largest, most ancient trees. Often the trees in a sacred Grove are of an unusual size or a type distinct from others in the wood. For example, a sacred Grove in a birch forest might have many oaks. Their branches may even entwine to form natural arches to welcome visitors. In more open terrain, sacred Groves may surround themselves with high, thorny hedges or even a river. Some Groves have artificial borders, such as an outer ring of standing stones. A few are small islands.

A Clearing

A quiet place of meditation blanketed with soft moss or grass lies in the center of the Grove. Druids prefer Groves carpeted with soft ground cover that encourages dancing over a floor of simple dirt or stone.

Source of Water

A spring, well, brook, or pool (often fed by a waterfall) provides the Grove with pure, drinkable water. Druids use this water in their rituals and in their day-to-day life as well. Some Druids prefer still water to a brook or spring, since the quiet water is less distracting during meditation and can prove useful in divination.

Central Feature

A commanding structure—perhaps the source of water—acts as a natural altar in the Grove, a focus for worship. Other common central features include a single great tree, a standing stone, or a fairy ring (a circle of toadstools or other fungi). These and other features sometimes possess magical powers, detailed in a later section.

Native Animals

An owl lives in a Grove's great tree, a snake dwells under a stone—the Druid is never really alone in a sacred Grove. The place feels alive in every sense, and Druids usually befriend a Grove's inhabitants.

Living Quarters

While the Druid and any servants or family members rarely live within the sacred Grove proper, home lies not far away. A forest Druid, for instance, generally has a stone, log, or sod cottage within a mile of the Grove, with a vegetable and herb garden, and perhaps a few domestic animals.

Stewardship

Although Druids do not claim to "own" sacred Groves, they take responsibility for them very seriously. The Druid associated with a Grove normally goes by the title of steward, keeper, or caretaker. Stewardship of a sacred Grove is traditional: Keepers always designate their successors.

Guards and Wards

The steward of a sacred Grove is first and foremost responsible for the Grove's safety, especially if the Grove has "awakened" with magical powers (explained later in this chapter) or if beings such as Dryads live there. Therefore, Druids devote considerable effort to protecting a sacred Grove—in some cases, through secrecy. Only a few trustworthy people and creatures know the Grove's location. A Druid obscures the pathway to the Grove, while hallucinatory forest spells and better-cleared false trails twist away from it, leading a searcher astray. More active defenses include pits covered with branches and leaves (perhaps sharp stakes, poisonous spiders, or snakes). Druids of at least 5th level use the Snare spell liberally, as its defenses remain fixed until triggered. Using Plant Growth to set up permanent dense barriers around the Grove is a very good strategy, especially if a Druid plans to lace the obvious paths through these barriers with traps and snares, leaving only one or two concealed "safe" passages. If enemies are on their way, the Druid should strive to prevent them from using fire to damage the Grove. Controlling Weather to create a rainstorm before foes even reach the Grove keeps the enemy miserable and stops the grass, bushes, and wood from igniting. Of course, one of the best ways a Druid can defend a Grove is to discover potential enemies and strike before they even reach the sacred natural site.

Tending the Grove

While safeguarding the Grove remains most important, stewards must not neglect regular care. This day-to-day work involves tending the plants and animals in the Grove, talking to them, and dealing with illnesses or parasites that might appear. In addition, if a Druid prefers a garden-like appearance to a wild one, the steward cleans up loose branches, Runes trees and bushes, and so on. Druids should devote 12 days per month to this job, or about three days per week. If a Druid fails in this duty, the sacred Grove's health and appearance deteriorates (as does the magic of awakened Groves, lesser powers first). Deterioration is immediately obvious to any visiting Druid. Several Druids may use the same sacred Grove as a place of worship, sharing the work detailed above, but only one is its steward; the others usually consider themselves the sacred Grove's tenders. By tradition, if the keeper dies or retires, one of the tenders takes over the stewardship. It is considered a crime for one Druid in the Order to forcibly displace another from a stewardship. Such an incident, when reported to the great Druid, constitutes grounds for the ban. In response, several Druids will join together to expel the offender from the Grove, finding a more suitable replacement—the original steward, if that Druid did not die in the Grove's defense. An exception is allowed when a Druid's negligence results in the deterioration or defilement of a sacred Grove. In this case, a new keeper is appointed by the Arch Druid or the Immortals for the Grove. It becomes that Druid's responsibility to reclaim the Grove, by force if necessary, from its inept steward.

Grove Law

Druids, far stricter about protecting their sacred Groves than any other wilderness area, have established a law to safeguard these special sites. The following points make up the law of the Grove, upheld by all except the steward and those with special dispensation from the steward:

- No trees or plants within the Grove may be harmed, cut, or pruned. No one may pick or cut branches, berries, nuts, or fruit, either; visitors can eat or otherwise use only that which has fallen to the ground.
- No one may fight within the Grove.
- No bird or animal within a sacred Grove may be harmed. If a hunted creature flees into the Grove, hunters must break off the chase; they can't shoot at the beast from outside the Grove once it enters.
- No one may fish in the waters of a Grove, nor foul these waters in any way.
- None may light a fire within a Grove's bounds—not even tinder or a pipe.

The maximum penalty for violating the law of the Grove is death, though a Druid may apply a lesser penalty in certain cases. The punishment for violating these rules—or for more serious defilement of a sacred Grove—depends on the offender's motives, the damage, and the Druid's inclination. If a cruel wizard damaged a sacred Grove with a fireball in an attack on the steward, the Druid would think death a proper punishment—preferably death by fire. On the other hand, if a careless toddler did the same damage by accidentally setting fire to the Grove, the Druid seeks a more suitable punishment: kidnapping the child to raise as a Druid. Thus the child devotes a lifetime to atonement. Note that there is no law against folk entering the Grove. While some Druids keep visitors away, others welcome people and animals who come to admire the Grove or worship, and even shelter needy travelers. Similarly, the steward may allow visitors to collect fallen deadwood, fruits, nuts, and berries. Since Druids usually can speak with the animals, plants, and (sometimes) stones in their Grove, they can determine easily how a person acquired suspicious bounty.

Becoming a Steward

A Druid player character can acquire stewardship of a sacred Grove in four ways:

1st, the keeper of a Grove might nominate the PC to become the successor to the stewardship. This tactic allows the PC to take over when the existing steward dies, disappears, or decides not to care for the Grove any longer. The successor must have the current steward's trust and respect, and usually has spent Time worshiping in the Grove and tending it under supervision. Most of all, the nominee must prove worthy to defend the Grove. If the Grove has magic, the character should have reached at least 7th level to deserve consideration. However, young sacred Groves lacking magic often receive the protection of lower-level Druids.

2nd, a player character can find an abandoned sacred Grove and reclaim it. Sometimes a powerful monster or other foe eliminates both the steward of a sacred Grove and the chosen successor. Such Groves often are cursed, haunted by undead, or frequented by local monsters. But a Druid who overcomes these obstacles and reclaims the Grove proves worthy of the stewardship.

3rd, a stewardship may come with a title, although this practice varies from circle to circle. For instance, a circle may award the responsibility for certain sacred Groves to its Archdruids or great Druid, and—unlike a normal Grove—this stewardship changes hands as new Druids assume the high ranks. The great forest of Carnuilh is a well known Grove.

4th, a PC can find a virgin Grove site and sanctify it. Virgin Groves match the physical requirements listed earlier for a sacred Grove, but have no magical powers and have never been tended. Finding such a spot is simply a Matter of the Druid's knowledge of local geography. A virgin Grove rarely has clear boundaries, so the Druid may make "improvements," such as planting a circle of trees or erecting standing stones to mark the new Grove's borders.

Sanctifying and Awakening a Grove

Druids may wish to consecrate a sacred Grove, perhaps awaken it to its magical properties. To this end, they must find a suitable natural site with the features described earlier. After preparing a site, the Druid performs a ritual to sanctify it. This ceremony, a blessing and invocation of Nature—takes a day of uninterrupted prayer. Once sanctified, a site becomes a sacred Grove—a living shrine to Nature, where Druids can perform their rites. As Druids worship there over the years, a sacred Grove tends to absorb power from the rituals, becoming a holier place. If Druids consistently venerate a Grove, it may awaken to the magical powers described earlier. Venerating a Grove means that Druids (not necessarily just the one who sanctified it) pray and meditate there on a regular basis. Furthermore, the Druid appointed the Grove's steward must faithfully tend it. A sanctified sacred Grove actively visited and tended for seven years has a chance to gain magical powers. This Time need not be contiguous—that is, a sacred Grove can be active for five years, then abandoned, then active for another two years. After the 7 years have passed, the DM rolls 1d10 each spring. On a roll of 10, the Grove "awakens." Awakened Groves gain the basic powers of a lesser sacred Grove and a special ability. Sacred Groves with a long history of Druidic use become the most potent, their power slowly increasing over the ages as a result of continued exposure to Druidic magic. For every seven years an awakened Grove remains active, it has a further 10% chance of gaining additional powers, to a maximum of six powers. Roll 1d10 each success, rerolling duplicated powers. A lesser magical sacred Grove becomes a greater Grove only through millennia of use by Druids or direct divine intervention. There is a 10% chance of gaining greater Grove status (and 1d4 such powers) per thousand years of veneration by Druids.

Magical Sacred Groves

Not all sacred Groves have magical powers, but many of them do. A Grove may have been innately magical since the creation of the world or have gained its magic through an unusual event, such as a visit by a Immortal, the birth of a unicorn, or a Dryad or nymph's long-Time residence in the Grove. Lesser Magical Groves. An enchanted lesser sacred Grove always radiates magic, although never good or evil. It has the following properties:

- Druids entering the Grove feel a watching presence and a sense of power. For every 3 rounds they spend within its boundaries they learn one power of the sacred Grove, through a vision or intuition.
- Druids receive a +1 (Steward +2) to save vs. Spell, Death Ray, Wands while within a lesser magical Grove.
- All in the Grove are rendered immune to magical fear while within it.
- Dig spells or similar never work within a Grove.
- Natural (nonmagical) lightning never strikes trees or beings in the Grove.
- Evil enchanted creatures can't enter the Grove unless it has been defiled.

In addition to these abilities, lesser magical sacred Groves may possess other powers. To quickly create a Grove the PCs might stumble upon while adventuring, the DM chooses or rolls 2d4-2. Then, he selects the powers or rolls 1d10 to pick from the table randomly.

1d10 Power	Lesser Grove Powers
1	<u>Awakened plants</u> The Grove's magic has "awakened" 1d3 10'-square patches of weeds, creepers, or bushes with semi-Intelligence, 4 HD, AC 10, and the ability to attack as an Entangle spell. They will act to protect themselves and defend the Grove.
2	<u>Bountiful</u> If the sacred Grove contains plants that produce edible fruit, nuts, or berries, 3d6+20 enchanted examples sprout each spring along with the usual crop. The magic fruit, nuts, or berries—the largest and most healthy of their species—confer the benefits of a Cure Light Wounds on the characters who eat them. Once picked, no more will grow until the following year.
3	<u>Control temperature</u> Any Nature worshiper in the Grove may make a Grove's temperature rise or fall within 30°. This ability, possible once per day, affects the entire Grove. Arctic or desert Groves commonly feature this power, which enables those in the Grove to survive brief climatic extremes, especially combined with the power to still winds (below).
4	<u>Faerie fire</u> A Nature worshiper (even a non-Cleric) may cause a Faerie fire luminance to appear, centered on the character or upon any of the trees, rocks, or standing stones in the Grove. The Faerie fire, which lasts one turn per level of the caller, can be summoned once per person in a given day. Faerie fire that Druids call endures for two turns per level of the Druid and can flicker about the Grove at will. When a Druid casts a Faerie fire spell within the Grove, its duration triples.
5	<u>Healing</u> Beings of Neutral alignment or those allied to the Druid may heal wounds at twice the rate of natural healing while in the magical sacred Grove. Healing-related spells produce the maximum benefits; for instance, CLW restores 8 damage.
6	<u>Prophecy</u> A Druid who spends the night sleeping in the Grove may receive a magical portent in a dream concerning the past, present, or future. The nature of the prophecy remains the Immortals decision, but it should never contain more information than would come to light using a properly cast commune with nature spell. The portent usually warns of danger or hints at a task Nature wishes the Druid to perform.
7	<u>Protective aura</u> Any creature but a Druid, Dryad, or Nymph who sees the Grove must save vs. spell. Those who fail perceive the Grove as nothing other than a normal clearing (or the like) until they are led into it. The sacred Grove also generates a continual protective field similar to Protection from Evil, 10' radius, except it covers the entire Grove and has the powers of both protection from evil and protection from good spells.
8	<u>Still winds</u> Worshipers of Nature in the sacred Grove (even non-Clerics) can cause winds to calm for up to 1/level, as long as they concentrate on maintaining this power. Triple the duration when a Druid invokes it. This power, possible once per day, is quite common in desert, mountain, and arctic Groves, as it protects the sacred Grove and those in it from sandstorms, tornadoes, or snowstorms, and the like.
9	<u>Sweet water</u> Water from a source within the Grove or dew gathered from the grass in the area has the properties of sweet water, but loses these special properties as soon as it is removed from the site.
10	<u>Special</u>

Greater Magical Groves

A greater magical sacred Grove possesses exceptional enchantments. Each domain includes fewer than a score of such Groves, most of which fall under the control of Druids of 12th or higher level. A greater Grove has all the basic powers of the lesser Grove, mentioned earlier. In addition, Druids who sleep overnight in the Grove before praying for spells receive an extra spell. Thus, a Druid who chooses two 1st and one 2nd level spell receives another 1st or 2nd level spell of the Immortal's choice. A greater magical sacred Grove has 2d4 lesser Grove powers and 1d4 greater Grove powers.

1d12 Power	Greater Grove Powers
1 <u>Awakened Tree</u>	A large, ancient tree living in the Grove gains Intelligence and Wisdom (2d6+6), the spellcasting ability of a 3 rd level Druid, and the power of speech. It can use any two of its branches at once like arms. It speaks—in a deep, slow voice—in the secret language of the Faeries. In combat, treat it as a Treant. Roots bind it to the earth like a normal tree.
2 <u>Beast Speech</u>	Any normal or giant animal with an Intelligence score between animal and low can speak and understand the secret language of the Druids for as long as it remains within the sacred Grove. The animal's Intelligence doesn't increase. Also, casting Animal Summoning calls a 50% greater number or HD of animals than usual.
3 <u>Concealment</u>	All mobile beings (not normal plants) within the Grove when this power is invoked become invisible for 3 turns/level of the Druid or until they leave the Grove. This power, possible once a day, ceases to conceal anyone who attacks.
4 <u>Earthpower</u>	When Druids in the sacred Grove cast a Druidic spell or Earth Elemental sphere spell within its boundaries, they double the spell's duration, area of effect, and range.
5 <u>Know Alignment</u>	A Druid may know the alignment of others in the sacred Grove by concentrating one round. (The Druid and subject must remain in the Grove during this Time.) This spell-like power can be used any number of times. Non-Cleric worshipers of Nature can use this power after 2 rounds of concentration (and two successful Wisdom checks), but can make only one attempt.
6 <u>Peaceful</u>	Anyone entering this Grove may notice odd sights, like predators and prey playing together. Those who make a successful attack against another within this Grove must make a save vs. wands. Attackers who fail suffer all the damage themselves; the wounds they meant to inflict appear on their own bodies. If they save, they suffer only half damage.
7 <u>Reincarnation</u>	If a Druid's ashes or remains are buried in the sacred Grove, the character becomes reincarnated. The new incarnation appears within the Grove in 1d6 days. It further acts similar to the spell with the same name.
8 <u>Waters of Life</u>	Any source of water within the Grove has unusual healing properties. Anyone bathing in the water (maximum of once per day per person) gains the benefit of simultaneous Neutralize Poison, Cure Disease, and Cure Serious Wounds spells. The water loses all special properties outside the Grove's boundaries, however, so characters can't use it as a healing potion.
9 <u>Scrying Pool</u>	A source of still water within the Grove, such as a pool or well, may be used for divination. Once per day a Druid can command the pool or well to act as a reflecting pool cast at the Druid's level.
10 <u>Magic Fruit</u>	The Grove has a tree whose fruit or berries have a magical effect when eaten. In a given year, 1d6 fruits ripen, each with a distinct appearance to set it apart from common fruit—lustrous golden apples, for example. The magic fruit's effects are equivalent to one of the following: Potion of Animal Control Potion of Heroism Potion of Longevity Potion of Treasure Finding Philter of Love Philter of Glibness. DM's creation (the effects should not be better than the powers of a 5 th level spell, and often has a set duration and/ or carries severe penalties.
11 <u>Forbiddance</u>	Forbiddance. A Druid can invoke the forbiddance power (per the spell) to cover the boundaries of the Grove. The effects can be called up only once per day and, once called, last one hour per level of the Druid.
12 <u>Special</u>	Special.

Defiled and Cursed Groves

Some sacred Groves tell a tragic story: Their plants have been dug up, trees burned or chopped down, water sources fouled, or standing stones overturned and broken. Perhaps their clearings once served as altars to other Clerics in the worship of strange Immortals. Such Groves have been defiled, stripped of all their powers until Druids reclaim them (described below). Other events may result in a still worse fate—a Grove becoming cursed. For instance:

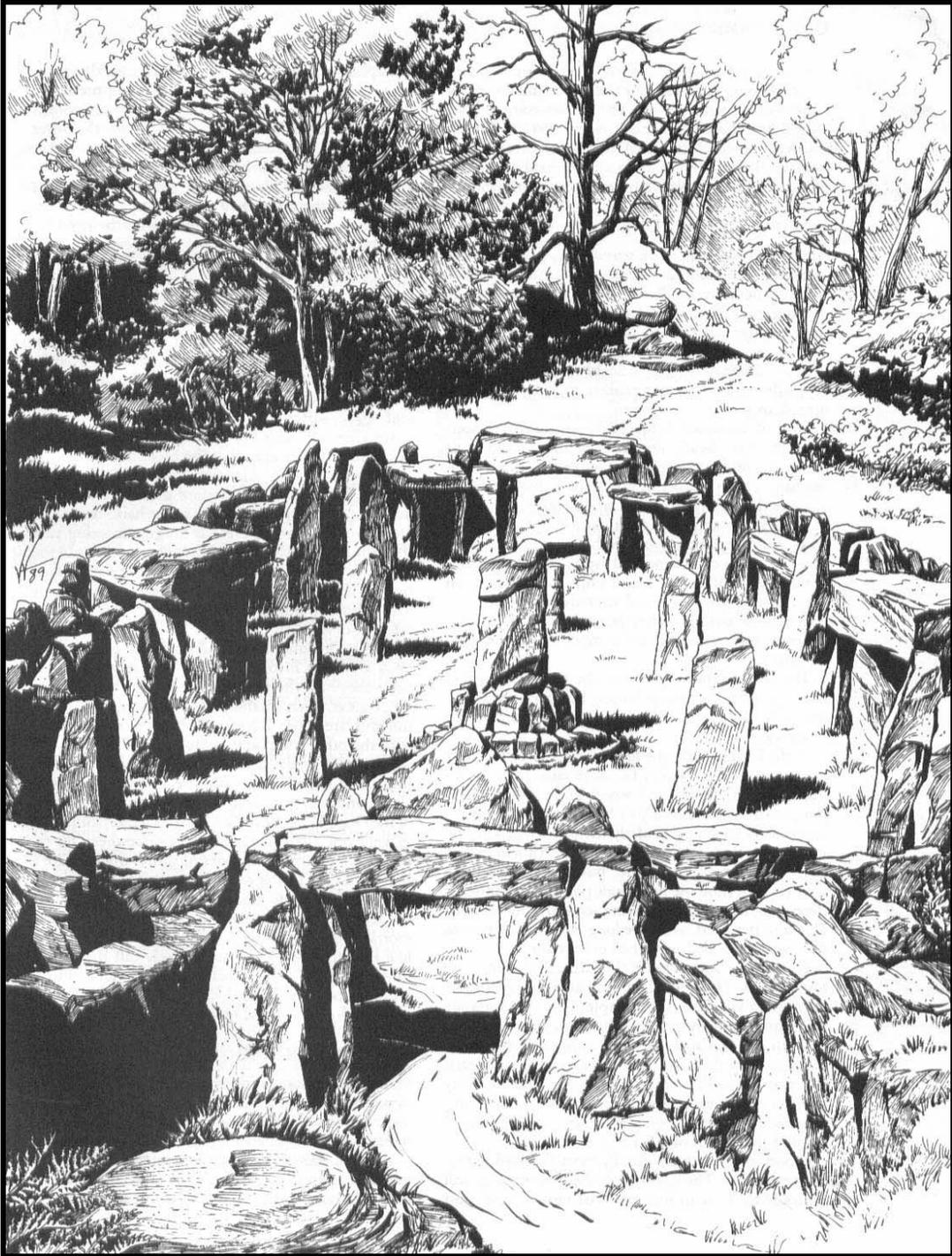
- A terrible event takes place within the Grove's boundaries: Someone reads a cursed scroll, an evil Immortal passes through, a Druid dies violently, or another highly charged event takes place.
- The Grove is deliberately defiled but not destroyed. When plants begin to grow back, the Grove may retain some twisted vestige of its original power.
- If the Druid who sanctified the Grove strays badly from the Neutral alignment, abandons the Order, or takes up the path of the Lost Druids, the Grove's beauty and powers may become warped—perhaps as a warning to the erring steward. To determine what curse has struck a particular sacred Grove, roll 1d6. A Druid who discovers a cursed Grove nearly always tries to find a way to lift the curse and ultimately re-sanctify the land. Some typical curses are described below.

1d6	Property	Properties of Cursed Groves
1	<u>Entrancing</u>	This curse can apply to any Grove containing a source of water or plants bearing fruit, nuts, or berries. Those who eat natural fruits of the Grove or drink its water must save vs. spell or become charmed: They refuse to leave the Grove, claiming they must defend this beautiful place. They resist forcefully if anyone tries to harm the Grove or take them from it. The charm is broken if those it has entranced leave the Grove, or it can wear off, per the charm person spell.
2	<u>Poisoned ground</u>	A terrible poison lives within the ground, although the plants in the Grove are immune. Those who touch the vegetation (including grass) with bare skin must save vs. poison each round of contact or suffer 1d6 damage. Characters who eat fruits, etc., from the Grove must save vs. poison or die.
3	<u>Haunted</u>	The life forces of people who die in a haunted Grove or within a mile of its boundaries are drawn into one of the Grove's trees or standing stones. The trunks of the trees or the surfaces of the stones contain twisted images of the dead trapped within. While trapped, these souls can't be raised, resurrected, or reincarnated. To defend itself, the Grove can summon any of its prisoners' Spirits as Ghosts or Banshees. Each summoning takes two rounds, but only one Ghost or Banshee can exist at any Time. Re-sanctifying the Grove (described below) ends the curse and frees the trapped spirits, who now may be reincarnated, raised, or resurrected. Destroying the Grove before re-sanctifying releases all the trapped spirits as malevolent Ghosts or Banshees to haunt the region henceforth.
4	<u>Perpetual season</u>	The Grove, locked into a single season, never experiences a change in climate. Though a Grove locked into winter isn't ever popular, a Grove of perpetual spring or summer may seem like a blessing. While winter blizzards rage outside, the day is warm and sunny within a Grove of perpetual summer; grass is always green, trees always leafy, and flowers ever blossoming. Nevertheless, Druids consider this redundant setting horribly unnatural.
5	<u>Hungry trees</u>	The trees in this Grove have been animated by a hunger for flesh. Treat the 2d8 hungry trees of this cursed Grove as killer Trees. Masquerading as normal trees, they suddenly attack anyone entering the Grove. They never cross its borders unless attacked from outside the Grove, though; in that case, they re-enter the Grove after defeating (and consuming) foes.
6	<u>Special</u>	

Reclaiming Cursed or Defiled Groves

Druids whose sacred Grove becomes defiled or destroyed must perform a ritual of atonement, find and punish the guilty party. Failing deprives Druids of all granted powers and major access to Clerically spheres. The first step in reclaiming a defiled Grove involves repairing any damage it has sustained: planting new trees, restoring damaged standing stones, and so on. Then, a Druid must perform an uninterrupted daylong ceremony within the Grove to ask for the renewed blessings of Nature. Reclaiming a cursed Grove poses additional difficulties. After performing the above steps, the Druid must complete a task to balance the forces behind the curse. The nature of the task (DM) usually involves a dangerous quest in a real or symbolic attempt to "undo" the curse, punish those who caused it, or make amends for the act that led to it. After concluding the task, the Druid must return to the Grove to invoke Nature and cast a Remove Curse spell.

Standing Stones



Standing stones are large, shaped stones that rise from the ground to towering heights. In some cases, their presence in a forest, on a bleak moor, or atop a lonely hill automatically qualifies an area as a sacred Grove, even if it lacks other natural beauty. Druids may have erected the standing stones, or they may mark a holy place that predates the Druids' arrival in the area—perhaps a site sacred to pre-human peoples (elves, for instance) or prehistoric tribes. Though sometimes stones stand alone, they more often join together to form various arrangements.

A single standing stone is called a Megalith—either a shaped slab or a more natural, tapering obelisk. Two shaped stones placed upright with a third laid across their tops constitutes a Trilithon. Several Megaliths or Trilithons frequently form patterns, usually circles or horseshoe shapes. Individual stones may weigh 5 to 125 tons each and stand 10 to 50' tall. A large circle may take a generation to build, unless powerful earth magic or suitable monsters (Treats, Earth Elementals, or Giants) help in the construction. Because Druids possess the necessary magic, they often create these monuments for their sacred Groves. Standing stones fall into one of two categories: magical and nonmagical.

Nonmagical Standing Stones

Many standing stones have no innate magical properties, although they may have been built by magic. In "awakened" Groves, these nonmagical stones may share in the general magic of the Grove. The DM decides on the purpose, type, and number of stones.

Boundary Markers. Stones can simply mark the Grove's borders, a common practice when a circle of trees is inappropriate. Mountain Druids, in particular, use stone circles to mark borders.

Natural Observatory. The stones might serve as a primitive astronomical calculator (as in the case of Stonehenge), their positions marking eclipses, equinoxes, and other important solar and lunar dates whose exact times remain important for religious reasons and for maintaining the agricultural calendar. Usually one such astronomical circle of stones exists in every major Druidic domain. Creating such a circle requires two proficiencies: astrology and engineering.

Monuments. The lives of particularly notable historical figures can merit great megalith memorials. Sometimes treasure or a body lies buried under the stone. In rare instances, although the stone has no magic, the body beneath it rests in magical suspended animation—think of King Arthur, waiting for Merlin to awaken him.

Magical Standing Stones

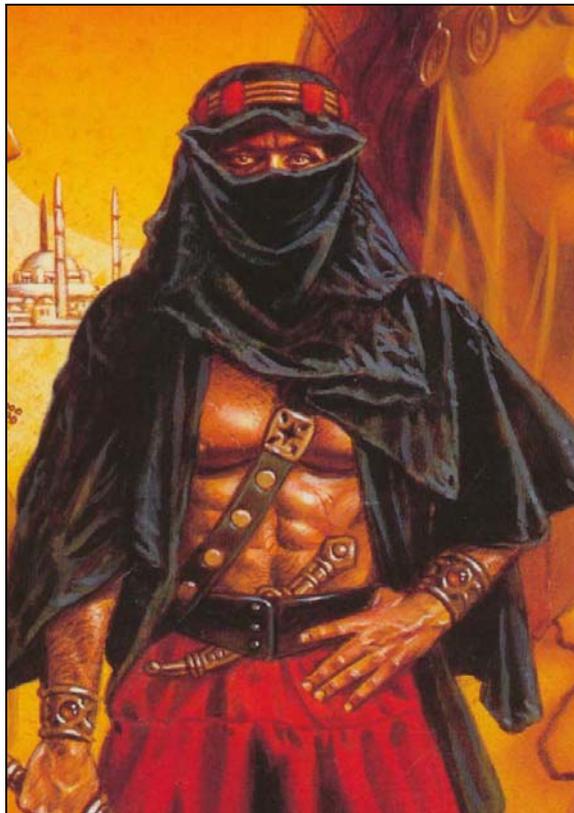
Magical standing stones can serve any of the nonmagical variety's purposes. Lesser magical sacred Groves containing standing stones possess a 10% chance of having one with magical powers. This chance increases to 20% for Groves with five or more stones, and 30% for Groves with 25 or more stones. Standing stones within greater Groves have triple the chance of being magical. Standing stones may become magical through association with Druidic rites, divine intervention, or via the normal process used to create Druidic magical items. DMs deciding that a stone has magic either pick its powers from those described below or roll 1d4, add a +1 bonus to rolls for standing stones that help form a trilithon.

1d4	Power	Powers of Standing Stones
1	<u>Petrified entity</u>	The magical stone is actually a huge being—often a giant or titan—that has been so weathered and overgrown with moss or ivy over the years its original humanoid form is no longer discernable. It radiates magic and may return to life if a dispel magic or stone to flesh spell succeeds. Depending on its alignment and the reason it became petrified, the creature may feel either grateful or hostile to its rescuer. A petrified entity usually points to the work of dual-class wizard/Druid.
2	<u>Stone guardian</u>	Once per day, the steward of the Grove can order the stone to come to life for one turn per level of the Druid. The animated stone fights as a 16 HD earth elemental, but if it leaves the Grove it reverts to a normal stone and may not be reanimated until returned to the Grove—a Herculean task, since it weighs several tons! If injured, the magical stone heals at a rate of 1 hit point per turn—within the Grove only.
3	<u>Peaceful stones</u>	The standing stones exert a calming influence on the earth. No earthquake spells may succeed within a radius that measures (in feet from the center of the stone or cluster) a distance equal to the number of stones in the circle. Since no earthquakes or volcanic eruptions occur in this area, peaceful stones often stand near volcanoes or faults. Removing them could spell disaster for nearby forests and towns!
4	<u>Speaking stones</u>	Any Druid can cause any standing stones in the Grove to speak, per the stone tell spell. Characters can use this power as often as desired, but the stones speak for no more than three rounds per day. Stewards use this power to learn whether intruders have visited the Grove while they were away; Druids who find a strange Grove could use it to become familiar with the Grove's history and keepers (if any).
5	<u>Trilithon gate</u>	Characters passing under the stones may emerge from any other sacred Grove in the world that also has a trilithon gate, no Matter how distant. Those who have a particular gate in mind reach it; otherwise, characters come through a random gate. Anyone can travel via trilithon gate only once per day; it is impossible to go through and return again immediately.

Dervishes

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	2+1d4 per level up to 9 th level +1 hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, +shield.		
Weapons	No in-organic materials, no edged or pointed weapons, all other permitted (commissioned to make at 50% normal cost.).		
Special	Druidical Spellcasting, Immortal Al-Kalim granted ability.		
Alignment	True Neutral only		
Maximum Level:	36.		

The term "Dervish" is often misused by foreigners, as indicated by the misleading entries in most chronicles. They are mostly no more than the typical Alasiyani Nomadic tribesmen. True Dervishes are Holy Hermits, True believers following the Way of the Scholar as they live solitary lives of contemplation and physical devotion in the desert wilderness of the emirates (of Ylaruam). Also known as Desert Druids, these Holy men live in caves, crude shelters, or tents in remote regions. Dervishes are actually specialty clerics of Al-Kalim, but the class is so extensive in differences that it is not depicted in the Immortal listing, but as a different clerical class. Some other Immortals rarely accept (individual) followers to become Dervishes under very extreme circumstances only. These Immortals are all Immortals of Ylaruam of former days (before al-Kalim) and are very rarely still followed, examples; al-Fakish (Alphaks), Ashtiru (Asterius),



Dervishes are revered by desert nomads, who aid in providing the Holy hermits with food and shelter needs. In contemplation they strive to achieve a mystical oneness with nature by studying and participating in the tranquility and majesty of the desert wilderness. They patiently observe and commune with animals and plants of the desert, and at higher levels of the discipline, they may even "communicate" with the elemental forces of the desert such as the wind, the sun, and the miraculous inspiration of water.

Their physical devotions, a discipline of strenuous ritual exercises, are their prayers to the Eternal truth. Acrobatic and athletic, these devotions produce men of remarkable durability and stamina. They dash barefoot through the desert, across dunes, and over Rocky Mountains. They juggle rocks, lift great stones, and twirl like tops in the heat of the noonday sun or in the chill of the evening.

Dervishes have withdrawn to the desert wilderness to escape the distractions of commerce with other men, and they avoid becoming in the affairs of men. Visitors to the wilderness are considered uninvited guests; if they are polite, not disruptive or demanding and gone quickly, they are not offensive. However, as Followers of the Eternal Truth, the Dervishes are still bound by the principle of concern for the welfare of their fellow man. Dervishes are generally extremely restrained and judgmental in their expression of this concern. The foolish and arrogant may be left to their own devices when stranded in the desert; the wise and the respectful should not need aid. Dervishes are pacifistic in philosophy; they carry no weapons, wear no armor, and learn no combat skills.

Any Human or Humanoid (not Demihuman) character class can become a Desert Druid after spending one month per former character class level (in which they lose all character class abilities of that class, but not the memory thereof. A character could still train a person in the ways of his former class, without restrictions.) and learn the Desert Druid abilities and thoughts of the Followers of the Way of Eternal Truth.

They seldom interfere in violent conflicts, though their superb physical condition gives them advantages when forced to fight. Their spells are primarily intended to facilitate their study and observation of nature, though some are use-full for self-defense.

Requirements

Desert Druids are special Clerics existing only in Ylaruam, although some could have traveled elsewhere and still follow the Way of the Eternal Truth. Some even learn others from that region their way and so help spreading the word. Their Constitution scores are 1d6+12 (when they start lower they will climb by 1 point per 2 month of living as a Dervish, until they reach the rolled number. Their Strength score improves per level of experience as per table and can thus easily pass the natural limit to (Demi) human(oids) of 18. the ultimate limit is a strength score of 26 (equal to a Storm Giant). Their Saves are equal to those of the dwarves. They generally refuse to use weapons, though there is no reason why they could not use them if they so chose. Dervishes fight as thieves of equal level. And their spells, a mixture of Clerical, Druidic, and even magical spells, and are specially adapted to their life in the desert.

Abilities

Speak with desert Animals

All Dervishes are followers of Al-Kalim, the Immortal of the Eternal truth. No other Immortal has thus far allowed their Followers to become Dervishes. Dervishes can speak with animals or plants by use of spells only and use them as often as desired.

Find Water

All Dervishes have the innate ability to Find water in a radius of 1 mile per level of the Dervish, and even up to one' per level deep in the ground. They must use spells to find out if that water is drinkable. Dervishes can memorize spells after they have slept for no less than five hours (instead of eight) true rest.

Special Spell-summoning

All spells in the spell list colored red can only be cast when the Dervish has specially requested for them by his Immortal and granted as thus, or they are memorized and cast within the parameters of the Dervish his home. When a Dervish has kept (only) one spell slot open of one adequate level, he can call for his Immortal to give him the power to perform a specific related act at any moment without memorization (always in form of a spell). The power granted will always be only one spell of the level kept open or lower (thus depending on the circumstances and the Immortal his good will). This special summoning will take the normal casting Time of the requested spell +10(-Piety level) to cast and summon, even when Al-Kalim has granted another (lower level) spell.



Staff charging

Dervishes can charge special staffs with their own spell to make sure they have the spell they need in case to be. These staffs can be made at level 9 or higher and are made according the normal magical item creation rules. Example: Saddam the Aged, of the Dead places. Former soldier, one eye destroyed by scimitar slash. keen senses and communion with nature, speaks with birds and beasts, lives near a cursed ruin proscribed by Al-Kalim and the Ylari government. Always pauses for five to ten seconds to consider before replying to a Question. Visited once by a messenger of the Immortal who warned of a great evil in the ruin, and prophesying that someone shall come one day to lay the evil to rest. His Magical Staff of the Desert is charged with an variety of Dervish spells in addition to his memorized spells.

Quest Spells for the Dervish

As Al-Kalim tends to give much more attention to his special clerics and has much more and heavier rules, the Dervish has many spells he can only attain if specially requested. These are all Quest spells. Sometimes they are granted some of these spells they could cast but did not request for, when Al-Kalim finds it important that that Dervish has that spell available. Dervishes tend to see these special spells as an important omen or blessing, that they walk upon the good path, and will cast these spells according dreams they had in the night prior to gaining the spell. The DM should apply a corresponding dream/vision as if the Dervish did not have the spell. This way the Dervish is mostly oblivious to the cause but not to its effects, which he has to prevent or alter.

The Spell Poetic Inspiration can be gained at any level but still remains a Quest spell. It is not listed in the next Table.

Dervish				Spells							Saves					STR
LVL	XP	HD	Hp	1	2	3	4	5	6	7	DR	MW	TS	DB	SP	
1	0	1	2+1d4	-	-	-	-	-	-	-	8	9	10	13	12	
2	1500	2	+2+1d4	1	-	-	-	-	-	-	8	9	10	13	12	
3	3000	3	+2+1d4	2	-	-	-	-	-	-	8	9	10	13	12	
4	6000	4	+2+1d4	2	1	-	-	-	-	-	6	7	8	10	9	
5	12.000	5	+2+1d4	2	2	-	-	-	-	-	6	7	8	10	9	+1
6	25.000	6	+2+1d4	2	2	1	-	-	-	-	6	7	8	10	9	
7	50.000	7	+2+1d4	3	2	2	-	-	-	-	4	5	6	7	6	
8	100.000	8	+2+1d4	3	3	2	1	-	-	-	4	5	6	7	6	
9	200.000	9	+2+1d4	3	3	3	2	-	-	-	4	5	6	7	6	+1
10	300.000	9	+1	4	4	3	2	1	-	-	2	3	4	4	3	
11	400.000	9	+1	4	4	3	3	2	-	-	2	3	4	4	3	
12	500.000	9	+1	4	4	4	3	2	1	-	2	3	4	4	3	
13	600.000	9	+1	5	5	4	3	2	2	-	2	3	4	4	3	+1
14	700.000	9	+1	5	5	5	3	3	2	-	2	3	4	4	3	
15	800.000	9	+1	6	5	5	3	3	3	-	2	3	4	4	3	
16	900.000	9	+1	6	5	5	4	4	3	-	2	3	4	4	3	
17	1.000.000	9	+1	6	6	5	4	4	3	1	2	3	4	4	3	+1
18	1.100.000	9	+1	6	6	5	4	4	3	2	2	3	4	4	3	
19	1.200.000	9	+1	7	6	5	4	4	4	2	2	3	4	4	3	
20	1.300.000	9	+1	7	6	5	4	4	4	3	2	3	4	4	3	
21	1.400.000	9	+1	7	6	5	5	5	4	3	2	3	4	4	3	+1
22	1.500.000	9	+1	7	6	5	5	5	4	4	2	3	4	4	3	
23	1.600.000	9	+1	7	7	6	6	5	4	4	2	3	4	4	3	
24	1.700.000	9	+1	8	7	6	6	5	5	4	2	3	4	4	3	
25	1.800.000	9	+1	8	7	6	6	5	5	5	2	3	4	4	3	+1
26	1.900.000	9	+1	8	7	7	6	6	5	5	2	3	4	4	3	
27	2.000.000	9	+1	8	8	7	6	6	6	5	2	3	4	4	3	
28	2.100.000	9	+1	8	8	7	7	7	6	5	2	3	4	4	3	
29	2.200.000	9	+1	8	8	7	7	7	6	6	2	3	4	4	3	+1
30	2.300.000	9	+1	8	8	8	8	8	7	6	2	3	4	4	3	
31	2.400.000	9	+1	9	8	8	8	8	7	7	2	3	4	4	3	
32	2.500.000	9	+1	9	9	8	8	8	8	8	2	3	4	4	3	
33	2.600.000	9	+1	9	9	9	8	8	8	8	2	3	4	4	3	+1
34	2.700.000	9	+1	9	9	9	9	8	8	8	2	3	4	4	3	
35	2.800.000	9	+1	9	9	9	9	9	8	8	2	3	4	4	3	
36	2.900.000	9	+1	9	9	9	9	9	9	9	2	3	4	4	3	



The Dervish Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water	into	Purify Food and Clear Water
Insect Plague	into	Shrimp Plague
Aerial Servant	into	Summon Undine
Earthquake	into	Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness**, **Free Person**, **Barrier**, **Snakes to Sticks**, and when the Immortal (in the guise of the DM) allows it temporarily. **Obliterate** and **Slay Living** can however be memorized and cast at Undead creatures.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

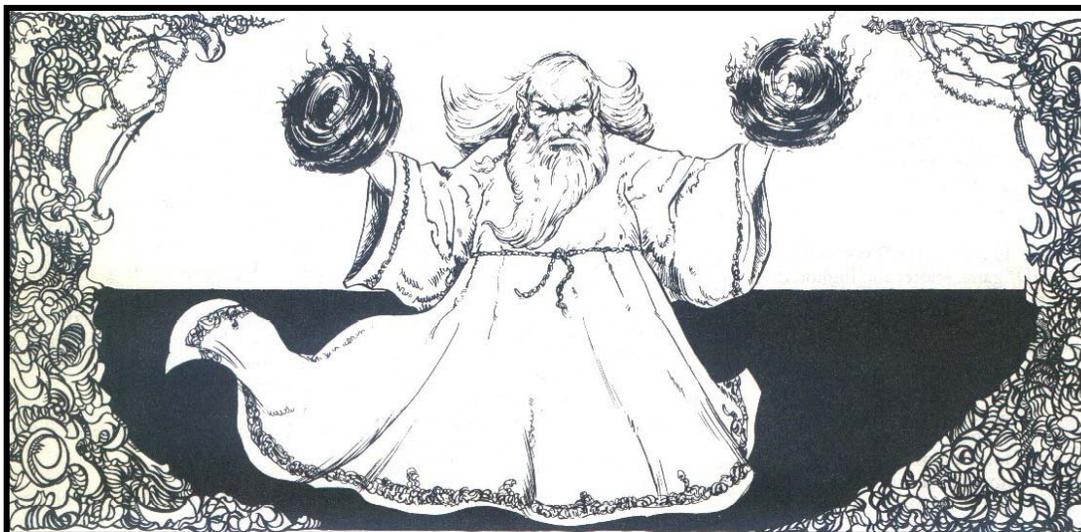
Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ⚓	
Good ↗	
Evil ◆	
Non good or Evil ∅	
Chaotic ©	
Savage Coast ¥	

Halfling (Hin) Master

The Wise one in the Woods.

Prime Requisite	Wisdom			Hin Prime Requisite no longer counts!!
Experience Bonus	-20%	Wisdom	3-5	
	-10%	Wisdom	6-7	
	+5%	Wisdom	13-15	
	+10%	Wisdom	16+	
Starting with 8 th level	+1 hp/level	Constitution bonus no longer applies		
Armor	Any-organic only, +shield.			
Weapons	any			
Special	Master Spellcasting, Stronger Denial, Infravision.			
Alignment	True Neutral only			
Maximum Level:	36. Where not mentioned statistics are equal to those of a normal Halfling			



Masters was the term of respect used by the Hin (their name of the Halfling race, they see that the name "Halfling" implies that they are incomplete, which is not true of course) to describe the Elves, also known as "The Gentle Folks", who once inhabited the deep woods of what is now the Shires. The Hin saw the Elves as Masters of the woodland life and ways. Those particular Elven folk are now believed to be extinct. The term Master now refers to a special class of Halflings who have left their Clans to protect and nurture the Shires as a whole, using what fragments of the lore of the land that the Hin have gained in the past from the Elves, and what Halflings have since discovered themselves.

This spell-using character class resembles the Druid class, and is closely tied to the lands the Halflings live in and on. The life of a Master is a contemplative, gentle, largely solitary existence, not usually an adventuring career. Most Masters will not willingly leave their Shires (as the Hin-Lands are always known), and Masters can't regain their spells on other areas as their homeland (Hills, Forests, Woods, Grasslands, Seacoasts, Hills, but not Mountains, Swamps, Broken Lands, Deserts, Plains, Underground Caves, Oceans, Icelands, etc., nor on the hills and forests and such if they are affected in such a way that no Hin would (or could) ever live there).

Masters know that their powers come from the "High Heroes" (Halfling Immortals) Nob Nar, Coberham Shadowgint, Rave, and Brindorhin, and that in fact they are some special kind of Clerics. Like these Halfling heroes once did in mortal life, Masters are dedicated to preserving and protecting the land and the people of the Shires. No Master is known to have betrayed this trust, although a Master may leave his calling to return to a more active social existence, although very few do so. It is namely not said that a Master must be solitary and remain thus, but most do as they will gain a more and deeper feeling with the land they intend to protect.

Becoming a Master

Any 8th level Halfling may seek out a Master and ask to be trained as a Master, or they ask the Immortals (more rarely done). Typically a Hin who wants to become a Master accompanies a Master about the Shires, learning the ways of the woods, for 4-6 months. Then the prospective Master undertakes a 'great adventure' or difficult service under the direction of his tutor. Upon completing this task, the Hin becomes a Master and gains use of the spells of the Master as described further in this document. The Master's learning of the ways of nature has just begun; such an education ends only upon death. Upon becoming a Master, the Halfling retains his current hp and abilities, and is not prohibited from using any of them. The new Master changes his or her name from , for example, "Jollyar Heatherfoot" to "Jollyar Heatherfoot HighShire", the latter name denoting the Shire in which the Hin has lived.

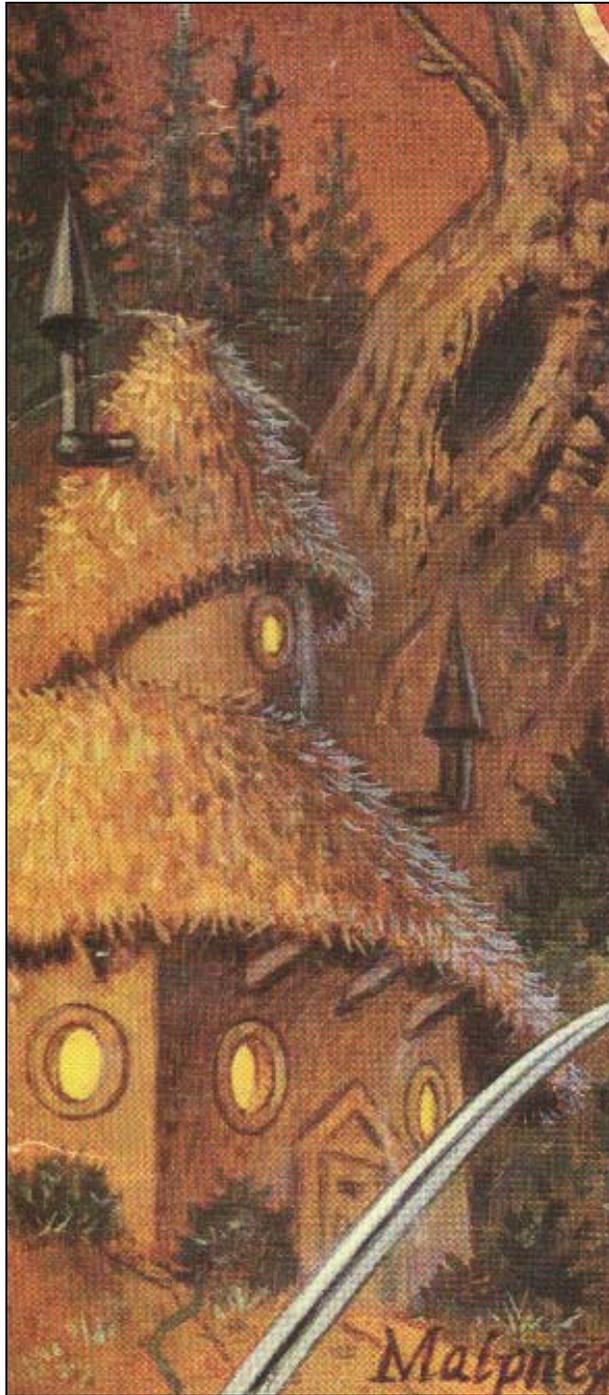
Master Abilities

A Master's Denial ability is based upon a doubled total of Intelligence and Wisdom. All Masters acquire Infravision as a natural ability, by the will of the High heroes, as follows: none at 1st, 10' range at 2nd, 20' range at 3rd, 30' range at 4th, and so on. A Master comes to know the living habits, include probable lair locations and warning signs or recognition calls, of wild beasts, birds, and even insects of the Shires. Masters do not hunt creatures for sport, Although they will hunt for food. Masters will battle Humanoids and many of the evil beings living within their Shires.

A Master will do whatever is necessary and least harmful to all creatures concerning to protect Halflings from the attacks of such creatures. A Master can always find drinkable water anywhere in the Shires if it is there to be found. They will recognize animal tracks and trails on sight (only the species will be known, a tracking skill is needed to eventually follow a specific individual or even recognize a specific individual). Masters tend to be quiet, soft spoken, and seldom seen. They work apart from Hin as much as possible to avoid incurring resentment or making the Hin dependant upon the aid of Masters and abandoning self-reliance. Masters tend to dress simply and have no distinctive uniform, speech, or rune, symbol or such.

Leaving the Class

Masters who leave their calling lose all the spells and special abilities such as the doubled denial, and the infravision, but retain their intimate knowledge of the land and its creatures. A Master who decided outside to travel outside the Shires to have adventures unless called upon to do so by a tutor, Sheriff, or a sign from the High Heroes would certainly be abandoning his calling, until he becomes a High Master. If he should leave, one of his Immortals would covertly send agents after the Master if the reason for defection is something of vital importance to the safety and security of the Shires or Hin. A Master who leads Hin to war outside the Shires when Halflings are threatened or at war would not be leaving his calling.



Denial

Halflings of 5th or higher level have a power known as "denial". A halfling can deny a single spell or magical item effect once every 24 hours simply by crying "NO!" (in any tongue) and focusing his or her will into thwarting the attack. This power will work only in forests and hills, or in any other territories owned and ruled by Hin (Like the Five Shires, or in Norwold Highshire), as it draws upon the inherent forces of the land. When a Hin denies something, he instantly suffers a 1d4 points of mental damage. This occurs even if the threatened attack, such as a wand being raised, is not launched or was never intended. Hit points lost this way can be regained only through normal rest, and not by magical healing (except a Cure All/Heal). A Hin who drains himself of hit points in this manner will perish but death does not affect the success or failure of the Denial. A Hin can deny only magical things, not purely physical attacks, such as missiles or avalanches, and cannot deny things of which he or she is unaware. Surprise or hidden attacks can thus not be denied. An act of Denial takes all of a Hin's attention in the round in which it is voiced, and is effective for that round and the following round only. It has an initiative of 0 (actually ½ segment), so when he wins initiative prior to the finishing casting, and the effect is released within this or the next round, the spell can be denied.

The DM must determine the effects of each denial attempt in accordance with the situation. The Hin Master double Intelligence and Wisdom scores (Normal Halfling's Wisdom and Intelligence) are added together give the DM a base for any denial attempted; add this to a roll of 1d20, and consult the table.

The slaying or wounding of a Hin in the same round in which the Hin is bending his or her will to a denial does not cause the denial to be ruined or wasted; it will have full effect with no alteration of the score. Denial attempts cannot be combined. If two or more Hin all attempt to deny the same effect or attack, all will lose hit points, but only the most effective score is considered. The results are not cumulative.

A Denial is a very personal thing; most Hin will not speak of it. No Hin can be compelled to use a denial, even by a keeper.

Magic item charges are drained and spells are lost even if they are utterly negated by denial. A Hin never knows how effective his denial will be, before or during exercise of it. The DM will inform players of what occurs in every case.

A denial uttered within 30' of Blackflame does not involve a hit point loss, the Blackflame powers the denial (and loses some power in the effect). Only Clanmasters, Keepers, Witnesses, and Masters of 4th level or greater will know this until other Hin learn it by battlefield observation. Players should remember that this isn't a miracle cure. Each Halfling can use it only once per 24 hours and it is often ineffective.

Score	Result depending on what denial attempting
-30	Denial Fails
30-35	Effect robbed of 1 r duration or 1 Die damage
36-39	Effect diverted 10'-30' randomly direction or robbed 2 dice damage
40-45	Effect diverted 30'-70' randomly direction or robbed 3 dice damage
46-49	Effect robbed of all but token (visual) effect maximum damage dealt to targets is 2
50-53	Effect negated completely Charges still used, spell still lost
54+	effect hurled back upon caster/wielder, for full effect.
Cumulative modifiers	
-5	Artifact or immortal power to be denied
+2	Defending home/Stronghold/familiar and special spot
+4	Defending other than himself dear to him



Example; Bungo's Denial

Bungo Greentoes, a 5th level Halfling, walks out of a tavern and sees a human in dark robes muttering and waving his hands. The man is looking at one of Bungo's friends, Dlotho, and Bungo assumes that whatever magic the wizard is going to unleash, it will be bad for Dlotho. (The player running Bungo informs the DM that Bungo will attempt to deny the spell; note that the player need not correctly guess what the spell is). Bungo, who had begun to run forward while pulling at his belt-knife, stops and yells; "NO!" hurling his will at the wizard. The act leaves him weak and trembling. Bungo sits down very suddenly on his well padded fundament. (Bungo loses 2 hit points for his denial, on the DM's roll of a 1d4). The spellcasting is completed. The wizard directs his spell, a Lightning bolt, triumphantly at the unwitting Dlotho. Dlotho's current lady friend, Jatha, who is walking with him, hears the muttered end of the spell, turns her head, and sees the wizard. She, too, cries her denial. (Bungo has intelligence of 14 and wisdom of 13, the player rolls 1d20 for a score of 11, the combined total is 38. The NPC Jatha has a 14 in both intelligence and wisdom, and the DM rolls a 5 on the d20, totaling 33. Only Bungo's score—the higher one—takes effect. A modifier of +4 applies to both Jatha's score and Bungo's, because Dlotho is dear to them; Bungo's final score is 42). Bungo was attempting simply to negate whatever unknown spell the wizard was casting. Thus, the only result the DM can apply to the spell is robbing it of 3 dice of damage, the 11th level wizard's bolt does 8d6 damage, not 11d8. Jatha is not hit by the bolt, but her denial attempt drains her a full 4 hp (on the roll of 1d4); Bungo sees her moan and fall limply to the road. Dlotho, trailing soke, follows her earthward. The round ends with Bungo wandering if he can get off his behind and reach the wizard before the next spell slays him. We leave bungo in suspense.

Hin Relic: Blackflame

Is the artifact like magic belonging to the Hin. It's a sacred relic, and all Hin of a clan know that the life of the flame represents the life of the clan. It contains powerful magical properties and can be used to create magical items like Rods/Arrows of Justice, Armor/Cloak/Sword/Dagger of Blackflame or a Blacksling all at experience cost when creating. Ask your DM, if you slowly discover more about the Blackflame.

This sacred item gives a Domination power to its Keeper. It continuously radiates an aura, which keeps Undead at bay like Turning Undead. The Relic, may at unpredictable times (DM), manifest the following additional abilities. No character can prevent or predict these from coming. (Cure Blindness, Cure Disease, Neutralize Poison, Cure Serious Wounds, Identify Magical Item—Analyze).

The Keeper of a Relic enjoys great prestige among the clan; the powers of life and death are literally in the Keeper's hands like a Cleric. Thus, the Keeper is held in awe by the entire clan.

The Domination works as follows—the Keeper can give orders, and the clan will (mostly) them. Only the Clanmaster is immune to this effect and high level character (DM). They respect the Keeper but aren't in awe by him, they instead recognize the Relic as a service and a tool for the clan's survival. The Keeper never abuses his power; it's always used for the best interests of the clan, not the Keeper. The Clanmaster is often consulted about important situations and orders, and kept advised about the current amount of power in the Relic. If the rare situation occurs where the Keeper gives an order to a Clan member and the Clanmaster councils it immediately, the recipient becomes confused, unable to think or act clearly until the situation is resolved. A character may save vs. spells to avoid this effect.

The Relic constantly radiates a magical force that Turns Undead like a 15th level Cleric, at a base range of 360'. This effect is more powerful than normal Turning however, for even when it fails, it's automatically repeated the next round. In addition, Turned Undead will probably not return (Morale-6).

The spelllike powers come directly from the Relic. This power is diminished when the Keeper uses the Relic's other spelllike powers. The Relic's Turn Undead starts out with an initial 360'. Each spell-like power reduces this by 5'. When the Relic reaches 0, it can't do anything further. When properly tended by the Keeper, the Relic's powers return at the rate of 5' range each day, but never faster. All the powers are cast at power Strength 15 equal to a 15th level caster, and are further identical to the spell with the name.

To identify a magical item, the Keeper places it by the Relic for 24 hours, and the touches the item. All magical knowledge about the item then magically appears in the keeper's mind, unless it's an artifact, then only it's basic powers are revealed. The name of the object, the number of adjusting, powers are revealed, but not the amount of charges. Cursed items will be revealed as normal ones. This use also affects the Relic's range by -5'.

A Crucible of Blackflame rests at the Heart of every Hin Stronghold. Blackflame is like normal flame in reverse. It burns ashes and leaves whole items. The Crucible, a truncated pyramid-shaped rare wooden container with a solid base and triangular holes in each other side, may be used (along with the Blackflame itself) to create the Fabulous Web of Shadows the extreme rare Oil of Moonlight. A Crucible can only be found unattended if an entire clan is destroyed. If any non-Hin possesses a Blackflame, most clans that hear of it will offer to buy the Crucible for 10,000gp or more, or 100,000 gp or more if it contains a Blackflame. If the finder refuses to sell it to Hin, the clans hire thieves to steal it, or may even assemble an army to retake it, as they consider the Relic to be property of the Hin and Hin alone. However, if the finder sells it to the Hin for 50% of the offered amount or less, the clan buying the Relic will award the title of honorary clan member to the person selling it unless they find out that he destroyed the clan initially.

The Blackflame inside the crucible is exactly the reverse of a normal flame, black grey in color and emanating darkness and coolness, with flickering reverse "shadows" of light. The flame will burn anything normally not burnable, and will not harm combustible items (hence the wooden container). Blackflame can be used to light a torch without burning it, and inflicts cold damage in the same manner as a normal flame (but reversed). Blackflame will also restore ashes to their original form, but doesn't return an incinerated victim to life (it does recreate the body though). Using the Crucible and the Blackflame, the Hin Keeper of the Flame, the Clanmaster and several masters can work together to create a Web of Shadows.

Occasionally, the odd shadows cast by a Blackflame have material existence for a short Time; if caught and immediately placed in the Crucible, these wisps can be stored. When enough shadows have been caught (a procedure taking over 200 years), the Keeper can draw from the Crucible itself (using the ancient secrets) and weave the Web of Shadows, a 10' square net of gossamer strands. It can't be seen by any means (even magical—as it is three-dimensional folded two-dimensional dark-Matter), except in shadows or moonlight, and is carefully kept and stored by the Keeper. The Web is used for only one thing—collecting moonlight.

When the keeper and the Clanmaster hold the web for an entire night under the light of a full moon, chanting ancient phrases known only to Hin, the moonlight is caught and distilled, forming a single drop of silvery liquid. This Oil of Moonlight is collected and stored in shadow, avoiding the light of the day. A full ounce is required for any effect (gathered over 7-10 years), and may then be rubbed into a fabric (often a sail or kite). Any object thus treated gains the ability to fly at 360'/120' when in moonlight (without sunlight), which propels it. Any sunlight diminishes the lunar power, so slowly dropping the object. Hin clans can also create many other materials as explained earlier, at normal cost and Time of production.



The Hin Master Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness, Free Person, Quench Fire, Remove Barrier, Harden, Cause Wounds, Cause Fear** and when the Immortal (in the guise of the DM) allows it temporarily. Keep in mind that in the period after Wrath of the Immortals (1004-1009 AC) many of the Shadow elves decided to worship Atzanteotl, and tigus can cast reversed spells, as he is evil.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire △	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ㄥ	
Good ㄣ	
Evil ◆	
Non good or Evil ∅	
Chaotic ◎	
Savage Coast ¥	

Master 1	3	5	6
C; Marriage	Shink / Animal Growth	Anti-Plant Shell	Animate Objects
Comforts of Home	Cure Blindness	C; Ordination	Anti-Animal Shell
Detect Evil / Good	Cure / Cause Disease	Charm Monster	Remove / Barrier
Detect Magic	Find Traps	Cure / Cause Critical Wounds	Cham Plant
Know Intent	Hold / Free Person	Disbelief	Earthwrack
Locate (Animals or Plants)	Locate Object	Dispel Magic	Insect Swarm / Plague
Predict Weather	Produce / Quench Fire	Dissolve / Harden	Pass Plant
Purify Food and Drink	Silence	Fate	Raise Dead / Slay Living
Radiance	Snare	Feign Death	Shout
Resist Cold	Speak with Monsters / Babble	Fly	Turn Wood
Thornspear	Stealth of Brandobaris	Glyph of Warding	
			7
			Assume Animal Shape
			Earth Grip
			Feeblemind
			Plant Fist
			Raise Dead Fully / Obliterate
			Restore / Life Drain
			Survival
			Transmute Metal to Wood
			Weather Control
2	4		
C; Bless Newborn	Call Lightning	Plant Door	
Cure / Cause Light Wounds	C; Anathematize Item	Repel Non-Living Material	
Hold / Free Animal	C; Con- / De-secrate Ground	Summon Weather	
		Web	
Holy Symbol	Control Winds		
Obscure	Cure / Cause Serious Wounds		
Remove / Cause Fear	Detect Invisible		
Resist Fire	Neutralize / Create Poison		
Sleep	Repel Lightning		
Snake Charm	Speak with Plants		
Speak with Animals	Summon Animals		
Water Walking	Water Breathing		

Halfling		Attack		Saves							Special Abilities
XP	Level	Rank	HD	HP	DR	MW	TS	DB	SP		
0	1		1	1d6	8	9	10	13	12		
2000	2		2	+1d6	8	9	10	13	12		
4000	3		3	+1d6	8	9	10	13	12		
8000	4		4	+1d6	5	6	7	9	8		
16.000	5		5	+1d6	5	6	7	9	8		Denial Ability
32.000	6		6	+1d6	5	6	7	9	8		
64.000	7		7	+1d6	2	3	4	5	4		
120.000	8	A	8	+1d6	2	3	4	5	4		May try to become Master or Sheriff
300.000		B	8	-	2	3	4	5	4		½ damage vs.damage magic
600.000		C	8	-	2	3	4	5	4		
900.000		D	8	-	2	3	4	5	4		2 attacks /r. possible, + combat options
1.200.000		E	8	-	2	3	4	5	4		
1.500.000		F	8	-	2	3	4	5	4		
1.800.000		G	8	-	2	3	4	5	4		
2.100.000		H	8	-	2	3	4	5	4		½ damage vs. any breath weapon(¼ if saved)
2.400.000		I	8	-	2	3	4	5	4		
2.700.000		J	8	-	2	3	4	5	4		
3.000.000		K	8	-	2	3	4	5	4		3 attacks /round possible.
Master		Attack		spells by level					In fravision	Special Abilities	
XP	Level	Rank	HD		1	2	3	4	5	6	7
200.000	1	A	8	+1	1	-	-	-	-	-	0
201.500	2		8	+1	2	-	-	-	-	-	10'
203.000	3		8	+1	2	1	-	-	-	-	20'
206.000	4		8	+1	2	2	-	-	-	-	30'
212.000	5		8	+1	2	2	1	-	-	-	40'
225.000	6		8	+1	3	2	2	-	-	-	50'
250.000	7		8	+1	3	3	2	1	-	-	60'
300.000	8	B	8	+1	3	3	3	2	-	-	70'
400.000	9		8	+1	4	4	3	2	1	-	80'
500.000	10		8	+1	4	4	3	3	2	-	90'
600.000	11	C	8	+1	4	4	4	3	2	1	100
700.000	12		8	+1	5	5	4	3	2	2	110'
800.000	13		8	+1	5	5	5	3	3	2	120'
900.000	14	D	8	+1	6	5	5	3	3	3	130'
1.000.000	15		8	+1	6	5	5	4	4	3	140'
1.100.000	16		8	+1	6	6	5	4	4	3	150'
1.200.000	17	E	8	+1	6	6	5	4	4	3	160'
1.300.000	18		8	+1	7	6	5	4	4	4	170'
1.400.000	19		8	+1	7	6	6	4	4	4	180'
1.500.000	20	F	8	+1	7	6	5	5	5	4	190'
1.600.000	21		8	+1	7	6	5	5	5	4	200'
1.700.000	22		8	+1	7	7	6	6	5	4	210'
1.800.000	23	G	8	+1	8	7	6	6	5	5	220'
1.900.000	24		8	+1	8	7	6	6	5	5	230'
2.000.000	25		8	+1	8	7	7	6	6	5	240'
2.100.000	26	H	8	+1	8	8	7	6	6	5	250'
2.200.000	27		8	+1	8	8	7	7	7	6	260'
2.300.000	28		8	+1	8	8	7	7	7	6	270'
2.400.000	29	I	8	+1	8	8	8	7	7	6	280'
2.500.000	30		8	+1	8	8	8	8	8	7	290'
2.600.000	31		8	+1	9	8	8	8	8	7	300'
2.700.000	32	J	8	+1	9	9	8	8	8	7	310'
2.800.000	33		8	+1	9	9	9	8	8	8	320'
2.900.000	34		8	+1	9	9	9	9	9	8	330'
3.000.000	35	K	8	+1	9	9	9	9	9	9	340'

Shamani

Prime Requisite	Wisdom and Constitution	
Experience Bonus	-20%	Wisdom or Constitution 3-5
	-10%	Wisdom or Constitution 6-7
	+5%	Wisdom and Constitution 13-15
	+10%	Wisdom and Constitution 16+
Hit Dice	1d6 per level up to 9 th level	+1hp / level / Constitution adjustment.
	Starting with 10 th level	+1 hp/level Constitution bonus no longer applies
Armor	Leather only no shield.	
Weapons	No metal weapons, all other permitted, guided by tribal customs Sometimes an Immortal will enforce a weapon, even if pointed (like Vanya with swords), but other restrictions will apply.	
Special	Clerical Spellcasting, Immortal granted ability	
Restrictions:	Only Followers of Atruaghin, Mahmatti Running Elk, Ahmanni Turtlerider, Takhati Stormtamer, Hattani Stoneclaw can be Shamani. Therefore they are only found in the Atruaghin Clans or near to it.	
Maximum Level:	36.	

The following text is excerpted from the traveling journals of Ballidus of Thyatis. He recorded the following entry after his company ascended the Atruaghin Plateau and befriended several of the natives dwelling atop it. Although he later died at the hands of the savage Tiger Clan, his long time friend and companion Elgar the Enchanter saw to it that the journals were rescued and delivered into the hands of Ballidus's brother, Kosmonous.

The old medicine man gathered up a handful of black soil and broke it between his gnarled fingers. The sweet smell of the fresh earth mixed with the other odors of the forest to create a comforting aroma. "Today the ground is good," he said, "but it was not always so. Long ago, this land was ruled by foul creatures that did not honor the Immortals as we do. They were cruel and savage, their way was that of the whip and spear."

At this hint of the past, Dondo trotted over. His leather armor looked less out of place among these people than my own chain mail or the black robes of Elgar the Enchanter. He had been accepted into the confidence of the tribes long before either of us, despite the fact that he was a halfling. His love for tales and stories of history made it impossible for him to avoid asking for more details about the time of the humanoid conquests.

The shamani, as the medicine man called himself, smiled. He obviously loved to tell stories as much as Dondo loved to hear them. As he began to collect tinder for our evening campfire, he spun his tale.

"In order to understand the time of darkness, you must know what came before. There was a day, long ago, when the Children of Atruaghin were not one as they are now. In those times, tribe fought tribe and the clans we know today did not exist. We were savages like the monsters that would one day rule us.

"Then, a wandering man named Atruaghin came to us. Although he looked much like us, being dark of skin and having the fire in his eyes, he did not speak our words. It was long before he could communicate with the tribe that adopted him.

"Still, the days were not many before he showed his valor and courage. Almost before he had our words, he was made chief of his tribe. In battle he was fierce, in debate he was wise, and in the ways of spirits he was unmatched. Before the face of the moon shone twenty times, he had united over a dozen tribes under his totem. Before five winters had passed, the wars between tribes had ended and the Children of Atruaghin were born.

"Atruaghin was certainly the favored son of the Immortals. While those around him grew old and frail with the passing of time, losing their vitality like the flower cut from the vine, he remained ever young. The fire in his eyes burned like the summer sun.

"With peace and brotherhood firmly established among the tribes, Atruaghin called together all the chiefs. He told them that he was leaving for a time, to explore the world and learn what he could of the lands beyond. He swore to return in time and the chiefs believed him. They bid him farewell and wept as he rode off into the other lands where the Children of Atruaghin do not travel.

"Not long after Atruaghin had left, war came to his people. Foul monsters—orcs and goblins, ogres and trolls, all manner of beasts—fell upon the peaceful tribes and conquered them. For decades, the Children of Atruaghin lived as slaves under the cruel whips of these inhuman fiends. Though many fought against these brutal masters, however, they could not be thrown off. None despaired, however, for Atruaghin had sworn to return and none could doubt his word.

"At last, the great day came. Atruaghin returned to his lands and saw what had hap-

pened. He gathered together the fiercest warriors and most powerful shamani into a band of unstoppable fury. Just as the humanoids had once swept across the Children of Atruaghin, so now did the fires of revolution burn in the lands. In less than a year, the evil that had come to our lands was driven off.

"Atruaghin looked around and saw the ruins of the villages and the bodies of the dead. He vowed that this would never happen again and he blamed himself for the torment of his people. For weeks he labored over an enchantment, pausing neither for food nor sleep. One by one, he assembled the energies of magics learned in far-off lands. He sank into deep trances and spoke with the Immortals themselves, begging for their help in protecting his people from the ravages of the outside world.

"When all was done, he set free the mystical energies that he had bound up in his spells and shattered the very earth around him. A vast stretch of land, larger than most of the outlanders' nations, began to rise into the sky. Hours later, it settled into place. The Atruaghin Plateau, a realm of safety and isolation for the Children of Atruaghin, stood nearly half a mile in the sky atop a sheer rock surface that no army could ever scale.

"When the magic was done, the sky turned dark. A savage storm swept across the new land and a violent rain fell. Wherever a drop of water landed, a blade of grass grew. As the sky showered more and more life upon the plateau, patches of brush sprang up. Forests grew so swiftly that those who saw the sight swore that it was possible to watch them grow larger with each passing minute. By the time the sun rose again, the land was rich and fertile as it is today."

As the old man finished his story, he set about starting the fire with a pair of sticks and length of cord. In my pack I had a tinderbox that would have done the job in half the time, but I had learned that these people did

not look kindly upon outsiders and their so-called advances. I said nothing, still thinking about the shamani's story.

As smoke began to curl up from the fire pit, Dondo pulled out his pipe and began to fill it with the native tobacco called *kinnikinnik*. "What happened to Atruaghin after that?" he asked.

"He was never seen again in his mortal form, little one. On that day, he became one with the very Immortals he served and left this realm behind. Now, he makes his wishes and his presence known through the shamani. We teach. We serve. We instruct. We learn.

"One day, Atruaghin will return to us and lead us in a great battle against the forces of evil that have corrupted our brothers, the Children of the Tiger, and destroyed the mysterious nation that Atruaghin was born to. When that day comes, the Children of Atruaghin will be ready and we will honor the memories of our fallen warriors."

A flicker of flame sprang up in the twigs and we suddenly had a campfire. Dondo pulled a slender stick from it and lit his pipe, taking great pleasure in the taste of the kinnikinnik. I could tell by the look in his eyes that this was going to be a long night of stories and tales that no outsider had ever heard before. Elgar sat down beside me and offered me some of his rations. He could sense what was in the air as well.

Dondo smiled at the shamani. His charm was simple, his childish curiosity unquenchable. "I have so many questions to ask you, wise one, that I don't know where to begin."

The shamani smiled and produced his own pipe from a pouch in his leather belt. As he lit it, he spoke in a voice that seemed to hold more strength than seemed possible for a man of his obvious age. "Follow the way of your totem, Dondo, and the questions will come in the right order. We have all night, and I have no secrets from the friends of the Atruaghin."

The Shamani are powerful, yet humble, people. They are always of Lawful alignment and are the most influential of the Children of Atruaghin, for they claim to be in touch with his personal energies.

It is through the Shamani, the tribes believe, that Atruaghin speaks his will. Thus, the voice of a Shamani is always treated with respect, even awe, by any member of the tribe.

Shamani are similar to Clerics as they oversee the mystical practices of the Atruaghin Clans. In addition, they have much in common with the mysterious Druids that are found in dark and secluded wilderness.

They are not trained in combat, fighting (THACO) as Mages, but do manage to keep themselves in shape due to the nature of many of their devotions. Shamani are blessed by Atruaghin and, thus, are able to employ some very powerful spells.

Shamani have two prime requisites, just as do the demi-human classes: Wisdom and Constitution. A Shamani with a score of 13 to 15 in both of these attributes receives a 5% bonus to all experience points awarded for an adventure. If scores are 16 or higher in both of these attributes, the bonus is increased to a 10%.

Shamani use a different experience table than most other classes, because Atruaghin demands much of his followers, and even more of his spiritual leaders

Restrictions:

Shamani characters use six-sided dice to determine hp, just as traditional Clerics do. They attack as magic users, however, being largely untrained in physical combat. Shamani are unable to wear armor other than leather, but as this restriction is found throughout the Atruaghin Clans for both cultural and technological reasons, it seldom hinders them in life. Shamani are unable to use metal weapons in combat, though all others are open to them regardless of type. In almost every case, their choice of weapons is guided by the customs of their particular tribe. Unlike most of the Clerics of the Known World, Shamani are unable to turn Undead. Atruaghin has no particular interest in or revulsion towards these foul creatures, so he grants his people no special powers for confronting them.



Special abilities:

Shamani have a natural affinity for the Wild Lands. Because of this, they are able to tell whether plants and animals are safe to eat after a Quick (1 round) examination and spot unhealthy water on sight. This ability reveals natural poisons, diseases, and other normally occurring taint but has only 50% chance of spotting artificial toxins. If those toxins have been placed on some consumable by a character with thieving or poisoning abilities, this chance drops by 2% per level of the poisoner. Non-magical animals, including giant versions of mundane creatures, will never attack a Shamani character.

This protection doesn't extend to those traveling with or near the Shamani. As mentioned earlier, Shamani have numerous magical spells available to them. These are granted by Atruaghin (or his Personal Immortals allies) with the understanding that the Shamani will use them for the betterment of all members of the tribes. Thus, a Shamani who turns against his people or fails them find his magic stripped away from him without warning. Shamani's spells are vital to many of the ceremonies to the daily life of the tribes and he is expected to use his powers for such rituals whenever called to do so.

General Skills:

Shamani characters are required to devote themselves to their duties from an early age. Thus, many of their skills are filled in a specific manner. First level are required to have the following skills: Knowledge of Atruaghin Clans History, Nature Lore, Honor Atruaghin, and Animal Empathy (totem animal). Obviously, that fills up all 4 of a character's starting skills. If a character happens to be blessed with an Intelligence high enough to earn some extra skills at first level, or he or she advances in level and acquires additional skills through experience, there are other skills that are recommended for the Shamani: Fire Building, Healing, Animal Training, Endurance, Leadership, and Storytelling. In fact, Shamani characters are forbidden to select more than one skill that doesn't appear on the above list until they have all the suggested skills. It takes a long Time to learn all of the things that a good Shamani must know.

Followers

All Followers (thus including Shamani) of Atruaghin, Mahmatti Running Elk, Ahmanni Turtlerider, Takhati Stormtamer, or Hattani Stoneclaw (i.e. Atruaghin Clan inhabitants) are created a bit different than normal character creation, based upon religious training, habits, culture and society the characters are created along the following rules. This method is also used to generate children of the Tiger Clan, although they have no Shamani and follow Atzanteotl. They are however originally Atruaghin's Children and use the same method.

Instead of rolling 3d6 for generating the character abilities, roll for Strength and Constitution 4d6 and discard the lowest roll. This reflects the hard life on the Atruaghin Plateau, and that the Atruaghin Children are forced to rely upon their own strength. For Intelligence and Wisdom, use the same method but discard the highest roll. This reflects the demands of survival placed upon the Children of Atruaghin, and the fact that they lack the Time and schooling systems needed to develop their mental powers. Dexterity and Charisma (and Comeliness) are generated as normal. They have the normal human natural limits on their abilities.

Lvl	XP	Spells					
		1	2	3	4	5	6
1	1500	1	-	-	-	-	-
2	3000	2	-	-	-	-	-
3	6000	2	1	-	-	-	-
4	9000	2	2	-	-	-	-
5	15,000	3	2	1	-	-	-
6	25,000	3	2	2	-	-	-
7	50,000	3	3	2	1	-	-
8	75,000	4	3	2	2	-	-
9	125,000	4	3	3	2	1	-
10	200,000	4	4	3	2	2	-
11	300,000	5	4	3	3	2	1
12	400,000	5	4	4	3	2	2
13	500,000	5	5	4	3	3	2
14	600,000	6	5	4	4	3	2
15	700,000	6	5	5	4	3	3
16	800,000	6	6	5	4	4	3
17	900,000	6	6	5	5	4	3
18	1,000,000	7	6	6	5	4	4
19	1,100,000	7	6	6	5	5	4
20	1,200,000	7	7	6	6	5	4
21	1,300,000	7	7	6	6	5	5
22	1,400,000	8	7	7	6	6	5
23	1,500,000	8	7	7	6	6	5
24	1,600,000	8	8	7	7	6	6
25	1,700,000	8	8	7	7	6	6
26	1,800,000	9	8	8	7	7	6
27	1,900,000	9	8	8	7	7	6
28	2,000,000	9	9	8	8	7	7
29	2,100,000	9	9	8	8	7	7
30	2,200,000	9	9	8	8	8	7
31	2,300,000	9	9	9	8	8	7
32	2,400,000	9	9	9	9	8	8
33	2,500,000	9	9	9	9	8	8
34	2,600,000	9	9	9	9	9	8
35	2,700,000	9	9	9	9	9	8
36	2,800,000	9	9	9	9	9	9

Selecting a Totem

Nothing is more important to The Atruaghin Clans than the concept of totem spirit. They believe that each and every person is linked to an animal spirit, and has within him both the strengths and weaknesses of that creature. Because of this, a character's totem spirit is shown in his personality. determine what type of totem spirit, and its general nature, than specify the totem itself, subject to the DM's veto.

Totem Type

The first step in generating a totem spirit is to determine whether a character is linked to whatever type of creature. In the interest of promoting player satisfaction with the generated totem, two rolls should be made on the table here with the player allowed to select either one as the actual roll.

Totem Diet

Now that the basic nature of a character's totem spirit has been generated, it is Time about to consider an important detail about the creature, and hence the character; its ecological niche. When combined with the totem type generated, this information allows the character a good basis for the selection of his own totem spirit. Once again, the table's second part is consulted.

Totem Personalities

The general nature of a character's totem spirit shows in his personality. DM's are encouraged to take into account the traits that a totem imparts upon a character when handing out experience points. If a player has acted in accordance with his totem spirit then he should be rewarded with an additional 10%-20% experience award. In this way, players will be encouraged to role-play at all times and individuality will develop, enhancing everyone's enjoyment of the game.

Selecting a Specific Totem

The Time has come for a player to consider the general nature of his character's totem spirit and select the animal that will become his totem., it is important to look upon the already known factors as a guideline, however, and not an absolute rule. If a player has determined that his totem spirit is going to be a carnivorous bird but the player wishes his totem to be a vampire bat, the DM should allow it. certainly, a bat is a mammal and not an avian, but the point is unimportant when compared with the player's potential enjoyment of his character in the game. Of course, there are a number of considerations that must be taken into account, in addition to the already known guidelines, before a totem can be selected.

First, and most importantly, a player should consider the type of character that he would like to run. If a character is to be thoughtful and methodical in his combat strategies, it would be a mistake to define his totem spirit as the shark, an animal noted for mindless fury in battle.

Next, with the type of personality a player plants to run in mind, he should look at the attributes of his character. These should be reflected in the animal selected. For example, a player whose character has an omnivorous mammal totem might select the grizzly bear if his attributes indicate great strength and constitution. If these scores were low, but his dexterity were high, he might opt for a monkey totem.

There is one important restriction that must be addressed before a character's totem is selected. It is impossible for a character's totem to be an intelligent creature. In cases where there is some doubt as to whether a creature is truly intelligent, the DM has final say. There have been some extremely rare exceptions to this rule, but only such individuals as Atruaghin himself have been blessed with intelligent totems. No player character should ever be allowed to select an intelligent creature as his totem spirit.

Finally, a player should consider the information generated with the aforementioned methods and tables. By contrasting and evaluating all the information at his disposal, the player should have no problem (with some DM assistance) selecting a Totem that he feels comfortable in running with.



General Totem Type	
1d100	Totem Type
01-10	Fish
11-15	Mollusk
16-20	Arachnid
21-25	Crustacean
26-35	Insect
36-40	Amphibian
41-55	Reptile
56-66	Avian
67-00	Mammal
1d100	Totem Niche
01-30	Herbivore
31-60	Omnivore
61-70	Scavenger
71-00	Carnivore

Family History

The Atruaghin Clans are all a closely knit people. Perhaps more any other human society of the known world, they identify themselves with the community as a whole and think of themselves as part of a greater culture. This is not to say that individual do not Matter, merely that the social values of support to one's family and friends and the importance of community spirit are often placed above a character's own urge for self-preservation. He average Atruaghin clan character would gladly give up his life to save his friends or family from hardship, let alone death. Because of this, it is important to know how extensive a character's ties to his tribe are. The following methods help in determining that

Starting age

Atruaghin's children are pushed into the world at a younger age than in most other parts of the world, so characters begin play at the age of 12+1d4 years.

Parentage

All of the Atruaghin Clans keep careful track of a person's ancestry. In some tribes, inheritance and lineage is traced through the mother's side, while in others the father is the important factor. For the purpose of character generation, we will not worry about uncles, aunts, and the like, although individual players and DM's are encouraged to work out as detailed a family tree as they like (other guidelines can be found in "In the Line of Duty" under character generation. It is not unusual for an Atruaghin character to be able to trace his family tree back several generations. In fact, some can plot their ancestry right back to the Time of Atruaghin himself. regardless of such considerations, the following chart is used to determine a character's parents and grandparents are still alive, To use the parents status table, roll 6d100 (one for each of the parents and grandparents) and record the results. When checking parents add the character's age to the number rolled. When checking for grandparents, add twice the character's age+5. if desired, checks can also be made for each of the character's great-grandparents (eight in number) by adding three times the character's age+10.



Parents/Siblings Status Table	
1d100	Status
01-75	Alive, in good Health
76-90	Alive, in poor Health
91+	No longer alive

Siblings

It is also important to know how many brothers and sisters a character has. Since the Atruaghin Clans practice no means of population control other than the Time honored tradition of natural selection, large families are not uncommon. Thus, the number of siblings that a character has is rolled on 1d6 (when a 6 is rolled, roll again, add result, until no 6 is rolled repeat this process. For characters who have unusually large families, there are several possible explanations. The simplest one, is that the character's parents were good in making babies. A second possibility is based upon the very feeling of community discussed earlier. Many of the character's adopted siblings may be adopted children whose parents have died. Once a family adopts a child it is considered their own, and no discrimination is allowed. Thus the idea of step-parents or half-sister do not exist among the Atruaghin clans. Someone is either your father or mother or is not. There is no middle ground.

Sex and Age of Siblings

Once the extent of a character's family has been determined, it is important to determine the age and sex of each of the children so that the character knows where he stands. Atruaghin character's are expected to show their older siblings great respect and to act as role-models for the younger brothers and sisters. The sex of a sibling is easily determined; an even roll of any die is male, uneven is female. To determine the age of a sibling, roll 1d6. a roll of 1, 2, 3, the sibling is younger. If else the sibling is older. To determine the exact age of the sibling, roll 1d4 and add the character's age if the sibling is older or subtract if younger. For each other sibling add +1 the 1d4 roll. Thus if a character has three siblings younger, the first rolls 1d4, the 2nd 1d4+1, and the 3rd 1d4+2. if two or more siblings are of the same age, there is a 5% chance that they are twins, otherwise they are adopted, or they may have been born, as the saying goes, "9 months and 10 minutes apart".

The Siblings Status is rolled as equal to that of the parents, without any modifiers to the roll. This all together generates a framework to the character to work with. The DM can also use this to generate a base to work from. In case of character's death, use the tables in "In The Line of Duty" character generation to find out how they died (DM only).

The Shamani Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness, Free Person, Quench Fire, Remove Barrier, Harden, Cause Wounds, Cause Fear** and when the Immortal (in the guise of the DM) allows it temporarily. Keep in mind that in the period after Wrath of the Immortals (1004-1009 AC) many of the Shadow elves decided to worship Atzanteotl, and tigus can cast reversed spells, as he is evil.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Nongood or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea 𐄂	
Good 𐄂	
Evil ◆	
Non good or Evil ∅	
Chaotic ©	
Savage Coast ¥	

Shamani 1	2	3	4
Cure Light Wounds	Amulet	Call Lightning	Bad / Good Medicine
Detect Evil	Sacred Bundle	Call Totem	Bind Totem
Detect Magic	Animal Cham	Cure / Cause Disease	Cure Serious Wounds
Detect Totem	Bless / Blight	Dispel Magic	Fire Gate
Hand Fire	Cure Lycanthropy	Fire Bow	Neutralize / Create Poison
Know Time	Control Winds	Hold Animal	Sanctify Shamani-wise
Predict Weather	Holy Symbol	Minor Blessing	Speak with Plants
Protection from Evil / Good	Hunting Paint	Spirit Animal Form	Summon Animals
Purify Food and Drink	Know / Confuse Alignment	Thunder Drum	
Totemic Image	Know Direction	War Paint	
5	Locate Totem	7	
Commune	Produce / Quench Fire	Lore	
Cure Critical Wounds	6	Wrath of Atruaghin	
Dispel Evil	Creeping Doom		
Eye of the Eagle	Cure All / Heal		
Polymorph Self	Disbelief		
Remove / Quest	Forbiddance		
Totem Mastery	Infusion		
Treusight / Treu seeing	Weather Control		

Human Shaman

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
Hit Dice	1d6 per level up to 9 th level +1hp / level / Constitution adjustment.		
Starting with 10 th level	+1 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, +shield.		
Weapons	No in-organic materials, no missile weapons, all other permitted (commissioned to make at 50% normal cost.)		
Special	Shamanistic Spellcasting, Spirit guide granted ability.		
Alignment	True Neutral only		
Maximum Level:	36. Where not mentioned statistics are equal to those of a normal cleric.		

Kaunchi, a Shaman, introduces us to the way of the spirits



"The World Yurt was made by the Immortals. That is obvious, for how else could it come to be? The Immortals have many forms and all are mighty. We, the people of the Sea of Grass, know only by honoring the Immortals and the spirits who serve them can we expect to live the way the Great Ones intended. Clerics of other land are not wrong in their beliefs. Their Immortals give them strength and so the rightness of their ways are proven. The druids of the southern lands are also powerful, and are attuned to the ways of the world. All beings do have a place. Does not the lion hunt to preserve the balance of nature and we in turn hunt the lion so that we may gain its strength? All is one, and one is all. That is the way of the world.

The way of the Shaman is not a path we choose, we are born with it, and it grows within us. The Time comes when the spirit within us makes itself known. It is not a welcome gift, for it brings the illness with it. In this Time we fall into a trance for as long as nine days it is then that we become aware of our spirit guide, the spirit that guides us through life and enables us to enter the Spirit World.

Because of our knowledge of the spirits, our advice is sought in such things as when it is best Time to make and break camp, to warn of natural disasters, and to determine the best Time to determine for organizing hunts and to make war. We are also the memory of our people, the storytellers who relate the tales of Great Khans and of the Spirit Worlds. It is our task to keep the world strong and to guide our people along the best path to World Mountain. More than this we cannot do, and more than this no one should ask.

Human Shamans are similar to Clerics—they have the same Saves and combat table. Shamans of Lawful or Chaotic alignment do exist but most common are the Neutral Shamans. Shamans existed anywhere where humans lived in tribes and with a basic concept of spellcasting and life and death. They were the predecessor of the today cleric, which emerged about 4000 BC. Shamans exist today mostly in the Ethengar Khanates, as the Disaster that happened with the destruction of Blackmoor in 3000BC (which drew Spirits from Limbo in to merge with the world) and the disaster that the Elves accidentally triggered in 1700BC that formed the lands of the Black Sand, shifted both Planes (Limbo and the Prime Plane) partially over each other enabling access and diverting powers to either direction. Shamans will lose one of their abilities (not disabilities) for each 100 miles away from the World Mountain or ancient Blackmoor beyond 500 miles. Only with the use of special spells this link with Limbo will be strengthened and kept intact. Yet when the shaman stops memorizing the loss in power will fall upon him like a shadow unable to withhold. Shamans have no power over the Undead, and they may not wear metal armor or shields (like the Druid) but they may use swords and any other weapon in melee combat. They do not use missile weapons. Every Human Shaman has a Spirit Guide that is determined during initiation. The Spirit Guide is an animal Spirit from the Spirit World that usually resides about the Shaman's person—in the drum, drumstick, trinkets, pouches, etc.

A Spirit Guide can only be seen by the Shaman (not even with second sight can they be detected). It provides the Shaman with knowledge of the Spirit world, spell abilities, and the ability to see other non materialized Spirits (on a successful Spirit lore check).

Disabilities

Shamans experience an illness when their Spirit Guide first appears. During the illness the Shaman suffers a minor disability that marks the Shaman throughout the rest of his life. Roll 1d6 on the following table and see which ability is affected. The character loses 1 point from the ability score and suffers a slight disability. The lost point may be restored by the presence of the Spirit Guide, but the disability remains.

1d6	Lost point from...	Disability
1	Strength	thin or wasted looking, stringy arms or legs
2	Intelligence	drooling, nose picking, moronic cackle, etc.
3	Wisdom	brash, insulting, stubborn, etc.
4	Dexterity	twisted legs, or hands, or back, etc.
5	Constitution	Pallid complexion, unhealthy looking.
6	Charisma	Twisted Face, high pitched voice, pimples large colored mark on face, pockmarked face, etc.

Special Abilities

A Spirit Guide also gives a Shaman certain benefits, as shown in the following table. Bonuses to attributes can't make an ability score higher than 18. Skill benefits are in addition to the skills that all character are entitled to.

Keen Hearing

This increases a Shaman's chance of Hearing noise to 1-3 on 1d6.

Keen Eyesight

This increases a Shaman's chance of finding secret doors or other hidden objects to 1-2 on 1d6. It also increases by 50% the encounter range at which the Shaman notices creatures or landmarks.

Animal Language

Shamans may converse with animals of the same species as their Spirit Guides, as though using the spell speak with animals. For every four levels of experience, the Shaman may use this power once a day. Each use of this power lasts for an hour, so a Shaman of 9th to 12th level can converse for three hours per day.

1d20	Animal Spirit	Attribute	Skill advantage
1	Horse	+1 Strength	Equestrian
2	Eagle	+1 Strength	Alertness
3	Yak	+1 Strength	Muscle
4	Hawk	+1 Intelligence	Keen Eyesight*
5	Wolf	+1 Intelligence	Tracking
6	Snake	+1 Intelligence	Mysticism
7	Owl	+1 Wisdom	Codes Law/Justice
8	Dog	+1 Wisdom	Gain Trust
9	Gerbil	+1 Wisdom	Danger Sense
10	Falcon	+1 Dexterity	Falconry
11	Tiger	+1 Dexterity	Instinct
12	Cat	+1 Dexterity	Survival
13	Monkey	+1 Constitution	Escape Artist
14	Camel	+1 Constitution	Navigation
15	Goat	+1 Constitution	Deceive
16	Bear	+1 Constitution	Wrestle
17	Sheep	+1 Constitution	Nature Lore
18	Lion	+1 Charisma	Keen Hearing*
19	Swan	+1 Charisma	Detect Deception
20	Chameleon Lizard	+1 Charisma	Disguise

Shapechange

At 12th level a Shaman is able to shapechange into the form of his Spirit animal guide. The Shaman may shapechange at will, but the transformation takes an entire round, during which the Shaman may do nothing else. While in animal form the Shaman can not cast any spells, but any spells already cast stay in effect. The Shaman takes on the form of the animal in Question and all its abilities. (a Shaman who shapechanges into a Falcon can fly). Shamans are also able to move 50% faster than the animal normal does. The Shaman has all the attack forms of the animal, but uses the character's own THAC0, with his Strength and Dexterity bonuses applied to damage. The Shapechanged Shaman's AC and Armor Value is the same as that of the animal, but Dexterity bonuses and penalties do still apply. The Shaman's hp are unchanged. While shapechanged, the Shaman's equipment is transferred to the Spirit World where it is guarded by a Spirit animal. The equipment normally reappears when the Shaman returns to his natural form, but evil Spirits have been known to steal a Shaman's equipment from its Spirit world location. The shape changer appears as an animal of the species in Question. A successful Spirit Lore or a Treusight (Dragon and Second Sight will also do) reveal the true appearance of the Shaman.

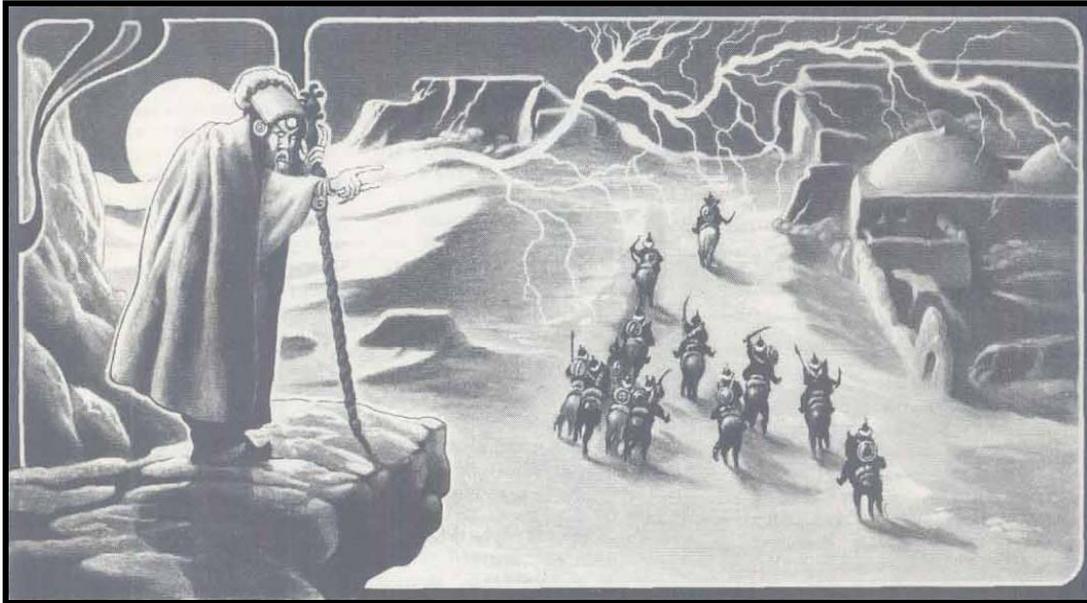
Religion in the Khanates

Kokachin, a Cleric of Yamuga the Yurt Dweller. Speaks of the World Yurt and the Cosmos.

Greetings. You seek knowledge of the world and of the Immortals? Then I will - tell you about the cosmic powers that shape our lives. First I will tell you about the cosmic powers that shape our lives. First I tell you of Yamuga the Yurt Dweller. Yamuga is the Immortal who stands for continuance and renewal. She is the one who ensures that new births occur so that the world continues from year to year. All life comes from the power that is Yamuga. Just like cooking pots and clothes need renewing. Yamuga renews the life of the world each year. All that live under the dome of the sky must die, but life goes on. Animals and Ethengars are born to replace those that have died. Each spring the grasses grow to replenish the Sea of Grass so that we may continue in our ways.

Yamuga is the Great Yurt Keeper, the Great Provider and Life giver. She lives under the vault of heaven and her spirit is within every blade of grass and in every living thing. The sky is the roof over her head, for the world is a yurt.

"You don't believe me?" Look upward and tell me what you see. Only sky, the sun, clouds, and



birds? Look again. See how the edges of the sky reach down to the land, just as the walls of a yurt stretch above us, but also touch a yurt? Come into my yurt and I'll show you what I mean. Put out the light. There, you see these holes, see how the light shines through them. Like stars in the dome of heaven. That's why the world is a massive yurt. The stars which you see at night are the light shining through the holes in the World Yurt.

"Why aren't they there in the Daytime?" That's easy. Light the yak grease candles. Now all you can see are a few raggedy holes in the walls. In the daytime the light from the sun is stronger than the light outside. You can't see the holes in the top of the World Yurt because the light of the sun blocks them out. You don't understand - look, this is cosmic truth; you may not understand it, but sure you can see it!

"The clouds in the sky and the rain? You don't see how they can form inside of a yurt no matter how big it is? You ever been in a yurt full of Ethengars while they shelter from a summer dust storm? You have, good. Well think about it. It gets pretty sweaty in there, and all that sweat condenses on the walls and drips down from the top. Just like rain, and if people start smoking in there it soon gets cloudy too! Now there's a lot of people, animals, and monsters in the World Yurt. That makes for an awful lot of sweat. Throw in a few fires and all those fireballs that the hakomon toss around, and you've got plenty of clouds floating up near the roof.

"The sun? Who lights the sun? Ah, I see what you mean. Good question. That's Tubak the Lawgiver's domain; Yamuga deals with life inside of the yurt. "Tubak gives order to our lives. He carries the lamp of the sun across the sky each day and lights the candle of the moon so that we may find our way at night. But Tubak is not an Immortal to go squandering good yak grease. He makes only 12 moon candles a year, and he makes them in such a way that they burn slowly at first, that's why the moon is quite small when he first lights it. Then it burns quicker and we get a good glow from it. Then it stam to burn down until it finally disappears. That's when Tubak makes a new candle to last for the next 28 days. That's why that Time is called the new moon.

"But making candles is not all Tubak does. He has to make sure the seasons change regularly or things will go wrong. Why do the seasons occur? Well, just like we have to open our yurts every now and then to air them, Tubak has to open the flap of the World Yurt or else we'll suffocate on all that sweat and smoke. So every winter he opens the flap to let the old air out and the new air in. In the winter this means all the snow gets blown in from outside. It whizzes around the top of the yurt just like it does in here when the door gets left open. Then it falls onto the ground. Because we're dealing in cosmic scales, it takes longer for it to fall in the World Yurt than it does in here. "Look, see this feather. When I drop it from my hand it lands on the ground fairly quickly. But when I climb onto this chest and drop the feather from up near the roof, see how much longer it takes to reach the ground. That's why the snow stays around for a long Time in winter. Tubak orders the world. He deals with Law and keeps things ticking over. Just like in any clan, someone has to make sure that things get done on Time, or else life as we know it would fall to pieces.

"The wind? That's Cretia's doing. In every clan you'll find the joker who likes to upset the order of things. He helps to keep everyone going, otherwise the daily drudgery would get to people, especially in the winter. You know the type-he leaves the door open, urinates on your sleeping furs, puts gerbils in your boots, blows smoke in your face, and generally takes delight in seeing you suffer. Well, that's what Cretia does. "He blows the clouds around, throws dust in your face in summer, and whips the blizzards up in winter. Every now and again he gets sand from the Land of Black Sand and scatters it around so that people go mad. He poisons your animals so they die. He sends us trials and tribulations, but life would be dull without him. "Cretia is part of our lives, the Mischief Maker and the Great Destroyer. His ways are both subtle and crude, as befits one whose aim is to bring Chaos.

"What lies outside of the World Yurt? That is a difficult question to answer, for it is the World of the Spirits and the spirits delight in trickery. Who can truly say that what has been experienced in the World Beyond the World Yurt is nothing more than illusions created by the spirits?

"The World Beyond the World Yurt is very different than our own. There it is often winter, with snow filling the air and dense white mist obscuring vision. Many spirits reside there-some are helpful, others set out to trick and deceive, while some take delight in attacking all who enter. Many spirits also inhabit the World Yurt where they serve the Immortals or themselves.

"Other Immortals? Yes. They exist and they all have their part to play in the scheme of things. Many Immortals are honored throughout the World Yurt, some of their followers deny the powers of the spirits and of other Immortals. "There are even those who deny the existence of the World Yurt! How can this be? I know not. I have spoken to some of these people and they babble on about the Prime Plane, a planet floating in space, about myriads of different planes: Attoplanes, Femtoplanes. Deciplanes, and other strange sounding places. They are so caught up in rambling metaphysics that they lose sight of the ground beneath their feet and the sky above their heads. "On the Sea of Grass we do not waste our Time in meaningless speculation. The World Yurt is as it is, and the Spirit World is over it, around it, and within it.

"Within it? Yes. Just as a yurt can contain many people, the World Yurt contains many spirits and the followers of other Immortals. As a child may have dreams of fancy while sitting against the wall of a yurt, so can the inhabitants of the World Yurt dream their own dreams, while failing to see that there are many Immortals. We have three main ones, but we know there are many more. "The Ylari have AI-Kalim, the Karameikans and Thyatians have their churches, the Northmen have Odin, Thor, Loki, and Freya, the dwarves honor Kagyar, and the elves have Ilsundal. "There are many other faiths and beliefs, all part of the World Yurt. We place no one Immortal above all the others, for all are part of our way of life. No one true way exists. The Ylari fail to see that AI-Kalim is only one of the many servants of the Immortals. He was only one among many who joined the Immortals so that the cosmos could continue to expand, and enrich us all. "The Glantrians are fools to forbid the worship of the Immortals and to place their faith solely in the hands of their sorcerers. Do I not sit down with clerics of Tubak and Cretia without denying the existence of their Immortals? Therefore we accept and glory in the existence of many Immortals, for the World Yurt is big enough to accommodate them all."



Shamanistic Beliefs

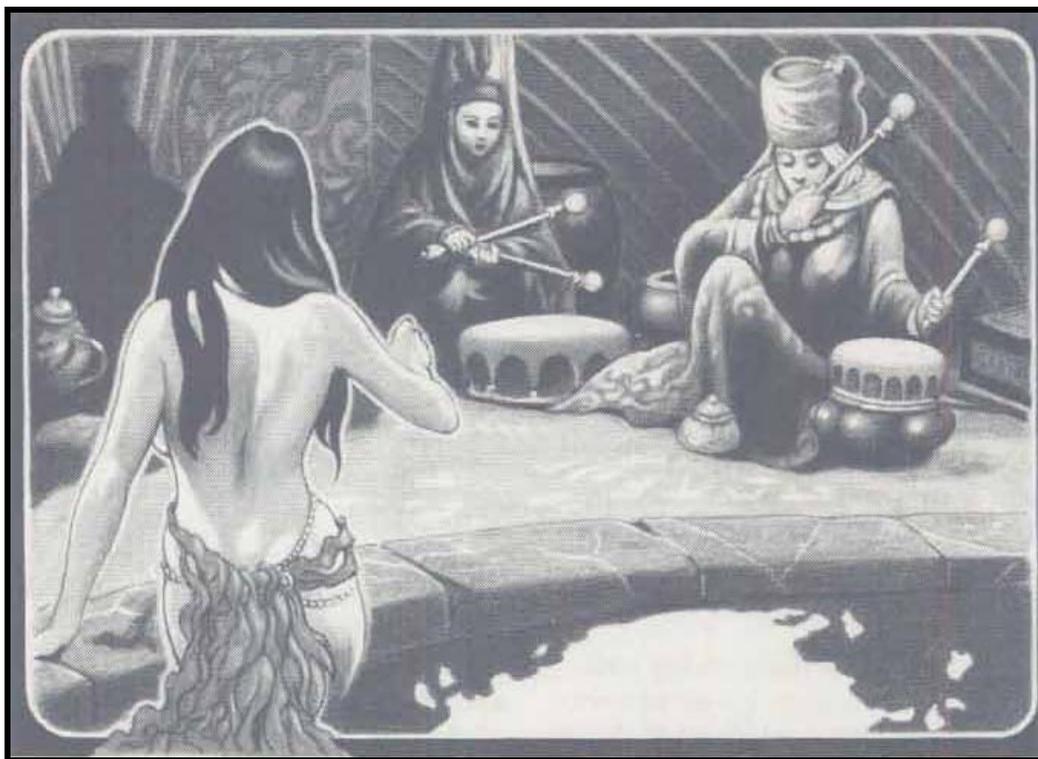
A Shaman meditates between the Human and the Spirit world, striving to keep the world in harmony with the Spirit world (Limbo). Shamans ensure that animals are not killed unnecessarily, that suffering is not inflicted on animals, and that the Spirits of the world are appeased. Shamans are not opposed to hunting, but they seek to prevent hunts that greatly reduce the animal population. All hunts are carried out with the consent of a Shaman who watches over the proceedings and intervenes if the hunters kill too many animals.

A Shaman's knowledge of the Spirits enables him to know whether a site is suitable for a camp and what rituals are required before a camp is made. The Spirit Guide acts as the conscience of the Shaman, evincing displeasure if the Shaman doesn't behave in a manner that befits the character's Shamanistic beliefs.

A Spirit Guide may show its disfavor by withholding some benefits, spells, or by reducing the Shaman's spellcasting abilities. These powers may be returned only after the Shaman has performed a dangerous Quest or carried out actions to appease the Spirit Guide. A Spirit Guide always stays with the Shaman. It can't be made to leave by any means. The only Time a Spirit Guide takes on a materialized form is when the Shaman enters the Spirit world. The Spirit Guide then appears as an intelligent animal of its species. Shamans either dress in clothing made from their totem animal, or they wear items derived from the animal. The Spirit Guide of any Shaman is therefore obvious by looking at the Shaman. Shamans with Horse Guides are likely to have horse tails attached to their hats, tunics, and skirts. One with a Tiger Guide is likely to wear a tiger skin cloak, etc. To emphasize their relationship to the Spirits, Shamans often paint their faces with fierce designs, giving the impression of extremely slanted eyes and hollow cheeks. To add to their fierce appearance, long fangs are drawn at the sides of their mouths, which they outline in red ochre.

Each Shaman must have a drum to cast spells (this opens the Spirit world somehow). When casting spells, the Shaman beats the drum with the drumstick and chants loudly. There is no such thing as a silent Shaman Caster (when silenced, all their magics will fail!!) Shamans may cast any of the spells from their list, as their Spirit guides empower them with the correct knowledge once they attained the required level (just like Immortals do) Shaman spells are never found on scrolls or similar items, they can only be cast from memory (even when magically stolen from memory the thief is not able to use the specific spell or place it on a scroll or in an item).

The Spirit World



Shamans derive their powers from the Spirit World (Limbo) in a way similar to how Cleric derive their powers from the Immortals. The Spirits are from the Spirit World, an other Plane that was brought into close contact with Mystara following the Great Rain of Fire (3000BC.) that destroyed Blackmoor. Many Spirits were drawn into the world of Mystara during the catastrophe, when they merged with the natural forces and features of the world, encouraging growth and new life in the previous barren polar regions.

The catastrophe that struck the Elves in Glantri (1700BC) brought the Spirit World even closer in contact with Mystara, opening a Gate in what was to be known as the Land of the Black Sand. This sand was the radiation dust of the disasters pulled towards this special gate. The world Mystara had become unbalanced as the catastrophe threatened to leave it victim to the forces of Decay that spread rapidly across the steppes that once was the North pole.

The Land of the Black Sands, fed directly by Entropy, began to grow, swallowing up areas of Grassland and spawning Undead abominations. It was obvious that the steppes would become a barren land unless the Spirits took measures to prevent this (the Immortal could not intervene directly according to their own rules, but they apparently did help indirectly).

The Spirits discovered that they could not leave without allowing Entropy to Spread throughout the Spirit World. And so the Spirits stayed within the world to teach the Ethengars how to live in the changing steppes and to guard against Entropy. But it was not to be that simple. Entropy has ways of winning creatures to its side and some of the spirits turned evil. Taking delight in causing suffering and harm, they added to the troubles facing the world. (it is even said that the legendary "Burrowers" evolved from these Spirits—DM info; these creatures were created by Thanatos prior to the development of the Hollow World spell of Preservation, in order to destroy the cultures and finally the consistency of both worlds and the planet in itself, and were paralyzed by the magics of this spell,). Evil Spirits began to displace those who had previous sought to nurture life. They began to spread disease and to lure the unwary to their deaths.

The Spirit World was not unaffected and evil Spirits began to Spread throughout it. Battling for control, they turned some areas in blighted wastelands and drove the other Spirits before them. The Spirit World is now wracked by the same kind of struggles that take place on Mystara. It can be dangerous to visit, as evil Spirits often attack those who venture in, but its close connection to Mystara often makes it necessary to enter it to seek aid and advice.

The Spirits

In the Spirit World the Spirits have a Humanoid appearance. Many resemble intelligent animals that are capable of taking on humanoid form (the Nithians apparently visited here before since many of their symbols and pictures of "Immortals" show animalistic Humanoids). Many different species of animal Spirits exist, as there are many different types of animals.

They are organized along tribal lines with each animal species forming a tribe. Each tribe is led by a Spirit Lord—a Spirit of Great Power. Nature Spirits resemble Ethengars who appear to be formed from Earth, Fire, Water, or Air. Their bodies are made from the Elements and they are able to summon 8HD Elementals of their own kind (as the Summon Elemental Spell) three times a day.

The Spirits do not live in Harmony with each other; some tribes prey upon each other and war among tribes is common. The presence of evil Spirits makes the Spirit World as war torn as Mystara for many Spirits seek to cause as much discord as they can. The Immortals of Ethengar are Spirits who have Achieved Immortality in the Spirit World, but who have a close affinity with the Ethengars.

As part of their path to Immortality, these Immortals helped the Ethengars to establish themselves on the steppes and so became a part of the Ethengars beliefs. Their awesome powers have been explained in the same way as all Immortals become part of any culture's religious beliefs. While Yamuga (also known as Terra), or Tubak (also Known as Ixion), and Cretia are not Immortals of Human origins, they take an active interest in the development of the Ethengars, taking on the same roles as do Immortals honored by other races and cultures.

The Immortals

The Immortals of the Ethengars are spirits who have achieved Immortality in the Spirit World, but who have a close affinity with the Ethengars. As part of their path to Immortality, these Immortals helped the Ethengars to establish themselves on the steppes and so became an intrinsic part of 'the Ethengars' beliefs. Their awesome powers have been explained in terms of the Ethengars' way, in the same way as all Immortals become a part of any culture's religious beliefs. While Yamuga, Tubak and Cretia are not Immortals of human origin they take an active interest in the development of the Ethengars, taking on the same roles as do Immortals in other races and cultures.

Life in the Spirit World

As Told By Kaunchi

The Spirit World is a land shrouded in white mist. There it is cool but not cold; damp but not wet. And yet this is only as it first appears. At times the mists clears, revealing many different types of terrain; deserts, great cities, frozen ice fields, steppes, jungles, and fields of lava and fire. In all my many journeys there it has never appeared the same twice. It is as though the spirits do not want us to know what their world is really like, or perhaps we mere mortals cannot comprehend all the wonders that exist here.



The Shaman Spell list

All Aquatic based Immortals or those with Clerics below water will chance the following spells:

Purify Food and Water into Purify Food and Clear Water
 Insect Plague into Shrimp Plague
 Aerial Servant into Summon Undine
 Earthquake into Sea Fury

Reversed spells can only be cast by Evil or Chaotic casters, with only a few exceptions; **Darkness, Free Person, Quench Fire, Remove Barrier, Harden, Cause Wounds, Cause Fear** and when the Immortal (in the guise of the DM) allows it temporarily. Keep in mind that in the period after Wrath of the Immortals (1004-1009 AC) many of the Shadow elves decided to worship Atzanteotl, and thus can cast reversed spells, as he is evil.

The Colors and symbols used in the list have different meaning, as explained in the List Legend.

Uncommon, Rare and Very Rare spells are normally not found at the local Clergy, the percentages given are the chance that a single specific temple knows this version of the spell.

Elemental spells (Energy, Matter, Thought, Time,) and Alignment spells (Good, Evil, Chaotic, Non-good or Evil) can only be cast by those of the given immortal's element and alignment, often the cleric has to have this alignment too, to be able to memorize and cast the spell.

Aquatic and savage coast spells can only be found in these regions and are a rare to very rare or even completely unknown in any other areas.

Quest spells are rarely granted by the Immortal, and then only when requested (the cleric thus must have researched and found information about the spell) and the immortal justifies the usage of the spell in the specific conditions the cleric requires (sometimes, the immortal will give the cleric the spell requested, but specifically forbids the usage elsewhere or when).

List Legend	
Uncommon	40%
Rare	20%
Very Rare	10%
Quest	
Energy / Fire Δ	
Matter / Earth ■	
Time / Water ≍	
Thought / Air ●	
Aquatic / Sea ㄥ	
Good ㄤ	
Evil ◆	
Non good or Evil ∅	
Chaotic ⊙	
Savage Coast ¥	

Human Shaman 1	2	3	4
C; Burial	Amulet	Call Pack	Control Temperature 10' Radius
C; Marriage	Sacred Bundle	Cleanse Hearth	Cure Serious Wounds
Command Word	Animal Spy	Cure Deafness	Disbelief
Detect Poison	Bless / Blight	Haunting Notes	Dispel Magic
Fellowship	Boneiron	Hold Spirit	Extract Spirit
Hand Fire	Bonewood	Invisibility to Spirits	Fate
Know Direction	Call Animal	Locate Object	Feign Death
Know Time	C; Bless Newborn	Minor Curse / Remove Curse	Glyph of Warding
Locate (Animals or Plants)	Circle of Protection from Spirits	Protection from Poison	Summon Herd
Pass Without a Trace	Contain Spirit	Revive Spirit	Neutralize / Create Poison
Predict Weather	Control Winds	Spirit Bind / Release	Protection from Lightning
Produce / Quench Fire	Cure Light Wounds	Spirit Sending	Sticks to Snakes / to Sticks
Purify Food and Water	Cure Lycanthropy	Transfer Offense	Transfer Curse
Remove / Cause Fear	Death Candle		Vigor
Resist Cold	Find Traps		
Totemic Image	Heal Spirit		
	Hold / Free Person	6	7
	Holy Symbol	Animate Objects	Council of Spirits
Animal's View	Resist Fire	Atonement	Creeping Doom
Augury	Sense Spirit	Remove / Barrier	Divination
Call Dinosaurs	Shimmer	Cure All / Heal	Earthquake
Call Ghost Pack	Silence 15' radius	Find / Lose the Path	Holy Word
Charm Spirit	Snake Charm	Forbiddance	Metal to Wood
Cleanse Community	Understand Curse	Madness	Restore / Life Drain
Commune with Spirit Lord		Speak with Monsters / Babble	Spell Turning Enhanced
Confound	primitive common else very rare	Summon Greater Animal Spirit	Spirit Storm
Cure Critical Wounds	Protection from Serpents	Summon Weather	Survival
Dissolve		Tame Animal	Transformation
Echolocation ♯		Word of Recall	Transmute Metal to Wood
Remove / Quest	Summon Lesser Animal Spirit		Travel
Silent Move	Teleport		Weather Control
Spirit Walk	Trance		Wish
Sword of Fire	Treusight / False seeing		

Chameleonmen Medicine Men

Hominoides Draconis Naturalis

Prime Requisite	Wisdom		
Experience Bonus	-20%	Wisdom	3-5
	-10%	Wisdom	6-7
	+5%	Wisdom	13-15
	+10%	Wisdom	16+
HD	1d8 + Constitution adjustment.		
Starting with 8 th level	+2 hp/level	Constitution bonus no longer applies	
Armor	Any-organic only, +shield.		
Weapons	any		
Special	Master Spellcasting, Stronger Denial, Infravision.		
Alignment	True Neutral only		
Maximum Level:	36. Where not mentioned statistics are equal to those of a normal Halfling		

Chameleon Men Live in the land of the Wallara, south of the Trident Bay, far west on the Savage Coast. Chameleon Men descended from the Wallaras, a native race of hunter-gatherers, possibly one of the oldest races on Mystara. There was a Time in the days when the Wallaras walked side by side with the spirits that created them. They were in tune with the land, so much that Wallaras equated their life and well-being to that of the earth and its wealth. The Wallaras viewed themselves as the protectors of nature with which their creators had entrusted them. They built a small city, Risilvar, in the hills where the link between them and their Immortal patrons was the greatest. From there, they flourished and learned much from the universe. These were very wise people; a race that could pierce mysteries that other races did not even suspect existed.

Although a small peaceful people, Wallaras soon attracted the enmity of the Herathians who had many dark secrets to hide. The Wallaras knew of the nature of the Herathian wizards, but saw it was not a threat but as just another incarnation of nature. Alas, Herathians did not follow this thinking. As years passed, the discomfort of believing their concealment was at risk grew unbearable to native Herathians. This situation caused a frightening psychosis with which the Herathians did not know how to deal. At greatest risk were the older creatures, often the most powerful ones, they Thought.

Thus, the greatest wizards created a spell that would remove all knowledge from the mind of the Wallaras. Alas, the mental uneasiness prevailing among the Herathian wizards at the Time caused them to miscalculate the severity of the spell effect. The result was catastrophic. In removing knowledge of the Herathians from the minds of the Wallaras, the spell backfired and kept altering the memory of the Wallaras.

Herathians were at a loss to halt the spell, and the hapless Wallaras' civilization fell back to the Stone Age. Only obscure memories and legends of their past survived in their minds.

This tragedy caused the Great One—the Immortal patron of the Wallara—to seek revenge. A plague of Dragons attacked Herath. Herathians were experienced and organized enough to survive the wrath of the Great One, though at a dreadful cost to their nation. Herath faced such horrendous devastation that Korotiku met with the Great One and explained the error of his followers. It cost The Trickster dearly to convince The Great One to cease the attacks, in addition to a promise of Herath never to interfere with the Wallaras ever again. The message got through to the Herathian Clerics, and soon Herathians began rebuilding their nation. The Herathian Clerics also destroyed all traces of the Despicable spell of forgetting, and forever banned further research on its effects for fear that someday it might be used against Herathians.



Meanwhile, the Wallaras remained primitive nomads, seeking the secrets of their past. They believed that, indeed, spirits once walked this land, but it was a Time of dreams, the Time when the Immortals created them. They thought for a long Time that the spirits lived in the rocky hills, and no one was allowed to go there. Centuries later, walkabout Medicine Men seeking knowledge of their past entered the Forbidden Highlands and (re) discovered the Lost City of Risilvar. There they found old Runes and symbols that told ancient stories of spirits, sky heroes, and Immortals. This became a hallowed place that all tribes could visit freely, and many did. Many returned to their nomadic ways, while others decided to settle in small villages in the grassland outback.

Today, Chameleon Men are slowly relearning their past, and shreds of their ancient civilization are starting to reappear. The remainder of the hills, most south of the forbidden river, are still taboo. No one is to enter them for fear of evil spirits living there. Wallara Medicine Men have gotten messages from the sky that beyond the river lay the land of the Balandas, evil spirits that steal people's Souls. In truth, this refers to the Herathians. The Wallaras haven't gotten as close to the Immortals as they used to be. Immortals are convinced that this was not necessarily a good thing for mortals. After all, this closeness turned out to be the Wallaras' undoing. Chameleon Men are still a wise people, but they have no longer the curiosity to see through mysteries. Their special Wisdom applies mostly to their land and their people.

The land of the Wallara is at peace nowadays. Other than Herath, Chameleon Men have two other neighbors, the Gatorman of Gurr'ash at the north eastern end of the outback, and the Phanaton people at the western edge of Wallara. The latter are friendly, and some trade exists among the two races, mostly opals, quartz stones, and animal pelts traded for Phanaton goods. A large battle took place once, just after the Herathian spell wiped the Chameleon Men's Memory, but since then, the Wallaras have returned to their senses and back to peace. The Gatorman are another Story. In order to preserve peace, Chameleon Men managed to make the dangerous Gatorman believe that the grasslands belong to their Immortal Patron. On the other hand they maintained a curious trading system with the unwitting Gatorman. Only the wiser tribesmen may enter the Wallaroo grasslands bordering the Bayou, and always under the guidance of a Medicine Men. Gatorman occupy a very special place in the Chameleon Men's Mythology. For Wallaras, Gatorman are an embodiment of Genjoo, the Crocodile Spirit. Because of this they must be respected.

Chameleon Men are distantly related to Dragons. From them, they inherited several innate magical powers. All Chameleon Men can use the changing colors of their skin to show feelings. Proper usage of shades and hues is a sign of Wisdom and social status among Chameleon Men. An adult tribesman has the ability to vanish, which is roughly equivalent to the Dimension Door spell. The difference lies in its shorter range (120' instead of 360'). Also, because it is a racial ability, Chameleon Men never materializes into solid objects. But this action requires an Int. check every Time it is used. A failure indicates that the character somehow mistook the range and severely fell to the ground or against an object, taking 1d4 damage in the process. At 3rd level, a Chameleon man can truly mimic its surroundings. The Chameleon man effectively turns invisible as per Mage spell. Although the Chameleon man can use this ability at will, any number of times a day, he must remain absolutely motionless when doing so (he can't cast spells, talk, attack, dodge, move, vanish, etc.). Chameleon Men have perfected the ability to remain motionless for extended periods of Time (up to one hour per level of the character). Mimicry only fools other races—Chameleon Men, Drakes and Dragons can always see one another. At 7th level, a Chameleon Man can Dream. Once this ability has been used, it can't be used again for seven days. The Dream allows the Chameleon Man to tap into mystical knowledge of the Wallara spirits (probably about the same source as that of the Human Shaman of Ethengar, or entirely different, that the spirits are "Angels" of some sort send back by the corresponding Immortals). The dream can imitate the effects of one of the following spells, Speak with Animal, ...the Dead, ...Plants, Commune, or ...Monsters. Dreaming requires the Chameleon Man to meditate for 1d6 rounds, +the Time spent for communication. The meditation requires live embers (from a small campfire for example). Dreams can't be used against hostile creatures unless such creatures are restrained in some manner.

Chameleon Men						Medicine Men				
XP	Lvl	HD	Hp	Special Abilities	Spell levels					
					1	2	3	4	5	
-3000	-1	1	1d8	-	-	-	-	-	-	
0	0	2	2d8	Vanish	1	-	-	-	-	
3000	1	3	3d8	-	2	-	-	-	-	
12	2	4	4d8	-	2	1	-	-	-	
24	3	4	-	Mimic	2	2	-	-	-	
48	4	5	5d8	-	2	2	1	-	-	
96	5	6	6d8	-	2	2	2	-	-	
192	6	7	7d8	-	3	2	2	1	-	
380	7	7	-	Dream	3	3	2	2	-	
680	8	8	8d8	-	3	3	3	2	1	
980	9	8	+2hp**	-	3	3	3	3	2	
1.280.000	10	8	+2hp	-	3	3	3	3	2	
1.580.000	11	8	+2hp	-	4	3	3	3	2	
1.880.000	12	8	+2hp	-	4	4	3	3	3	
2.180.000	13	8	+2hp	-	4	4	4	3	3	
2.480.000	14	8	+2hp	-	4	4	4	4	3	
2.780.000	15	8	+2hp	-	4	4	4	4	4	
3.080.000	16	8	+2hp	-	5	4	4	4	4	
3.380.000	17	8	+2hp	-	5	5	4	4	4	
3.680.000	18	8	+2hp	-	5	5	5	4	4	
3.980.000	19	8	+2hp	-	5	5	5	5	4	
4.280.000	20	8	+2hp	-	5	5	5	5	5	
4.580.000	21	8	+2hp	-	6	5	5	5	5	
4.880.000	22	8	+2hp	-	6	6	5	5	5	
5.180.000	23	8	+2hp	-	6	6	6	5	5	
5.480.000	24	8	+2hp	-	6	6	6	6	5	
5.780.000	25	8	+2hp	-	6	6	6	6	6	
6.080.000	26	8	+2hp	-	7	6	6	6	6	
6.380.000	27	8	+2hp	-	7	7	6	6	6	
6.680.000	28	8	+2hp	-	7	7	7	6	6	
6.980.000	29	8	+2hp	-	7	7	7	7	6	
7.280.000	30	8	+2hp	-	7	7	7	7	7	
7.580.000	31	8	+2hp	-	8	7	7	7	7	
7.880.000	32	8	+2hp	-	8	8	7	7	7	
8.180.000	33	8	+2hp	-	8	8	8	7	7	
8.480.000	34	8	+2hp	-	8	8	8	8	7	
8.780.000	35	8	+2hp	-	8	8	8	8	8	
9.080.000	36	8	+2hp	-	9	8	8	8	8	

Chameleon Men have their own types of Casters. These gifted people are identified at birth by other Medicine Men. They learn their first spell when they become adults (level 0). Medicine men can cast all Clerical and Druidic spells, but they can't turn Undead. In order to cast a spell, medicine men need a small piece of quartz or opal that is consumed by the spell, when it is cast. Supplies of these minerals can usually be acquired in caverns, near great rocks, or in the forbidden Highlands. They must perform a corroboree (fire ceremony) to recover their spell. Medicine Men also can use their dream ability to imitate the effects of the Druidic Control Weather or Creeping Doom spells. Medicine Men can always sense if a place is often visited by spirit servitors of their chosen Immortal Patron (60' Radius). Adult Medicine Men also acquire special Clerical Powers specific to their chosen Immortal patron, as described under the Chapter Immortals. If the Star Dragon is the chosen Immortal, the Medicine Men will have a permanent Protection From Evil rather than a +2 bonus to Turn Undead (as normal, but since medicine Men can't Turn Undead nor Devils).

Chameleon Men are poor swimmers and require a skill to learn how to swim (not alike most other races who have the innate ability to swim normally, like Demi-Humanoids). Chameleon Men don't have Infravision and their natural AC is 9 like most Demi-Humanoids. They strongly dislike Armor as it cancels both their Vanish and Mimic abilities. They use stone or bone daggers, spears and—for the typical Wallara—the Boomerang.

Charisma between Chameleon Men only; otherwise Charisma is penalized by -1 when dealing with other Humanoids, or -2 when dealing with DemiHumans or Humans.

Boomerang:

This is the fabled weapon of the Wallara. It is a curved wooden missile that returns to its owner if it hits neither target nor obstacles. With an enc. of 50 cn, a good boomerang can be worth many Wallaroo pelts (say 10 gp worth in the game). Wallara medicine men can enchant boomerangs as +1 weapons. A magical boomerang flies in a figure-eight when it is thrown. If it misses the target and does not hit anything else, the magical boomerang will take a second pass at the target at the end of the round. If the target is unaware of the boomerang's return, the boomerang then gets a +2 attack bonus for a back attack. If a boomerang does not hit anything during the round, it then returns to the owner. If not distracted (by attacks from foes for example), the owner can catch his returning boomerang automatically. With a successful Dexterity check a distracted owner can catch a returning boomerang. Opponents can't catch an incoming boomerang unless they have a higher mastery level than the boomerang's owner, and they roll a successful Dexterity check. This all assumes that either or both the owner of the boomerang and the target remain within the boomerang's flight path during the entire round. Boomerang users of Expert Skill or better can aim at a target hiding behind an obstacle (like a tree). The boomerang may hit that target on the returning segment of its flight only, with a -2 attack penalty (no back attack advantage here). Boomerangs are made specifically for a user of a given Strength and height. If a boomerang is picked up by someone with a different Strength score or a different size, attack rolls should be penalized by -2. Finally, a boomerang can be used to light a fire by rubbing its hard edge on a dry log.

Shields:

Chameleon men do not normally carry shields. However, quarrels do occur at times and medicine men allow two forces with an equal number of Chameleon Men and comparable armament to do battle to settle their dispute. Shields are used at that Time. They are medium-sized shields, made of wood and bark, offering the usual AC protection. Shields +1 exist that match the owner's mimicry ability. Tribal leaders are likely to own one. Note: Nonmagical shields do hamper a Chameleon man's vanishing and mimicry abilities. Chameleon Men are otherwise free to use any magical protection other than armor to improve their AC.

Agundji, The Rainbow Serpent (alias The Great One).

Chameleon Men follow several Immortals, but Agundji, the Rainbow Serpent, the chief Immortal of the Wallara pantheon. Chameleon Men are ancient subspecies of Dragons, which explains their magical abilities (vanish and mimicry at higher levels). Most Wallaras honor Agundji as the lord of all creatures and the patron of the Sky Heroes. Agundji's sphere of interest includes the sky, the element of Air, colors, and mimicry. Separate individuals occasionally honor other Dragon Rulers, depending upon their alignments, local customs and circumstances. For example, those working in the Forbidden Highlands' mines of Opal often are followers of the Star Dragon. The Wallaras know the Lesser Dragon Rulers as the Star Spirit, the Moon Spirit, and the Sun Spirit. Most Chameleon Men believe their Souls join their Immortal Patron after Dying on Mystara. Those who follow the Ways of their Immortal as good as possible, will in Limbo soon find a gate leading to the Draconic Cluster, where they become like Dragon Spirits, and later may even become Sky Heroes.

The Sky Heroes

The goal of these servitors of Agundji is to teach the Chameleon Men stories of their forgotten past. They also act as the eyes and ears of Agundji on Mystara in times of trouble. These beings often appear as lonely, walkabout Medicine Men. They don't reveal who they are and only stay for a limited Time with a Tribe, from a few weeks to a couple of years at most. They are mortal creatures whose life forces return to the rainbow Serpent's Home Plane upon their death (directly, as Angels, which in fact they are.). In addition to the typical Wallara Medicine Men aptitudes, Sky Heroes have the innate ability to travel between Mystara and the Agundji's Home Plane (the Draconic Cluster) once per full Moon.

Barramundje, The Mother (alias Calitha Starbrow).

Barramundje's main concern in Wallara remains that of rivers and billabongs (small lakes and similar) in general, and fertility in particular. Her sphere of interest includes the element of Water and all that grows, such as trees and grass. Her symbol among Wallara Medicine Men is a fish. One who harms her forests, abuses the wealth of her rivers and billabongs, and befouls the land runs the risk of being cursed (in Wallara only, and they mostly only on holy places, but this is rarely known) and become a Gondaman, a frilled lizard condemned to wander the outback and perish under the hunter's boomerang (the latest record of this happening is to Admiral Haldemar Haaken from the Princess of Ark in the year 1001AC.

Guwarris

These are Barramundje's spirit servitors. Guwarris sometimes take the shape of a fish, a platypus, or a kookaburra to watch over rivers and billabongs. Guwarris equal Nixies in abilities and statistics. Medicine men say it is bad luck to disturb waters known to be inhabited by Guwarris.

Genjoo, The Crocodile Spirit. (alias Ka.)

Genjoo's sphere of interest for Wallara lies in the earth, the land and magical places. Chameleon Men say that the rocky outcroppings of the Forbidden Highlands and the Olgas (great Monoliths) dotting the outback, are the scaly warts on Genjoo's back. Great rocks are thought of as places of great magic, and entrances to Genjoo's world. Paintings left by ancient Wallaras can often be found there. Medicine Men who honor Genjoo often come to these places to meditate. Legends also say that when one dies in these jaws of a great saltwater crocodile, it is that Genjoo has claimed one's Soul and requested it to become his servitor.

Neemes

The Neemes are rock spirits, servitors of Genjoo. Their task is to teach Chameleon Men how to become more attuned to the land and how to protect nature. They are incorporeal and invisible, speaking to Medicine Men only through dreams and meditation. Sometimes, they will bring a distressed Medicine Man's prayers to Genjoo and return with a message.

Warrantam, The Eagle Spirit (alias Ixion).

Warrantam is the patron of hunters, speed and bravery. His area of interest in Wallara is the element of Fire. Chameleon Men have rarely invoked Warrantam as a patron of war, since they are a peaceful people, but the Eagle Spirit among all Immortal patrons would come closest to the role, should an actual conflict ever occur. Legends say that those who die from the skies lightning have been claimed by Warrantam and become his servitors.

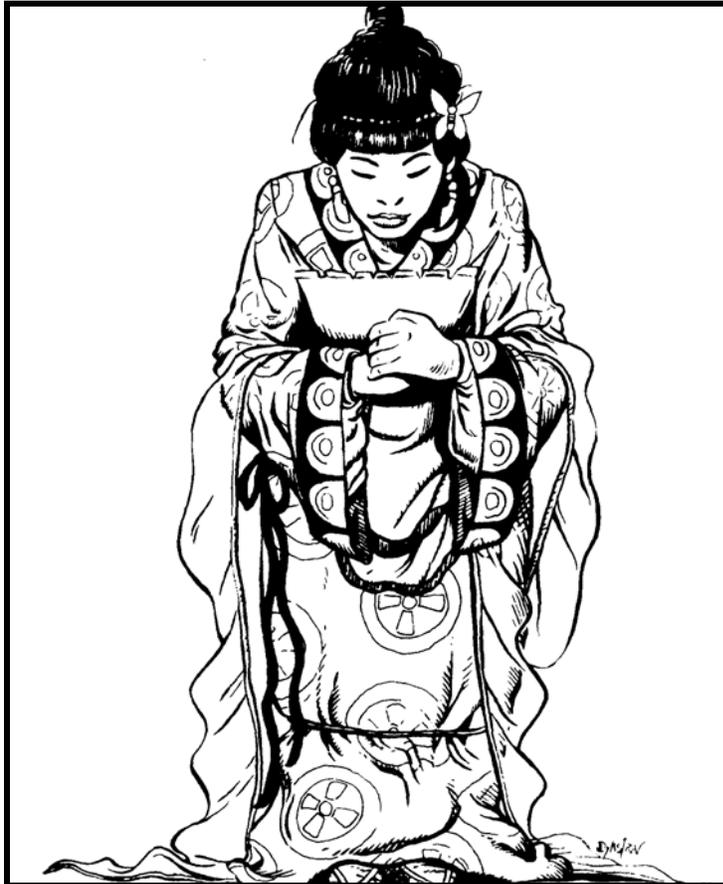
Namarkons

These servitors of Warrantam are also known as Lightning Men. They ride the storm clouds, bringing rain and wind. Their fire destroys that which is ill and weak. Namarkons are incorporeal, invisible spirits that sometimes materialize on Mystara as silver-colored, Lawful aligned Thunderheads. Namarkons can otherwise take the shape of Medicine Men with the same number of hit dice.

Mystic

Prime Requisite	Strength and Dexterity
Requirements	Wisdom and Dexterity 13+
Experience Bonus	-20% Strength 3-5
	-10% Strength 6-7
	+5% Strength 13-15
	+10% Strength 16+
Hit Dice	1d6 per level up to 9 th level +1 hp / level / Constitution adjustment.
Starting with 10 th level	+2 hp/level Constitution bonus no longer applies
Armor	None, no shield, no protective magic items.
Weapons	all permitted.
Special	AC bonuses, increased movement, and martial arts (see Mystic Special Abilities Table); (at 9 th level) Set Spear vs. Charge, Fighter Combat Options; Acrobatics; thief abilities; mystic abilities.
Maximum Level:	16.

Mystics are monastic humans and Turtles (and rarely other races) who follow a strict discipline of meditation, denial, seclusion, and Mastery of the human body. Mystics are skilled in unarmored combat. They live in cloisters, or monastic communities, and sometimes even alone as a hermit. Mystics adventure to gain spiritual growth and learn the lessons of life outside the cloister. They rarely adventure with other mystics; they prefer to attach themselves to adventuring parties consisting of many types of adventurers. Mystics receive experience from treasure only if they donate it to the needy (this corresponding to their ethos). Also, they must donate ten percent or more of their treasury to their cloister. A Mystic's oath is his bond. He must be true to his oath and strive to repay all debts. Should he forswear himself (break an oath he has made), he is expelled from the cloister, and may not gain any new experience levels, loses a level of experience each year away from the cloister, and may not join any other, similar, cloister (although it is certainly possible to trick them to be entered, but sooner or later the lie will come forth). A grand Quest to regain his honor and his standing in the cloister are mostly needed to repair the loss done.



Most Mystics are Lawful (75%), though other alignments are represented. All are utterly devoted to the mystic discipline, which is neither good nor evil, similar in respect to Druid philosophy. However, the mystics rely on inner Strength, and believe in extraordinary but Nonmagical powers (rather than the powers of nature, as Druids do). Mystics can often be recognized by their robes or other unusual garb, but another distinctive feature is their salute. Upon meeting another creature presumed to be peaceful, the mystic raises a fist, covers it with the other hand, and then bows slightly. This symbolizes greetings (the bow), readiness to fight if necessary (the fist) but peaceful intentions (the covered fist). The Subspecies Ninja are originally derived from the Mystic class and have now become a Neutral-evil biased cult of assassins and warriors. The basis between the Mystic and the Ninja is similar, and most Ninja's represent themselves as Mystics or as thieves. More information about the ninja later. The Mystic class is placed in these Pages because their cultus is mostly based upon the principles of one specific Immortal or Immortal clique. And although they are unable to cast any spells, they gain several powers born from within themselves and granted by their respect to their devotion and discipline.

The mystic has two prime requisites, Strength and Dexterity. But since he must have a score of at least 13 in Dexterity to be a mystic in the first place, it is his Strength that determines his bonus to experience. If the mystic has a Strength score of 13-15 the character gains a 5% bonus to experience points earned in every adventure; if his Strength is 16-

18, he earns a 10-% bonus to experience points. A Mystic must have scores of 13 or better in both his Wisdom and Dexterity abilities.

Mystics can never wear armor of any type, nor can they ever use protective magical devices (such as rings or cloaks, etc.); they rely on their discipline for protection. The power of the protection will not come into effect if such an item is donned. A mystic's AC is lowered as they gain experience due to their skill in maneuvering.

Mystics are trained to use all weapons commonly known (and often several rarely or even unknown to the normal local population, often originating from foreign nations or species) but not all mystics carry them; higher level mystics especially travel unarmed (Ninja's don't!!), or are armed only with a walking staff which doubles as a quarter staff.

Mystics learn to move very, very fast indeed (this is clearly a power granted by the Immortals in accordance to the Mystic's discipline). Their movement rate (Unencumbered) raises by each training according to the discipline ad experience level.

Mystics are very effective fighters; as they go up in levels, they learn at their training to attack multiple times each round, and this is possible with attacks bare-handed or with a weapon. When Mystics fight bare-handed, they do more damage each level per hand attack, their Strength bonus may be added to this number, to increase the damage done. Ninja's will mostly prefer to have their Strength magically increased to be more effective.

Martial Arts

Mystics are able to fight very effectively without using magic or weapons. They utilize a form of unarmored combat as part of their mystical training. They call this training "the discipline", but others call it "martial arts". The discipline involves physical training, meditation, philosophy, and comprehension of the forces of the universe, and mystics are taught to resolve difficult situations peacefully whenever possible (Ninja's are taught to solve it unnoticed, or at least without causing attraction); for these reasons mystics do not care to have their lifestyles referred to as "martial arts", as the terms suggests that all they do is fight. The mystics' discipline is presumed to integrate and vastly improve upon the bare-handed techniques described in the document "In the Line of Duty". As you can see mystics can strike more often than normal humans, elude attacks better (their enhanced AC), and deal more damage when fighting bare-handed. They can also fight with weapons, and can use their multiple attacks per round with melee and thrown weapons (but not missile weapons). In addition, when fighting unarmed, they can often hurt monsters which can ordinarily only be hit by magical weapons (again a power granted by their discipline and their Immortal). Though a mystic's hands are not magical, and experienced mystic can use them effectively against creatures immune to normal weapons, as shown in the table. These attacks don't gain the attack or damage bonuses of their magical weapon equivalents, but can hit creatures as if the indicated weapon were used. For example, a 5th level mystic can fight a Gargoyle bare-handed. Beginning mystics can utilize the set spear vs. charge maneuver, but they can't utilize the lance attack maneuver. At 9th level of experience they get three fighter combat options; Smash, Disarm, and Parry.

Acrobatics

Some Mystics may also possess a special ability called acrobatics. This special ability, while useful, detracts a mystic from fully focusing on his combat abilities; this is why acrobatic mystics (or Ninja's) have a 20% penalty on all earned experience. This skill enables the character to perform impressive acrobatic feats, balance on taut ropes and wires, etc. A successful skill roll is required to perform the acrobatic feat. Failure may result in the character falling. A successful roll allows the character to reduce the effective height of the fall by 10'. It also grants the character a + 2 bonus to saves vs. mechanical traps, where agility would help—such as tilting floors and pit traps. The mystic can't also choose the Acrobatics skill as in the "In the Line of duty" document. Acrobatics allows the mystic to perform the following actions:

Jumps/Leaps

This gives the Mystic a +1' per level extra in jumping kills forward and +1' per number of hand attacks if possible upwards).

Tumbles/Flips

With a successful ability check, the mystic can cross rough, broken terrain at no modification to his movement rate; He flips over obstructions, handsprings over low fences, or even leaps across trenches (extra skill check). This doesn't affect his long distance movement rates; it only affects his encounter and running speed. He can hold this for as long as his Constitution depicts, and must then make a Constitution check each round penalized by a cumulative penalty of 1 each round. There after the mystic must rest for as long as the current penalty depicted +1d4 rounds.

He can also cross a line of enemy warriors without having to go around or break trough it. With a successful ability check, he can roll between the legs of one opponent, or handspring over the line, or pole-vault using his staff, and thus cross a distance equal to his encounter speed's movement rate. He suffers no AC penalty when he performs this action, but when an enemy succeeds in hitting him he is brought to a standstill, and can even become prone for single round (Dexterity check to prevent).

Catches.

This mystic ability is used to prevent oneself from falling (penalized if there are low or no possibilities to grasp). This ability works like tumble fall, equal to a scout of equal level.

Swings.

This mystic ability is used to enable oneself to swing from one branch to another, or in the ropes of a ship. This ability is equal to Treewalking Skill, and has as thus the same adjustments.

Balancing

This mystic ability is used enables the Mystic to walk on tight ropes (penalized if the rope is slack). This ability is equal to the ropewalking skill.

The Mystics chance to perform any of these actions successfully is calculated this way; $1d100$ vs. $([3 \times dex] + [2 \times lvl])$. For example, a 3rd level mystic with the acrobatic ability and a Dexterity of 15 would have a 51% chance to perform an acrobatic feat. There is always a chance that the roll must be adjusted to any individual roll to reflect the difficulty of the action being attempted. Doing a backflip on the street to entertain a flock of children is much easier than doing one while walking on a wire ten stories in the air.

Thief Abilities

Any mystic can use the following special abilities of thieves as if he were a thief of the same level; Find Traps, Remove Traps, Move Silently, Climb Walls, and Hide in Shadows. Ninja's also have the Thieves ability to backstab but much more lethally.

Special Abilities

Mystics gain the following special abilities as they progress in experience levels, all of them are granted special powers by their discipline and their Immortal. The Mystic must learn this ability in his monastery as soon as possible after he exceeds the number of experience to raise a level. The ability is not granted automatically. This way the Mystic will always be bound to his monastery. Only Hermit Mystics are able to advance any further without doing this but even he needs to train himself for one day per level of experience gained. First after this period the special abilities are gained, AC is raised, movement improves, and the number of attacks and their damage affected.

Awareness

Mystic is only surprised on a roll of 1 on 1d6 (possible altered by extreme circumstances, DM!!)

Heal Self

The mystic may, once per day (24 Hours), cure himself of 1 damage for each experience level he has. He does this simply by concentrating for one round.

Speak with Animals

The Mystic may speak with any normal or giant animal as often as desired; animals understand his speech and he understand theirs, though no animal is forced to talk to him. And be aware a lot of words can't be understood by animals as they interpret their surroundings in their own ways. A window could be solid air, or standing solid water or ice.

Resistance

The mystic takes only half damage (round up) from all spells and breath weapons that inflict damage, or one quarter if the Save is successful. Any attack that does him damage will do a minimum of 1 damage. Spells that do not have a Save are as normal.

Speak with Anyone

The Mystic may speak with any living creature that has a language of any sort, as often as desired. The creature being spoken to doesn't have to converse to him. This ability draws on the limited power of ESP. and makes it possible for the Mystic to understand the creature spoken to and respond accordingly. The Mystic must first touch the creature, to make the ability active.

Mind Block

The mystic is immune to ESP, Hold, and Slow spells, magical Charms, Quests and Geas spells. This doesn't affect those related spells that do not hold the victim by mind power, but other ways. Example; A Hold person or Monster spell can paralyze a victim as a Freeze Person or Monster spell can, but the Freeze variant of the spell actually freezes the muscles of the body of the victim (that is also why that variant doesn't work on flesh-less Undead).

Blankout

By concentrating for 1 round, the mystic may cause his presence to disappear". No living or Undead creature can see him; There is no Save (they can possibly still hear, smell or even taste him). The effect lasts for 1 round per level of the mystic; it is dispelled automatically if he attacks. He can only do this once a 24 hour period.

Gentle Touch

Once per day, the mystic may use the gentle touch on any living creature (it requires a normal hit roll); if he fails to hit, he can try the gentle touch again). The mystic must declare he is using the gentle touch before he rolls to hit, and must declare which result he is seeking. The victim doesn't gain a Save, but a victim who has more Hit dice than the Mystic's experience level is not affected. The touch will have one of the following results (the mystic decides and announces which he rolls to hit);

Charm,	mimics the spell	Charm Person	in all respects except duration and casting Time.
Cure-all,	mimics the spell	Cure-all	in all respects except duration and casting Time.
Death,	mimics the spell	Death Spell	in all respects except duration and casting Time.
Quest,	mimics the spell	Quest	in all respects except duration and casting Time.
Paralysis.	mimics the spell	Hold person	in all respects except duration and casting Time.
The effect lasts for 24 hours—except death, which is permanent.			

Special Restrictions

Mystics may and can't use protective magical devices (such as rings, cloaks, etc.). All the material goods (money, magical items, etc.) won, purchased, or acquired by the mystic are actually owned by his cloister, not by the mystic himself. Even a hermit mystic will have no need for these things, and thus willingly give them to those who need them. Should the cloister have need of something "owned" by a mystic, the head of the cloister need only to ask for it.

Higher experience levels.

A mystic of 9th level is addressed as Master or mistress. There are many mystics of 1st to 9th level, but only seven each of 10th to 12th, five each of each of 13th to 15th level, and three of 16th level for each religion per mystic cult. The Hermit mystics also belong to a cult but live separately of each other, and as such the same numbers apply. When a character gains enough experience to reach 10th level he must find and challenge one of the seven 10th level mystics of his cults; they will fight bare-handed (weapons are not allowed). If the character loses, he stays at 9th level, losing experience that he is 1 point short of reaching 10th level again. Once he's regained 10th level, he may try again, but can't issue another challenge until three months have passed since his first challenge. And so on for each level. At 9th level, the mystic may desire to build a stronghold, cloister of his own hermit domain. If the Grand abbot (the mystic in charge of his current cloister) agrees that he is fit to manage one, the cloister will pay for the construction of the new cloister. The new cloister remains a branch of the old until the character achieves 13th level, at which Time he is called a grand Master and can declare independence. At this point, he may wish to teach his mystics-in-training in techniques and philosophies different from those of the other cloister—that is, he may wish to establish his own "school" of disciplines dedicated to his own favorite Immortal.

Mystics are monastic people who follow a strict discipline of meditation, denial, seclusion, and mastery of the Human body. Mystics are skilled in unarmed combat. They live in cloisters, or lairs, which are described below.

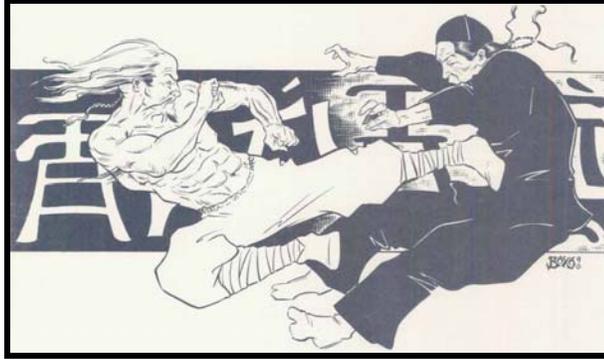
Cloister life

Each mystic's cloister houses up to 120 mystics and several NPC specialists who have been hired on a long-term basis. These specialists are all high level: 16th-25th level is to the mystics' physical well being. One or two magic-users are hired for defense; and one to four thieves train the mystics in Dexterity skills (See Special Abilities below). The leadership and organization of a cloister have a rigid order of power and responsibility. When two positions have the same number on the chart below, they are roughly equal in Importance. (This organization is closely based on that of a Benedictine monastery of the Time of Charlemagne, about 800 A.D.)

1. Abbot: Senior administrator (usually 16 HD)
2. Provost: First after the abbot in all matters; administers all outlying estates, work in fields, Buildings, vineyards and Orchards; in charge of those tending livestock and related food production.
3. Senior Dean: Next in command; in charge of spiritual conduct and the Discipline
4. Mental Development
- 4a. Spiritual Services
Junior Dean: Enforcement of the Discipline, through aides called rounds men and seniors)
Sacristan: Responsible for church services and equipment
Choir Master
- 4b. Educational Services
Head of Novitiate: Teacher in charge of training all mystics in common knowledge and special abilities
Head of the Outer School: Teacher in charge of training local non-mystics (Clerics and nobles) in the arts, history, and ways of the cloister
Librarian: In charge of all readings and writings; aided by Writers (clerks), Illuminators (researchers), and Custodian of the Scrolls (oversees creation of and keeps scrolls in good repair)
5. Hostelry and Medical Services
- 5a. Reception of Visitors
Porter: In charge of receiving, feeding, and sheltering all visitors, rich and poor; responsible for the quality of all meats
Master of Pilgrims & Paupers: Tends to needs of those unable to pay for services
- 5b. Medical Services
Master of the Infirmary: Chief Cleric in charge of all curing and healing
Physicians: Clerics tending the sick and wounded
Researchers: Mystics and Clerics studying and experimenting new methods of medical services
6. Material Sustenance
- 6a. First Cellar man: In charge of preparations of food and drink, aided
Junior Cellar man: Responsible for liquid refreshments for mystics
Keeper of Bread: Responsible for all grain and baking operations
Cellar man of Servants: Responsible for all liquid refreshments for all non-mystics
- 6b. First Chamberlain: Responsible all clothing, bedding, furnishings, equipment; supervises all craftsmen and workers, including working mystics, aided by:
Abbot's Chamberlain: Responsible for metal smiths, blacksmiths, armorers, leatherworkers, and papermakers
Keeper of Clothes: In charge of all garment makers
Gardener: In charge of vegetable and Herb gardens, and Orchards
7. Brother: A member of the body of common mystics. The brothers' tasks are study, defend, and labor for the cloister; perform missions to the outside world; and adventure to bring in money for the cloister's coffers.

PC Mystics

Mystics adventure as PCs to gain spiritual growth and learn the lessons of life outside cloister. They rarely adventure with mystics. After each level of advancement, mystic must retreat to the seclusion cloister for 1-6 months. Mystics receive experience from treasure only if they donate it to the needy. 50% of their treasure must be donated to the cloister. A mystic's oath, sworn on the Discipline, his bond. He must be true to his oath strive to repay all debts or he is expelled the cloister, may not gain any new experience levels, and loses one level per year away the cloister.



Martial Arts

The ability to cause damage by striking with the hands is an attack form unique to mystics. This attack form is an application of several combat techniques from the martial arts. Though a mystic's hands are not magical, an experienced mystic can use them effectively against creatures immune to normal weapons, as follows:

Mystic																			
Att	1 weapon or see below		Sv		Fighter of equal level		NA		1-8 (6-48)		AL		Any (usually Lawful)						
Dm	By weapon or see below		MR		7 or better		It		(V) I, L, M, N, O										
XP	HD(d6)	AC	MV	Hand Att.	DM	Value XP	Special Abilities	Magic Equal	Ninja LVL	Ninja Name	Ninja Thief Abilities					Ninja Special Abilities			
				Att	Att						OL	FT	MS	HS	HN	CW	BS	AS	
0	1	9	120'	1	1d4	10			1	Chigo	0	0	0	30	10	50	0	5	Disguise skill (additional)
2000	2*	8	130'	1	1d4+1	25	Awareness	as Silver	2	Bushi	0	0	5	40	20	55	0	10	
4000	3*	7	140'	1	1d6	50			3	Genin	5	0	10	45	30	60	5	15	
8000	4**	6	150'	1	1d6+1	175	Heal self		4	Genin	10	5	15	50	39	65	10	20	Sleephold
16.000	5***	5	160'	2	1d8	550		as +1	5	Genin	15	10	20	55	48	70	15	25	
32.000	6***	4	170'	2	1d8+1	950	Speak with animals		6	Genin	20	15	25	60	56	75	19	28	
64.000	7***	3	180'	2	1d10	1650			7	Chunin	25	20	30	65	64	80	23	31	Feign Death
120.000	8****	2	190'	2	1d12	2850	Resistance	as +2	8	Chunin	30	25	35	70	71	85	27	34	
240.000	9*****	1	200'	3	2d8	4400			9	Chunin	35	30	40	75	78	87	31	37	
360.000	10*****	0	210'	3	2d10	4750	Speak with anyone		10	Chunin	40	35	45	80	84	88	35	40	Fast Travel
480.000	11*****	-1	220'	3	2d12	5100		as +3	11	Jonin	45	40	50	85	90	89	38	42	
600.000	12*****	-2	240'	3	3d8+1	6500	Mind block		12	Jonin	50	45	55	90	95	90	41	44	
720.000	13*****	-3	260'	4	4d6+2	8000			13	Jonin	55	50	60	95	100*	91	44	46	Rapid Travel
840.000	14*****	-4	280'	4	5d6	9500	Blankout	as +4	14	Jonin	60	55	65	100*104*	92	47	47		
960.000	15*****	-5	300'	4	4d8	10050			15	Jonin	65	60	70	105*108*	93	49	48		
1.080.000	16*****	-6	320'	4	3d12	11750	Gentle touch	as +5	16	Jonin	70	65	75	110*111*	94	51	49		Speed travel

Mystic level Weapon equivalent

These attacks gain no hit or damage bonuses but can hit creatures as if the indicated weapon were used. For example, a gargoyle can be damaged by the hands of any mystic of 5 or more Hit Dice. Mystics may use most of the special fighter options when using either weapons or unarmed combat. These options include Disarm, Stun, Deflect, Smash, and Multiple Attacks. Mystics may not use the lance. There are four styles of martial arts fighting, using the elemental dominance principle. In combat the dominant style inflicts double damage (normal damage if the target saves vs. Spells). The weaker style inflicts normal damage (half damage if the target saves vs. Spells). The four styles are:

Dominance - Opposition

Offensive: This style of fighting causes damage by striking blows with the hand, head, elbow, and other parts of the body. Use of the offensive style can break boards and bricks.

Wrestling: This style of fighting is used to incapacitate a foe through lock holds (such as half nelsons), counter leverage, and nerve pinches. Some masters of this style may be able to paralyze a foe so that the victim need not be held further.

Defensive: This style of fighting blocks attacks and turns them aside, at times even turning an attacker's blows back against himself. Throws: This style of attack turns the momentum of the attacker against him by tripping, pushing, and throwing an opponent.

A mystic is an (N) PC Human who rigorously follows a way of life involving a special discipline of meditation, study, and physical training. All mystics live in special building complexes (often called cloisters or monasteries), located far from towns or other parts of common civilization. Mystics allow no unwelcome intruders in their cloisters, but may sometimes invite others to come and discuss their problems. Mystics do leave the cloisters for various reasons (including common adventuring), but always return home within 3 months. They may be hired by PCs at the standard rate of 50 gp per day per Hit Die of the mystic.

There are any number of mystics of 1 to 7 HD, but only seven each of 8 to 12 HD, five each of 13 to 15 HD, and three of 16 HD. Any mystic of 13 HD or more is called a Greater Master, and each rules a separate cloister. Lesser Masters, of 8 to 12 Hit Dice, may also rule cloisters. They may use potions or other magic items for certain situations. All material goods (money, magic items, etc.) are owned by the cloister, not by the mystics themselves, and are merely loaned or given to the individuals as needed. When mystics fight each other (such as for sport), they gain a + 4 bonus to all Hit rolls.

Other Racial Mystics and Ninjas

Lupins, Rakastas and Turtles are the only other races than human able to become Mystic. All Lupin or Rakastas races may become Mystic.

Other races can't become Mystic or Ninjas. Snapper Turtles can't become Mystics or Ninjas

There do not exist Lupin Ninja's, their biological differences prevent that to happen.

They use a slightly different than normal experience system for humans, see the following table. Turtles do not have these problems, they use the human table.

Remember that Turtles have a natural lower Dexterity, and as thus are much rarer, they also have often a better AC, and have a natural AV. All these races get a better hp total after reaching 9th HD, as given in the table, due natural differences. The Constitution adjustments no longer take effect. Don't forget to check the racial information about thief ability adjustments (use those given here, and adjust them thereafter), AC and AV (the Best does count). Any negative XP totals must first be covered before obtaining any normal mystic abilities.



Rakasta Ninja Saves

Rakasta Ninja's are a bit different from the normal Ninja's, they use different methods of training directed more on their natural abilities. This is also the reason that they use different Saves and experience/Level calculation methods. The save vs. missiles is penalized by the magical bonus of enchanted missiles or ½ the level of the caster of a magical missile (or similar spell).

	Rakasta	Lupin	Rakasta		Rakasta Ninja Saves					
Lvl	Mystic	Mystic	Ninja	HD	DR	MW	TS	DB	SP	Missiles
0	-2200	-2000	-	1	16	17	16	19	18	19
1	0	0	0	2	13	14	13	16	15	15
2	2600	2600	2200	3	13	14	13	16	15	15
3	5200	5200	4400	4	13	14	13	16	15	15
4	10.400	10.400	8800	5	11	12	11	14	13	12
5	20.800	20.800	17.000	6	11	12	11	14	13	12
6	41.600	41.600	35.000	7	11	12	11	14	13	12
7	83.200	83.200	70.000	8	9	10	9	12	11	9
8	170.000	170.000	140.000	9	9	10	9	12	11	9
9	326.000	326.000	290.000	9	9	10	9	12	11	9
10	482.000	482.000	440.000	9	7	8	7	10	10	6
11	638.000	638.000	590.000	9	7	8	7	10	10	6
12	794.000	794.000	740.000	9	7	8	7	10	10	6
13	850.000	850.000	890.000	9	7	8	7	10	10	6
14	1.006.000	1.006.000	1.040.000	9	6	6	6	8	9	4
15	1.162.000	1.162.000	1.190.000	9	6	6	6	8	9	4
16	1.318.000	1.318.000	1.340.000	9	6	6	6	8	9	4
HP / HD 9+	+2Hp/Lvl	+2Hp/Lvl	+3Hp/Lvl							

Ninja

This sub-mystic class is optionally available for Mystics at the cost of 50% experience penalty, and no more than 7 may exist within a mystic temple (even when traveling elsewhere). This class can only be chosen by Neutral to Chaotic characters, and NPC's are preferred. Ninja characters are very difficult to play, and DM's may forbid this character, or restrict it further by further doubling the needed xp, restricting abilities, or other.

Special Abilities

Ninja's have special abilities, extra to the Mystic abilities.

Disguise

This is the Disguise skill, granted additionally to other skills, equipment is still needed however.

Sleephold

The Ninja becomes conditioned to hold secrets (even in sleep), but becomes extra vulnerable to mind affecting spells (Charms, Illusions, Control, etc.). their saves against these are reduced by 4.

Feign Death

With this ability, able to use no more than one a day (after Morning Prayer, to the following Morning Prayer), the Ninja causes himself to appear dead. This effect is non-magical, but further equal to the Feign death spell.

Fast Travel

A Ninja may travel up to 50 miles/day by running, but needs to sleep 16 Hours afterwards, or suffer instant sleep deprivation.

Rapid Travel

A Ninja may travel up to 75 miles/day by running, but needs to sleep 24 Hours afterwards, or suffer instant sleep deprivation.

Speed Travel

A Ninja may travel up to 100 miles/day by running, but needs to sleep 32 Hours afterwards , or suffer instant sleep deprivation.

Thief Abilities

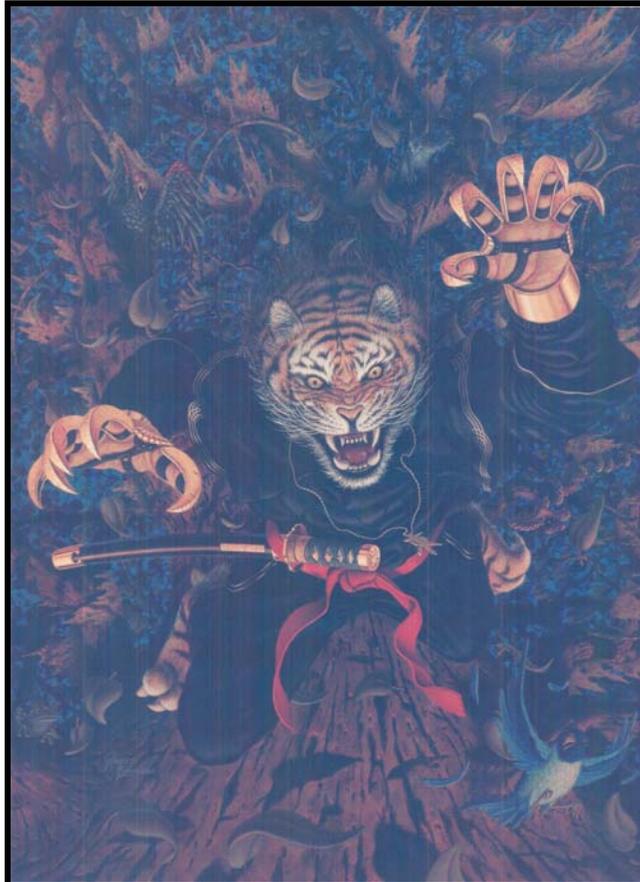
These abilities are equal to normal thief abilities, but when special circumstances apply for a penalty of the roll, remember that this final total is never greater than 99%. And that an attempt that failed can't be repeated, until the character gains a level and new additional training.

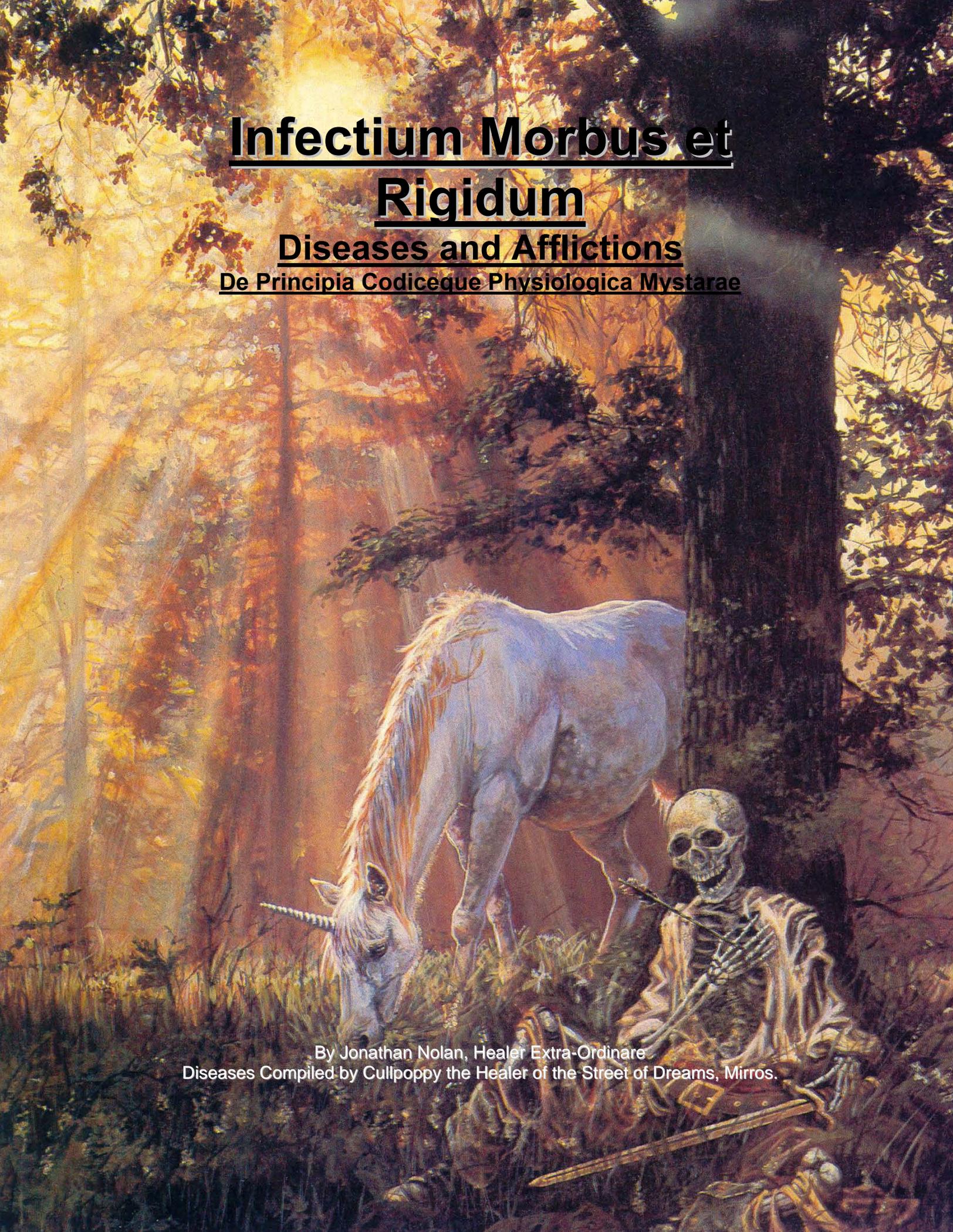
Back Stabbing **BS**

This ability is equal to the normal Back stabbing ability of Thieves, but has on Ninja's a percentage chance of success. When failed they give normal damage. They still need to get behind the target unnoticed, and it works on humanoid of no larger than 125% of the Ninja.

Assassinate **AS**

The Assassinate ability will be affected by the HD difference of the Ninja and the Target, when the target is higher than subtract the difference from the basic percentage, if the Ninja is higher than add the difference. This ability can only be used on a first strike when the target is surprised (by moving silent, hide in shadows or even using disguises or magic). When the ability succeeds the Ninja can kill the target in one strike (be it a blow, string, neckbreak, etc.) regardless of any hp. This ability resembles that of the Thug Thief sub-class (NPC only).



A painting of a unicorn and a skeleton in a forest. The unicorn is white with a single horn and is grazing on grass. The skeleton is sitting on the ground, holding a sword. The background is a dense forest with tall trees and sunlight filtering through the leaves.

Infectium Morbus et Rigidum

Diseases and Afflictions

De Principia Codiceque Physiologica Mystarae

By Jonathan Nolan, Healer Extra-Ordinare
Diseases Compiled by Cullpoppy the Healer of the Street of Dreams, Mirros.

*"He that can smile at Death, as we know him;
Who can flourish in the midst of diseases that kill off whole peoples.
Oh, if such a one was to come from the Immortals, and not the Devil,
What a force for Good might he not be in this world of ours."*

Bram Stoker, Dracula

The base chance of having at least one common disease in an area depends on the size of the settlement. as in the next tables. The DM rolls these prior to the arrival of the characters in the region or just determines it according to these tables.

The theory is that more diseases are found in bigger settlements where more people interrelate, this due to lack of hygiene and more refuse lying around, more chances for diseases to breed and grow and much more chances for diseases to expand over a larger number of victims. This chance is dropped by 5%, if a sewer system in the community or some other way of removing refuse and garbage is used (like the Black Pudding refuse canisters in Glantri city). But then the disease will be more concentrated in the sewers.

This is why a sewer system has a 20% bonus upon the population-center lying below). Countries where the most cities are known to have such systems are Thyatis, Glantri, Alphatia, and the Five Shires. Probably Alfheim and Robrenn would also count toward these Countries because they recycle most refuse as soon as possible. Cities known to have such systems, while the surrounding villages do not have these systems, are Karamaikos (this system often breaks down, and actually having a reverse effect for at least one week, or often more), Alpha (here the system often freezes over, becoming nonfunctional at all). Perhaps some other cities use or plan to use the sewer and disposal system, but up to this date it is unknown.

Modifiers to the base chance are by social level. The theory is that more disease are transmitted amongst the lower classes because there are dirtier and less careful. Also they live in or near refuse or other causes and transmitters of the diseases, and upper higher classes often have access to some sewer system (example Specularum/Mirros, which has a form of sewer in the stone build parts of the city from ancient underground passages, tunnels and such).

Thus, a Low Copper class citizen of a city would have a 60% chance of having a disease maybe because she sleeps around to get extra food money. In a near by hamlet, an High Gold class citizen would have a 5% chance. While in the city, a citizen of equal status has a 20% chance, maybe because he parties a lot with the rich, and more diseases and viruses live in the same region of effect. **Remember that this percentage is checked every month or each visit,** when the visitor often changes habitats. The minimum chance of having a disease in an area is always 5%. When a disease is available in the area of effect the DM must find out the disease or diseases. This is done according the disease itself, the season, weather, and other possible other circumstances.

Nature	0-5/24 Mls, Swamp, Battlefield.	15%
Nature	0-5/24 Mls, River, Small Lake.	8%
Nature	0-5/24 Mls, Large lake, Sea, Ocean.	2%
Nature	0-5/24 Mls, Hills, Woods.	7%
Nature	0-5/24 Mls, Dense Woods.	12%
Nature	0-5/24 Mls, Mountains, Desert.	5%
Nature	0-5/24 Mls, Fields, Badlands	9%
Graveyard, Tomb, Hangman Hill		2d12%
House	1-10	5%
Thorp,	10-50	10%
Hamlet	50-100	25%
Village,	100-500	30%
Town	500-10.000	35%
City	10.000 or more	40%
Dungeon	populated with Humanoids	25%
Dungeon	populated with Undead	50%
Carrion (and Carrion Crawlers, etc.)	near	20%
Sewer	as population center	+20%

Remember that a building is not affected by surrounding territory, so a desert house will have only 5% basic chance to hold a disease. In other words these percentages don't add on. But the sort of population does add on. So if the desert house is populated by Undead it has 55% chance to hold at least one disease.

As with poisons, this system does not attempt a specific treatment of a subject which is beyond its scope and purpose. What is done, however, is to give general categories of disease and maladies and their game effects, as well as the chance to contract an ailment according to the surroundings. Naturally, you will often have no need for any random determination of a disease, as the affliction will be specified, but even then you will find that the random determinants for occurrence and severity might be helpful.

Lowest Class	Lower Copper Class	+20
Middle Lower Class	Copper Class	+15
Upper Lower Class	Upper Copper Class	+10
Lower Middle Class	Lower Silver	+5
Middle Class	Silver Class	0
Upper Middle Class	Upper Silver Class	-5
Lower Upper Class	Lower Gold Class	-10
Middle Upper Class	Gold Class	-15
Highest Class	Upper Gold Class	-20

Contraction of Disease:

Each game month you may wish to check each character to determine whether or not he or she has contracted a disease (or disorder), where they are available. Check each week if conditions are particularly favorable, like very hot weather or hot, moist weather filthy, crowded conditions in warm weather. Check each and every Time the character is exposed to a carrier in a way which would allow the disease to be communicated. Note that disease carriers can be human, animal, insect, food, drink, vermin, dirt, filth, etc.

The percentage of having a disease in the affected area is like given above, but the chance of contracting a specific disease is given in the description of the disease itself in red, and is often subject to specific conditions like area, moisture, temperature, or even species.

A character becomes more susceptible to disease when he is filthy, lives in crowded circumstances, is infested with parasites, is already diseased, or the environment is hot and moist, or is shipboard over 2 weeks continuous at sea.

All these circumstances increase the chance of contracting a disease available by 2% cumulative to each other and the basic chance of contracting a disease.

This chance is lowered by 5% if the temperature drops to 35° F or less and when the character is above 2000' height. The most common diseases listed in the next table, are the most wide spread and these are mostly the ones that infect a character in cases where a disease exists like rolled according the above both tables.

Other diseases are also possible, but there must be a reason that the disease will be there. This could be a grand-scale epidemic, a visit of another species (like a Gnolls-invasion who deliver Gnoil Hepatitis), called forth by magic like Create Disease spells, many Undead, etc., etc.. This is up to the DM and his story line. Imagine the adventurers returning from a Dungeon Bash, unknowingly infecting themselves and the local populace.

Most Found Diseases	Contracting Chance	each...
Carrot Fever	1%	Week exposure
Cholera	1%	Week exposure
Consumption	1%	Week exposure
Dysentery	1%	Week exposure
Dwarven Bronchitis	1%	Week exposure
Fading Youthful Enthusiasm under 20% age	10%	Week exposure
Fits	1%	stressful situation
Fits (over 35% age)	2%	stressful situation
Gonorrhea	1%	round sexual contact
Gut Worms	1%	Week exposure
Heart Attack	1%	Fear attack
	1%	% age over 45%
Hin Exceme	1%	Week exposure
Influenza	25%	Day Exposure
Measles	5%	Day Exposure
Infection	5%	Turn not treated Wound
Lazar's Disease if poor personal Hygiene	25%	Week exposure
Longship Pneumonia	1%	Week exposure
Malaria	15%	Week exposure
Out of Shape	Choice	each month inactive
Pleurisy	10%	Week exposure
Poor Mental Health	5%	month over 1 month succumbed
Pneumonia	1%	Week exposure
Pox	25%	Week exposure
Rabies	1%	Week exposure
	50%	bite
Scurvy	100%	after 1 month Iron/Elven ration diet
Sheepox	10%	exposure
Stroke	1% Cumulative	year wrong food
Syphillis	1%	round sexual contact
Tetanus	10%	exposure to dirt, rust, etc.
Tuberculosis	10%	Exposure
Tuna	1%	round sexual contact
Tumor/Cancer	50%	radiation Exposure
Typhoid	10%	Week exposure

Incubation Period

Now we know if an disease is available in a specific area, and which disease or diseases, how to contract them, or how it will affect an infected creature. Only one thing we have to take in account with diseases, is the incubation period. This depends on the disease sometimes, but more on its severity, therefore use the following table. The disease becomes active after the incubation period, but this is affected by the characters Constitution and current state, if he is already sick, food/drink deprived, exhausted, seriously wounded or sleepy (i.e. Hit point affected). Adjust his Constitution accordingly and then check the table, to find the adjustment for this check.

This doesn't really lower the Constitution, but is used for this check only. When the modifiers reduce the Constitution of the character below 0 then the disease will always become active at the fastest possible way. (-con means; use the Constitution adjustment after calculation as given). When a disease according this table comes in effect faster than 0, then it will affect the patient already after 30 r – con x r . .

Current Hitpoints	Con. Adjustment
+1%	+1/% (+5max)
-0 to -25%	+0
-26 to -50%	+1
-51 to -74%	+2
-75 to 90%	+4
-91% or more	+8

The effects will always be the lowest severity in the first period, according the disease, after which it can grow further. This growth is according the disease as mentioned there.

A disease can also grow from one degree of severity to the next or even lower (often by curing), but this doesn't influence the initial incubation period, that is only determined by the initial state of severity of the disease at the moment if infection as determined by the Immortals (roll or choice of the DM).

Disease Active after;				
Severity;	Disease Speed;			
	Slow	Normal	Fast	Rapid
Mild	1d8 Days -con x Hr	1d4 Days -con x Hr	24 Hr -con x Hr	6 Hr -con x T
Severe	1d6 Days -con x Hr	1d2 Days -con x Hr	18 Hr -con x Hr	2 Hr -con x T
Terminal	1d4 Days -con x Hr	24 Hr -con x Hr	6 Hr -con x T	6 T -con x T

During the incubation period the patient will notice nothing, but any Detect Disease will locate the disease, which can be destroyed instantly without any side-effects by any Cure Disease.

An <u>Infection</u> is a wound in- or externally infested with a rotting or digestion bacterial, fungal or viral process. Infections are not contagious when no wound is available.
A <u>Disease</u> is a malady caused by infestation of invisible extremely small Lifeforms, sometimes augmented by magic. Diseases are very contagious, by direct/indirect touch, food & water, air, etc. This depending on the Disease spreading lifeforms. Any ailment unknown will also be called a disease until more is known.
A <u>Plague</u> is a very contagious disease, spreading rapidly, but thus also exterminating itself, most survivors (and often even their descendants) affected will be immune for life.
<u>Magical Diseases</u> , It is unknown how these diseases came about. Some sages say they're from war, some say that a rip in magical fields caused them, some others say that mages with truly sick minds created them, others say that creatures having contact with certain magical beings cause weird things. Whatever the reason, they aren't pretty. Magical diseases often don't have a severity level, you just get sick, die or whatever, without gradual side-effects.
A <u>Disorder</u> is a corporeal malady caused by infestation of parasites. This can be a form of infection or changing the patient into a feeding/breeding ground for the parasites. Disorders can also be contagious by Food & Water but rarely by the touch. Disorders can be prevented totally by subjugating the water and food ingested to a Purify Food and Water spell effect.
An <u>Affliction</u> is a corporal malady caused by malfunction of one or more organic processes, caused naturally (Age or weakness caused by any other disease) or by any form of radiation or sometimes caused by misuse of the body. Afflictions are not contagious on itself.
A <u>Malnutrition</u> is a corporeal affliction caused by insufficiently intake of proper food, i.e. vitamins.

Severity of Diseases

Severity refers to the seriousness of the malady and determines the period of disability (recover Time or length of illness which terminates in the character's demise) and the effects of the malady. The severity is displayed in three categories: Mild, Severe and Terminal. There are no intermediate forms. When a patient passed the incubation period roll 1d8 to see how strong the malady will affect him. Some maladies however will always grow to the next stage of severity unless treated (all as per malady). When curing will bring down one or more severity stages, any effects will be gone as given in the table. Some treatments can relieve only effects and thus lessening the malady only. Druids and Hedge Wizards are well known for these kinds of treatments. Where severity is not mentioned there exist only one Strength of the disease, then do not roll for additional effects!! Any natural curing will normally lower the severity by one rank, with all its effects. The same way it increased naturally. Maladies without lower severity's cured will place the patient always in severity 1 for 1d3 days (if magical or exactly cured) or weeks if revived/regenerated/else cured.

Most Magical created diseases know no difference in severity, and have no additional effects, other than those given in the description.

Where a disease severity is not listed, that severity stage does not exist.

Mild:	unable to perform strenuous activities. Some treatment may allow a shortening of the period of illness. A normal period is 1-3 weeks.	1 additional effect.
The patient needs no magic to survive under normal circumstances.		
Severe:	hp 50% of normal. disabled for 1-2 weeks.	2 additional effects.
The patient can have need for a Cure Disease spell and/or other treatment to reduce the disease to "mild" severity. No Cure disease spell enables the patient to be cured completely. The patient will not die under normal circumstances, but could succumb to weakness and further malady, when moving, combating, spellcasting, and other strenuous behavior.		
Terminal:	Death (or loss of the body part or function) in 1-12 days (other periods as per maladies).	3 additional effects.
A Cure disease spell and/or other treatment is absolutely needed to cure the patient to the "severe" severity, and to prevent him or her from dying.		

<u>Additional Effects</u>			<u>Any Curing</u>
1d10	Effect	Side effects	Side effect;
1	Painful or other Urination problems	-	gone direct
2	Constant pain	-1d4 to attack rolls	gone in 1d4 Turns
3	Overall Headache	-1 Intelligence and -1 Wisdom	gone in 1 Hour
4	Muscle Stiffness	-2 initiative bonus	gone in 1d4 Turns
5	Loss of voice	no verbal spells, singing, etc	gone in 1d4 Turns
6	Uncontrollable vomiting	Deprivation, dehydration effects	stops vomiting directly, need food / drink to restore
7	Sluggishness	Half movement rate, +2 initiative penalty	gone in 1d4 Turns
8	Spasm 10% chance / hour	Causes dropping of held items	gone direct
9	Diarrhea	-25% movement	gone direct
10	Itching skinrash	-1 Dexterity, THACO, and saves	gone direct

Contraction of Parasitic Infestation:

Each game month check for each character to determine if he or she has become infested with some form of parasite. check each week if conditions are particularly favorable, like filthy conditions and warm temperature hot, moist weather. check each and every Time the character is exposed to a carrier of parasites. Carriers include humans, animals, dust, earth, manure, raw (or undercooked) meat, swamp water, etc. Checks are made by using the appropriate tables shown hereafter.

Base Chance	3%
filth (garbage, manure, sewage, etc.)	+1%
improperly cooked meat	+2%
polluted water	+5%
Insect Plague	+5%
swamp or jungle environment	+5%
cool weather or climate, desert climate	-1%
cold weather, high mountains, cool desert climate	-1%

PARASITIC INFESTATION TABLE for not by the DM determined parasites.

1d100	Parasites Infestation	Severity 1d8		
		Mild	Severe	Terminal
01-10	cardiovascular system	1-2	3-5	6-8
11-35	intestines	1-2	3-7	8
36-40	muscles	1	2-3	4-8
41-45	respiratory system	1	2-4	5-8
46-75	skin/hair	1-7	8	-
76-00	stomach	1-2	3-7	8

Cardiovascular

These parasites living in the blood-veins or nervous systems will cause a loss of 1 point each of strength and constitution per week until totally cured. Thus, chronic problems here will slowly wear the character away. Terminal cases will last only 1-12 days. Rot Grubs belong to this group.

Gastro-intestinal

These parasites living in the intestines will cause the loss of 1 point each of strength and constitution per occurrence until cured, severe attacks causing such loss permanently. Terminal cases require 1-12 weeks for fatality. Lint-Worm, Gut-Worms belong to this group.

Muscular

These disorders cause the loss of 1 point each of strength and dexterity, severe attacks having a 25% chance of causing such loss permanently. Terminal cases take 1-12 months.

Respiratory

These parasites living in the lungs have a 10% chance of causing a 1 point constitution loss each Time a severe attack occurs. Respiratory disorders of chronic, severe nature are 10% likely to cause the loss of 1 point each of strength and constitution (check separately for each). Terminal cases take from 1-12 months until fatality occurs.

Skin

These parasites live in or just under the skin, or regularly visit the patient while feeding on them. A Disorder of severe nature will 10% likely to cause permanent loss of 1 point of charisma. Chronic, mild attacks are also 10% likely to cause such loss, while chronic, severe attacks will be 25% likely to cause such loss. Terminal cases will take 1-12 weeks for fatality. Flees, Lice, Hair-lice, Pubic-Lice, Ticks belong to this group.

Stomach system

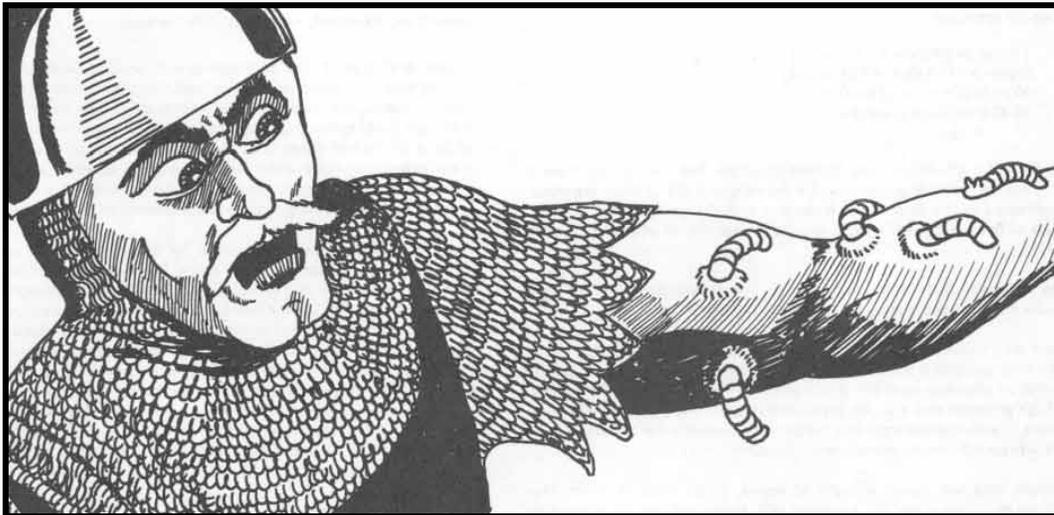
These parasites living in the stomach and throat cause disorders of chronic, severe nature are 20% likely to cause the loss of 1 point each of dexterity and constitution per occurrence. Terminal cases will take 1-12 weeks. Remember Parasites are themselves maybe not a disease, but they will often cause symptoms similar to a disease, and often they carry diseases. The mosquito is the deadliest organism on the world, as it kills more creatures than any other creature, by the diseases it injects while sucking blood, but flees, ticks, and lice are also extremely dangerous.

Afflictions and Disorders caused by Insects, Lowlife, Fungi, Creatures

A Disorder is a corporeal malady caused by infestation of parasites. This can be a form of infection or changing the patient into a feeding/breeding ground for the parasites. Disorders can also be contagious by Food & Water but rarely by the touch.

Carrot Fever:	Fast Disorder
	Mild 1-5 Severe 6-8 Terminal
<p>A malaria-like affliction transmitted by carrot parasites. Serious digestive disorder. Parasitic infestations of larger creatures can't be cured by a Cure Disease, or Remove Curse or other magical spells. Parasites must be poisoned, and the victim can't be treated with Neutralize Poison until the parasites are dead. All ability scores are lowered by one. The character can have no annual training, character building or combat experience. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>	
Draconian Weakness:	Rapid Disease
	Mild only
<p>Affects only those bitten by the rare Pocket Dragon, Dinosaurs, Komodo Dragon, Xytar, Hydra, and several larger Reptiles, but not Dragons. The venomous saliva lowers the saves and attack rolls by -2 if it succeeded to enter the bloodstream. Cure Disease. Infectious only on bite wounds (or if literally injected in the flowing bloodstream of the victim) 50-100% contracting the disease per bite (depending on the save). The disease is always accompanied by an severe or terminal infection, which must be treated separately.</p>	
Ear seekers	Slow Disorder
	Mild only
<p>Ear seekers are small Insectoids which are found in wood. They live by eating dead cellulose, but they need warm places in which to lay their eggs, and they favor places like ears. If this creature enters a warm place, it will always lay 9-16 tiny eggs and then crawl out to die. When the eggs hatch (4-24 hours) the Larvae eat the surrounding flesh, generally burrowing inwards to where the most food and body heat is, causing 1 point of damage per hour, leaving the body after a day feeding. A cure disease spell will destroy the eggs.</p>	
Fungoid Plague:	Fast Disorder
	Terminal only
<p>Turns humanoids into Grey sludge. Cure Disease and Remove Curse and Giant Arachnid Blood potion. Death in 2-4 days. Highly Infectious. 10% contracting the disease per week of exposure. Found in the tunnels, caves and caverns underground where ordure and ooze are combined. Here this bacillus is often found, as it breeds upon ordure and ooze.</p>	
Fungoid Infection:	Rapid Disorder
	Severe 1-2 Terminal 3-8
<p>Turns humanoids into feeding/breeding ground for the fungal spores. This infection includes, spores from Yellow and other Molds, Blast Spores and similar fungi. Cure Disease or Keoghtog Ointment on the infected spot. Death in several hours or days. Highly Infectious. 50-100% (depending on the Save) contracting the disease per exposure (often a form of attack).</p>	
Green Slime:	Super Rapid Disorder
	Terminal only
<p>A form of lowlife with rapid digestive and reproductive liquids. The creature senses its "prey" and tries to attach to it. Instantly it starts to digest the victim and using its organic compounds as a base to reproduce (thus is not even slowed by leather armor or cloth, and even dissolves metal and steel in 6 rounds. It eats away wood slowly, consuming but one inch thickness in an hour. The acidious digestive form of attack has no known resistance and Violent pains and burns are always in effect. When the "creature" has attached itself to the victim it can only be burned off by fire or extreme heat or cold. It can be scraped off quickly (if the scraper is then discarded), excised, frozen, or burned. But than 50% of the damage will be done to the victim instead. Other forms of attack- including weapons or spell - do it no harm. The Green Slime will have digested the victim after 6+1d4 rounds (slowed by 6 more rounds if worn metal). Each round after the initial 6 (12 if worn metal armor) will destroy the 1d4 x 25% of the characters hp as if burned by acid or fire. Only a Cure disease spell will instantly destroy the "creature" without harming its victim, actually the Cure Disease spell uses the creature as a base to cure the terrible wounds brought forth by it. Thus a victim attacked by a Green Slime and damaged by it would have no wounds if treated by Cure Disease while the creature and the victim are still attached to each other. When the Slime is killed in a different manner the Cure Disease spell will only Cure any infections if any, and do nothing more. Green slimes are strange lowlife growths found in subterranean places. Although they can't move, they slowly grow, feeding on animal, vegetable and metallic substances. They are sensitive to vibrations and will often drop upon passing creatures from above. Occasionally huge slimes or colonies of dozens have been reported.</p>	
Glubfly Debility:	Fast Disorder
Deserts only	Mild 1-5 Severe 6-8
<p>Caused by the Glubfly sting during mating season. Intelligence, Wisdom and Charisma are lowered by 1d4 each (roll separately). The disease lasts a week. It causes madness (save vs. spell). Which lasts until cured. Cure one stage by Cure Disease and both by Cure Disease and Cure Insanity, some special herbs can have the same effect as a Cure disease spell. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates from the Sind Desert but can be found in and near all known deserts, as the fly is local to those regions. The mating season is early fall and last a full month or longer until the first rain.</p>	
Gut Worms:	Slow Disorder
	Mild 1-5 Severe 6-8
<p>Serious digestive disorder, caused by intestine parasites known as Gut worms (7 to 27' long). Parasitic infestations of larger creatures can't be cured by a Cure Disease, or Remove Curse or other magical spells. Parasites must be poisoned, and the victim can't be treated with Neutralize Poison until the parasites are dead. The character has a 10% chance his Con. will be lowered by 1. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>	

Malaria: Tropics/Subtropics only	Fast Disease Terminal only
It causes Fever, Weakness, Diarrhea, Nausea. The disease becomes deadly if not cured in a week. A Cure Disease of at least level 14th is needed to remove the disease from the patient, but must be applied for the whole duration of the disease or he or she will suffer a fallback to the growth of the disease as if no cure was given at all. All surviving victims develop permanent digestive problems. Therefore there is a 45% chance that the Constitution is lowered by 1 point permanently. 15% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is permanent common in the tropics and subtropics, and absolutely unheard of in areas with a temperature of less than 15°longer than 3 days. Example: Common in Thanagioth Isles and the Archipelago. It is brought forth by Female Mosquitoes in need of Blood for breeding, and protection against insects will thus protect against the disease. Only creatures with a natural AV of 4 or higher will be immune, as they can't be stung. Klamboe are used severely in these regions.	
Mau-Mau Fever: Tropics/Subtropics only	Rapid Disease Severe 1-2 Terminal 3-8
This disease is as Malaria brought forth by insects, but these attack from the ground (tiny flies/maggots) attacking every surface of exposed and/or wet skin. Protection can be by using heavy boots cleaned thoroughly daily or when become wet. Any contact with the soil must be prevented. The insect manifest themselves primarily on sand (beaches, desert, etc., but can be found in common earth as well). Heavy Sweating, Pale skin and skin rashes: Strength and Constitution and Charisma -3 each, Death if not cured in a month. Losses can be restored, after curing by Cure Disease(level 8+) and constantly refreshed wet and cold blankets, Ointments of Soothing, and at least a Cure Light Wounds each 4th Hour. When the patient survives the disease (Terminal by curing magic, or severe by him or herself) he will be fresh in about 2 hours afterwards. It is rumored an Ancient Magical Spell Mau-mau Bane did exist but it isn't rediscovered before 1015 AC. Non-terminal Strength of the disease affects the character with equal losses but which can be recovered by 1 point per week complete bedrest. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Permanent recurrence on Aloysius (Ierendi).	
Malohurr (Meat-Rot) Beholders only	Slow Disease Mild 1-7 Severe 8
Beholders are indiscriminate eaters and often consume species that are not good for them. When this happens, they suffer a mild poisoning normally revealed by the presence of pustules and blisters on their skins. However, they evidence no discomfort while in this condition. No cure possible, but natural healing. 10% contracting the disease by eating any magical based, planar or Entropic creature, including undead.	
Rot Grub	Fast Affliction Terminal Only



Rot grubs are occasionally found in heaps of offal or dung. They are rarely found in ceilings, walls, or floors. These small creatures will viciously burrow into any living flesh (thus not armor, but will penetrate leather or cloth, even if under influence of AC/AV affecting magic) which touches them (THACO 16), for they greatly enjoy such fare to dine upon. The victim must immediately apply flame to the wound (1-6 hit points damage per application) or have a cure disease spell cast upon him. Otherwise, the rot grubs will burrow to the heart and kill their host in 1-3 turns.	
Varga Sickness: Deep Forests/Jungles warmer than 20° C	Fast Affliction Severe 1-5 Terminal 6-8
The Varga Plants turns humanoids into Varga plants. Cure Disease and Remove Curse. Become a Varga Plant - similar to Evil Treant. Highly Infectious, 10% of contracting the disease per exposure. Found wherever the evil Varga are found as it is carried in their sap, saliva and pollen.	

Yellow Musk Sickness:	Rapid Affliction
Temperate Forest or Subterranean	Terminal Only
<p>Yellow Musk Creepers turns humanoid into Yellow Musk Zombies for reproduction. Highly Infectious, Infected if within 10' of Creeper Plant, became subject to pollen spray, failing Save vs. Spells. When thus entranced to walk to the plant(resisting any preventing attempt). A green bulb from the plant will root itself in the head, burying through the skull reaching the brain in 2 rounds. The victim will then lose 1d4 Intelligence each round until 0 causes instant death. If the plant dies before reducing its prey to zombie status, 1 Intelligence is regained each day or healed instantly by a Cure All. Victim becomes, regardless of normal statistics a Yellow Musk Zombie for 2 full Lunar cycles before moving of at least 200 yard and dying, the seedling the sprouts, grows, flowers and becomes a new creeper in a year; Yellowish skin, glazed look in eyes, AC 9, AV 0, MV 90/30' but no more than 100 yard from "mother" plant, HD 2, Hp as original, THAC0 19, Att 1, by weapon or fist (1d8). SV F1, MR 12, 20 xp, AL N, any armor only increases its AV, as any magic still functions except those needing intelligence to function. They're no real Zombies and thus can't be turned. If the "mother" plant is destroyed first, a Yellow-Musk Zombie can be cured by a Neutralize Poison followed by a Cure All and 4 weeks of complete bedrest. Any man-sized humanoid (Dwarf-sized to Ogre-sized) can become Yellow Musk Zombies. One zombie is controlled for every two flowers the "mother" plant has. Found wherever Yellow Musk Creepers are found. Actually no disease but some kind of natural plantlike morphing magic, as part of their reproduction cycle.</p>	
Thrin-Atrus Fungus:	Fast Disorder
Any non-freezing wet area	Terminal Only
<p>White furry Fungal growth on limb joints, paralysis [Only affects Insectoids]. Potion made from Purple Worm eyelets. Death in 10-100 hours. Highly infectious to other Insectoids. 10% of contracting the disease per exposure. A disease of the Underground tunnels.</p>	
Violet Fungus	Very Fast Disorder
	Mild only
<p>Violet fungus growths resemble Shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence. Violet fungi favors rotted animal Matter to grow upon. Each fungus has 1 to 4 branches which it will flail out with if any animal comes within their 1' to 4' range. The excretion from these branches rots flesh in but one melee round unless a save versus poison is made or a cure disease is used. The branch length of this growth depends upon size. Violet fungi range from 4' to 7' tall, the smallest having 1' branches, the 5'sort having 2' branches, etc. Any sized growth can have 1 to 4 branches. The disease cause a sort of rotting skin rash that disables magical healing, natural healing and doubles the rotting process if the subject dies, from which 1 to 5 new Violet Fungi will sprout.</p>	
Zar's Biting Foam	Very Fast Disorder
	Mild Only
<p>A bacterial brain disorder, named after the legendary Kobold General Zar of the Broken Lands who suffered from this rare disease. The symptoms are triggered when the patient loses half or more of his Hp (Therefore it is assumed it is a variant, or base of the Lycanthropy disease strain). Rabid, the patient foams at the mouth, and attacks the closest man-like being. He locks his jaws in a terrible bite with a score of 15 or better. He will not let go until knocked unconscious, or reduced to 0 Hp or less. Treat as if he has the Fighting Frenzy skill. The bite causes 1d4+Str adjustment damage each round he maintains his bite. Victims are also infected when suffering 12 or more bite damage from an infected Demi-Human-oid. The disease can be cured by a Cure Disease of 10th level casting power.</p>	



Corporeal Afflictions

An Affliction is a corporal malady caused by malfunction of one or more organic processes, caused naturally (Age or weakness caused by any other disease) or by any form of radiation or sometimes caused by misuse of the body. Afflictions are not contagious on itself.

Arthritis:	Slow Affliction Mild only
The character is permanently disabled by weak bones and a Dexterity lowering of 1 point. No Cure known. The older the character the more possible he obtains the affliction. This chance starts at 5% per 10% over 60% of natural age.	
Fading of Youthful Enthusiasm:	Slow Affliction Mild only
Individuals prefers loafing around the tavern over studying or weapons practice. A common affliction, treatable only by imposed exercise or desperate peril. Constitution and Strength are lowered by 1 point. 10% of contracting the affliction per week of exposure if lower than 20% age, if not afflicted before 20% age immune for rest of life. "Epidemic" lasts 1d6 weeks.	
Fits (Seizure):	Rapid Affliction Mild 1-5 Severe 6-7 Terminal 8
This affliction partially paralyzes special muscle groups. All muscles of an arm, leg or such could temporary be paralyzed and become useless for the duration of 20-Constitution rounds. There is also a chance that important muscles will stop to function and can't be revived because their function is of major importance to the body of the patient (example, the heart, lungs, intestines, etc.). In these cases the affliction in effect becomes terminal, although the affliction itself is not terminal. A Cure Disease spell will stop or help the patient to recover from an attack, but the patient will be weak for 30-con days, unless Cure-All applied. 1% of contracting per stressful situations, after 35% age, double after each attack of Fits.	
Heart Attack:	Special Affliction Mild 1-4 Severe 5-7 Terminal 8
A heart attack will come at late age (mostly Elder, but can under special circumstances even appear at young ages.) mostly and during extremely great extortion of the Mind (fear) and body. In other words, when the patient was shocked, feared, highly active, severely fatigued, or similar. This is a malfunction of the body. It can also come when the patient has survived a Stroke, and exerted himself to his limits. A terminal Heart attack causes death in 1d10 rounds. A severe one will become terminal in a Turn when not treated. Treatment consist of heart massage (Healing skill). This treatment will revive the patient but will cause the patient to lose 1d8 Hp to recover, any electrical attack spell can also be used to treat the patient, but to be used as a treatment the spell must be severely reduced in Strength (int. check by the caster) to prevent the patient to die from the treatment. No more than 8+/- Constitution bonus damage may be given to the patient in this way, or the paralysis chance is doubled and becomes permanent. A heart attack (stronger than mild) causes the patient to temporary loose (wholly or partially)consciousness, from which he will recover in 1d30 Turns. It partially halves all his statistics (as movement, THAC0, damage, etc.). The patient has a 55%-5% per Constitution point to suffer from temporary partial paralysis (often one half of the body, resulting in an contorted face, useless extremities, etc.). The affliction affects especially persons with overweight, smokers, and those who continuously work strenuously more than 10 hours every day. The affliction will often reveal itself to the patient when he comes under stress, be it mentally (sadness, sorrow, grief, anger, fear, etc.) or physically (violence, accident, etc.). !% contracting it per Fear attack or each % age over 45%.	
Out of Shape:	Slow Affliction Mild only
Only exercise and dedication can maintain one's youthful trim and vigor. The longer you go without taking care of your body, the harder it is to chance your lazy ways. The character will increase in size, with inches. His Strength and Dexterity will be lowered by 1 point each. His movement will be lowered by 25%. For each month out of shape 5 month of training and exercise must be done to restore the damage so self-afflicted.	
Poor Mental Health:	Slow Affliction Mild only
This can become about being scared silly, getting locked in a dungeon, joining a weird cult, or by several other imaginable situations. The Intelligence will be lowered by 1 and the Wisdom even by 3. Actually a form of mental destabilization. This person can only be cured by a Cure Insanity spell or several years vigorous training. 5% / month chance if succumbed to above mentioned conditions longer than 1 month.	
Diohurr (Spasms)	Slow Affliction Beholders only Severe Only
The illness most feared by beholders is the spasms—a degenerative condition that usually sets in during their elder age period. A beholder suffering from this condition will occasionally lose mental coherence and begin levitating in a random direction. During this period, its eye-stalks spasm in apparent pain, and its eyes attack any creature it comes across—including same-breed beholders and hive mothers. These fits last from ten to 15 minutes. At the initial onset, the beholder will suffer these spasms perhaps once a moon. Soon the rate progresses; within a few years, a beholder will suffer these spasms once or twice every day. Eventually, victims of this affliction will spasms continuously. Beholders fear this illness because it results in a loss of their mentality. 5% each year of elder age again to contract this mental affliction. The Illness has no known cure other than several Wishes.	

Scurby;	Special	Slow Malnutrition
Beriberi	Special	Slow Malnutrition
Pellagra	Special	Slow Malnutrition
Keratomalacia	Special	Slow Malnutrition
Rickets	Special	Slow Malnutrition
A Malnutrition is a deprivation of a basic need of a particular type of food, which will slowly but ultimately weaken and destroying the body, therefore it has no mild, severe or terminal state.		
<p>Scurvy: A person living on a diet of Iron or Elven Rations for more than a month becomes susceptible to Scurvy (vitamin C-deficiency found in vegetables, and fruits—fresh) or other diseases of vitamin deficiency. If Scurvy strikes a crew, 10% of them are affected for each week the crew goes without fresh food. For each week a character suffers from this disease, his Strength and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A scurvy stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. The character his or her bones weaken severely and many arteries close them selves. For each weak the disease goes on the character will lose 1d4 teeth randomly. Any break bones check is worsened by +1 for each week. When either of the abilities reaches 6, a save must be made for each of the extremities to begin with the toes and fingers, then the feet and hands, then the legs and arms (in total 14 saves), and this must be repeated for each further week until the character dies or get fresh food to eat. When the save fails the extremity (and all lower extremities if any) dies and becomes blackened. The extremity must be amputated or it rots away and the character will get an infection, that slowly infects the whole character.</p> <p>Rickets, which affects the character in the same way as Scurvy, but is based on the lack of vitamin D- found in milk, butter, cod liver oil, big snap fungi and from direct sunlight =>lack is caused by long periods of darkness around the character, without eating enough of the above products (children will not lose extremities, but their bones will deform. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Rickets stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. Charisma will take much longer to restore, as it takes 1 month per lost point.</p> <p>Beriberi and Pellagra which are based on vitamin B- found in rice or grain coverings or even in milk => lack also ages the person by about 10 years. Red and painful eyes to bright light. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Beriberi or Pellagra stricken character regains 3 points of Strength and Constitution each month he consumes fresh food, Charisma will take much longer to restore, as it takes 6 month per lost point.</p> <p>Keratomalacia (vitamin A- found in butter, egg yolk, fish liver oil, carrots, spinach, beans =>lack also causes night blindness and disappearance of Infravision, and breathing troubles). Clever characters (often captains) buy stocks of onions and potatoes to supplement iron rations, since these perishables last for a month or two and provide vitamins. For each 2 weeks a character suffers from this disease, his Strength, Dexterity and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. A Keratomalacia stricken character regains 3 points (divide over abilities evenly) each week he consumes fresh food.</p>		
Sea Sickness / Motion Sickness	Normal Affliction	
	Mild only	
<p>Sea or motion sickness is an affliction that every character has a chance of 15% to have. When the subject is moving at sea on a ship, on a Flying Carpet, ship or Mount, on a carriage of any sort. The Dwarven Train and magical flying ships double the chance of becoming affected by this affliction. The disease will cause loss of interest in food, vomiting, a dexterity affection dexterity will cause the target to make a Dexterity check at the beginning of every round when he moves or attack. Failure means the character falls down. Another Dexterity check is required to stand up. Even when the character doesn't move will this spell have an unusual effect: the caster will feel very sick and almost unable to orientate. Also he will have great difficulties to keep his food inside, even the general idea of food requires a Constitution check to be made with a penalty of 4, if this fails he will regurgitate all inside his stomach negating all benefits of eating food. A Sea Legs spell will cure the Disease for 1 Hour per level of the caster, there does not seem to be other Curing possible. Some creatures affected feel a bit better when moving forward, or being seated looking forward, but no proof of this is given.</p>		
Stroke:	Fast Affliction	
	Minor	1-3 Major 4-5 Terminal 6-8
<p>The bursting of one or more arteries in the brain of the afflicted. It will cause whole (0-23%) or partially paralysis (24-99%), mostly in one half of the body, troubles with speech, movement, and such. The patient will only recover the malady by massive treatment, and possibly never recover completely (50%). The paralysis disables the patient from casting spells, using magical or common tools, running, climbing, use most abilities and non-Intelligence based skills. The disease can be caused by long term wrong food and often lack of activity (mostly fat or sweet, smoking, or Zzongha use at 1% cumulative / year living like that), at which it will become suddenly apparent at the age of about 40+2d20 years, 1d12 for the month, 1d30 (reroll 29 and 30) for the day, and 2d12 for the hour, 1d6 for the Turn in which the affliction finally appears (a Divination spell can divine this very moment). Or it can be caused by a massive blow on the head which could have caused unconsciousness. The patient will then stay dizzy and fumbles from that moment on and has entered the Terminal stage. A Death Ray save indicates if he becomes paralyzed, but must be made each round, until failed. If not helped, he will die in 3d4 hours. A minor or major stroke always results in partial, especially facial paralysis. Cure Disease or Cure Paralysis can remove the paralysis, but can't remove or prevent the stroke, if caused by bad way of living. A skilled surgeon can restore those succumbed to an impact-caused stroke, this will take 6+1d2 hours.</p>		

Venereal / Sexual Diseases

Chance of contracting a Sexual Disease

To contract a sexual disease, the character must be having sex with somebody who already is inflicted with a disease. The chance for contracting a disease is 1% per round of sexual activity, halved if using a protection. Thus if someone with a Constitution of 14 becomes intimate with a person that has a sexual disease unfortunately he prefers not to use protection (like a sheep-skin condom). He participates in 3 minutes=18 rounds of sex. His chance of getting a disease is 32% (18-2(con) x 2). He rolls a 28 on the percentile dice. Thus, our hero now is infected with a sexual disease. If only he used protection, his chance of contracting a disease would have been a mere 14%. A lesson to be learned. There do exist magical spells that especially protect against venereal diseases, but like in the real world, you must be willing to use them, and have them near and able to use.

Con.	Modifier
1-3	+4
4-6	+2
9-12	0
13-15	-2
16-17	-4
18+	-8

An important word to the DM and gamers.

The sexual diseases are placed here to resemble a realistic fact in real fantasy life, and not to enable players or DM's to act inappropriate. Humans and humanoids alike, are creatures with a natural inborn need to procreate, and therefore can also succumb to realistic diseases connected with this natural behavior. In real life more examples could be found, in a fantasy world, magical variations would probably exist, but this list is extensive enough to educate the players and characters.

This is a handy way to correct players with a sexual overactive character to bring him back to game and suffer realistic consequences for his inappropriate sexual behavior. Through history have sexual diseases, like Syphilis and Gonorrhea, made very many victims. Common people and even presidents, artists, kings, and heroes died ultimately by these diseases. They were a fact of real life as is Aids today.

A true risk, which is best learned in a game, when characters behave in a wrong and risky way, and thus must suffer the consequences, than having it to learn it in real life and suffer real consequences.

This way characters and Players alike learn to think before they act.

Acidic Secretion: Magical Fast Disease

The patient suffers from acidic secretion, and suffers 1d4 damage each day unless flushed with water, the partner not only becomes infected but initially receives 2 damage during the sexual encounter, this is one sexual disease that is instantly noticed upon contracting it. [Cure Disease + Dispel Magic](#). [Sexual Disease](#).

Enlarged Scrotum Syndrome (ESS): Fast Disease

Males only Mild 1-3 Severe 4-5 Terminal 6-8

This disease is that the male's testicles become quite enlarged a (1d4 inches in diameter each). The victim's movement is quartered. Constitution is halved. The pain is awful and its really embarrassing to be seen. [Cure Disease](#). [Sexual Disease](#).

Gonorrhea ; Fast Disease

Mild 1-5 Severe 6-7 Terminal 8

An infectious disease of the genitourinary tract, rectum, and cervix, caused by the gonococcus, transmitted by sexual intercourse, and characterized by acute purulent urethritis with dysuria. There is a 50% chance each month that chronic victims experience the disease again. Females are more susceptible to the disease, they have a 2% chance/round sex to contract it, they have a 40% chance to become infertile permanently, [which can't be cured except by a Wish](#). [Cure Disease](#). [Sexual Disease](#).

Prurire - "The Itch"; Normal Disease

Mild 1-6 Severe 7-8

This is quite an uncomfortable but not lethal experience. The period of affliction is 1d4 weeks. A severe patient has a chance of 100-(quadruple his or her Constitution) of becoming a chronic patient. There is a 50% chance each month that chronic victims experience the disease again. A person will feel an unbearable itch in his or genitals and anus. [Cure Disease](#). [Sexual Disease](#).

Segmen Neus ; Fast Disease

Mild 1-3 Severe 4-5 Terminal 6-8

This disease is named after a disgusting perverse Ogre who was always pestering female species. The effects of the disease are as followed for 3d4 days: -2 to comeliness/day (gradual disfigurement), -1 to Charisma per comeliness penalty. -1 to Intelligence each day (gradual stupidity), one leg goes bad, movement decrease by 90%, unable to participate in any sexual activity. A Terminal Patient doesn't die, but becomes chronic and has a 75% chance each month that it experiences the disease again. [Cure Disease](#). [Sexual Disease](#).

Syphilis ; Fast Disease

Mild 1-5 Severe 6-7 Terminal 8

A chronic (if stronger than Mild) infectious venereal disease caused by a spirochete. There is a 50% chance each month that chronic victims experience the disease again. [Cure Disease will cure until it resurfaces again, a Wish will cure permanently](#). [Sexual Disease](#).

Tuna ; Slow Disease

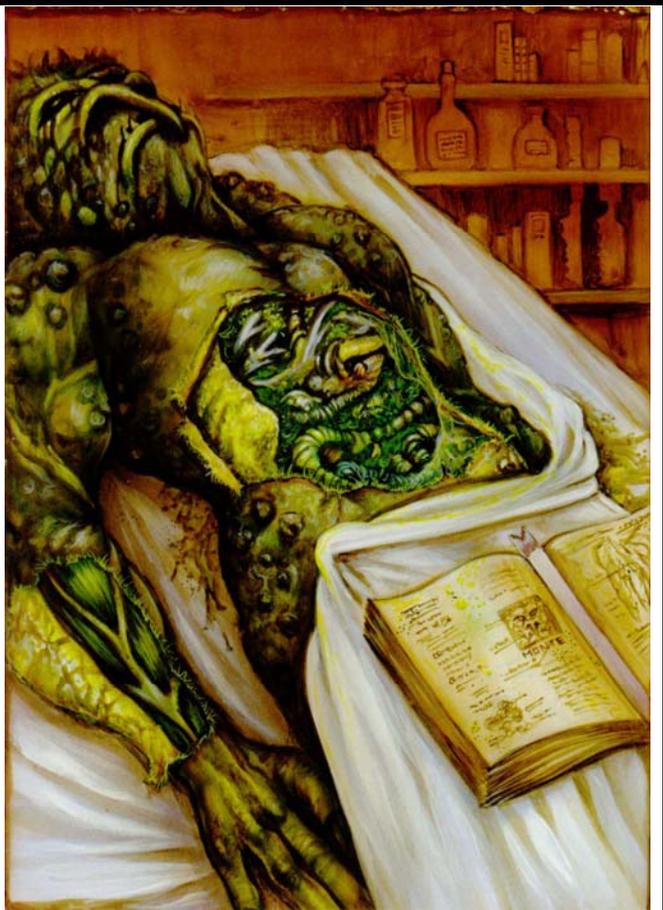
Females only Mild Only

This disease causes the victim to reek of the smell of fish. Going unnoticed is quite impossible. In fact, if cats are around they will follow the victim. There is a 50% chance/month that victims experience the disease again. [Cure Disease](#). [Sexual Disease](#).

(Magical) Radiation Diseases

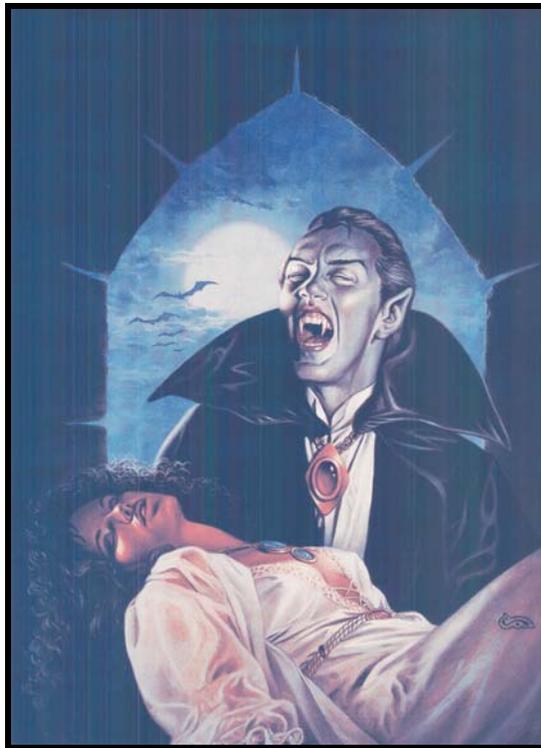
Magical Diseases, It is unknown how these diseases came about. Some sages say they're from war, some say that a rip in magical fields caused them, others say that creatures having sex with certain magical beings cause weird things. Whatever the reason, they aren't pretty. Magical diseases often don't have a severity level, you just get sick, die or whatever, without gradual side-effects

Brainburn:	Magic Normal Affliction Severe 1 Terminal 7-8
Some say this is a Curse or potent spell rather than a disease. Brainburn affects only wizards, somehow recognizing individuals who work with magic. It attacks the brain directly, causing chronic pain and swelling. No known cure, beyond the Severe stage (reached after the 1st day), but a Dispel or Anti-magic will probably function, together with Cure Disease and remove Curse. Those afflicted lose the ability to cast one spell per day (starting with the higher level spells). When they can no longer cast spells, their heads literally explodes (spreading an area of 1d4'). This spell doesn't seem to affect magic-using monsters, and Frost Mages. The reason for this is unknown. The first case of this disease was in Glantri City, from a Mage who claimed to be a Shepherd of Rad (1016AC), and user of a Crystal, the first case of Plague effect was in Aengmor (1012AC) under Shadow Elves. Communication with the Immortals revealed that the Immortal Thanatos the Grim Reaper, was responsible for the creation of this disease as a result of some major mishap placed on him at the end of the Great War (1004-1009AC). 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.	
Ghoul/Wraith/Wight/Spectre (Undeath); Magic Disease	
Return after death. None known. Undeath akin to being a Thinking Zombie. Infectious. This disease not only kills the character, but enables the infecting undead to bind its soul to the corpse to become like itself, in alignment and behavior. The original infecting Undead is in control which spirit is called forth. The character originally inhabiting the body may be hunted in Limbo by the original Undead. 5% of contracting the disease per exposure (Mummies or similar Undead), but will only become active after death of the patient (whenever). Also contracted by physical attacks of the Ghoul/Wight or Wraith. Prevented by an active Bless spell.	
Invirmentitis:	Fast Affliction Mild 1 Severe 2-5 Terminal 6-8
Eyebrows become white, Voice deepens, Extreme paranoia. Ovason's Mixture (unique potion). Permanent insanity if untreated. Highly Infectious. 5% of contracting the disease per day of exposure. This disease is unknown, save amongst the sky sailors who attempted to break the Known World records for high altitude flight. It has a 5% chance of contracting per 1000' above 20,000. It is still not known where this peculiar infection originated. A Cure Disease spell will heal the patient only if he or she is brought back to an altitude of no more than 5000 above sea-level. But this doesn't imply that the patient will not again fall victim to this disease or ailment.	
Lightwave Sickness:	Magic Fast Affliction
Permanent loss of Strength [caused by prolonged periods of invisibility for creatures not naturally invisible]. Special Salve of Coin Wyrms or a Wish. Loss of 1-2 points of Str. Permanently. Non-infectious. Lightwave Sickness is rare, virtually unknown outside spellcasting communities. 5% of contracting the disease per Hour exposure of invisibility beyond 2 turns.	
Metallitis:	Magic Rapid Disease
Destroys all metal it contacts in 2-4 rounds. No Cure. Destroys Metal Objects. Infectious. This disease was first encountered following an earthquake in Wendar. After the tremor, a pocket of foul air was released from underground carrying the spores of this fungal infection.	
Movellitis:	Magic Slow Disease
Yellow foam forms on surface of Golem [only affects Golems and other animates]. None known. Disintegration in 30hrs. Highly Infectious. 10% of contracting the disease per week of exposure. Movellitis is believed to originate in Sind. It spread from the cities along the river systems westwards before emerging into the Known World.	
Muto Plague:	Magic Rapid Disease
Turns humanoids into Lesser Broken Ones. None known. 5% of contracting the disease per exposure. Permanent shapechange to Broken One. Infectious. This infection originated in Klantyre, and is almost unknown beyond that principality, but when found more victims will exist there.	
Mysterionitis (Undeath);	Magic Disease
Return after death. None known. Undeath akin to being a Thinking Zombie. Infectious. Mysterionitis is very rare but known throughout the world. 5% of contracting the disease per exposure (Mummies or similar Undead), but will only become active after death of the patient (whenever).	
Radiance Poisoning:	Slow Affliction Terminal Only
Weakness, nausea, lesions on the skin. Heal/Cure all, or Cure Disease and Neutralize Poison. Save vs. spells or lose 1d4 hp/hour until death occurs. [Double normal probability of Cancer if saved.]Non-infectious. 5% of contracting the disease per exposure of radiance. Almost unknown except for some mysterious cases around Glantri City, in the Broken Lands and World Mountain Ethengar.	
Spectrox Toxaemia:	Slow Disease Severe 1-5 Terminal 6-8
High Fever for 24-48 hrs, Purple blotches, Vomiting. Potion made from milk of a Queen Mobat, or Cure Disease and 24 Hours rest. Death in 48-72 hrs. Non-infectious. Uncommon but known worldwide. 5% of contracting the disease per day exposure of Continual Light/Darkness, or other magical light longer than the Constitution the patient has.	

Rising of the Lights:	Slow Disease				
<p>This disease affects the skin and eyes of the patient, and makes it extremely vulnerable to light and especially sunlight. In effect it will cause the patient pain and hp loss when he or she is exposed for more than 1 hour to normal (day)light and for more than 1 Turn in bright sunlight. In effect, the patient can almost not even endure the light of torches, or open fire, only weak candlelight can be endured without pin or damage. Even Vampires can have this disease, which lets them die even in candle light. The disease was magically created as an attempt to destroy all Undead, but it failed miserably, as it affected even the living Demi-humanoids. Cure Disease and Remove Curse and Dispel Magic. 5% of contracting the disease per exposure.</p>	Mild	1-5	Severe	6-8	
Tumor/Cancer:	Slow Disease				
<p>This disease is a cancerous growth of living tissue somewhere in the body. Several variations are possible. In the breasts, stomach, brain, heart, intestines, or even other body parts, like the skin. The disease is found in creatures of all kinds, even plants (although they mostly won't die by it) when subjected to radiation of any kind (This includes massive amounts of magic). 50% of contracting the disease per exposure. It is most common in Glantrian Mages, the reason for this is as yet unknown. The disease can also be caused by transplanar voyages, and is known to exist in the Inner and Outer Planes of Energy and Fire. A mild severe tumor can last for several months or even years before becoming severe. It can be found by extensive study of the body of the patient. In this stage of the disease it can be cured by a Cure Disease spell cast after the operation and cutting out the infected tissue. There is a 25% chance that the Tumor will reappear some months later, growing anew. A severe Tumor will cause a lot of pain, can easily be found and identified (a large solid lump of fleshy tissue). But can only be cured by several operations, Cure Disease spells, Cure All spells, and probably even Dispel Evil spells. A severe Tumor will become apparent in 2 days to three weeks maximum. Internal Tissues Tumor's will become Terminal after this period. External Tissues Tumor will not become terminal, but will destroy the tissue infected totally. As thus it will affect the Charisma of the patient, reducing it with 1d12 points (never lower than 3). The patient will often die</p>	Mild	1	Severe	2-5	Terminal 6-8
<p>by heart or brain failure when the disease is at its summit. The flesh of a creature infected by Tumor can't be subject to a Clone spell without also transferring the disease. Raise Dead will not remove the disease but brings the patient back to the brim of dead or at the beginning of the Terminal stage (if cast Raise Dead Fully). Only a Reincarnation could supply the patient with a new and unaffected body. The disease can't be cured in any way when it entered the Terminal stage except by a Wish, a special designed artifact, or Healers with a surgery skill. They can cure the disease even in this stage, but the patient will remain severe ill for twice the normal duration, and has to be operated several times, must succumb to strange magical radiances and liquids, which will weaken the body until all statistics have become 3+1d3. This treatment (the Healers call Chemotherapy) will also remove all corporeal hair-growth, and will often mark the patient for live with strange mottled skin pigmentation and overall weakness. This will lower his or her Charisma, Strength, and Dexterity by 1 permanently (if Cured).</p>					
	Some diseases can only be determined after death.				

Vampirism (Undeath); Magic Disease
 Return after death as a Vampire. **The disease is transmitted by enough saliva or level draining from a Vampire. This can be after 3 consecutive bites from the same Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Vampire). Any other can only be survived as long the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds).** When the patient dies, he will return from death in 3 days, as a Vampire under the unlimited (in distance) mental control of the final slayer Vampire. This will last until that Vampire is destroyed.

He will then be a Vampire of 7** but can improve 1 HD by controlling at least 2 Vampires, another improvement is granted when all controlling Vampires control at least 2 Vampires. The DM will have more information. At this stage no Mortal Magic can cure the patient. Vampires don't gain levels in their former or current character class, but are able to cast magic if they normally could when still alive, and at the same level. Check alignment, Immortal restrictions, etc.



The "Gift" of vampirism is a magical disease created by an Immortal of Entropy (Night, Hell or Thanatos are suspected) and brought to the Prime Plane in an attempt to spread sorrow and destruction. Mortal Magic or Medicine can't Cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also give the Vampire its special powers (Immunity to Charm, Sleep, Hold Magic, nonmagical weapons/ Shapechanging in Dire Wolf, Giant Bat, or Gaseous Cloud at will in 1 round / Regeneration 3 hp/round until forced gaseous to restore in chest / Level Draining on touch (2Lvl or HD)+1d10 damage / Summon rats, Giant Rats, Bats, Giant Bats, Wolves, and/or Dire Wolves / Charm anyone (unless sv sp-2 to avoid) / Spread Vampirism and seemingly restores the corpse to its youthful vigor. Special weaknesses are; within 10' Holy Symbol (or on consecrated ground)of non Entropic Immortal it causes tremendous pain, thus it can't come within 10'. Garlic has a similar effect (Sv Poison/round or stay away). They can't cross running water(except bridges), no reflection and suffer 2d6 damage per day not rested in coffin. Destroyed by stake through heart, 1 Turn immersion in running water or exposure to sunlight (sv DR/r or disintegrate)—a clouded sky gives no damaging sunlight. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Vampires do not always begin as evil creatures, but the agonizing need for fresh Humanoid blood eventually turns each of them evil or insane (according to living creatures) at the rate of 1/HD it has.

Nosferati-Vampirism (Undeath); Magic Disease
 Return after death as a Nosferat-Vampire. **The disease is transmitted by enough saliva from a Nosferati-Vampire. This can be after three consecutive bites from the same Nosferati-Vampire in a row in the same moon. When a Cure Disease is applied before the 3rd bite the patient is saved, and will not suffer any other consequences than maybe level draining (depends on the intentions of the Nosferat-Vampire). Any other can only be survived as long the patient will not be slain by Vampire attacks (level Draining, bite/blood wounds).** When the patient dies, he will return from death in 3 days, as a Nosferat-Vampire under the unlimited (in distance) mental control of the final slayer Nosferat-Vampire. This will last until that Nosferat is destroyed, or when it willingly releases the controlled one, this can't be enforced.

The character will become a Nosferat-Vampire, which is able to still gain levels at almost the normal rate of experience. They are able to cast magic if they normally could when still alive, and still gain levels. Check alignment, Immortal restrictions, etc. however.

The "Gift" of Nosferati-vampirism is a magical disease created by the Immortal of Entropy Night and brought to the Prime Plane in an attempt to create a new race, as they are not necessarily evil. Mortal Magic or Medicine can't Cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also give the Vampire its special powers (Immunity to Charm, Sleep, Hold Magic, nonmagical weapons/ Shapechanging in either Dire Wolf, Giant Bat, or Gaseous Cloud at will in 1 round / Regeneration 3 hp/round until forced gaseous to restore in chest /1d10 damage on touch and will / Restore lost hp by drinking blood for 1d4/bite / Summon rats, Giant Rats, Bats, Giant Bats, Wolves, and/or Dire Wolves / Charm anyone (unless sv sp-2 to avoid) / Spread Nosferati-Vampirism and seemingly restores the corpse to its youthful vigor. Special weaknesses are; within 10' Holy Symbol (or on consecrated ground) of non Entropic Immortal it causes tremendous pain, thus it can't come within 10'. Garlic has a similar effect (Sv Poison/round or stay away). They can't cross running water (except bridges), have no reflection. Destroyed by stake through heart, 1 Turn immersion in running water or exposure to sunlight (sv DR/r or disintegrate)—a clouded sky gives no damaging sunlight (A Nosferati slowly becomes more and more resistant to the damaging effects of Sunlight, the are able to stay 1Hr in sunlight for each 10 years existing as a Nosferati. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Nosferati do not need the blood of Humanoids, and may feed on blood of other creatures and thus they are able to refrain from evil behavior or becoming insane.

Infections

An Infection is a wound in- or externally infested with a rotting or digestion process. Infections are not contagious, when no wound is available

Hin Eczema and Acne:	Rapid Infection Mild Only
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Large pustules all over the face, skin rashes, and lots of dandruff, ugly by harmless affliction. Charisma -1d6 until cured, followed by a period of 1 month where Charisma is lowered by only the half (round up). **This disease has no treatment, except maybe incidental, with removal of individual pustules (a Greusome task, which increases the infection chance by 5%).** When the patient tires to press out the pustules, he can get an infection (see Infection) and has the chance to be permanently scarred, which will lower his Charisma by 1d3. **1% of contracting the disease per week of exposure.** The disease originates from the Five Shires and can be found everywhere where Halflings live or come regularly. The recurrence of the disease is every 1d10 years.

Infection (common):	Fast Infection	Most common encountered infection
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And therefore the best way to introduce characters to the risks of disease. A good way is to let a wound contracted in a battle become infected. (bite wound of animal, monster or undead or weapon of undead or humanoids).

Mild 1-5	Severe 6-7	Terminal 8
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Infected corporeal area. At least an inflammation (reddening and swelling) is visible. The affected area is sensitive to touch, painful on itself, affects dexterity (-1/ severity) and AC (-1/grade severity) of at least the infected limb or body part. Mostly the body will be able to fight of the affects of the viral and/or bacterial intruders in the body, but this "battle" will cause fever and 1 additional effect to the affected person per grade of severity. **Infection; An common infection can only be caused on an existing external or internal wound. Most wounds will become infected when they aren't cleaned thoroughly. A severe or Terminal infection has spread far beyond the wound and thus affects the body on much greater parts. When the wound is infected, no Cure Wound spell can be applied before a Cure Disease spell has been applied to the patient. When the infection has become severe (automatically after a week of not being cured), or when it became severe from the beginning, it needs slightly cutting away the infected tissue (this can be done by maggots, Leeches, Insects like ants, or even the rough tongue of the Goat), after which it is treated with a Cure Disease spell. And sometimes the complete limb is cut away when no healing magic is available. When the new wound is properly ended, the affected person will normally heal-though handicapped. This is a common treatment where magic is not available, (especially on ships).**

Longship Pneumonia:	Normal Infection
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Mild 1-6	Severe 7-8
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Coughing, loss of balance, memory and direction loss, Sea sickness, cures itself after a mild fever in a month. The severe variant completely disables the person, while the mild he or she can still walk (although with trouble)and the disease will last 1d4 weeks longer. **A Cure Disease will stop a Mild severe disease, and lower the Strength of a severe disease to mild stage. 1% of contracting the disease/week exposure, the epidemic lasts 1d6 weeks.**

Mouth and Claw Disease	Normal Infection
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Hoofed Creatures only	Terminal Only
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This disease affects only Horses, Cows, Giraffes, Camel, Goat, Elephant, Sheep, Faun, Minotaur. Other species are immune against it but can easily become carriers as the disease attaches itself to the faeces of the patient animal, and thus to the feet of other species. The disease causes a rapid degeneration of the muscular and nervous system resulting in a permanent loss of 1 point of strength each 3rd day, several uncontrollable spasms, until death occurs in convulsions and spasms. **A Cure Disease will kill the disease in the patient, but not around it. the patient will easily be reinfected unless a Sterilize spell is used on the living area in combination. 15% of contracting the disease / week exposure (only visitation of infected areas), the epidemic lasts 3d6 weeks.**

Mummy Rot:	Slow Infection active after 1d4 Days -con x Hr24
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Terminal Only; Death (or loss of the body part or function) in 1-12 days, 3 additional effects.

A Cure disease spell and/or other treatment is absolutely needed to cure the patient to the "severe" severity, and to prevent him or her from dying.

Caused by contact with old relics taken from infested graves, or by mummies themselves. Rotting skin, death in a few days if not cured. The Charisma of the patient will be lowered by the Broken Bones Table with half effect as the rotting can affect specific body parts. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.** This disease is common in Nithia, Ylaruam, Isle of dread, Karameikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. **The disease is also brought forth by the attacks of a Mummy, and contracted on touch by a Mummy, it's winds, sacrificial items, it's tomb, or even other items touched by it, and in this case it can be treated by a single Cure disease spell, except when caused by a Greater Mummy, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.**

Pleurisy:	Fast Infection
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Mild 1-2	Severe 3-4	Terminal 5-8
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This lung disease affects only the front of the chest, where moisture has infected the front parts of the lungs. This disease lowers all abilities by 1d4+1 per severity degree rolled, lowered 1 each day. When Strength or Constitution reaches 0 he dies. **Cure Disease** . The disease is highly contagious, as it spreads by the coughing the patient does constantly. When the disease is not permanent, then the patient will become comatose and lose the rest of the points from his original amounts permanently. When it is mild, the patient will lose only 1 point permanently if he fails a save vs. death ray. **10% of contracting the disease per exposure. Epidemic lasts 1d4 Months.**

Pneumonia: **Normal Infection**
Mild 1-3 Severe 4-8 Terminal special

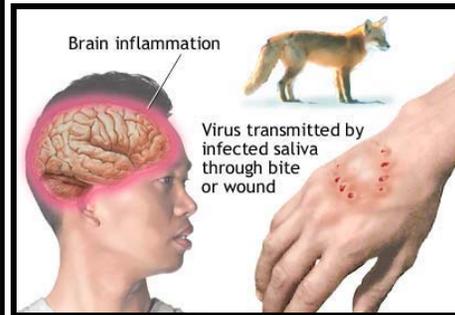
This lung disease affects the whole lung, where infected moisture has infected the whole and especially the lower parts of the lungs. But the amount is lower than with Pleurisy, the character will show overall weakness (all statistics halved for the first week). When the patient fails three Saves vs. death ray in a row, all his statistics will lower by one each day after the initial week, until his Strength or Constitution reaches 0 and the patient dies. **1% of contracting the disease per week of exposure. Cure Disease.** Epidemic lasts 1d6 weeks.

Purulent Cataract: **Fast Infection**
Mild 1-5 Severe 6-8

Caused by rare Alphatian Dust affecting the eyes. Causes searing eye pains and permanent blindness if not cured in a week. **Cure Disease.** The patient is in effect already blinded, due pain, tearshot, and so on. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.** Originating From Southern Alphatia recurring in the Drought years. The disease is common in the original dimension or Plane where the Alphatians originated from, and can also be found in Zzongha caves, or Silk Spider farms.

Rabies:	Normal Infection	(remember to add additional effect by severity –See Pages of Virtue)
roll 1d8 (+2 if wounded by critical attack)		Incubation Time;
1-3	Severe infection	1d2 days –(con adj. x Hr)
5-8+	Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycanthropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature).



The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area. The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful).** The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. **1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.**

Tetanus: **Fast Infection**
Mild 1-5 Severe 6-7 Terminal 8

This disease will weaken the patient (Strength and Constitution) by 3 points each. **10% of contracting the disease to any wound per exposure of rusty metal, ground, dirt (especially ground whereupon a dead or wounded person has lain, battle fields, hospital- or cemetery ground) etc..** The lost points can only be regained by a Wish or restore spell, the disease must be cured by hygiene and a Cure Disease. When only the wound is cleared, Leeches, small Fish or other small flesh eating vermin may be used instead of the spell. The disease will always start mildly, then becoming severe, and when not cured at that moment even becoming Terminal (when a Save vs. Death Ray is failed).

Highly Infectious Diseases (Plagues)

Bargdar Disease(Minotaur Plague):		Rapid Disease	
Equatorial or Minotaur regions	Severe	1-5	Terminal 6-8
<p>Affects all bitten by a Bargda, Minotaur Vampire or Zombie. All muscles and reflexes are slowed (automatic loss of initiative), loss of 1 point of Dexterity each hour (not lower than 3) Minotaurs (often found on the Islands Cathos and Vacros on the Thanagioth island-chain) are affected in full by this disease created by the Immortal Thanatos especially to work against the Minotaur race. They must save against spells or become an Evil carnivorous Bargda in (Constitution x days).</p> <p>Those who don't save lose 1 point of Constitution per week, as their flesh starts to rot away. The only way to prevent this is to consume 1 Demi-Human-oid of any race within a week. This way they become the so-called Minotaur vampires and later on even zombies. When their Constitution reaches 3 they lose all Intelligence and Wisdom and are no longer able to think how to act, and thus to prevent further decay. They no longer hunt Demi-Human-oids, but rot much slower, as normal, about 1 point each month normally or much slower in cooler circumstances. When they reach a Constitution of 1 they have become a Minotaur Skeleton, which will fall to bits and dust if exposed to Holy Water, destroying Turning, direct sunlight, or flowing water, otherwise they will exist for about 100 year, under the control of any Undead, Evil Cleric willing or under minute control of Thanatos himself (this means no attention given to it, more than one simple task like guard this spot etc.). Cure Disease to Demi-Human-oid of any race except Minotaurs, for them there is no known cure if affected. Ogres, Trolls, and Hill Giants are immune to this disease. Highly Infectious. 10% contracting the disease per touch exposure, or 50-100% per bite (depends on save), luckily the disease reveals itself by a strong pungent odor, unknown to any natural smell, and thus precautions can be made.</p>			
Bloodfire:		Fast Disease	
	Severe	1	Terminal 2-8
<p>Inflammation of the Brain [fever], Coma within 10 hours. No Cure. Constitution check or die, then half-Constitution check or die. Highly Infectious. Bloodfire was originally a disease of the Broken Lands but in the last generation it has migrated to the increasingly fetid waterways of Glantri City. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>			
Brain Fever:		Normal Disease	
	Mild	1-7	Severe 8
<p>The Intelligence and Wisdom and Charisma of the patient are each lowered for 1d4 points due to the severe pain. The patient becomes bedridden for 3 weeks or 10 weeks if severe. The patient will also lose 1d10x5% of all memory if it becomes severe. The Disease can't be cured, and must be needs triple amounts of water when attempted to cure, or the disease will become severe. He can't eat solid food, and can only be kept well fed with brews and soup. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>			
Brain Rot:		Fast Disease	
	Severe Only		
<p>Sleeping disease which exhibits no symptoms until the victim keels over without warning. Affects the brain and nervous system. The Victim is bedridden for 1d4 months and never fully recovers, he becomes uncouth and careless. All ability scores are lowered by one. The character can have no annual training, character building or combat experience. In effect he is stuck at his current level during the periods that the disease affects the patient. His Intelligence is lowered by 1 permanent until cured, (a hefty process since this is not a disease but a malfunction, sometimes caused by a disease). The Disease can't be cured completely, but the duration can be shortened by a Cure Disease spell, and thus preventing the Intelligence loss. The disease which causes it originates from Soderfjord city and has a recurrence of every 1d10 years, it appears to be no more than a common flu in the beginning, but after 2d4 days the victim becomes drowsy. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>			
Bubonic Catarrh:		Normal Disease	
	Mild	1-5	Severe 6-8
<p>Purulent coughing affecting <u>solely</u> Humans. Must be cured within a month to avoid choking with lung buboes. A Cure Disease spell reduces the severity to Mild, or cures it, if already Mild. 10% of contracting the disease per week of exposure. Epidemic lasts 1d4 months. The disease originates from Southern Ethengar, and can be found especially in grasslands during famine years. The disease has no effect at all on Humanoids, Demi-Humans and Half-breeds.</p>			
Bugbear Typhus:		Rapid Disease	
	Terminal Only		
<p>High fever, stupor alternating with delirium causing unpredictable berserk rages. Death if not cured in a week. Cure by Cure Disease and Cure All. 15% chance to be cured by usage of daily sweat baths, and a special Potion of Typhoidismal (Created by Bugbear Shaman RHAgardrr of Darokin—near Corunglain). Constitution and Charisma -3, Strength +2d4(species other than Bugbear+2) (even beyond 18) Highly infectious. 10% of contracting the disease per exposure. The disease is common under Bugbears, and this is one of the reasons they do not exist so much. Epidemic lasts 1d4 months. Those cured will become immune, but their offspring not! The disease is more common in the Altan Tepes mountains than anywhere else. Its recurrence is each winter. It does affect all Bears species, Dwarfs, Humans, and other Humanoids, but not other animal or Demihumans species, but can be transmitted by <u>any</u> Carnivore or Omnivore carrier.</p>			

Cholera:	Normal Disease			
Temperate / Tropic / Subtropics regions	Severe	1-2	Terminal	3-8
<p>This disease is common in Sind and Ashnapur, and therefore also known as Sindi Cholera. The disease is spread through contaminated water (a Detect Poison spell will reveal that the water is undrinkable). The patient needs up to 1d8 times the normal amount of water. The patient becomes namely so dehydrated that he dies in 75% of all untreated cases. Cured by a daily Cure Disease spell(as long as sick). If treated he must succeed a Save vs. spells or lose 8 points of Constitution, 4 of Strength, 3 of Dexterity, and 2 of Charisma due to the yellowish sickly skin. If the save is successful the effects will disappear in the double amount of Time the patient was sick, and the patient will only lose 1 Constitution point. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>				
Consumption:	Fast Disease			
	Mild 1-5	Severe	6-8	
<p>In effect the same as Tuberculosis, but instead of water, the patient is in need of 1d6 times his or her normal amount of nutrition (Food). The body severely weakens, and the weight of the patient will fall to about 20+2d10% of the original weight. Even when he recovers, the weight will very difficult restore itself again without the use of magic. Cure Disease spell. The rate will be about 5% recovery in the first three months, 10% in the second and 25% in the third three months period. The rest of the original weight is lost forever, in effect it is very difficult for the patient to gain mass, even magically (an additional bonus of +2 is added to the Save), and virtually impossible to increase beyond his natural basis according to his or her height and age. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.</p>				
Desert Meningitis:	Fast Disease			
	Terminal Only			
<p>Regular loss of temporary consciousness, head aches. Must be cured in a week to avoid death. Intelligence is lowered by 1 each day (not permanent). Recovery lasts at last twice as long. No known permanent cure, a Cure Disease spell will halt an "attack" of the disease, so a patient will recover. The disease will resurface again when the patient will be exposed to any heat stroke or deprivation of water. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease originates from the Ylaruam Coast and has a recurrence during the drought years.</p>				
Dodo "Flu":	Fast Disease			
	Mild 1-5	Severe	6-8	
<p>Sneezing, Runny nose, Aches & Pains, Headache. Potion made from Alphanat oranges, or a Cure Disease. Fever & stunned for 1-6 days, half if cured. Mildly infectious. This complaint is mentioned in the fanciful tales of Travellers entering a "World Within". Supposedly the Travellers entered into a Hollow World, where this 'Flu' strain had killed all of the local people on a floating landmass. For this reason that landmass was shunned. 1% of contracting the disease per week of exposure, constant available on the Hollow World Floating Island Ashmorian. Epidemic lasts 1d6 weeks. Easily reinfected, always terminal due weakness, malnutrition on Ashmorian.</p>				
Dysentery:	Rapid Disease			
	Mild 1-6	Severe	7-8	Terminal Special
<p>An unpleasant but general minor Ailment. Fever, Weakness, Diarrhea, Nausea. The severe variant can even become deadly if not cured in a week. A Cure Disease spell will cure the disease. All severe victims develop permanent digestive problems. Therefore there is a 25% chance that the Constitution is lowered by 1 point permanently. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. This disease is permanent common in the tropics and subtropics, as: Thanagioth Isles and Archipelago. (effecting the whole tropical area).</p>				
Dumdum Fever:	Slow Disease			
	Mild 1-5	Severe	6-7	Terminal 8
<p>The character is affected by a drooling, runny nose or snout, and a gaping mouth. His Intelligence is lowered by 2d6 until cured. Mild severity lasts 2d6 weeks, Severe lasts 2d4 Months and Terminal doesn't cause death but lasts for a full year and his Intelligence is permanently lowered (recoverable by a Wish only) by 2. A Cure Disease spell will lower the Severity, and a potion made from Eggnog and Castor Beans and Wyvern Blood will do this also. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Its recurrence is unpredictable, but it originates in the Dwarfgate Mountains, or anywhere else where Dwarves live. It can also be found under the Shadow Elves, where the disease can have great social side effects on the patient.</p>				
Draconian Flu:	Slow Disease			
	Mild 1-5	Severe	6-8	
<p>This disease affects only Dragons in full (all other species will feel as if affected by a normal Influenza) and acts exactly like a common influenza will only show itself by side-effects as in the table, but with 1 extra effect/grade of severity. And this causes the Dragon to sneeze once every 1d4 minutes (unless saved vs. Death Ray) at least with double his normal range, effects and power. The dragon will be unable to read, sleep, fly, concentrate for the 2 rounds preceding a sneeze and those directly after it. Although himself immune to his own breath, items or creatures will suffer full (thus double) effect from it unless the successfully take cover (save vs. dragon breath), They will all also succumb to common influenza (25% chance). The Disease has no known cure, other than sitting it out. The duration is never more than 30-the Dragon's Constitution in days. For every symptom there are several herbs, ointments, baths, tee's, spices, potions, and more, which could lessen 1 or more symptoms temporarily (1d12 Hours, maximum). Remember that Dragons have a different metabolic system and require great quantities of these substances to be helpful. Some Dragon Clerics have made use of the Cure Disease spell to remove no more than 1d3 side effects, but were never been able to remove the sneeze-blast. The patient will feel an overall cold/stiffness in all his muscles. 25% contracting the disease/ day exposure. Epidemic lasts 1d6 weeks, but widespread.</p>				

Dwarven Bronchitis:	Slow Disease
	Mild 1-4 Severe 5-8
High fever, coughing, Constitution -1d4. Each character must save vs. spells to avoid a berserk (and greedy) rage at the sight of gold, Gems and such. This disease can last a life Time. The patient must throw a save each 3 rd month (if mild each week), and remains sick until the save succeeds, at which Time he will slowly heal in a period of about 1d3 weeks. Daily Sauna's and Steam baths (at least every 4 hours if severe and every 12 hours if mild) with medicinal herbs, will lower the severity, and can even cure the disease if in mild severity if treated for at least 1 day per Constitution point, A Cure Disease spell will also do this. 1% of contracting the disease per week of exposure, and the epidemic lasts 1d6 week. The disease is originating from all Dwarven (and probable all other unnatural and natural caverns also) in years of warfare or when digging through Coal.	
Ghol Chiem Infection:	Rapid Disease
	Mild 1 Severe 2-5 Terminal 6-8
Not a real infection but hides itself and spreads through the tiniest of wounds. Skin turns bright green, Coma in 12 hrs, Death in 24 hrs. Non-infectious. Red Lilly Flowers. This disease is a creation of the lesser Immortal Kyuss, originally released in Thyatian territories it was later spread to the Savage Coast and Davania where locals had no resistance to it at all and it caused widespread depopulation. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.	
Gnoll Hepatitis:	Fast Disease
	Mild 1-5 Severe 6-8 Terminal Special
Violent abdominal pains, nausea and convulsions. Constitution -1 per day until cured (not permanent). Only Liquid food and a daily treatment of Cure Disease spells and special Herbs (Tee, Baths, Ointments, and Roots) will cure the disease, else the patient must ride out the whole disease. This can become deadly, although the disease is normally not terminal. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates from the Soderfjord Marsh or most other marshes and has a recurrence of each summer.	
Goblin Measles:	Normal Disease
	Severe 1 Terminal 2-8
Small red pustules all over body. Larvae grow in the pus, death if not cured in a week. This disease will even infect wolves, dogs and Werewolves. 1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. The disease originates in the Crutch Mountains and is recurrent each mid winter. The larvae are from tiny insects normally living on dead flesh, but the disease attracts them. The Healer must actually fight the disease and the insects. So a Cure Disease and Repel Insect is needed, to recover from a Terminal severity. When the disease is no longer terminal the patient will totally recover after the severity degree in weeks, but will become a major target for bugs and flies for an additional 1d4 -Constitution bonus weeks.	
Great Brunian Plague:	Normal Disease
	Mild 1 Severe 2-5 Terminal 6-8
Buboes, Rashes. Lancing boils, feeding patient rotting Fruit, or herbal tee. Magical cures will only increase the severity by 1 step (if 9 is reached, even kill the patient). Crippling weakness. 25% Fatality. Highly Infectious. This legendary disease has never returned again with the ferocity it once possessed but there at least a handful of fatalities from it a year in the Known World and occasional pandemic outbreaks within a realm. 10% of contracting the disease per week of exposure. Epidemic lasts 10d6 weeks, but this rarely happens, since every Cleric or Healer knows how to treat this ancient disease.	
Griffin Pox:	Normal Disease
	Mild 1-5 Severe 6-8
Yellowish skin with red pimples, high fever, Charisma -4(10 % chance -1 Charisma permanent due to pimple scars) highly contagious. A Cure Disease will prevent the permanent disfigurement, butt will not remove the disease. 1% of contracting the disease per week of exposure and 25% on contact. Epidemic lasts 1d6 weeks. The disease is common in dirty surroundings like the "Black Eagle Barony" or the city of Landfall. Its recurrence is every 1d10 years.	
Horsemouth:	Rapid Disease
	Mild 1 Severe 2-3 Terminal 4-8
This pestilence causes victims to burn with an incredible fever and froth at the mouth (hence the name). The body literally burns itself out trying to fight the disease, and most victims die in less than a week (Constitution -1d8 days). Hallucinations are a common side effect. Those with a Constitution of 13 or higher have a slight chance (5% per Constitution bonus) of surviving the disease. This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20+Constitution% chance to be successful), The only known way to recover is remain stable and rest without food and drink for the disease to run out its course through the body. Those unlucky to fall victim to the Terminal severity can only survive by a Raise Dead spell cast prematurely to the Death, in which case they will only lose 1d3 HD and their hp (remember that the patient can still die by the treatment itself). 1% of contracting the disease per week of exposure, but the disease is so rare that it can only be found in or near apocalyptic circumstances.	
Influenza (The Grippe):	Rapid Disease
	Mild 1 Severe 2-7 Terminal 8
Some say the disease is attracted by weather changes, but this is not proven, although most patients will become sick during periods of bad weather after a period of good weather. Will only show itself by side-effects as in the table, but with 1 extra effect/grade of severity. The Disease has no known cure, other than sitting it out Magical or Druidic cures however are able to prevent death in the terminal stage, but not remove any of its symptoms. For every symptom there are several herbs, ointments, baths, tee's, spices, potions, and more, which could lessen 1 or more symptoms temporarily (1d12 Hours, maximum). The patient will feel an overall cold/stiffness in all his muscles. 25% contracting the disease/ day exposure. Epidemic lasts 1d6 weeks, but widespread.	

Klenda Virus:	Rapid Disease
	Mild 1 Severe 2-5 Terminal 6-8
Flesh rots in 2-4 minutes, Agony. Cure Disease at Level 5 or above . Death in 2-4 minutes. Infectious. 5% of contracting the disease per exposure . This "super-leprosy" strain is confined to some of the Isles in the Dread Archipelago. This disease is never found in cold regions, and a victim could survive from a terminal stage its surroundings are kept cool, this can be done magically or naturally, the symptoms are lessened and the stage will fall back 1 stage in (3 weeks-Constitutions days), the patient will slowly recover in about 1d8 days.	

Kobold Flu:	Rapid Disease
	Mild 1-5 Severe 6-8 -
Coughing, loud sneezing, runny nose. Strength, Constitution and Charisma are lowered by 2, Dexterity is lowered by 1d6 until cured. No known cure as per 1010AC, but a Cure Disease will prevent the loss of Charisma or Dexterity (either one, not both) . Can last a month if mild and 2 months if severe. 10% of contracting the disease per week of exposure Epidemic lasts 1d4 months . Originates from the Hardanger Mountain range and has an unpredictable recurrence.	

This is an advertisement Brought to you by the DDC.

A natural cure for the Kobold Flu, which ran rampant in the Hardanger Mountains 1014AC, is now available at Fordson's Herbs and Spices in Soderfjord. If you are coughing, sneezing and have a runny nose [as well as overall muscle weakness] and you or someone around you has been in the Hardangers recently, then you have it. Why sit around and look feeble for the month or two it takes to get over it? Come to Fordson's Herbs and Spices, where a cure is only 5 gold markkas. Guaranteed to work within a week and completely non-magical.

Lazar's Disease "Is this the face they rejoiced to see?":	Normal Disease
	Mild 1 Severe 2-5 Terminal 6-8
Rotting Skin, Blindness, Stench. Cure Disease, Cure Blindness, Remove Curse, a good bath combined with a delousing effect will cure a mild stage of this disease . Debilitation, Death in 2 years if not treated. Each stage lasts 8 months, until death. Non-infectious. Lazar's Disease is uncommon but known throughout Mystara, especially under beggars and other people living poorly in the cities. Contraction of the disease is directly linked to poor personal hygiene, and has as thus a contracting chance of 25% .	

Measles:	Fast Disease
	Mild 1 Severe 2-7 Terminal 8
Heavy symbols like a common flu, overall weakness, (Strength -1d4), but further the patient will have moments in which he or she doesn't feel ill. These moments will last about 1d8 hours. Cure Disease . The disease will else show all the side effects variable by each case independently, but the patient will also get small red dots and pimples all over his or her body, but they do not itch, and leave no marks. The terminal side of the disease severely weakens the body, so its becomes vulnerable for other diseases like Pneumonia, and eventually kills the patient by a combination of the Measles and the other diseases. 15% of contracting the disease per day of the epidemic, and exposure .	

Neurotrope X:	Slow Disease
	Terminal Only
Parkinsonian jitters, Forgetfulness, Black inflamed veins, Swollen glands Golem Dust . Death in 1-2 days, Permanent nerve damage even if patient survives. Non-infectious. This virus was released deliberately after its creation by the Cleric Fangolior of Vanya from Darokin, in an attempt to destroy "Blasphemers", but affected himself directly. 5% of contracting the disease per exposure .	

Pox:	Fast Disease
	Mild 1-3 Severe 5-6 Terminal 7-8
This disease spreads through the population like a wildfire. 25% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks . It reveals itself in large pustules all over the body, which dry out and so spreads itself with the flakes of the pustules. The Charisma of the character will be lowered by half the severity roll (round up), a 4+ will be a permanent Charisma reduction of 2 by scars of the pustules. Cure Disease .	

Scum Variola:	Normal Disease
	Terminal Only
Pale skin, pustular eruptions, nausea, scummy attitude, death if not cured in one week. Cure Disease . 1% of contracting the disease per week of exposure Epidemic lasts 1d6 weeks . Originating basically in the Black Peak Mountains, and its recurrence is each spring.	

Sewers Typhoid:	Rapid Disease
	Mild 1-3 Severe 4-6 Terminal 7-8
Violent headaches and intestinal pains. Death occurs in two weeks if not cured. Madness occurs in a week. The madness stays even if the disease is cured, Cure Disease, the Madness must be cured separately (Cure Insanity) . 10% of contracting the disease per exposure (50% if wandering in sewers or alike areas). Epidemic lasts 1d4 months . This disease is originating from all the great cities, like Thyatis, Glantri, Sundsvall, etc. and is a result from overcrowding (which can also happen in the smaller cities).	

Sheepox:	Fast Disease
	Mild 1-5 Severe 6-8
A common, Highly contagious affliction. Once infected and recovered, the victim is immune from further infection. Cure Disease . The Charisma (Comeliness) is permanently lowered by 1 point, There is a 25% chance that the Strength and the Constitution are lowered by 1 point also (roll separately). 10% of contracting the disease per exposure . Epidemic lasts 1d4 months.	

Tanagoro Pox:	Fast Disease
	Mild 1 Severe 2-5 Terminal 6-8
Fatal blood clots. Potion made from Marigolds and Honey , or Honey from Giant Bees . Each Hour save (vs. Death+8 - severity degree bonus) or die in 3-10 minutes. Infectious. Restricted to Skothar, but spreading as contact with the rest of the world increases. Tanagoro Pox seems to strike only in wet Monsoonal conditions, and thus stays restricted to Tropical regions. 10% of contracting the disease per exposure.	

The Black Plague:	Fast Disease
	Severe 1 Terminal 2-8



Pale Skin, heavy sweating, black swollen tongue, oozing buboes, all statistics -1d6 permanent, death in 1d6 days if not cured. The Disease can be prevented by destroying all insects and vermin in the area and encircling the area with a ring of continuous fire for at least 2 weeks, or to be completely save for the whole duration of the epidemic in the affected area. [Cure Disease](#). [Some quacks have spread rumors of insane cures, like placing life fogs on the buboes, if the frog would explode the patient would be cured, or similar nonsense. If Cured the patient will recover after 2d4 days, but all remaining statistics halved \(for only another 1d4 days\).](#) Originates often from the Heldann Freeholds. **10% contracting the disease if exposed to it.** It is said rats and Wererats spread the disease, without being affected by it. In Glantri they even say the Dwarves spread the disease, but actually it are the flees living on them. This disease can become an epidemic, which lasts 1d4 months. Those recovered without Cure Disease become immune to both the Black and Brown Plague.

The Brown Plague:	Rapid Disease
	Mild 1 Severe 2-7 Terminal 8

This disease is almost equal to the Black Plague but the onset of this illness is so rapid that the victim is often desperately ill before treatment can be obtained. [Cure Disease](#). [If Cured the patient will recover after 2d4 days, but all remaining statistics halved \(for only another 1d4 days\).](#) Only good Fortune can prevent a serious reduction of one's overall Health. The Constitution is lowered by 1d6 points permanently. **10% of contracting the disease per exposure. Epidemic lasts 1d4 months.** It is said rats and Wererats spread the disease, without being affected by it. In Glantri they even say the Dwarves spread the disease, but actually it are the flees living on them. This disease can become an epidemic, which lasts 1d4 months. Those recovered without Cure Disease become immune to both the Black and Brown Plague.

The Sickness:	Rapid Disease
	Terminal Only

This deadly wasting Disease is so uncommon that it has no other name than "The Sickness". It is extremely contagious. Victims lose 1 Constitution point per day as their flesh melts away. Worse they remain lucid during the process. When Constitution reaches 0, the afflicted person dies. [Cure Disease has a 2% chance to cure the patient per level of the caster higher than needed to memorize the spell, but -5% per day the disease already lasts.](#) There is a 5% chance per Constitution points that the corpse will become a Ghoul-like Skeletal creature, that is as Ghouls somehow intelligent (no better or worse than the former victim). **25% of contracting the disease per exposure to an infected person.** This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20+Constitution% chance to be successful).

Troll's Cholera:	Normal Disease
	Mild 1-5 Severe 6-8 Terminal special

Gray-greenish Skin with warts, pain, extreme weakness Strength and Constitution each with -1d6[severe-2d4], <roll each separately>). [Cures itself in 1d4 days, after a violent fever.](#) Roll 1d20 under Constitution or die in convulsions. **10% of contracting the disease per exposure. Epidemic lasts 1d4 months.**

Tuberculosis (Captain of the Men of Death): Slow Disease
Mild 1-2 Severe 3-4 Terminal 5-8



This disease is spread by infected persons spit, coughing and sneezing and cow milk. The disease spreads by inhalation, Swallowing and even through the sweating skin. Spread from the infection can be prevented by careful disposal of the sputum and by guarding the coughing and spitting. The disease can live outside the body as long as it has food and moisture and is protected from direct sunlight. This disease is a chronic, destructive inflammation, and is one of the most widespread of all diseases. It is particularly prevalent among people who live under crowded conditions in which droplet infection is facilitated, and in people who are debilitated through malnutrition or other causes. Under normal circumstances the body is strong enough to resist the disease, but even a Influenza can weaken the body thus far to start the infection of the body. **This is one of the disease on which the Cure Disease spell was invented, and thus the spell is strong enough to destroy the disease, even if it reached the severe stage (instead of only the mild stage). The Cure disease spell if cast in the terminal stage will turn the disease back to the mild stage.** When the disease is not cured it will enter the next stage automatically if the preceding stage ended, along the normal stage severity Time periods. **10% of contracting the disease per exposure.**

Typhoid:	Fast Disease
Mild 1-2 Severe 3-6 Terminal 7-8	

This living disease has a 10% of contracting chance per week of exposure. Epidemic lasts 1d6 weeks. There is a 25% chance that the infected person becomes a carrier, and doesn't become sick from the disease, but enables it to spread on drinks or food touched or coughed upon. This "carrier" will feel as if he has a influenza at most). Cure Disease. Within 1 week the patient is covered by Ulcers which heal by the end of the 3rd. When the disease is of terminal severity it affects the spleen, and perforates the abdominal cavity, thus infecting the internals of the patient as per infection causing death finally.

Unknown Disease:	Variable Incubation Period
Mild 1-3 Severe 4-6 Terminal 7-8	

This disease can have any effect as it is virtually unknown. In effect it is a collection of many diseases not know as yet, and therefore not listed in this already extensive list of diseases and afflictions. **Cure Disease will often at least remove one of the symptoms or lower the severity.** Some can be very deadly, some are merely a nuisance. Any severity roll is actually another disease. Leprosy is one of these new deadly diseases, the results are as yet unknown. **10% of contracting the disease per exposure, is taken as an average, but can be even higher or lower.**

Venom Plague:	Fast Disease
Mild 1 Severe 2-5 Terminal 6-8	

Bright green veinous lesions on upper body and face, skin becomes snake-like. Terminal afflicted victims even succumb to partially (one extremity only) morphing in one or more snakes. **Remove Curse AND Cure Disease with Jimson Root potions regularly.** Death in 10-20 hours 10% chance of dead rising as a Zombie. A creation of Kyuss, lesser Immortal of corruption and Entropy. Worldwide distribution but very rare. **10% of contracting the disease per exposure.**

Yellow Orc Plague:	Fast Disease
Severe 1-2 Terminal 3-8	

Yellowish skin, violent hiccup and coughing with blood. Brown buboes all over. Causes death by choking in a week. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks. Cure Disease.** Those surviving the disease become immune to it. But they and those with a Sever infection will cause a permanent regular cough for the rest of their lives. This disables a move silent ability. The disease originates from the Broken lands and can even infect pigs, boars, swine and Devilswine Lycantropes. Its recurrence are the famine years.

Mental Afflictions-Insanity's

Phobia / Philia / Mania:

A **Phobia** is a strong, irrational aversion to some being, object, or process. In effect it is a mental disease.

A **Philia** is a strong, irrational attraction to some being, object, or process. This affliction is often placed on the patient as a curse of the Immortals for mistakes according to his alignment or Faith. Therefore it is rarely removed. Even A Cure Insanity has only 50% chance.

A **Mania** (-ism, or -thia) is a special mental disorder that locks the patient in some special strange behavior.

The affliction has several ways of reaction. Each Time the character is confronted with the cause of Phobia or Philia he or she must roll 1d6 to see how the reaction will be.

1 The patient will have Nausea and Cold Sweat This lowers his Dexterity by 1 for as long as the reaction lasts.

2 The patient's conversations take twice as long because he falls into stutter, Cha. -1 point as long as there is contact with those conversed with (even if this conversation was long ago). If Caster; casting Time of any spell using somatic components is doubled and that there is a 10% per spell level failure.

3 The patient succumbs to Hives and scratching. Due to this his Dex/Cha/THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time of any spell using somatic components is doubled and that there is a 10% per spell level of failure.

4 The patient succumbs to Shakes and shivers. Due to this his Dex.-2 points and Cha./THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time of any spell using somatic or components is doubled and that there is a 10% per spell level of failure.

5 The patient succumbs to hiccups and sneezes. Due to this his Dex. -2 points and Cha./THAC0 -1 point as is weapon Mastery reduced one level. If Caster; casting Time doubled and that there is a 10% per spell level spell failure.

6 The patient becomes dizzy. Str./Cha./Dex./THAC0/initiative -2 points as is his weapon Mastery level. There is a 10% chance that patient will faint for 1d20 rounds. When he is a Caster he will find that the casting Time doubled and that there is a 25% per spell level of failure.

There exist a lot of Phobias, some naturally some induced by the Immortals. When naturally they are the result of things happened in the youth of the character or as some sages say even in there former lives. What follows is a list of all existing Phobias.

Condition or event triggered

The character has suffered horrific treatment or injuries during or due to one of these conditions or events, or the character has suffered such a horrific condition or event to occur. A character who is tortured while bound may gain Merinthophobia, while a character who is carried off by a flying Dragon may gain Aerophobia. A Lawful good character who pushed another person to their doom may gain Acrophobia as a divine punishment. Most Vampires suffer from Phengophobia because it will kill them.

Beast or Folks Triggered

The Character is horrifically attacked by a person or creature, or by something which looks like that person or creature; some traumatic event or loss is caused by or associated with that type of creature. A character who is tortured by Gnolls may gain Cynophobia (Gnolls look like dogs), While a character who is kidnapped as a child by a female might gain Gynophobia, Most Females suffer from Musophobia, Entomophobia, Ophiophobia, Amphibiophobia, Arachnophobia and Helminthophobia due some unknown reasons

Injuries and Feeling Triggered

Some terrible event or wound was caused by one of the following feelings, actions, or courses of injuries. A character who was tortured may gain Algophobia, while a character who was carried off by a Dragon while he fell asleep on guard duty may gain Hypegiaphobia.

Places or Things Triggered

The character suffers some grievous injury or loss while in a particular place or because of some specific thing. A character who sees his Gnoll torturers cutting his friends into steaks might gain Carnophobia, while a character who was snatched of a cliff by a Dragon might get Cremnophobia (manifested as a compulsion to tempt fate over and over again).

Sex Related Insanity's

The character will behave strangely according to the sort of insanity, or having sex only under the mentioned situations. An example;

Nymphomania - sex! sex! sex! this insanity manifests itself in an ardent desire, in this case an uncontrollable urge to have sex (lots of sex). the afflicted will furtively attempt to seduce a person of the opposite sex, whenever the opportunity presents itself, and he/she will usually seek out such opportunities. the afflicted must have sex a minimum of 1d10+10 times per week. not getting the minimum weekly requirement causes the person to gain an accumulative +1 to Constitution, but lose an accumulative -1 to Intelligence and an accumulative -1 to Wisdom until relief presents itself. other problems could be continuous dissatisfaction, inability to prioritize, egotistic view that everyone wants it, patronizing view that all need to be defiled by sex because they are naturally evil, or that he/she is doing people a "favor". he/she will not go to the extent of rape or molesting, but hiring prostitutes is not above the insanity.

A Word of Warning to the Players and especially the DM.

These insanities are all real, and actually not fun to have a character affected by it. It can only be used as a way of background for NPC's. It is not advised to give any NPC any insanity. But they can get a temporary insanity as brought force by a Curse. But these can as always be removed, and this removal gives the character (and therefore the Player) a reason to keep playing with an insane character. Insanity is not fun, and making fun (or worse) of these poor individuals is not fun and in no way a Lawful act. They can be used however, as a way represented in the game to learn to cope with discrimination, or to work with these individuals. A great background for a character could be that he or she takes care for an insane family member, ashamed of it, yet still loving that individual, or an insane character that becomes an enemy for the characters, but actually is victim to its own (though sick) urges, or an adventure in a horrifying Madhouse. See how characters and players (and DM's alike play with these themes. But don't overuse them or they will quickly lose their fragile flavor, and spoil the game.

Fobias, Philiias, Manias					
Condition or Event Triggered					
Name	about	Name	about	Name	about
Acro-	Heights	Claustro-	Enclosed Spaces	Nycto-	Darkness
Aero-	Flying	Cumulo-	Clouds	Ochlo-	Crowds
Agora-	Open Spaces	Harpaxo-	Theft	Oneiro-	Dreams
Anemo-	Drafts	Homiclo-	Fog	Phengo-	Sunlight
Anthro-	Society	Hygro-	Dampness	Psychro-	Cold
Astra-	Storms	Merintho-	Being Bound	Thermo-	Heat
Ataxio-	Mess	Mono-	Being Alone	Thundra-	Thunderstorms
Baro-	Loss of Gravity	Nimbus-	Lightning		
Batho-	Depth	Numa-	Rain		
Beast or Folk Triggered					
Ailuro-	Cats	Entomo-	Insects	Nanas-	Dwarves
Andro-	Men	Giant-	Giants	Nequam-	Rogues
Arachno-	Spiders	Gnome-	Gnomes	Ogra-	Ogres
Amphibio-	Frogs, etc.	Gobla-	Goblinoids	Ornitho-	Birds
Bates-	Bards	Gole-	Golems	Ophio-	Snakes
Batracho-	Reptiles	Hinas-	Halfings	Pedio-	Children
Blenno-	Slimes	Helmintho-	Worms	Phasmo-	Ghosts
Botano-	Plants	Hippo-	Horses	Pugnas-	Fighters
Cyno-	Dogs	Homo-	Humans	Sacerdos-	Clerics
Demono-	Demons	Ichthyo-	Fish	Terato-	Monsters
Dimidiusefe-	Half-Elves	Lycanthrope-	Lycanthrope	Xeno-	Foreigners
Divus-	Immortals	Lupo-	Wolves	Zoo-	Animals
Draco-	Dragons	Magus-	Mages		
Druidae-	Druids	Muso-	Mice		
Injuries or Feelings Triggered					
Algo-	Pain	Eleuthro-	Freedom	Paralipo-	Neglect of Duty
Auto-	Pride	Hemato-	Blood	Peccato-	Sinfil Acts
Bacterio-	Germs	Hypegia-	Responsibility	Pharmaco-	Drugs
Ballisto-	Missiles	Infidelithia-	Expecting Unfaithful Relations	Prigo-	Choking
Beleno-	Sharp Objects	Kakarraphia-	Failure	Pono-	Fatigue
Chero-	Gaiety	Mania-	Insanity	Scopo-	Being Stared At
Dike-	Justice	Matrimonia-	Being Married	Toxio-	Poison
Dipso-	Drinking	Mytho-	Making False Statements	Zelo-	Jealousy
Dysmorpho-	Deformity	Noso-	Disease		
Places or Things Triggered					
Aquarama-	Running Water	Dormato-	Home	Metallo-	Machines
Carno-	Meat	Ecclesia-	Churches	Necro-	Death/Dead Things
Chrometo-	Money	Electro-	Electricity	Pyro-	Fire
Cremno-	Precipices	Hiero-	Sacred Things	Scio-	Shadows
Cryo-	Frost	Hydro-	Water	Tapho-	Places of Burial
Crystallo-	Crystals	Limno-	Lakes	Thalasso-	The Ocean/Sea
Dora-	Fur	Mechano-	Machines	Vestio-	Clothing
Corporeal or Sexual Related					
Agara-	Sexual Abuse	Hedono-	Pleasure	Pedo-	Children
Algo-	Sexual Pain	Hetero-	Heterosexuals	Phallo-	Male Genitalia
Andro-	Men	Fetish-	Specific Object	Penis Captiva-	Penis held by Vaginal Muscles
Anupto-	Being Single	Gyno-	Women	Periculu-	Dangerous Places
Aphen-	Physical contact	Homo-	Homosexuals	Pigmalion-	Statues
Coito-	Sex	Innecro-	Undead	Primeisodo-	Losing One's Virginity
Coitus More Ferarum-	Doggy-style sex	Ithyphallo-	Erect Penises	Procto-	Rectal intercourse
Copro-	Secretion	Maieusio-	Childbirth	Sado-	Giving Pain
Cypriano-	Prostitutes	Masoch-	Pain	Sarmasso-	Foreplay
Coituis Oral-	Oral Sex	Malaxo-	Flirting	Sexo-	Opposite Sex
Cyprido-	Veneral Diseases	Medecto-	Visible Contour Penis	Sexa-	Having Sex
Ejacu-	Ejaculation	Meniabia-	Menstruation	Spermo-	Semen
Bitcha-	Tantrums	Medomalaco-	Losing an Erection	Venusta-	Beautiful Women
Dyspareunia	Painful Vaginal Sex	Merintho-	Being Bound	Terato-	Bearing a Monster
Esodo-	Virginity	Mirus-	Weird Sex	Virgiviti-	Rape
Euroto-	Female Genitalia	Necro-	Sex with the Dead	Voyeur-	Looking
Exhibition-	Being Observed	Nympho-	Not Having Sex	Unus-	Cursing
Gamo-	Marriage	Oneirogmo-	Wet Dreams	Zoo-	Animals
Geronio-	Elderly	Para-	Sexual Perversions		
Gymno-	Naked Bodies	Parentheno-	Young Girls (Virgins)		

INSANITY

When a character is struck by insanity due to mental attack, curse, or whatever, you may assign the type of madness according to the seriousness of the affliction or determine the affliction randomly using the table below. Each type of insanity listed thereon is described in game terms. As DM you will have to assume the role of the insane character whenever the madness strikes, for most players will not be willing to go so far.

Dipsomania:

This mild insanity form manifests itself periodically. About once per week, or whenever near large quantities of alcoholic beverages, the afflicted will begin drinking excessive quantities of ale, beer, wine, or like spirituous liquors. Such drinking will continue until the character passes out. It is 50% likely that the dipsomania will continue when he or she awakens if anywhere near alcohol, 10% likely otherwise (in which case the individual will seek to find drink and become violent if denied).

Kleptomania:

This is another mild insanity form which manifests itself in an ardent desire, in this case an uncontrollable urge to steal any small object available. The afflicted will furtively pocket small items, regardless of their worth, whenever the opportunity presents itself, and he or she will usually seek out such opportunities. There is a 90% probability of being seen stealing if the character is being observed. This desire to take things is absolutely uncontrollable, and the individual will lie to avoid being prevented the opportunity, or when caught. Kleptomaniac thieves or assassins have a -10% on their stealing ability due to the overpowering urge to immediately steal an item.

Schizoid:

This rather mild insanity form manifests its effects in a personality loss. The afflicted has no personality of his or her own, so he or she will select a role model and make every attempt possible to become like that character. Selection will be based upon as different a person as is possible with regard to the insane character. Thus an insane magic-user will begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him or her in all ways.

Pathological Liar:

This form of insanity is evident after conversing with the individual for a short period of Time. The afflicted character will begin making outrageous statements regarding his or her abilities, possessions, experiences, or events. Whenever anything important or meaningful is discussed or in question, the afflicted can not tell the truth, and not only will he or she lie, but do so with the utmost conviction, absolutely convinced that the prevarication is truth.

Monomania:

This character will seem absolutely normal until presented with an idea, goal, or similar project which seems promising or purposeful to him or her. As of then, the character will become obsessed with the accomplishment of the purpose. He or she will think of nothing else, talk of nothing else, plan and act to accomplish nothing save the fixed end. The monomaniac will brook no swerving from any friend or associate, and he or she will insist that such individuals serve the "cause" with the same devotion that the afflicted character shows. (Hostility and violence could result, and certainly not a little suspicion and mistrust if co-operation is not heartfelt. . .) Once the desired end has been accomplished, the insane character will manifest symptoms of dementia praecox (6., below) until a new purpose is found.

Dementia Praecox:

The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. Nothing will seem worthwhile, and the individual will be continually filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is 25% probable that the afflicted will choose to ignore it as meaningless to him or her.

Melancholia:

Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding, and feelings of hopelessness. The afflicted will be 50% likely to ignore any given situation due to a fit of melancholia coming upon him or her.

Megalomania:

With this condition, the insane character will be absolutely convinced that he or she is the best at everything the smartest, wisest, strongest, fastest, handsomest, and most powerful character of his or her profession. The afflicted will take immediate umbrage at any suggestion to the contrary, and he or she will demand the right to lead, perform any important act, make all decisions, etc. (This one is VERY dangerous.)

Delusional Insanity:

Similar to megalomania, in this state the deluded will be convinced that he or she is a famous figure or monarch, demi-immortal, or similar personage. Those who "fail" to recognize the afflicted as such will incur great hostility. In normal affairs, this individual will seem quite sane, but the afflicted will act appropriate to a station which he or she does not actually have and tend to order around actual and imaginary creatures, draw upon money and items which do not exist, and so on.

Schizophrenia:

This form of insanity has the well-known "split personality" trait. From 1 to 4 separate and distinct personalities can exist in the afflicted- base the number upon the severity of the insanity. Likewise, the difference from one personality to the next should reflect the severity of the affliction. Each "new" personality will be different in alignment, goals, and preferences. (A very severe case might have a different class also but without coincidental possession, the new personality emerging will not have the actual abilities he or she may think that he or she possesses.) The onset of schizophrenia is random, 1 in 6 per day, with a like chance of a new (or return to the old) personality emerging. However, whenever a stress situation (like making a decision, attack, etc.) arises, the 1 in 6 chance of schizophrenia striking must be checked every round in which the stress continues.

Mania:

Somewhat like schizophrenia, this form of insanity strikes suddenly (1 in 6 chance per turn, lasts 2-12 turns, then 1 in 6 chance/turn of return to normalcy) and violently. The afflicted will become hysterical, enraged, or completely maniacal (d6 for determination, equal chances). The insane character will shriek, rave, and behave in a violent manner, possessing an +3 in strength according to the state he or she is in. The maniac is unreasoning when spoken to, but he or she will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. When the maniacal state passes, the afflicted will not remember his or her insane actions and will not believe that he or she is insane.

Lunacy:

This violent and often homicidal state occurs whenever the moon is full, or nearly full. The afflicted character will generally behave as one in a maniacal state, with paranoid (q.v.), hallucinatory (q.v.), or homicidal (q.v.) tendencies. When the moon is absent or in its first or last quarters, the afflicted will be melancholic. At other times, he or she will be relatively normal - perhaps a bit suspicious and irascible.

Paranoia:

At the onset of this derangement, the afflicted becomes convinced that "they" are plotting against him or her, spying, listening, and always nearby. As the affliction develops over several days, the insane character will become convinced that everyone around is part of this plot. Conversations are about him or her, laughter is directed at him or her, and every action of former friends is aimed at deluding him or her so as to fulfill the "plot". The paranoid will be principally concerned about position or goods first, but as the insanity advances, he or she will "realize" that the plotters are actually after his or her life. The paranoid will evidence signs of increasing suspicion, take elaborate precautions with locks, guards, devices, and food and drink. In the later stages of the affliction, he or she will evidence highly irrational behavior, hire assassins to do away with "plotters", and even become homicidal in order to "protect" his or her life. Paranoids will trust absolutely no one when the affliction has advanced, regarding their former close associates and friends as their worst enemies.

Manic-Depressive:

This alternating insanity form causes the afflicted to swing from one state to the other in 1 to 4 day intervals. When excited, the afflicted is 90% likely to become maniacal (11, above), and when disappointed or frustrated is 90% likely to become highly melancholic. Thus, in addition to the usual 1 to 4 day cycle of mania-depression, he or she can jump from one state to the other depending on outside stimuli.

Hallucinatory Insanity:

This form of malady causes the afflicted to see, hear, and otherwise sense things which do not exist. The more exciting or stressful the situation, the more likely the individual is to hallucinate. Common delusions are: ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities or form which the character does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, etc. It is 50% likely that the insane individual will behave normally until stimulated or under stress. Hallucinations will then commence and continue for 1 to 20 turns after the excitement/stress passes.

Sado-Masochism:

This form of insanity is coupled with maniacal urges and behavior. The afflicted individual is equally likely to be in a sadistic or masochistic phase. In the former, he or she will have an obsessive desire to inflict pain (and probably death) upon any living thing encountered. However, after so doing, the insane character will return to a relatively normal state for 1 to 3 days. Likewise, when in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After so doing, normalcy returns for 1 to 3 days. Note that friends and associates do not matter to the afflicted individual, nor do enemies.

Homicidal Mania:

The individual afflicted with this form of insanity appears absolutely normal. He or she will behave with what seems to be complete rationality, and nothing unusual will be noted regarding the individual-except that he or she will occasionally manifest an unique interest in weapons, poisons, and other lethal devices. The insanity form causes the afflicted to be obsessed with the desire to kill. This desire must be fulfilled periodically-1 to 4 day intervals. The victim must be human (or of the same race as the character if non-human). If prevented from killing, the frustrated individual will become uncontrollably maniacal and attack the first person he or she encounters, wildly seeking to slay. After such an occurrence, however, the afflicted will fall into a fit of melancholia for 1-6 days before returning to a homicidal state once again.

Hebephrenia:

When afflicted by this form of insanity, the character will evidence a withdrawal from the real world. He or she will wander aimlessly, talk to himself or herself, giggle and mutter, and act childishly-sometimes even reverting to such a state as to desire to play childish games with others. This insanity is constant, but if sufficiently irritated by someone nearby, the afflicted is 75% likely to become enraged and maniacal, attacking the defender fiercely. If the insane individual does not become so enraged, he or she will become catatonic for 1-6 hours and then revert to hebephrenic behavior once again.

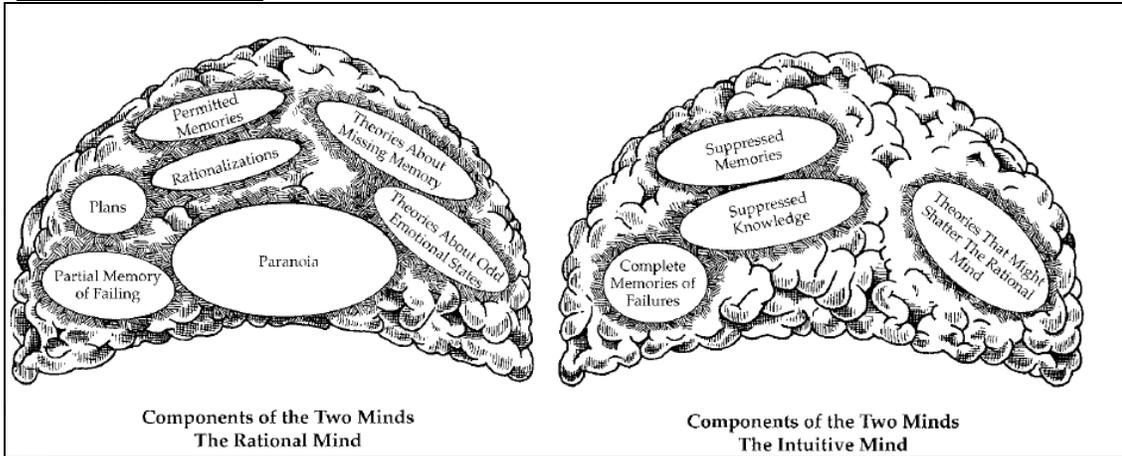
Suicidal Mania:

This form of insanity causes the afflicted character to have overwhelming urges to destroy himself or herself whenever means is presented - a perilous situation, a weapon, or anything else. The more dangerous the situation or item, the more likely the individual is to react self-destructively. Use a scale of 10% to 80% probability, and if the afflicted does not react suicidally, then he or she will become melancholic for 1 to 6 days. If he or she is frustrated in suicidal attempts, then the character will become maniacal for 2 to 8 turns, and then fall into melancholy for 2 to 12 days.

Catatonia:

When struck with this form of insanity, the character completely withdraws from reality. He or she will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed, and so forth; but he or she will do nothing personally. If continually provoked and irritated in order to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania. Once provocation ceases, catatonia returns.

Edorakk (Beholder Mania)



Not much is known about this condition, but from comments overheard by Ronassic of Sigil it appears to infrequently manifest itself in all beholders until their first birthing. Some beholders, however, suffer this condition well after their first birthing. During periods of mania, a beholder experiences bewildering mood changes and an apparent inability to distinguish between itself and other species. It might address an Elf in Beholder-tongue, save the life of an endangered human, or even flirt outrageously with a giraffe. However, the beholder retains its basic intellect during this attack, any attempt to trick the beholder into some action not in its best interest will probably (Int check) snap the beholder out of its current period of mania. Any attack will automatically snap it out its manic state. Fits of mania tend to last from 5 to 10 minutes, and victims either forget about the manic attack, or deny it completely out of shame.

Naturally, the description of these forms of insanity are not clinically correct. They are designed to conform to game terms and situations. Their inclusion is to fill in an area of the game where a condition exists and no adequate explanation is otherwise given.

Wounds and Injuries



In combat the character must make a Hit roll on 1d20 to see if he is able to hit a target. The number needed to hit is determined by class, training and experience, and even by magic. The number on the rolled dice is important to the sort of damage inflicted on the target. To see how the roll will effect the damage done see following table.

If the result was a hit, the attacker now rolls for damage. First, he rolls the damage listed for the weapon or attack. Adjust the roll with any multipliers, such as a thief's Backstab ability, or a charge bonus. Then, the attacker adds or subtracts any pertinent bonuses (Strength adjustments, (added to melee attacks), Magic bonuses or penalties (from magic weapons or magic spells affecting the character), the attacker's entire Strength score is added to the damage if he performed a smash maneuver to damage. The sum of the number rolled on the damage dice and the pertinent bonuses is the amount of damage the victim takes.

Hitroll Table	
1	Always misses. The character must save vs. DR or lose the weapon in hand, or (DM) some mishap occurs (the bowstring looses or snaps, or the blade of the weapon shifts, or the weapon is dropped from the hand of the user).
2-17	Hits with normal damage, determined by hit roll (THAC0), Armor Value is normally deducted (minimum 1 point of damage even when the AV is greater) from any damage. Any wound can be normally, or magically cured (be it potion, spell, item or else). A character will fall unconscious to the ground when his Hp have reached 0 or lower. If he has any wounds he will lose 1 hit point each round until he reaches -10, at which moment he dies. Before he reaches -10 however, he can be cured with any magic (Only, spell, item, ointment, or special, but not Potions!!). He will regain consciousness when he reaches 1 hit point. <u>A wounded person can also naturally stabilize.</u> The character must make each round a successful Constitution check penalized by the amount of negative Hp. If successful the hit point drop stabilizes to a loss off -1 each Turn instead each round. A Healer (or anyone with a Healing skill) can keep a person under 0 Hp alive (even without the use of magic) and allow him or her to regain Hp instead of losing them. Therefore the Healer must attend all Time to the healing of the character. For every hour he heals he must make a Healing skill check. When he fails the patient will fall back 1 hour. For every hour successfully healed the patient must make a successful save vs. DR penalized at the damage below 0 (a character at -6 must make his save at -6 etc.). When this is successful he will gain a hit point. The patient will only lose Hp when the healing skill of the healer in question fails (this is not always his failure, but could also be that the patient was too far away to be cured, or the affliction was too great). A healer can do this with as many persons as given (Int / 3 round down = maximum amount patients kept alive and healing). A healer can also apply a binding of wounds, stitching, stabilizing broken bones, etc. but if he does this he can't heal the patient like the method mentioned above. This method can be done with a single set of wounds, an can remove 1d3 points of damage at the cost of one set of bindings. Wounds can reopen, however, under active motion. When the character reaches 0 Hp he will heal naturally, even without magical healing, but must at least rest for two weeks (as with the Raise Dead spell). When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly.
18	The hit is better than normal and will cause maximal damage according to the weapon and weapon Mastery and then added with the magical and Strength bonuses. A person hit may deduct his Armor Value still though as per normal hits. When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20^" on the attack roll table.
19	The hit is better still and even by passes the Armor somehow (through one of the minute soft spots, or open spots an armor always has (ex. Armpits, Neck, Crotch, and other movable parts, or when Armor parts are connected or have movable joints). The damage done is maximum and no Armor Value may be deducted. When the hit was 8 or better than the AC needed to hit a Critical hit is made and the character must roll on the Critical Hit Table accordingly. This also applies to all "20)" on the attack roll table.
20	The hit is the best a character ever could make. It will always hit regardless of THAC0 and AC. Only creatures with an AC 6 steps or better than the maximum possible to hit by that character can't be hit. When a Character is hit he will sustain double maximum damage of the weapon and weapon Mastery, (double again if a smash attack is made) then the Strength, weapon mastery and magic bonuses are added. Any constructed Armor must make a material save or lose an AV point permanently (until repaired, if possible). Apply all damages as normal and use the Critical Hit Table also. Held, sleeping or unconscious targets can be killed in a single blow by any well-targeted melee weapon. This also applies to all "20"" on the attack roll table.

Some weapons shift the last three attacks forward when the user has a higher weapon mastery, example the dagger. When here is said the damage is doubled 19 and 20 then the other rolls are lower by 1 also. I.e. 18 becomes equal to a normal 19, and a 17 becomes in fact equal like a normal 18.

The damage from a single attack is a wound, and a wound can have bloodloss, slowly weakening the character. The character may roll a Constitution check to stop 1 hp bleeding each round, until the wound closes, this is called stabilizing. Thus a critical wound needs 3 successful Constitution checks, a healing skill applied with 3hp, or a Cure Critical Wounds spell to close. Even when the magic did not completely heal the damage done, there is no further blood loss. Simply said, the +x of the spell actually closes the wound, while the total rolled amount heals the damage taken. This is depicted in the next table under the "cured by" column. A critical wound (see there) has also bloodloss, but that is treated differently. A victim losing his hit point below zero is dying, slowly. When death finally sets in the attacker(s) get the victims experience value in XP. A character below -10 hp is virtually indistinguishable from those truly dead, even if his spirit hasn't left the body and healing (magic or skill) still works.

Critical Hits

Dice	Type Wound	Base Damage	Armor Effects	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
17	Normal Hit	Variable Base Damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
18	Critical Hit	Max Basic damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
19	Critical Hit	Max Basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
20*	Critical hit	Double basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
20*	Critical hit	Double basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
20)	Critical Hit	Max Basic damage	Don't deduct AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
20^	Critical Hit	Max Basic damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
20	Critical Hit	Variable Base Damage	-AV	Then Add Strength/Magic/Ability/Weapon Mastery Bonuses.
21	No hit	The amount higher than 20 is the extra attack bonus you need to damage this "creature".		

(Optional system, may be negated and only used in special—called shot, etc—circumstances).
A hit is critical when the hit roll is 18, 19, and when a natural 20 is thrown. (See above chart!!).

Whatever level or class a natural 20 always hits, unless the difference is too great to be hit (21 or more on Attack roll chart). Only the natural 20 roll (this includes natural weaponry) will be able to result in a double damage from which no Armor value may be deducted. Under some strict circumstances (example; Called Shots, et. Judged by the DM!! only!!) other critical hits may be made. Use following table to see how the damage has to be calculated.

Sort Damage	Weapons				Duration Natural Healing in days	Infection and Reopen wound chance	Bleeding	
	Piercing	Smashing	Slashing Rending	Crushing			Sort	damage
Grace	1-4	1-5	1-4	1-3	1+1d3-con.bonus	5%	none	0
Injure	5-9	6-7	5-7	4-5	3+1d6-con.bonus	10%	Minor	1/r
Break	10-11	8-11	8-11	6-11	Varies	15%(special)	Minor	1/T or r
Crush/Destroy	12	12	-	12	40+(3d6x10)-con.bonus	25%	Major	2/r
Severation	-	-	12	-	not	50%(special)	Severe	3/r

A healer will always see what kind of wound (and thus what kind of weapon was used) the patient sustained, on an successful skill check. The same way he'll see the natural healing Time average (as in the table). Another check will reveal to him if the patient has sustained an infection, and how to treat that.

Weapons

- Piercing; Creates a small but deep wound, often internal bleeding. Done by Swords, Spears, Lances, Pikes, etc.
- Smashing; Creates an internal wound, with lots of bloodloss. Done by Hammers, Maces, Clubs, Boulders, Polearms, etc.
- Slashing; Creates a large wound with much bloodloss. Done by Axes, Swords, Polearms, etc.
- Crushing; Creates massive damage to internal structure. Done by Warhammer, Boulders, Giant crushing, and the ground (or wall) on the other side of the character. If not than see Smashing. (DM!!).
- Ripping/Rending; As Slashing, but made by Claws or Bite attacks, infection risk high.



Damage

A Character its life-force is measured in Hit points (Hp). This number will be different for each race, Class and level of this class. They are calculated upon the Hit Dice (HD) of a creature. The experience a creature gains, the higher his level becomes until it is enough to gain another Hit Dice or level. They are also adjusted by the average health of a character (Constitution adjustment), and vary upon each class. Combat and damage high classes like the fighter, natural Humanoids, or warrior cleric are rolled each new level / HD on 1d8, while weaker classes like the thief and mage use a 1d4 instead. Other use 1d6. when they reach name level, no more HD are gained and only additional Hp are gained instead upon reaching a new level or attack rank (depending upon gained experience). These Hit point are further a constant, once rolled they never change. Each level, Attack rank or HD has its own amount of gained Hit points. And together as a total they stand for the life force of a character.

Wounds and Death				
Damage	Intensity	Cured by	Bloodloss	other effect in 1 round
1-7	Light	CLW+	0	nil
8-14	Serious	CSW+	1hp/round	nil
15-21	Critical	CCW+	2hp/round	25% critical damage
22+	Deadly	Cure All	3hp/round	50% critical damage
Hit points	Corporeal Status	Side effects	healing skill applied	Magical Curing
1 or higher	Alive	nil	Per set of wounds 1d3hp	as normal
0	K.O.	lose 1hp in 1d3 r	Revives in 1d3 r. with 1h	as normal
1- to 10-	Dying	lose 1hp/round	Stops hp loss 1 hour	0 restores to +1 hp ma
11- or lower	Dead in 1d3 r.	no visible lifesigns	ows dying time by 1 rou	0 restores to +1 hp ma
Dead	Slowly decaying	Rotting Processes	Slow rotting process	Only raise Dead(Fully) Pay Cleric 10.000gp+ in advance or 150% later 50% of cost is always lost

A character will often suffer damage and this is revealed in a lowering of Hit Points. A character can lose Hit Points through damage by weapons, magic, physical attacks, deprivation, poisoning, diseases, Life Power draining, accidents, heat or cold.

- Hit point loss caused by Diseases, Poison can only be revived by removing the cause of loss, and then letting the character (slowly) revive naturally or apply magic to enhance this partially or wholly.
- Hit point loss caused by deprivation can only be recovered by reversing the process. A deprivation of food can thus only be restored by eating. This recovery will go as fast as the deprivation, and can naturally not be speeded up. Some (very rare) magic could bypass this however.
- Hit Point loss caused by Life power draining can only be recovered by regaining that drained level or HD. This will take time, and needs new experience. Life force draining is one of the most feared attack forms existing and is utmost evil. Some magic can restore these losses. These can be spells, items, potions or sometimes even essence of the draining creature killed somehow (DM will know if this is possible).
- Hit point loss by damage, caused through magic, weapons, claws, teeth, falling, etc. are called wounds. And they are resolved differently.

Other Injuries and Treatment

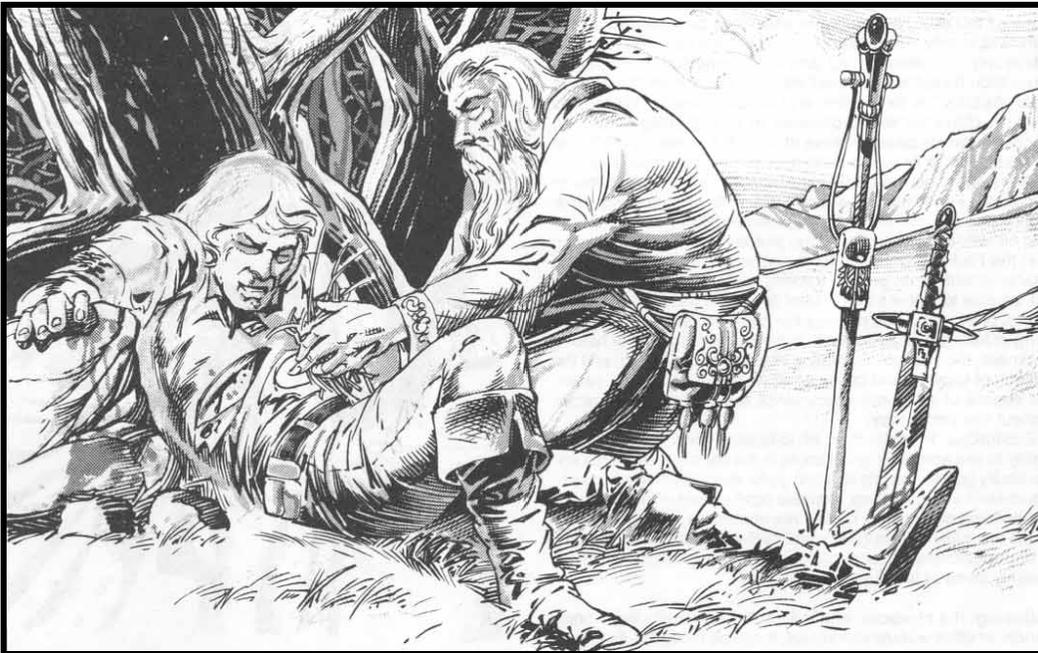
With certain exceptions, the rules of the game do not account for specific injuries or the effect of wounds on particular parts of the body. Lost Hp are simply lost Hp; in practically every case when a character is injured, the exact nature of his injury is not specified and does not need to be. However . . . there are occasions when logic and circumstances strongly indicate that an injured character has a specific problem. If this is the case, then prompt action on the part of an injured character or a comrade can sometimes reduce the adverse effect of a wound or other type of injury.

Some special methods of treatment are discussed in the description of the healing skill. These methods include: restoring lost Hp by promptly tending to a wound; caring for an injured comrade to improve his recuperative powers; and aiding a character who has been poisoned or has come down with a disease. Besides these special skills, available only to a character with healing skill, there are some general first-aid methods that are common knowledge among most adventurers and which can be used by anyone who takes the Time to perform them, assuming that the necessary materials are available. Most of these general methods are only useful if the DM rules—with proper reason, of course—that a character has suffered a specific type of injury.

Natural Healing

A person will always heal naturally, unless the wound was done by ripping damage (Claws), a Karaash Sword (often used by Orcs), or if somehow infected like a Mummy Curse. This rate of healing is not done in Hp, a critical wound will be completely closed, even if the natural healing rate of a character (1+con bonus=>if resting 24 Hr, or 1 if not resting) will still reveal damage. A 12 hp Grace wound could be closed in 2 days on a character with Con 14=+1, while the remaining damage could still be a loss of 4 hp (4 days x{1+1}) or even 8 days if the character was not resting continuously. This means that the wound will thus not reopen upon movement, but that the character must heal further to be completely healed. Natural healing will leave scars. Magical healing will circumvent this and thus prevents scars.

Binding of a wound



This must be done by applying one full set of bandages to each set of wounds (is total of current wounds). This includes any stitching if necessary. But does not include any needles. mostly these are clean, else they'll imply another 15% infection chance, cumulative the existing chance. This takes 1 Turn or more (DM!!).

When ever magic is used to heal a wound it takes precedence over any healing practices. When magic is applied, it sees no difference between bound and open wounds, it will cure them as far as the power can heal. A magically healed wound always closes up any wounds, even if the magic is not enough to heal all lost Hp. This way it prevents any further bloodloss, infection, and reopening of the wounds. A binding/stitching is of no further use once any healing magic is applied. Any bound wounds with damages higher than the amount cured can still reopen as normal.

Infection danger

There is a danger of infection when the wound is not completely cured, or dirty bandages are used, or the wounds is not bound at all (an open wound). The chance of infection depends on the sort of wound and is increased by 10% if the patient entered an area like Swamps, Sewers, Graves, Battlefields, etc. .If the wound is infected the patient must roll a Save vs. poison each day the wound was not healed completely, or suffer further infection effects (See diseases; Infection).

Reopening wounds

Wounds have a chance of reopening equal to the chance of infection when the patient moves or attacks, or makes other strenuous moves with the afflicted bodypart before natural healing is completed. When the wound does reopen bleeding damage does occur again. When a wound does reopen it will bring damage equal to the sort wound it currently is. This means a wound will be treated as if unbound. Magical healing will close wounds preventing bloodloss and reopening of the wounds (as seen under Bleeding).

Bleeding

Any bleeding caused by any sort of critical hit is additional to bleeding of the wound as normal.

Minor Bleeding Damage gives 1 points of damage each Turn until healed or bound or a unmodified Constitution check after at least 1 Turn. The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance Any magical curing will stabilize the patient instantly, and closes the wound in addition to restoring Hp.

Major Bleeding Damage gives 1 points of damage each Round until successfully healed or bound. The binding will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Any Cure Wounds closes the wound immediately for the amount of the dice adjustment in the spell (CLW=1d6+1 thus 1), and closes the wound in addition to restoring Hp for the remainder of the rolled healing. If however the spells cast upon the patient heal less than needed it turns the wound only in a Minor Bleeding Wound, any lower healing will have no effect at all at the closer and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Sever Bleeding Damage gives 2 points of damage each round until healed. Only a Healing Skill at -4 will enable the wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly implies the usage of needle and thread.

Any Cure Wounds closes the wound immediately for the amount of the dice adjustment in the spell (CLW=1d6+1 thus 1), and closes the wound in addition to restoring Hp for the remainder of the rolled healing. If however the spells cast upon the patient heal less than needed it turns the wound only in a less rapid Bleeding Wound, any lower healing will have no effect at all at the closer and bloodloss of the wound. Any Further Healing is only natural or magical, no skill will enable the wound to close any further.

Crush/Destroy

When a patient his body (not the extremities) is crushed, or destroyed, he must save vs. Death Ray or die in 1d8 rounds with horrible pain. When the Save is successful, the patient has a 35% chance to recover +/-10% per Constitution bonus or penalty in 4+1d8 months. The patient will always heal, but when his healing chance fails he never does fully recover and his body will be permanently disfigured.

When the Head is crushed or destroyed, the patient will have only a 10% chance to stay alive, but then he will be permanently disfigured. This could result in Blindness, Muteness, Deafness, a 5 penalty on Charisma, and at least a lowering of 10 points in comeliness, this can result in a number of 3 or lower, any penalty resulting from this must be used on the Charisma also. When the Charisma is lowered beyond 3 he will seem to become a monster according to his own society (Humanoids not included, because they don't react according Comeliness and Charisma as thus). As thus he will mostly be totally rejected, or even killed by his own kind thereof.

Only when the patient died (or somehow kept alive while cut open), can the bones be restored by Mages with the Mending spell, after which the Cleric or Healer can restore the body and raise the Character. This process is seldom seen as death (although the patient actually is dead for a short period of Time), thus making it more acceptable to cure such a patient. Actually only the attending Clerics and Healers (and sometimes the Mage in the process) know the character died in the process. This curing method will take at least 1 day in an enclosed clean room, and up to 1 week in any other circumstances. There are rumors that some mages knew of a spell that could "Teleport" the bones out of the body, while paralyzing the body itself by muscle-cramps, thus enabling any manipulation of the bones. Even a Dwarf could thus mend the bones together, with screws and small plates of Gold, Silver or Platinum (any other metal would affect the body as if poison), or even replace bones with metal variants. This spell seems to be lost to actual knowledge. The usage of this spell is normally Chaotic and Evil, but not with this use.

Severation

Only healed by regeneration. A Cure Critical Wounds or better spell will close the wound, or a torch for 3d10 days. If reopened due to stress, motion, or Time span, the bleeding will start as Minor Bleeding for a Turn, then major bleeding for another Turn and Severe Bleeding for yet another if the character is still alive. The fire does inflict damage but will close the wound. The complete closure of the wound will take 3d10 months. If Legs, Hands, Feet or Arms are missing, the character must practice for 5+2d10 weeks to learn to function with one body part less. The decapitation of the head always results in Death instantly. This could be so fast that the character will not be able to locate the gate to the Plane of Limbo towards eternal rest, and thus preventing the character to die properly. This will always result in the character becoming a Ghost or similar Undead.

Broken Bones

When ever a Break results from a wound the character must make a check on the following table or if it is a called shot (i.e. an attack on a particular body part). When more breaks result in one piece of bone, the healing skill check is reduced by one point per additional break, as is the Time to heal naturally enlarged by 10% per break. The effects will be cumulative per broken body part, but not per break!! Thus when the patient has both legs broken and also of which one is broken twice; he will still be lowered his Dexterity by only 2, and his movement is only ¼ (½ x ½). When a Patient still used the afflicted body part there is a 75% chance that the bone will be disfigured and needs to be broken again to be restored normally. As long as the bone is disfigured the break effects still do apply (this can even be permanent if the character never finds a Healer, who can restore the bone(s)).The natural healing of a bone is affected by the overall health of the character afflicted, the patient makes the natural healing roll and subtracts his Constitution bonus to it. Thus a negative bonus is added to the roll and thus prolongs the healing Time. Broken bones also occur with massive damage (boulder and smash attacks of giants, some animals or dragons), falling down or something or someone falling on the character.

Broken bones			Curing by	
2d20	Broken Part	effects	naturally	magic (no mend bones)
2	skull	in/wi-1, no concentration	10+2d20 days	clw or better
3	jaw	no speaking	10+2d10days	clw or better
4 to 5	teeth	no conc. 4+1d3 days, worse eating	not	regeneration or artificial teeth
6	neck	Paralyzed death in 20-con rounds	not	cureall+Cure Paralysis
7	keybone	no use of arms	30+2d20days	ccw or better
8 to 9	weapon shoulder	THAC0-2 dex-2	20+2d20days	csw or better
10 to 11	other shoulder	dex-2 THAC0-2 if used	20+2d20days	csw or better
12 to 13	weapon arm	THAC0-2 dex-2	10+2d10days	clw or better
14 to 15	other arm	dex-2 THAC0-2 if used	10+2d10days	clw or better
16	weapon hand	THAC0-2 dex-2	20+2d20days	csw or better
17	other hand	dex-2 THAC0-2 if used	20+2d20days	csw or better
18 to 19	back	paralyzed dex-1 permanent	1%chance / 20 days	mend bones+ Cure Paralysis
20 to 24	rib	AC+1 no swimming or lifting.	10+2d10days	clw or better
25 to 26	left hip	mv x 1/2 Limped	30+2d20days	ccw or better
27 to 28	right hip	mv x 1/2 Limped	30+2d20days	ccw or better
29 to 31	left leg	mv x 1/2 Limped	20+2d20days	csw or better
32 to 34	right leg	mv x 1/2 Limped	20+2d20days	csw or better
35 to 36	left ankle	mv x 1/2 Limped	10+2d10days	clw or better
37 to 38	right ankle	mv x 1/2 Limped	10+2d10days	clw or better
39	left foot	mv x 1/2 Limped	20+2d20days	csw or better
40	right foot	mv x 1/2 Limped	20+2d20days	csw or better

DM's be aware, this real world effect can hinder a campaign if the characters are too stupid to think about their actions, or when a DM overuses this effect. Keep in mind not only the reality in the fantasy world but also the game fun. Take the characters aside, and explain them the real danger of their actions, but also explain those with a healing skill or healing magic how he can help the victims. This is as real as death, characters and players must learn to live with it and try to prevent it. One tip in this can be given; There can't be more bones broken than the total sustained damage, even by use of specific magic, as each break will give an automatic 1 point of damage minimal.

There are a few very dangerous bones that can be broken while they don't heal naturally, like the Neck. The character must make a Save vs. Death Ray (adjusted by the character's current Constitution adjustment) or die in 20-current Constitution rounds. Even when the roll is successful the character is paralyzed for life unless magically cured by a Cure All (or Heal) spell and a Cure Paralysis, (or a Wish). No other cure is possible.

The back is similarly dangerous, but has a slim chance to cure by itself naturally. The character will permanently lose a Dexterity point, unless cured magically. A natural curing will never remove the lost point, as the bones and nervous tissues are severely damaged (the character has sustained a Permanent Hernia). When the character has naturally healed only a Wish can restore the permanent damage, the normal magical way of curing by a Mend Bones spell and a Cure Paralysis, or a Cure All (or Heal) and a Cure Paralysis will never remove a healed disfigured back.

Putting a splint on the injury will keep the ends of the broken bone properly aligned and make healing possible. A character who suffers a broken bone in an extremity will not be able to regain any Hp lost due to the injury until he is fitted with a splint, and if he attempts to use the injured extremity even while it is splinted he will immediately suffer an excruciating pain, in addition, he will Neutralize any natural healing of the broken bone that had taken place up to that Time. For purposes of administering this rule, assume that for a character with several injuries, the broken bone is the last injury for which Hp are regained. Most other types of injuries (burns, wounds, etc.) will heal before a broken bone is mended.

Tissue Damage

Minor burn:

The best treatment for a burn is to deprive the affected area of air by immediately immersing it in water for at least two turns or by wrapping it tightly with a clean cloth. If these measures are taken, the burn will heal at 1 hp per day. If the burn is not protected from the air, the victim must take a -1 penalty on all attack rolls and Saves because of distraction due to the pain of the injury, and the burn will heal only half as fast as normal. Minor burns are caused by touching hot or very cold objects (mostly metal or stone). A magic missile actually causes a Minor Burn, but may be resolved as normal damage (If the DM wants to).

Major burn:

If more than half of a character's body has been burned, he must be treated as described above and in addition he must be allowed to rest until he has regained at least half of the Hp lost due to the burn. If he moves under his own power or performs any other voluntary physical activity before he is well on the way to recovery, he will forfeit all the Hp he had regained up to that point and will suffer an additional 1d4 damage for each round of activity. Also, the victim's "pain penalty" is -3 instead of -1, applied on all attack rolls and Saves. A character suffering from major burns will usually still be able to ride a mount or be carried by a comrade or on a stretcher, so the party is not necessarily immobilized during his recovery period. A major burn is mostly caused by a heavy exposure to fire or a long exposure to heat or extreme cold. A Fire Ball, or Ice storm actually cause major fire or frost burn, but may be resolved as normal damage (If the DM wants to).

Skin ailments:

This category of injury includes rashes and insect bites. Neither type of injury is important, and neither one should be dealt with in game terms, unless the DM rules that the ailment has a noticeable effect on the victim. The itching or pain that results from such an ailment may impair a character's ability to perform a delicate task, such as a thief attempting to disarm a trap or a spell-caster concentrating during the casting of a spell. The DM should attach a penalty to the chance of success that is appropriate for the situation. For instance, a thief's chance to remove a trap should be reduced by 10% to 25% the usual percentage, depending on the severity of the affliction; the chance of a spell being ruined during casting should be set at from 2% to 10%. A magic-user casting feather fall (look at casting Time) will be able to get the spell off even if he is itching like crazy, but he is better off not trying to cast find familiar (casting Time at least 1 hour) until the itching or pain has subsided. A minor skin disorder will clear up by itself in 1d3 days if it is not aggravated, and the healing Time can be reduced by the application of an appropriate medicinal plant (see What can be Bought; Herbs).

Other types of injuries—sprains, concussions, internal injuries, pulled muscles, torn ligaments, and so forth—are not considered here for two primary reasons. First, adventurers (who are generally presumed to be in good shape and possessed of good sense) don't suffer these sorts of injuries very often, and so any rules concerning their likelihood and their treatment would probably have little usefulness. Second, there is a tremendous amount of variability in the intensity of these sorts of injuries and their effect on the victim. If it is important to the participants in a campaign to have rules on how to handle a minor sprain versus a severe sprain or a pulled leg muscle versus a pulled shoulder muscle, it should be a fairly simple Matter for the DM to develop rules for how such injuries affect a character and how the injury is best treated to enable the victim to heal as quickly as possible.

The rack critical hit chart: for males only

The rack can either be called shot to the groin, part of a normal critical hit chart, or (to get more use of it) if the attacker rolls 10 higher than necessary to hit (modified or natural), it is now considered to be a rack. Due to the amount of protection a creature will go through to protect its "family treasure"—reproductive system, its AC for its privates is 2 better than its overall AC. It also gets +2 to its Dexterity at any attempt to dodge a directed attack to that location.

The rack chart:

01-70	Creature drops weapon, clutches privates, and loses next 1d6 rounds of initiative (initiative -6).
71-80	Creature is blinded by tears and can't defend or attack for the next 1d6 rounds.
81-90	Creature is stunned for 1 round and then goes into a Berserk rage for 1d6 rounds (according Berserk Spell rules).
91-98	Creature is rendered impotent, KO for 1d4 rounds, then Stunned for 1d6 rounds. Also miscarriage if pregnant.
00	Creature goes into shock, no save, and dies. All equal creatures with better than animal intelligence viewing the act, must make a Constitution save at -5 or they clutch themselves and remain stunned for 1 round.

Strangulation

Strangulation can either be caused by a thread, wire, rope, Vine, string of Cloth, Jewelry or a set of hands, wrapped around the neck of the creature. Strangulation is actually nothing more than asphyxiation by suffocation (preventing breathing Air, Water, etc.). Creatures which do not breath cannot be strangled (Magical constructs, Undead, etc). thus it is possible to strangle a Dragon (a truly remarkable feat), but not a Beholder as it has no neck to strangle. Insectoids (and similar) can thus also not be strangled as they breath through the skin.

Some rare creatures can only be strangled by another place than the neck as it passes the entry area and the main body. Your DM will know if a creature strangely can be strangled.

Example; an underwater creature

with breathing tubes could be strangled by squeezing these very tubes. Any strangulation will need as many rounds as the creature currently has HD. Thus a 6 HD Wolf can be strangled in no less than 6 rounds. The strangler needs to make either one of the attack methods and then must hold on (possibly becoming target to the creatures attacks, crushing moves into structures, or the ground), and has no control of the movement of the creature. It may tumble down a cliff, with adversary effects for the strangler, and maybe none for the creature. A swimming character could thus try to escape a strangler by diving down a steep cliff, hoping to drop the strangler somewhere along the fall.

Strangle	with any thread, rope or two hands
20 on 1d20 to hit + strength adjustment	
back attack + 15 + strength adjustments	
Save vs. Death Ray	Paralyze and KO x 1d30 rounds
If further strangled	Death in 1d6+2 + constitution bonus victim x rounds

First Aid Equipment

Unless characters expect to go through an adventure unscathed (and what adventurer in his right mind expects that?), it is a good idea for the party to include in its gear some of the necessary materials for administering aid to those who are injured in the line of duty. Brief descriptions of some of the essentials are given below.

Bandages:

At least one person's backpack should contain several swatches of clean fabric for covering and binding wounds and burns. In a pinch, some article of clothing can be torn into strips and used for bandages, but an adventurer's clothing is usually not clean (so that there is a possibility of infection even if the wound is bandaged), and what will you wear after you use the shirt off your back to cover and protect your wounds?

Splints:

If characters know they are going to be traveling through a wooded area during at least part of their journey through the wilderness, it may not be necessary to set out with splints among their gear. But if they have to climb a mountain or cross a desert, it is wise to pack at least a couple of straight, short (2-3' long) pieces of wood or some other rigid material that can be bound along the sides of a broken limb to keep the bones properly aligned. A large piece of thick leather or untanned hide (perhaps acquired along the way) can be used as a splint, as long as it is large enough and rigid enough to keep the limb and the joints on both sides of the limb immobilized, in the same manner that a plaster cast is used in present-day medicine.

Stretcher

Although a stretcher can be fashioned from its component parts before it is needed and then transported as part of a party's gear, most groups of adventurers will prefer to carry the parts separately and assemble a stretcher if and when it is needed. The necessary parts are a pair of poles at least as long as the injured character's height, one or more pieces of sturdy cloth or leather large enough to offer a surface upon which the victim can recline, and some means (rope or cord of sufficient length) of binding the poles to the edges of the cloth or leather. Two comrades can carry an injured character on a stretcher, as long as each of them is able to support half of the victim's weight without being too encumbered to move.

Litter:

This piece of equipment is essentially the same as a stretcher, except that extra rope or cord is required to bind the victim to the frame. One character (or one mount or beast of burden) can transport a character who is bound into a litter, as long as the carrier is able to support half of the victim's weight without being too encumbered to move. It is usually not wise to try to transport a character in a litter over rugged or very rugged terrain (see the section on Encumbrance and Movement), because one end of the litter is always on the ground and the injured character can be jostled as the litter skids and bumps along the ground. If it is important for the victim to be kept more or less motionless because of the nature of his injuries, the DM may decide that a trip over rugged or very rugged terrain will actually cause the character to suffer further damage as a result of the rough handling

Reputed Magical Properties of Gems

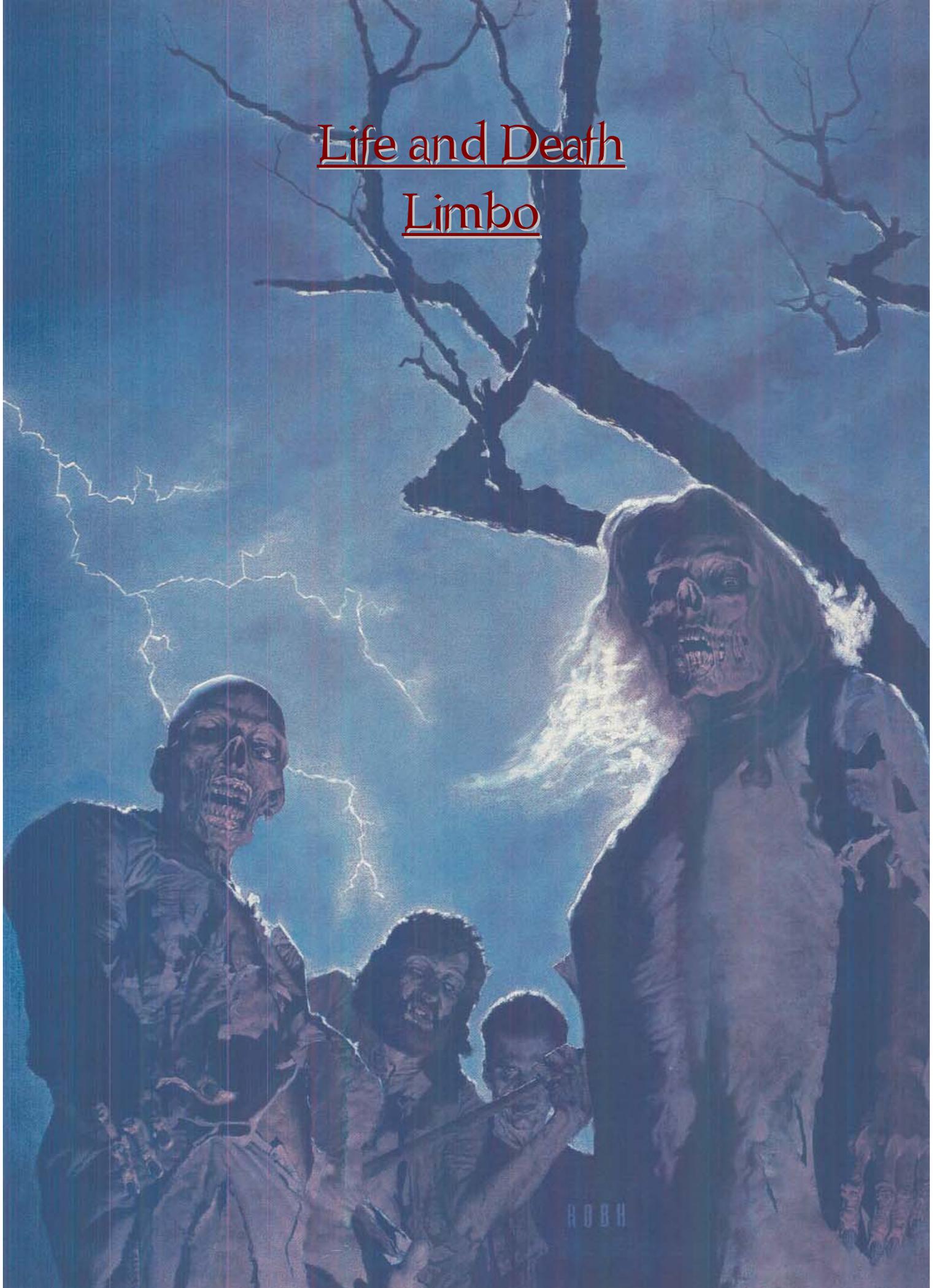
NOTE REGARDING THE MAGICAL PROPERTIES OF GEMS, HERBS, et al.

Regardless of what qualities gems, herbs, and other substances are purported to possess, the mere possession of a score of a type of gem or a bale of some herb will convey absolutely no benefit of magical nature to the character concerned. These special qualities are given herein merely as information for Dungeon Master use in devising special formulae for potions, inks, etc. The information might also prove useful in other ways, particularly with regard to description of magic items, laboratories, and so on. Under no circumstances should you allow some player to convince you to the contrary!

Gem Type	Effects or Uses	Gem Type	Effects or Uses
Agate	Restful and safe sleep	Alexandrite	Good omens
Amber	Wards off diseases	Amethyst	Prevents drunkenness or drugging
Beryl	Wards off foes	Bloodstone	Weather control
Carbuncle	Powers of dragon's sight	Carnelian	Protection from evil
Cats' eye agate	Protection from spirits	Chalcedony	Wards off undead
Chrysoberyl	Protection from possession	Chrysolite	Wards off spells
Chrysoprase	Invisibility	Coral	Calms weather, safety in river crossing, cures madness, stanches bleeding
Diamond	Invulnerability vs. undead	Hematite	Aids fighters, heals wounds
Jacinth	Luck travelling, wards off plague,	Jade	protection from fire
Jasper	Skill at music and musical instruments	Jet	Protection from venom
Lapis Lazuli	Soul object material	Malachite	Raises morale, courage
Malachite & Sunstone	Protection from falling	Moonstone	Wards off spells, evil spirits, and poisons
Olivine	Causes lycanthropy	Onyx	Protection from spells
Peridot	Causes discord amongst enemies	Ruby	Wards off enchantments
Sapphire	Gives good luck	Sapphire, Star	Aids understanding of problems, kills spiders,
Sard	Protection from magic	Serpentine	Benefits wisdom
Topaz	Adds to wile and cunning	Turquoise	Wards off evil spells
Gem Color	Effects or Uses	Gem Color	Effects or Uses
Black	Aids horses in all ways (shatters when it operates)	Blue	boosts magical abilities
Clear	The Earth -darkness - negation	Green	The Heavens - truth -spirituality
Red	The Sun - luck - Hemorrhaging control - heat	White	Venus - reproduction - sight - resurrection
Yellow	The Moon - enigmatic - Secrecy - homeopathy - jaundice		



Life and Death
Limbo



ROBH

A Study completed by Raman Nabonidus, Sage and 1st Engineer of the Princess Ark

*A*s Many People correctly believe, a Living Being is made of Two Basic Elements, Material and Immaterial—Body and Soul. The Body results from the Interaction of Forces pertaining to the Spheres of Matter and Time. Matter makes up the Body, while Time regulates its natural life. The Soul requires Elements pertaining to the Spheres of Thought and Energy. Thought allows the Soul to be sentient, while Energy allows It to exist. It is the Soul that animates and governs the body when both are joined. Without it, the Body soon perishes. A Fifth element exists, one



that initially binds Soul to Body. This Element pertains to the Sphere of Entropy. It is strong at Birth, then weakens as Years pass, due to the Influence of Time in the Body. Through this it weakens the Material Body, and thus aging it. If Natural Death occurs, the Bond withers, allowing the Soul to leave the Body. Otherwise (in case of accidental death/murder/death by disease-magic-poison act.), the remaining Entropic Force is released in the Prime Plane or wherever the Body was at the Time of Death. This is the Force that Demons and other Creatures of Entropy feed upon.

*A*t the Time of Death, a Soul is immediately transported to Limbo, a very remote Outer Plane. It is Dark and Mysterious place that no Living Being but Immortals may enter. There, the Soul may seek Eternal Rest or struggle to return to its Body, thinking it still has Unfinished Business. Chaos is the Dominant Force in Limbo. It affects Many Things, from the Physical Laws to the Passage of Time. Time in Limbo runs differently than in the Prime Plane. The First Day a Soul "lives" in Limbo lasts only an Hour in the Prime Plane. The Second Consecutive Day in Limbo lasts Two Hours, the Third day Three, and so forth. At this rate an Uninterrupted Year in Limbo would be little over 7 Years in the Prime Plane, and a Decade there would last about Seven Centuries on the Prime Plane!!!

When a Soul manages to leave and then return to the Prime Plane, the Passage of Time resets itself, so a Day there is equal to an Hour on the Prime Plane. Time in Limbo can always be measured with a Sundial despite the Lack of a Sun. The mark of the Sun actually glows no Matter how the Sundial is held. Sigils on Sundials mark the Passage of Weeks, Months, and Years. Magical Hour Glasses may also mark the Corresponding Time in the Native Plane of the Entity consulting it. The Passage of Time in Limbo explains why Two Creatures who entered that Plane at Different Times will not be able to exit it and reappear in the Prime Plane at the same Time. For example, Two Warriors Die during a Battle. The First Warrior dies at Dawn, the Other at Noon (Six Hours later). Both meet in Limbo. This means the First Warrior has already spent Three Full Days there (Three Days in Limbo equal six Hours on the Prime Plane). Together they manage to find a Gate back to the Prime Plane after Another Four Days in Limbo. By then, the First Warrior has spend Seven Days in Limbo and the Other only Four.

If both enter the Gate simultaneously, the First Warrior appears 28 Hours after his Death (at 10m AM the Day after his Death), and the Second Warrior appears 10 Hours after his Death (at 10 PM on the Day of his Death), thus the 2nd warrior would revive earlier than the 1st.. If they met again in the Prime Plane and both reenter the Gate to Limbo at the Same Time, Time would affect both in the same way from this Point on. As long as a Soul remains in Limbo, it appears, feels, and thinks like its Living Counterpart, though it neither ages nor requires Food or Water. It possesses All Items the Character carried or wore at the Time of his or her Death. The Soul and its Equipment are only "Reflections" of what they once were. Magical-Item Reflections function only in Limbo, being powerless in the Prime or other Planes. Should the Next Living Owner of the Deceased Character's (Magical) Items Die in the Prime Plane, the old reflections of these Item would dissipate and reappear in the Possession of the Lasts owner's Soul when it reaches Limbo. Exception to this Rule are Artifacts, they can't have a reflection in the Plane of Limbo.

ASoul in Limbo senses when its Former Possessions, such as Weapons, Tools, Clothes, and so on, are Being used on the Prime Plane. It also knows if They are Being used in a Way the Soul would approve of. The Physical Objects and their Reflections in Limbo are closely linked. The older the Object or the Stronger its Magic, the Greater the Bond. An Intelligent Sword could even communicate with its Owner on the Prime Plane and its Previous Owner's Soul in Limbo. Think again before stealing a Sword from a Tomb: one never knows to whom It once belonged, and the Owner" Soul might come back from Limbo and Haunt the grave robber until the sword is finally returned to the tomb.

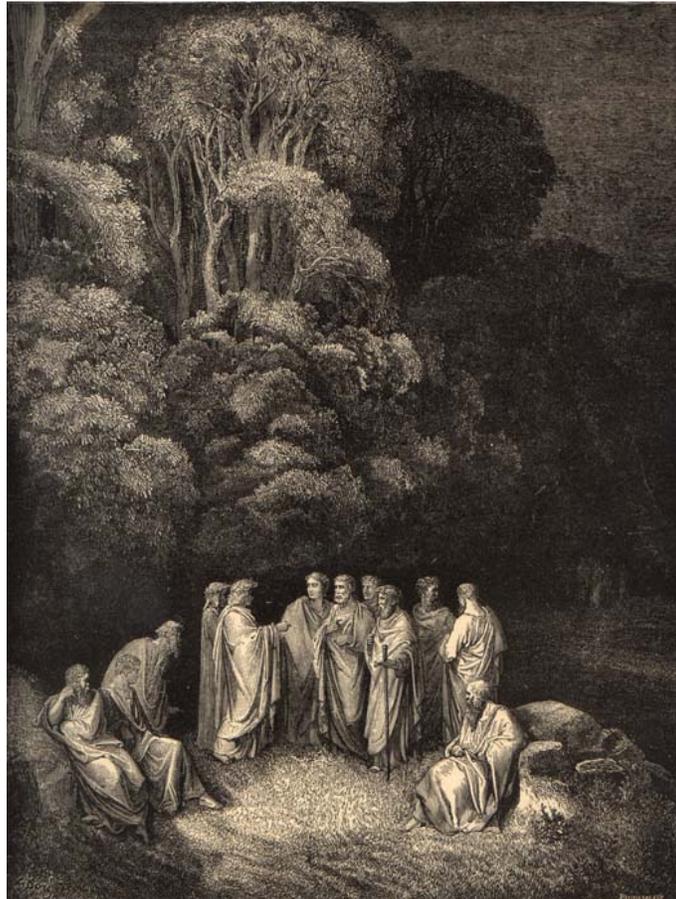
Most Spells may be cast normally, except for Traveling Spells used in an Attempt to leave Limbo. A Teleport Spell used to move from one Region of Limbo to another will function. Travel, Teleport, Word of Recall or Wish and similar Spells used in an Attempt to exit Limbo will fail. The only way to leave Limbo is through adventuring. Likewise, all Healing Spells and all Spells related to Life, Death, or Souls (e.g. Raise Dead(Fully), Speak with Dead, Animate Dead, Create Dead, Magic jar, or a Wish used in a Way to affect Death) can't be cast from inside Limbo. Entering or Leaving Limbo heals any damage done to the Soul.

For the Soul, the Environment in Limbo looks and feels like as if it were a Tangible Reality. The Soul will have the same Characteristics as the Character had in Life (AC, AV, Hit Dice/Levels, Hp, Strength Movement, and so forth). Of course, a Soul that just arrives in Limbo doesn't immediately believe it is "Dead", although mostly their Corpses reflect the Damage done to it (this is not real and just a Reflection of the Damage done to the Character, and will disappear later, when the Character "forgets" the Damage and just remembers how He was in Life).

Limbo may take Different Aspects, depending on the Character and his Cultural Background. For example, a Character from Ochalea may see Limbo as a Shadowy Oriental Garden with Pagodas, while a Character from the Northern Reaches could see it as Giant Glaciers battered by Dark, Thunderous Storms. For those without such Beliefs, Limbo is likely to look like Dirt Paths winding through Jagged Rocks. The sky rages from a Dim, Gray Twilight to Total Darkness. Eerie Algae and Veils of Spanish mosses seem to stretch forever from the Ground up into the Starless Sky. Even though the Ethereal Plants sway slowly as if in some Imaginary Breeze, a Sound like a Howling Wind can faintly be heard far away in the Distance. Limbo is a Cold, Dismal Place, with Grays and Blacks dominating throughout.

If one flew "upward" alongside the algae, he would discover that their other end is rooted in a land that is the mirror image of the one he just left, as if Limbo were a Giant Sphere. If one could dig into the ground, he would reappear on another surface in all ways identical to the one he just left. These places are all Infinite Extensions of the Same World, like Interlocking Möebius strips. Like the Prime Plane, Limbo is not a Finite Universe; this is due to the predominance of Chaos in Limbo.

Many creatures populate Limbo, ranging from the lost Souls of otherworldly beings to creatures of Entropy and Predators unique to Limbo. These latter seek to destroy lost Souls, for they feed on the Elements related to the Spheres of Thought. These Entropic Entities represent Ultimate Oblivion for those who fall before them. They usually remain in Limbo, since other Planes are deadly to Them. Only the more Powerful Ones dare linger in the Prime Plan, often in an attempt to stalk Prey that escaped them. The more powerful the Prey, the More it will attract these denizens hunger Other beings haunt Limbo as well, including Immortals on a Quest or Fiends, Demons, with some Dark Scheme in Mind. Though it is not allowed, some Mortals seem to have visited Limbo and survived it. From one of the Few Rules there exist, there is only known, that he may stay only a Day there, and may neither eat or drink, to still enable him to leave the dreary place. No more is known, and thus all has to be found out by those Foolish enough to enter there.



Seeking Eternal Rest

The Souls of most Beings entering Limbo will seek Eternal Rest in Most Cases. If the Character chose an Immortal Patron to guide him during his Previous Life and he has been Faithful to his Philosophy, his Soul will find a Gate leading to the Plane of his Immortal Patron. The Time spend in Limbo, ranging from a few Minutes to several Decades, depends on how faithful the Character was. The stay in Limbo is meant as a Period of Atonement. On the Immortal Patrons Plane, the Soul becomes a Servant of the Immortal and can no longer be called back to the Prime Plane , By a Cleric casting Raise Dead for example without the Immortal Patrons will. All Memory of the Immortals Plane is wiped out if this is achieved. No Mortal Magic can restore Memory lost that way.

If the Character has adopted an Immortal Patrons Philosophy but betrayed it later, that Characters Soul will not ever be allowed into the Immortals Plane, and thus is condemned to stay forever in Limbo , or succeed in locating another Immortal Patron, or return to the Prime Plane. Sooner or later, the Lost Soul will fall Prey to Entities of Darkness that wander the Paths of Limbo.

Truly evil Souls could fall before the forces of Entropy there and join their Side, but they are more likely to become Entropy's Prey or the Hapless Pawn of some Grand, Evil Plot. A Chaotic Soul trapped in Limbo may become a Minion of Chaos. It must first become Familiar with Peculiarities of Limbo (40 minus Level of Hit Dice indicates the Number of Local Days a Soul needs to "survive" in Limbo to gain this knowledge. If it defeats a Minion of Chaos of the Same number of Hit Dice or better (minimum 10 HD), a Chaotic Soul then becomes a Minion itself, the Very Predator it learned to fear in Limbo.

If the Character never adopted any Philosophy at all, his Soul must go on a Quest to find a Gate that leads to Eternal rest on Planes where free Souls may reside. These are the Entities that mend the Fabric of the Universe in the Prime or Outer Planes, allow the Celestial Clock to work, enable the eternal Cycle of Creation to go on, and maintain Balance between the Power of the Spheres. Animals and Plants mostly go there.

Simple Prayers from those Still Alive can help a Soul Lost in Limbo. To Someone in Limbo, Prayers sound like Faint Calls from friends. If the Prayers are uttered with enough Faith, they can lead a Soul in the Right Direction, toward a Gate it seeks or away from Danger. Many Clerics know Prayers for the Dead, which are particular effective when said by Mourning Friends, Relatives or Loved ones, at the Side of the Deceased or at his grave. Depending on the mourner's background, candles, incense, chimes, songs, Ochalean Firecrackers, the Loll of a Bell, or the Sacrifice of Gifts, are used to ward off evil spirits (equivalent to an Protection from Evil spell in Limbo on the Soul) and help the Prayers reach the Soul beyond. The most effective Prayers for the Dead were written many Centuries ago by the Ancient Nithians, and are still in use in the Hollow World. Other Spells cast in the Prime Plane can affect Lost Souls, like Speak With Dead. To a Soul in Limbo, the Spell induces a Trance that allows the Soul to respond to Questions (no Save!!). The Soul is totally vulnerable during that Time and can't break the trance until it has responded to the Cleric's three Questions. Therefore it mostly breaks Contact with the Cleric after the Third Question, but it is allowed to answer more.

Returning Home

For a Soul to desire its Return to the Prime Plane, there should be some Unbearable Need or Feeling of Distress such that the Soul would be ready to risk losing Eternal Rest in order to accomplish a Great Deed. An Epic Struggle against Evil, a Loved One in Dire Need of Help, and Revenge for Some Terrible Crime are Examples of Legitimate Reasons to go to the Prime Plane. When confronted with a Character's Death and Entry in Limbo, Characters will always attempt to bring their Bodies back to life, regardless of the Legitimacy of their Reasons. If the Character is being frivolous, the Path to the Prime Plane is Dangerous and unforgiving. The Path to the Prime Plane can be a long and difficult one. In the case of a character with a noble Quest, some Help could be made available in the Persons of Benevolent Entities guiding the Lost Soul toward a Gate.

The Wandering Soul must Face many dangers that could destroy it forever. Creatures of Darkness dwelling in Limbo prey upon these Lost Souls. Gates are well hidden. Malevolent Beings also know that lost Souls seek these Gates to return to their World, and therefore will haunt these Places. The more Powerful Ones, Fiends or their Minions in particular, will attempt to fool a Lost Soul into believing they are trying to help. Instead, they will guide the Soul to the Wrong Gate, one that leads to their Plane (Mostly Hell!). There the Soul will be enslaved, imprisoned or devoured by Creatures of Entropy. They mostly become Nupperibo's in Hell.

If the Soul succeeds in reaching the Prime Plane, it will enter at the spot where its body was killed. The Soul is invisible to mortals (only those with a Second Sight spell or ability will be able to see him), totally immaterial, and incapable of affecting anything physical or magically in the Prime Plane. The Soul must find its body by wandering through the region and listening to people. If it finds its body, the Soul may immediately enter it and attempt to reanimate it, provided the Body is in reasonable good condition make a Constitution check based on the character's original score. If it succeeds, the body is revived. For example, a Warrior dies from a stab in the heart, and his Soul leaves the body and later returns. Everyone Thought the Fighter was quite dead (he was actually), only to discover that the deadly blade just grazed the Fighters heart. He "miraculously" awakes, very weak and in great pain but Alive (1 hp left).

If the body decayed beyond any possible recovery, or was damaged to a point it couldn't conceivably live, or was already disposed of (cremated, buried deep in the ground, eaten, etc.), then the Soul is in danger to become a Ghost. Make a Wisdom check based on the character's original Wisdom score. If it succeeds, the Soul may immediately return to Limbo. If not, it becomes a Ghost trapped in the Prime Plane.

Souls may be recalled to the Prime Plane by powerful clerics. To a Soul, a Raise Dead spell would produce a great ball of blinding light. The spell in effect creates a magical gate for the Soul. It leads directly to its body, at the Time the cleric casts the spell, and at the same Time restores some damage done to the body to make it possible to sustain life again. If the Soul doesn't desire to return to the Prime Plane, the Soul must pass a Wisdom check to resist the call. Sometimes Entropic entities will imprison a newly arrived Soul, hoping for an unsuspecting cleric to cast such a Spell. The entity will enter the gate and take possession of the resurrected body. At other times, a Minion of Chaos might sneak into the gate after the Soul. Creatures of Limbo can be jealous and spiteful toward those who escape Limbo. Clerics should always heed when summoning a Soul back from Beyond, for there very well might also be a furtive shadow lurking somewhere near, waiting its Time.

Cities of the Dead.

Invariably, there are places in Limbo that can be called cities. They offer Neutral ground where Souls, followers of Entropy, and creatures of chaos may meet and dwell without fear of each other. It is rumored that these places are under the protection and law of Immortal Patrons. As long as one remains in



such havens, no harm may befall him without his own consent. To say the place is absolutely safe would be far from the truth, however; the only acceptable "Currency" there is one's precious Life-Force. Many reasons exist for why a being might want to part with some of its Life-Force; this is usually done for services or information.

A Minion of Chaos may bestow upon a weak Soul some of its Life-Force in order to obtain its Services for a Time. A lost Soul may accept the loss of some Life-Force in order to gain valuable information on the locating of a magical gate. Another might want to pay a rent to "open Shop" and sell goods (remember, there is no way to tell how long the reflection of an object will last in Limbo). A Fiend (Demon) may "loan" Life-Force to another Entity, at an Interest, but the Demon might let the Contract run past its deadline and claim its dues back when one is not in any shape to repay (this can even extent to the Prime Plane, after the Character has returned there somehow). Many Souls became the victims of an unscrupulous Fiend, either meeting their final doom or becoming followers of Entropy just to survive. Cities crawl with such unsavory creatures.

The trading of Life-force is vital in Limbo, because it often is the only way to cure damage to the Souls. A Soul on a quest to find a gate might sustain damage in battle against a creature of chaos, and thus would seek employment in order to cure its wounds. The reflection of money and precious items has little Value in Limbo (though some (magical) items can have some value). These are viewed as mere trinkets and baubles. Life-Force can be transferred upon contact.

For simplicity, Life Force is measured in Hp. The Recipient can't receive more Life-Force than its normal Hit Point total (except through a self cast Aid Spell, which is rarely successful-5% only). Life-Force can be stored in vials and used at a later Time like a magical potion. One may refuse to return borrowed Life-Force, but then the protection of that city no longer applies to the delinquent, and his creditor is entitled to take any action it sees fit. The Life-Force of slain creatures and entities can be collected, if carefully and fast. About 50% of the Life-Force the Creature did hold can be collected, lowered by 5% for each round the creature is slain(the Life-Force slowly evaporates).

Denizens of Limbo

As mentioned earlier; myriad entities populate Limbo besides the Souls of the Dead. Because of the preponderance of chaos there, the "Law" of the strongest is the only one that applies. Among the powerful entities are Demons and their rivals , the Masters of Chaos. Fiends (or better said Demons), also called Lords of Entropy, are not native to Limbo but consider that Plane their Hunting Grounds. Masters of Chaos are Souls that remained in Limbo and rose to Power there. Every Minion of Chaos remembers vividly its very first encounter with a Fiend or its servants when it entered Limbo as a lost Soul. For this, Minions of Chaos abhor Fiends and all other entities of Entropy, especially undead in the service of Entropy.

The Undead

Undead are abominations that should not normally exist, except that sometimes intense emotions or evil magic interfere with the Order in the Prime Plane. Some undead maintain links with Limbo. Sentient undead with physical forms (Ghouls, Wights, Mummies, Liches) often require Souls to be called back to the Prime Plane and be bound to their corpses. Souls that make it past a gate to eternal rest can't be called back for the purpose of creating undead. Sentient undead whose Souls are capable of traveling Limbo retain their ability to control other undead Souls in Limbo, just like on the Prime Plane.

Undead without physical forms (Wraiths, Spectres, Haunts, Spirits, etc.) are perversions of their original Souls. This happens in the cases of great sorrow or ultimate Evil (this can be done by magic from the nefarious Necromancers). Some Souls trapped in Limbo for a very long Time turn into these beings and return to the Prime (again by evil Necromantic magic) Plane any years after their actual Deaths.

Most undead have a goal that will allow them to earn eternal rest, sometimes good (Ghosts), sometimes evil (Spectres). Others hope to break the curse that created them (Mummies). Most evil undead are content spreading evil and sorrow around them (Wraiths, Nightshades) in revenge for their fate. Others have become insane in their quest for power and knowledge (Liches), or in their painful, unbearable hunger for living flesh or blood (Ghouls, Wights, Vampires, Nosferati). An evil Soul that intends to become an undead must have had at least the same number of Hit Dice (or level) as the undead chosen Form.

Skeletons, Topi, Zombies

These are the lowest manifestations of Evil Magic. Someone on the Prime Plane simply animated the remains of dead bodies, which doesn't affect their Souls. The Souls of the victim of this magic may go on a Quest for Eternal Rest as normal. These are never found in Limbo!!



Ghouls & Wyrds, Wights & Greater Wyrds

These creatures exist in the Prime Plane due to Entropic magic (again that awful Necromancer). Ghouls must feed only to ease the pain of hunger; they do not otherwise require food to survive. A creature killed by a Ghoul will always become, as the infection of the Ghoul prevents his rising to Limbo. In fact the Soul of the corpse stays bound to the body, but under a form of mental control of the Ghoul who killed the character. A recently awakened Ghoul-former character can't completely perform as his former self, as the urge to feast upon the living is much greater than the feeling for friendship or love, but he can choose other edible targets than those reminiscent to those he knew in life. In Time he will completely succumb to the Hunger and become a normal Ghoul, especially when becoming free as his 'creator-Ghoul' has perished. Wyrds are actually the Elvish variant of Ghouls and Wight, in Wyrds and Greater Wyrds, respectively. There exist no such thing as an Elven Ghoul, or Human or Humanoid Wyrd, this due the inherent magic in the Elven Race.



A Wight, however, is far more than a hungry Undead. After being killed by a Wight, a victim's Soul first goes to Limbo as normal. There, it is stalked by the Wight's Mind, as the Wight enters a catatonic Trance that allows to send its own Soul after its victim. A Wight's Soul looks like a dark, frightening shadow, straight from the deceased's worst nightmare. The Wight's Soul is more powerful in Limbo than in the Prime Plane, and it knows many tricks. It can cast the following spells once per visit in Limbo: Hold Person, Phantasmal Force, Web, Continual Darkness, and Hallucinatory Terrain. It can also enter Limbo within 1d4 miles of its victim. The Wight can sense the general direction of its victim. The Energy drain ability also functions in Limbo. A Soul totally drained of its Energy is forever destroyed. The Wight's Soul uses this ability to heal damage on its Prime Plane body at the rate of 1d4 Hit point per level or Hit Dice drained (although they seldom drain their hunted victim, but all those who come in between will come in handy). If it catches the hunted Soul, the Wight can instead bind it to the victim's corpse, thus creating another Wight. If the victim's Soul can stay clear of the Wight for four Prime Plane days (almost seven months in Limbo), the Undead will give up the hunt. If the Soul defeats the Wight, the Undead awakens from its Trance. It may attempt a Trance every night for Four nights. The Trance lasts 1d4 Hours in the Prime Plane at which point the Wight's intolerable hunger for flesh awakens it (remember that 1 Hour on the Prime Plane is 1 Day, 2 Hours is 1.5 days, 3 Hours is 2 Days, and 4 hours is 2 days and 6 Hours in Limbo). Destroying the body of a Ghoul or Wight also destroys its Soul.



Wraiths, Spectres

These are the corrupted Souls of evil beings whose hatred drove them to return to the Prime Plane or were called back by evil Necromantic Magic. Wraiths usually prefer to Haunt an evil place. Spectres, however, often are followers of Entropy sent back to the Prime Plane by a Demon to complete a Quest, or is called back by the same nefarious magic, Necromancers use so often. Wraiths and Spectres hate all that lives. Destroying these Entities also eradicates their Souls, These entities can follow the Souls of their Victims into Limbo as a Wight, and possess the same abilities as a Wight. Energy Drain heals any damage to the entities at the rate of 1d4 Hp / drained level or HD.



Mummies

A Mummy is the result of a Magical Curse or spell cast by the Create Mummy spell (again those Necromancers) or by someone who is already dead and wishes revenge on the Mummy to be (a Greater Mummy will be able to do this). The caster of the curse refuses Eternal Rest and stay in Limbo in order to take its revenge or Goal. Nithians were notorious for this sinister practice. Natural Mummies (Bog-Mummies, etc.) come into existence when the Soul itself refuses to enter Limbo and binds itself to its own corpse. The magic from the spell has the power to Send a Soul eater after the Soul of the victim soon after the latter's arrival in Limbo. The Soul Eater will Stalk the victim until the latter can locate and destroy the caster of the curse (in the case of a Necromancer on the Prime Plane this is near to impossible). If the Soul eater effectively defeats the Soul, it will drag it back to the mummified corpse, to which it will be bound. The curse prevents the Soul from leaving the body except for a very specific cast that the mummy must accomplish. The mummy might not initially know what the task is. If it is to guard a Tomb it may do so for 1d6 millennia. The hapless being remains in the darkness of its tomb until it can meet the terms of the curse. Natural Mummies also have some task, mostly related to their deaths, but mostly they have forgotten this, due to the loss of brain mass in the mummification process. If the Mummy meets its goal, the corpse falls apart and its Soul returns to Limbo to seek Eternal Rest. If the Mummy is destroyed before it achieved its Goal, the magic prevents the Soul from earning Eternal Rest. It must then attempt to return to the Prime Plane, again, and seek revenge upon those who destroyed its corpse. It returns as a Ghost that can cast curses of insanity. Only a Wish or Remove Curse or Cure Insanity spell cast by a Spell caster of at least 20th level can Cure a Mummy's Curse of Insanity. Greater Mummies are Necromancers or other true followers of Entropic Immortals who somehow became freewilled Mummies and are treated like Liches.



Soul Eater



Vampires, Nosferati

The "Gift" of vampirism is a magical disease created by an Immortal of Entropy (Night, Hell or Thanatos are suspected) and brought to the Prime Plane in an attempt to spread sorrow and destruction (or to create a new race, in the case of Nosferati, as they are not necessarily evil). Mortal Magic or Medicine can't Cure the disease. It prevents the Soul of a Victim from entering Limbo at the Time of Death; the Soul remains in the corpse to rise again later. The disease also give the Vampire its special powers and seemingly restores the corpse to its youthful vigor. When a Vampire is destroyed, its Soul returns to Limbo to Seek Eternal Rest. Vampires do not always begin as evil creatures, but the agonizing need for fresh Humanoid blood eventually turns each of them evil or insane (according to living creatures) at the rate of one day per Hit Dice it has. Nosferati; however; do not need the blood of Humanoids, and may feed on blood of other creatures and thus they are able to refrain from evil behavior or becoming insane. There exist several strains of Vampirism. The normal Vampire strain seems to be the basis, while the Nosferati Strain seems to be a variation. The Velya variations are also a recent altered state of normal Vampirism, in it only different that the creature becomes adapted to the water. Devilfish vampirism is actually normal Vampirism, which they apparently have contracted from a normal Vampire, and due their hidden evil chaotic and aquatic lifestyle has become widespread under the species. Their already different biological build-up caused a slight variation of the disease, but a non-Devilfish killed by a devilfish vampire, will become normal Vampire, and not a Devilfish.



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Phantoms (Apparition, Shade, Vision)

Although treated as an Undead, the Apparition is the reflection in the Prime Plane of a Master of Chaos. This is a powerful tool given to Chaos, since it can be used anywhere at any Time, without the Entity leaving Limbo. The Shade is the Undead servant of a Demon. It is the corrupted Soul of someone who was captured in Limbo and taken away to the Demon's Plane. When destroyed, the Shade returns to its evil Master's Plane. The Vision is an Amalgam of the Souls of warriors who died on a battlefield and found a way to return to the battle field (often this is the result of magic cast during the battle, blocking the voyage to Limbo).



Their emotions were so intense at the Time of their Death that they couldn't leave the Place (Strengthened by the remaining magic). Their misdirected angst causes them to attack anyone entering the site, thinking them to be their old enemies. They can't communicate and go dormant if no one approaches. If the Vision is destroyed, these Souls finally return to Limbo in search of their Eternal Rest.

Haunts (Poltergeists, Banshees, Ghosts)

The most common manifestation of Limbo on the Prime Plane is the Ghost (or Banshee for Elves), which was brought up earlier in this chapter. Although treated as an Undead, the Poltergeist is in truth

the extension of a Minion of Chaos. The latter uses it to interact with the Prime Plane without traveling there itself, like a remote-controlled device. By using a Poltergeist, a Minion of Chaos may pull objects into Limbo for its own uses (thus being real and not figments of someone's memories). This is the way physical objects from the Prime Plane may end up in Limbo.

An object's reflection in Limbo, if one already exists there, vanishes from the



hands of whatever Soul possessed it at the moment the Physical object is brought into Limbo. The link is thus broken also. When a character acquires such an object in Limbo he can't bring it back into the Prime Plane together with him, but is able to throw it before him in the Gate, in the hope to relocate it later (it appeared randomly somewhere in a distance of 1d4 miles of the area where the Soul has met his demise). The Soul of someone killed by the Poltergeist's aging ability is drawn into Limbo where it falls prey to the minion of Chaos. Poltergeists can be created only on the site of a Dramatic Death where the link between the Prime Plane and Limbo is Strong. Sometimes Great Sorrow or inherent magical power (as with young children, which could attract a Poltergeist and seemingly control it unconsciously).

Spirits (Druj, Revenant, Odic)

The Druj and the Revenant are similar to the Ghost in that the Soul returned to the body after Death. The difference is that the original, evil character was 18th level or Hit Dice or higher, and his Soul may reanimate the corpse even though it has reached an advanced state of decay.

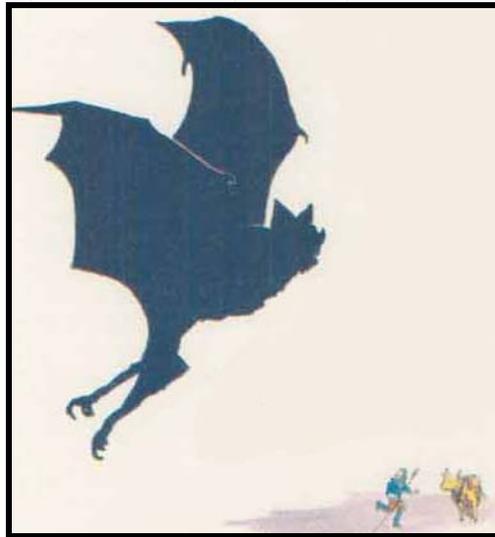


The Odic is the Soul of an evil monster whose body was totally destroyed before the Soul's return to the Prime Plane. All three Spirits travel the Prime Plane in search of those (and their descendants) who caused their Deaths. Spirit hauntings cease when all legitimate descendants of the original culprit, up to the seventh generation, are dead or insane. These Spirits are destroyed when they reach their Goal or exceed the Time of their Quests in the Prime Plane. Some

times they are banished by powerful magic, but mostly this is only temporarily. Their victims can be so enraged that they become Undead themselves. This is how Haunted houses come into existence.

Nightshades (Night Crawler, Night Walker, Night Wing).

Very rare on Mystara, these Undead are constructs build by Demons to further some grand, evil scheme. Demons use the Souls of Shades as the basic element to build Nightshades, which are often send to Limbo to harass the more powerful Masters of Chaos. Because of the distorted Time flow in Limbo, however, it is difficult to retrieve Nightshades Finding the right Nightshade and determining with accuracy when it would arrive on the other side of a Gate is an Arcane art that few among Masters of Chaos or lords of Entropy can Master.



Nightshades do not control the Time distortion that occurs when they leave Limbo to go to another Plane.

Liches

Magic is required to create a Lich, allowing the Soul of the Lich to travel to Limbo where it seeks the other components of the spell to bind the Soul back to its body. Depending on the Time of the Lich's Soul to meet its Goals, the body may reach an advanced state of decay. There have been cases of Liches that accomplished their Quests quickly enough to prevent major deterioration of their bodies, but as long as a few bones are left, a Lich may yet succeed in its scheme. If nothing is left of the body, the Lich can't further its Quest and is trapped in Limbo. The Lich's Quest often requires the destruction of a powerful denizen of Limbo. Like Wights, Liches dream and thus can travel Limbo in search of their victims to torment and secrets to gain (such as new spells or the location of an Artifact). A Lich can enter Limbo once per new Moon, and it tracks down victims much as a Wight does. The Souls of Liches have the same statistics and abilities as the original monsters, complete with magical weapons and spells (all items are only reflections of the originals). Liches prey on the Souls of Dead Wizards, preferably ancient rivals. Liches, though able to summon and control Undead creatures, are not necessarily followers of Entropy. For this reason and because they are very powerful entities on Limbo, Liches sometimes manage to become minions of Chaos when trapped on that Plane. Lichdom often leads to insanity—a symptom of Chaos—Although wanting to become a Lich is a clear sign of a sick, evil mind. Lichdom precludes any hope of Eternal rest. Destroying a Lich in the Prime Plane traps its Soul in Limbo; destroying its Soul in Limbo kills the creature forever.



Minions of Chaos

These Chaotic denizens of Limbo were lost Souls once and still have the statistics and abilities of the characters or monsters they once were. Each benefits from the ability to cast spells, if any are possessed, in whatever shape they choose, Dimension Door at will, and use Alter reality. The latter power can't be used to affect a victim directly, affecting only its perceptions, and is limited to a sphere with a diameter of 1' per Hit Dice or Level of the Minion. The alteration can be centered as far away as 10' per level or Hit Dice of the Minion. A Minion can use Alter Reality only in Limbo, once per round, independent of anything else it does during that Time. The difference between Phantasmal Force and Alter Reality is that if the victim fails an Intelligence check, the alteration (so long as it is of a non-living thing) becomes real. For example, if a victim struck a Minion of Chaos a damaging blow, the Minion could respond by showing his wounds heal instantaneously (using Alter Reality).

On the other hand, the Minion could not cause a Bridge to melt away under the victim's, sinking him into bubbling lava, but could create this illusion near the victim to prevent the victim from fleeing. This power is negated for the remainder of an encounter the first Time the victim succeeds an Intelligence check. If several foes are present, use the highest Intelligence score in the party for the roll, with a +1 bonus. The Minion can use this ability to shape its surroundings, create non-magical, nonliving objects, and build itself a lair in Limbo's Wilderness or cities. The durability of such dwellings is largely based upon its builder's notoriety among Minions of Chaos, who will attack at any chance. A lone Minion always succeeds in using Alter Reality.

A Minion of Chaos can survive no more than an Hour per Hit Dice on the Prime Plane. It has the ability to follow someone through a Gate and appear at the same Time in the Prime Plane. The Minion can freely return to Limbo anytime it wishes.

A Minion of Chaos can also create Poltergeists. Each Poltergeist it creates temporarily reduces the Minion's Hp by 10% (or by 5 Hp, which ever is greater). As a Poltergeist the minion of Chaos can survive above the given limit of 1 Hr/HD. If the Poltergeist is destroyed in the Prime Plane, those Hp are immediately recovered.

Creatures capable of earning levels (most Demi-Human-oids) may resume their quest for higher levels in Limbo as soon as they become Minions of Chaos, using their original experience tables. A minion of Chaos may become a Master of Chaos if it destroys a Master in combat.

Note that a creature of Chaos can "Heal" damage caused by feeding on lost Souls. The more Hit Dice or Levels a Soul had, the more damage is healed, at the rate of 1 Hp per Hit Dice or Level devoured.

Creatures of Chaos are fiercely competitive and aren't know to form alliances. Coercion and fear are the only motivations for any such creature to obey another.

Masters of Chaos

These Powerful rulers of Limbo have all the abilities available to their Minions, with several differences. Each has an ant-magic resistance equal to its Hit Dice or Level, the power to cast Telekinesis and ESP at will, and the power to cast Confusion, Reverse Gravity and Maze once per encounter. It exudes a 30' radius aura of Chaos that temporarily reduces the Intelligence scores of all creatures caught in the aura by one half, rounded down (save vs. spells to negate this negative effect).

It's ability to Alter Reality affects a Sphere ten times bigger and at ten times the range of the normal spell. A natural 1 on an Intelligence check is needed to knock out a Master's Alter Reality power in an encounter.

A Master of Chaos can open a Gate to the Prime Plane, but only once each Time it senses a Soul escaping Limbo (a one-mile radius per Hit Dice). The Gate leads to an area in the Prime Plane located 1d4 miles from the location of the Soul. As with the Souls of Wights in Limbo, a Master of Chaos can sense the general Direction of a runaway Soul. It can survive in the Prime Plane up to one day per Hit Dice or Level. Its Alter Reality works in the Prime Plane as well.

Masters of Chaos can create $\frac{1}{2}$ HD creatures of Chaos called discords (AC7, AV2, Mv30'/10' Flying 180'/60', Attacks Alter Reality as a 3 HD Minion, Damage none, Save as Mu1, Morale 6, no Treasure, Intelligence 8, Alignment Chaotic, Xp 7). Each of these small winged eyes cost their creator 1 Hit point, recoverable only when the Discord is destroyed. Discords act as the eyes and ears of their creators, with whom they remain in telepathic contact.

For the same cost as a making Poltergeist, a Master can also create an Apparition in the Prime Plane, using it to seek information or revenge. The Apparition has a mind of its own, which frees the Master of Chaos from having to concentrate in order to control it. The Master does have the option to see, listen, and control the Apparition at will from Limbo. The Apparition dissipates upon returning to its Master.

Visitors

Other creatures may wander through limbo, such as Spectral Hounds, Undead Beholders, and other Undead variants. Not all is known about these and other Undead beings, even if they also exist on the Prime Plane. Fortunately, not all that dwells in limbo is evil. Some friendly entities exist and may bring help, such as Lawful Souls on their way to Eternal Rest, or Guardian Angels. The Archon is perhaps one of the most powerful creatures of good that could roam Limbo. It enters Limbo to monitor the schemes of the Masters of Chaos there, or to keep the Masters under control.

Beyond Limbo

Characters reaching "eternal rest" past Limbo still exist. They could have become servants of their chosen Immortals, or free entities in a separate Plane. In either case, their goals could be very similar to those they had when alive in the Prime Plane, in that they continue their struggle against the enemy (presumably Entropy), either defending their Home Plane against their foes or returning regularly to the Prime Plane as "Guardian Angels" to protect their philosophy.

A Guardian Angel permanently loses 1d6 levels or Hit Dice when destroyed or defeated in the Prime Plane, and immediately returns to its Home Plane for 1d8 days thereafter. If "killed" on its Home Plane, a Guardian Angel's life Essence is absorbed in the Plane itself, and as thus ceases to exist. The Guardian Angel gains experience levels as appropriate to its mission and original character class, and may

continue its quest for Immortality if it wishes. Although only a few wish so, there exists a few almost unknown Immortals who where once Guardian Angel. The one that has the greatest chance to once have been an Guardian Angel is Ixion the Light Prince, but even he himself doe not know about this for sure.

The Guardian Angel has the original character's statistics and abilities. The Guardian's Angel's incorporeal form is invisible to Mortals in the Prime Plane (thus only one with Second Sight will be able to see him), and even infravision will not reveal an incorporeal Guardian Angel. It can freely materialize, thus become visible. In either form only magical spells and weapons of +2 or greater enchanted power (Level) can affect it. The Guardian Angel may cast up to three Travel spells a day as an innate ability. The Guardian Angel can't take away any material objects from the Prime Plane. Guardian Angels should not deliberate interact with other creatures (as according to the Immortal Rule: No Direct interference with Mortals on the Prime Plane!!) but this rule does affect all Planes, even Limbo except the Immortal Home Plane of the Guardian Angel. Stiff experience penalties threaten those who do interact deliberately with creatures.

Reincarnation

There is a chance in Limbo or in the Plane of eternal rest the character will want to live again. To become alive he must find a gate towards the Prime Plane and enter it. He will the appear next to a pregnant creature with a Fetus in the last period of pregnancy of about his same ego (Intelligence + Wisdom). There he will he able to enter the unborn body and thus prevent a Soul to evolve naturally in the fetus. In fact he replaces the Soul. When entered the fetus he will lose 100% of all knowledge minus 1% for each ego point. When he is able to remember things from his former life, it will be remembered as a Deja-Vue, ("Hey, that is strange, I have never been here before, yet still I know what it looked earlier or what is beyond that door."). Only through hypnosis and ESP beyond the control of the character can this knowledge be revealed and even then only minor bits and pieces. This method is used to determine why a character has an ungrounded fear for something or someone. There is a small chance that the character will be "cured" of this fear after he knows the reason. A character can sometimes instead locate a direct gate to his body to a gate to a new body. There are situations recorded in research around Reincarnation, of Souls being reborn in the same parent again (example: a twin dies, and is reborn as a twin again, with almost the same features and same treats, interests and other characteristics, so equal that the parents will know they are the same.).

So, for those who died; "There does remain an existence beyond death, even when some religions speak of it otherwise!! Any religion can speak about this Matter in their own personal ways of understanding or beliefs, and Limbo will appear almost equal to that religions description of the afterlife, but not changing its mechanics."

What time passings on Limbo and Prime Plane according to each other, with the minimum level needed to try to call a character back into the Prime Plane in its own body can be seen in the Raise Dead(Fully) spell.

Piety



A Character Piety is measured by piety points, which are gained through pious acts and lost through Impiety. The current number of Piety Points determines the piety level. As

Traits		Adjusts	3	4-5	6-8	9-12	13-15	16-17	18	
Reverent		Godless	Piety	1	1d3	2d3-1	2d4	2d6	2d10	2d20

with experience levels, increased Piety brings more benefits that "kick in" at discrete intervals. Unless experience, however, it is easy to lose Piety and drop a Level. The listed Piety Points (Pip) are the minimum necessary to enter the corresponding category. All followers of an Immortal begin Pray with 1 point of piety in their given Faith. All servants (Clerics, Clerics, Paladins, Avengers. Healers, Shaman, Shamani, Masters, Druids, Knights, and Dervishes) begin with 1d4 Pip. This rule is only used for entry in a new religion after successful initiation rituals.

A beginning character determines his current beginning Piety according to the table here, from "In The Line of Duty" with the ability trait Reverent. At higher levels of Piety, all followers and servants gain with special powers and advantages as a sign of divine favor in the fight against the enemies of the faith. All benefits of piety are cumulative. The character's effective power level with any granted ability is the same as that of a Paladin of the same experience level (that is a 1/3 of a Cleric). Example; A pious follower of Odin is a Bard level 12. He is given the major ability to Turn Undead. When he does, he has the same chance as a Paladin of the same level, thus as a Cleric level 4.

A character's Piety represents the protective aura placed around him by his Immortal. This aura is usually invisible to Mortals (thus can be seen by Second Sight), but may be detected by appropriate spells. All extraplanar servants of the character's Faith (Guardian Angels, Souls on the search of a body to be Reincarnated, etc.) automatically know his current Piety level (not number), and extraplanar servants of other faiths can detect his Piety level by making a successful Wisdom check. Extremely Pious characters (Piety level 100 and above) may become noticeable to the casual observer after a Wisdom check (may be repeated each day). The nature of the aura will generally reflect the character's faith. For example. A follower of a good aligned faith may radiate a feeling of peace and goodwill, while a servant of evil may radiate a chilling unease.

Gaining and Losing Piety

Character's receive Pip gains or losses at the same Time they receive experience points, when the events of the adventure are still fresh in the minds of the characters, and of the Immortal (even Immortals look only rarely more than once a day upon their followers). Since different faiths have different demands, these are listed under each Immortal separately. To calculate Piety awards, simply add all applicable awards and penalties to determine a number.

There should be a strict limit on how many can be gained, and as thus no more than 10 Pip are gained each month maximum. Note that one act could have many consequences. For example, robbing a poor box is both "theft from a church" and "Harming the Weak". Any number of Pip can be lost during any amount of Time, according to the character's behavior. Canny characters will plan their actions so as to minimize Piety losses and maximize gains (killing only in a good cause, doing a few extra good deeds to make up for a lapse, etc.). Add up all awards to the character's current total, and apply all results immediately.

Transition from one level to another is a major event in a character's life, and most Immortals may wish to throw in

Piety Progression			
Pip	Description	Benefits for Followers	Benefits for Servants (Clerics, Healers and such).
below 0	Cursed	Cursed	Cursed
0-15	Average	Special Follower Powers Granted Further no special effects	Spellcasting Hampered. Has no special Clerical powers granted Cast only as many spell levels as current Pip available
16-31	Devoted	+4 reaction vs same or Allied faith followers	No special effect
32-63	Blessed	+1 to all saves	Blessed continuously as per spell
64-127	Inspired	Granted Minor Ability	Cast (Un)Holy Word once a day
100	AURA	Faithfully faint glowing aura on character, visible to all successful Wis. Check if wanted to see it.	
128-255	Exalted	Granted Major Ability	90% resistance vs. all spells of one Sphere. (Matter, Time, Thought, Energy, Entropy)
256	Ascended	Special	Special
An Ascended character is called upon by the Guardian Angels to go into his Immortal's Home Plane, and serve the Immortal by becoming a Guardian Angel or Devil/Demon (Statistics; DM!! According to it's future goal) depending on alignment of Immortal			
Often this goal leads the character in the many Blood Wars between the Planes and its denizens.			
Angels/Devils are still able to gain levels, and becoming Immortal themselves. They are reshaped by their Immortal to serve his goals.			
Some Lawful Immortals turn these characters into true Archons (DM!!).			

some sort of sign or omen (a pleasant or disturbing dream, an unpleasant bit of weather, etc.).

Abilities	Minor	Major
1	Cast a 1st level Clerical Spell once a week.	Pray and cast spells as a Paladin.
2	Permanent protection from Evil/Good.	Radiate Protection from Evil/Good 10' radius.
3	Cast Remove Curse or Minor Curse once a week.	Turn/ Control Undead as Cleric of equal level.
4	Cast Divination once per week.	Cast Raise Dead/Finger of Death once a week.
5	+4 on saving throws vs. Illusions	Lay on hands as a Healer/or cause wounds the same way.
6	Character becomes immune to all diseases	90% magic resistance vs. one Sphere of spells (Thought, Time, Entropy, Matter, Energy) up to levels 1 to 3 only.

Spells are granted according to the Immortal and the spells he normally would grant to Clerics, and such.

If the total Piety Points are reduced below 0, the character's Piety remains 0, and a divine Curse is placed on the character as a warning. A character who commits a further offence earns a further curse for every three such offenses (rounded down). If this is the first Time for the character, a good or tolerant (or ignorant) Immortal may let him off with a warning, and the curse will only last one day. Otherwise, all curses are permanent until the character has atoned for his deeds. Although a character may earn enough Piety to go above 0, all curses remain until the offence that triggered each one is atoned for separately.

Divine Curses (1d6 or chosen by the Immortal according to the sin).

1 One ability is reduced by 3.

- 2 Character becomes clumsy, and his attack and Saves are reduced by 4.
- 3 The legs of the character shrivel, and become weak. Movement is reduced by 25%, and running and jumping are completely out of the question, as is any major action related to the legs.
- 4 The character loses one sense (Sight, Hearing, Smell, Touch, Taste, the 6th sense)
- 5 The character loses one experience level, that can't be restored until the curse is lifted.
- 6 The character loses a class ability (i.e. Thieves can't Pick Pocket as normal, or Mages can't memorize spells from a specific spell level).

Although all Immortals and their faiths have much the same categories of awards and penalties, each Immortal will have specific behaviors that earn each one. For example, although all Faiths require some sort of regular ceremonial observance, the exact nature of the observance can vary widely, from some private meditation to wild festivals. Each Immortal can determine the specific actions that will earn each award or penalty in his or her Faith.

A character may be not content with his Immortal, its faith and its rules and restrictions, and as thus might want to change to another religion or faith (and thus Immortal) without penalty. When he is divinely cursed, however, only opposing Immortals will accept the character without proof of loyalty to the chosen faith. When accepted by another Immortal all divine curses may be removed if that Immortal wishes so, or later as a period of training and acceptance.

Skeptics

Some characters don't follow any Immortal, and as thus don't have any piety, nor religion, or faith. The Reverent skill is always below 6 at best. These characters will have no problem by any Immortal rules, they have no Immortal or religious based rules or restrictions. These characters will mostly be either true Neutral and well balanced, or Chaotic and absolutely uninterested. No good or Lawful character could become a skeptic. Skeptics have much penalties, most positive based spells will not work on them. All these spells have only a 25% chance of success on the character (this includes any healing spells), as the Immortal, refuses to spend his might (the power of the spell send through his loyal follower; the casting cleric) without true cause.

The cleric must explain this explicitly beforehand or soon thereafter in his prayers or he instantly drops in Pip 1d4 points, depending on the mood and character of the Immortal in question. Negative based spells (Blight or Cause Wounds) work normally. The skeptic character has no restrictions of entering any temple, holy ground, or similar. But can't activate any clerical magic from items (Good or Bad), and is not affected by positive clerical shrines or holy powers. These characters often become marionettes of the powers of Entropy, as Immortals often aren't interested in them. Entropic Immortals misguide them with trickery, guile, and outright lies to enable acts no follower of them (or other Immortals) would do. Skeptics also can't become Immortal, as some Immortal power must guide them, alter them. If trying to become Immortal, they often follow the trail of Entropy, unknowingly, unstoppable, slowly guided toward Chaos, Death, Destruction or Evil.

Religion Skills:

In addition to its other uses, the Religion skill automatically gives knowledge of mandments and prohibitions and associated piety gains and losses) for the owner's faith. A successful skill check gives the same information for other common faiths in the area. NPC clergy spend a lot of their time using this skill to give guidance to their flock. However, such guidance is only the owner's "best guess", and may or may not be the actual intent of the Immortal.



Spell notes

In general, any spell that specifically affects 'evil' creatures (such as protection from evil, detect evil or holy word) will function on characters of an evil faith only if their piety level is devoted or higher—in other words if they are strongly evil. The reverse is also true. Reversed spells of this nature affect good characters only if they are strongly good (piety is Devoted or higher) For the purposes of the following, any offense that causes a loss of 4 or more piety points is a higher — in other words, if they are strongly evil. The reverse is also true. Reversed spells of this nature affect good characters only if they are strongly good (good-aligned followers or servants with a piety of Level II or higher). "major offense," while any offense that causes losses of from one to three points are "minor" offenses.

Common Awards and Penalties All Followers and Servants

Following minimum standard of Behavior

A minimum standard of behavior (attending occasional services, giving spare change to church, not spitting on the Shrine, etc.). +0

Failure to Uphold Minimal standard of behavior, mocking the Immortal, etc. Includes behavior such as drinking on a day of abstinence. -1

Attending Major Religious Events

Major events such as Festivals, Mysteries or observance occur 3-6 times per Year (different for each Religion). Each one should occupy most or all of the days and involve some sort of expense (either as a Sacrifice, or a gift, or "I simply must buy a new Robe for Year Day!") from 1 to 100 Gp. +1

Neglect to attend a major event for any reason -1

Tithes a percentage of all income

A tithe is a percentage of income donated to Clergy of the Faith; it may not otherwise benefit any of the character or his friends or relatives in any way. The percentage of income that a given Faith requires is entirely up to the Immortal or the Clergy. 10% to 50% +1

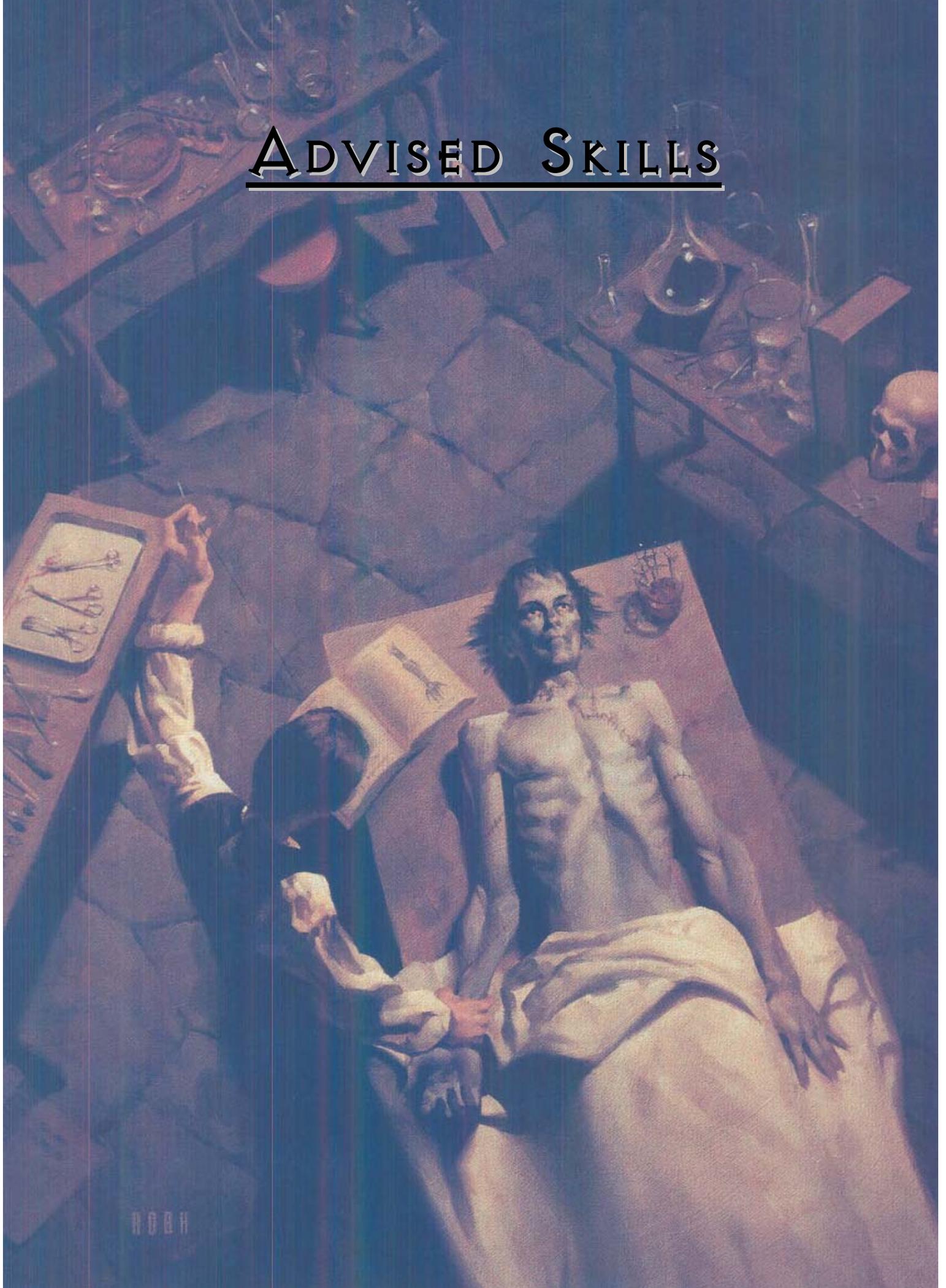
51% to 90%	+2	
90% or more		+3
Failure to make the required tithe (or misusing Tithes)		-1
<u>Constructs a small Shrine</u>		
Specific requirements must be determined by the Immortal, but may include building the structure alone and by hand, spending 100 gp or more, consecration of the site by a servant of the faith, or placing the shrine in a specific location (such as a bridge, road-crossing or t-split, or in a forest). Characters rarely gain Piety from constructing more than a small shrine per month.		+1
Harms a small Shrine of own Faith		-2
<u>Constructs a Temple</u>		
This may be a church, a monastery, a school run by Monks, or even a Hospital. Temples must be well constructed (of average or better quality), and have a central meeting area, one or more altars, and smaller rooms sufficient for the Temple's purposes. The characters are entirely responsible for either constructing, funding the Temple, or finding staff for it. Constructing a Temple is a major event and will lead often to different adventures. Note that Strongholds that higher-level characters build in order to attract followers do not count.		+4
Harms a Temple of own Faith		-10
<u>Martyrdom</u>		
This is dying a conspicuously heroic Death at the hands of an enemy of the Faith while fighting for one's own Faith. Characters well aware that a member of the party had Raise Dead memorized do not qualify for this award, those who expected someone with this spell near or willing to raise him at a later date, but not sure about it do qualify.		+10
Betrayal of a Holy Cause to the enemy in order to save one's own life		-10
<u>Aiding Servant of own Faith</u>		
Assist a Servant in their duties or Quests, without Thought of reward.		+1
<u>Harms Servant of own Faith</u>		
If Servant has 0 Pip		-1 per Level/HD
If Servant is Killed and had 0 Pip		-2 per Level/HD
If Servant is harmed and had more Pip		-2 per Level/HD
If Servant is killed and had more Pip		-4 per Level/HD
<u>Harming or impeding a member of enemy Faith</u>		
An "enemy Faith" isn't just a Faith that isn't an ally...it's a faith that is actively opposed to yours, and whose servants work to harm yours. Highly intolerant Faiths regard all other Faiths as "enemy" (the Immortal Vanya shows such tendencies, and Thanatos is almost to any Faith an enemy).		+1
<u>Aids member of enemy Faith</u>		
Willingly and knowingly		-4
Willingly and knowingly if enemy member has 0 Pip		-2
Unwilling but forced		-3
Unwilling but forced if enemy member has 0 Pip		-1
Unknowingly		-2
Unknowingly if enemy member has 0 Pip		-1

Clerics, Healers, Paladins, Avengers, Shaman, Shamani, Druids, Dervishes, Knights of Religious orders, etc.

<u>Carry out any of the above duties</u>		
All servants are expected to perform all eight duties above and receive the same amount of Piety as a follower would.		x 1
Committing any of the above offenses		x 2
<u>Carrying out additional basic duties of servants</u>		
This includes ceremonies, giving advice and spiritual guidance, casting spells to aid followers, obeying all class restrictions, and so on. Again it is assumed that characters will do this unless they do otherwise.		+0
Neglecting basic duty		
Each day or a fraction of a day. (this includes the usage of weapons not allowed, as with Clerics)		-2

In addition to common behaviors listed above, each Faith has unique awards and penalties. Many Immortals demand Good, Neutral, or Evil behavior from their followers and Servants. To know this look at the book of the Immortal. When there nothing special is given, use the standard Piety penalties and bonuses.

ADVISED SKILLS



Apothecary

This primary skill for the apothecary enables the character to make Healing equipment, Medication, and supplying other treatment materials (like leeches). Absolute equipment, tools and work space are necessary, therefore is the profession skill much better. Most brews and concoctions made by druids or Hedge wizards can also be made by an apothecary (double or more Time and cost) and a higher chance of failure (they often can't get the best of ingredients and use often mediocre or low (sometimes even worse) quality ingredients. They also know how to make (or let be made) specialized equipment. **Time depends on whatever is done.**

Bookbinding

This Skill enables the character, to know the usage of the right paper-like materials, leather, threads and other materials to make a single book. **A book takes about a single week to prepare minimum.** The skill must also be checked extra by using rare materials as coverage. **A coverage takes about a day per gp value.**

Brewing

The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product. The skill uses a lot of Time, and depending on the liquids may need more checks, (mostly done with each change of fermentation vats). **The fermentation of liquids will take a week cumulative per Alcohol Point (AP). 2 AP=1+2=3 weeks, as a rule, but some rare circumstances, as high temperature, spoiled or perfect water, may increase or even decrease this Time period.**

Calligraphy.

This skill allows the character to write in a flowing, attractive script. In the event this skill is used to create a petition to a noble or educated person, the writer's Charisma bonus is added to any reaction roll (if no Charisma bonus is possessed, or if a penalty exists, a bonus of +1 still applies). Note that a character must also purchase or possess the equivalent of a Read & Write skill to obtain Calligraphy. **This skill takes at least 1 Hour per page.**

Herbalism/Foraging

Someone with Herbalism or the Foraging skill, who must almost certainly have come from a rural environment, can identify edible fruits, plants, and fungi in the wild. Plants can be edible or inedible. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a -1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food found)—if a herbalist with a skill of 14 was trying to gather food for 5 people beyond himself he must make a skill check at -4 for the other people. If he rolls a 12, he can only find 14-4=10, 10-12=-2 people to feed, meaning that two persons don't get enough food. A character with the Herbalism skill forages automatically in fertile areas (even when on the move) and uses his skill roll to determine how successfully he is during full days spent in search of food.

When the check is failed the DM rolls a 1d8 and checks the following.

- | | |
|--------|---|
| 1 | Inedible plants can be poisonous (cramps in 1d10 r for 2d10 turns, for -1d4 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage. |
| 2 to 4 | Plants can be tainted or spoiled (cramps in 1d10 r for 1d10 turns, for -1d2 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save, a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage. |
| 5 to 8 | And plants can fill the stomach and give no nutritional value, treat this as if not eaten at all. |

The Herbalist, thus not the Forager, can also locate and gather natural remedies to cure poisons or diseases, then use these materials to effect the cures. To use this skill, the herbalist first rolls his skill to see if he possesses the knowledge to deal with a particular form of toxin or disease. Then a roll is made against half his skill level to see if he actually Neutralizes the particular agent (of course, this assumes healing materials are at hand). If poison or disease from a monster is involved, and if there is any nonmagical chance of curing the ailment, then the herbalist must roll against a value one-quarter of his skill level to cure it. If a poison or disease is magical in nature, no mundane cure will be useful.

The components necessary to make use of this skill will take up about 100 cn of encumbrance to carry. Should the materials not be handy, they may be sought out and found if available, but unless a stricken comrade is under the effects of a slow-acting poison or disease, the herbalist generally has but three rounds to apply first aid. An herbalist may further affect minor cures of wounds by rolling against his skill. In this event, he may cure 1-3 hp per person per 24hour period if healing materials are possessed. This skill is limited to Elves, Hedge-Wizards, Druids, Healers, Dervishes, Humanoid Shaman or Wokani, Wicca's or to Clerics intending to later become druids, or Herbal salesmen, like apothecary.

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. These poisons are as per poison list. Only Chaotic persons and then often only those of Evil intent will make use of Poisons other than Sleep Poisons. A character with both Herbalism and healing Skills gains bonuses when using his healing talent (see the Healing Skill), but only if the right and useful herbs have been found (make skill checks wit penalties based upon rarity and region -DM). This skill is primarily used by Hedge-wizards, Apothecaries and Druids to concoct their Brews, Potions, Teas, Ointments, Vapors, or whatever more. **Concoction of whatever can take several hours, but rarely less than 3 hours.**

A Character with the herbalist skill may use herbs as an adjunct to the healing skill. However, some Characters possess exceptional herb lore, which enables them to produce magical herbal brews. Characters who have Herbalism at least 17+ can create these brews. An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew doesn't refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist Characters use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The Character must search in the proper terrain for the Time indicated in the brew's listing. Then, make an Herbalism check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable. Success means the Character locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a Character really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty—there may be nothing there to find!

Some Common Herbs

Characters find these herbs especially useful in their magic, and may include.

Angelica root	Mustard seed	Anise seed	Myrrh gum	Cassia buds	Peppermint leaf
Chamomile flowers	Poppy seeds	Cloves	Sage leaf	Damiana leaf	Sarsaparilla root
Elder flowers	Thyme leaf	Gentian root	Valerian root	Marjoram leaf	Yerba mate leaf

Preserving Herbal Ingredients

Most herbs work best while fresh, but Characters may wish to store some for future use rather than immediately turning them into brews. All these brews have an expiration date, after which they stop working or even become dangerous. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful Herbalism check. The DM informs whether found or long unused, exposed ingredients have spoiled only when the Character tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the Character must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the Character has not remained faithful to the Order, the herbs fail to take on their magical properties.

After preparing the concoction as long as the brew's description requires, the Character rolls another Herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the Character used preserved rather than fresh herbs. A successful check means the Character creates the brew. Failure means the Character ruins the ingredients; a roll of 19 or 20 always fails. A Character with several sets of ingredients for the same herbal brew may mix multiple batches at the same Time. If the final proficiency check succeeds, the Character concocts all the batches; if it fails, the ingredients all go to waste. Hedge wizards also know how to make these items and often do to use or sell them later.

Types of Herbal Brews

This offers descriptions of various brews. Feel free to create new ones for your own characters. Each entry includes these details:

Terrain	Where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).
Search Time	How many hours search for the brew's ingredients and Herbalism skill check that determines whether it is found.
Preparation Time	How many hours it takes to prepare the brew and Herbalism skill check needed for successful brewing.
Application	How to apply the brew: either as a tea, ointment, poultice, meal or vapor.

Orally taken;	
A <i>Tea</i>	Consists of a mix of broken or crushed dried herbs infused into water. The herbal teas, keep 1d100 year in absolute dry form. 10cn.
A <i>Meal</i>	A mixture of components that must be eaten to be effective. 100cn+
A <i>Drink</i>	A mixture of components that must be drunk to be effective. 20cn
Corporeal taken;	
An <i>Ointment</i>	A brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Applying a powder takes 2 rounds
A <i>Poultice</i>	Consists of a damp herbal bandaged applied onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.
A <i>Powder,</i>	A mixture intended to be powdered on the patient's affected areas. The ingredients must be kept absolutely dry to prevent instant spoilage. Applying a powder takes 2 rounds
Nasal taken;	
A <i>Vapor,</i>	A mixture intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water. 100cn
A <i>Smoke</i>	A mixture intended to be inhaled, usually affects a person and its direct area (10'). The dry ingredients must be burned in a pipe so the smoke can be inhaled. Administration requires 2d20 rounds and a source of fire. 25cn
A <i>Perfume,</i>	A special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continues effect. It will also effect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. 10cn

Knowledge of...

The character is an expert in one field of study such as the culture or geography of an area, history, legends, theology, etc. A character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill. The skill must be specified to what knowledge it is directed. Of course can a character have multiple skills in different fields of study. Knowledge of Tribal Culture is the main ability of tribal sages versed in the tribal history, in most of the more primitive cultures, tribal history and culture are not written down, but are transmitted by word of mouth from sage to sage. **The skill uses normally one round to know something or not, but when a suitable library is at hand a secondary check can be made, which takes 8 hours + 1 hour by which the skill rolled, to find the knowledge wanted if available. To tell the stories of culture or history it takes one to 5 hours, depending on the story.**

Language

The character can speak, understand (and read, and write if his Intelligence is high enough) a language. The language use this way is more slowly, and simpler. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he did not understand what was said. The character speaking a skill language communicates in the same way. When he is struggling to explain something fast, complicated, or technical or when flustered or excited, he must make a skill roll to get the idea across. **Languages, Ancient:** The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This Skill enables the character to either read or write **or** speak the language (his choice, but enough Intelligence is needed). **Languages, Modern:** The character has learned to Speak/Read/Understand/Write a language of the known world. To do so, there must be a teacher available. **Languages, Modern Basic:** the character has spent lifetime studying languages and their origins. On a successful check, the character picks up a few words of a conversation or manages to say a word in a language he's otherwise not familiar with. Modifiers are applied to the frequency of the language. For instance, when the character hears harsh guttural words and recognizes it as Orcish, she could make a check against this skill as she speaks no Orcish. If successful, she could make out words like "prisoner" and "door". Later she runs across some Gnolls, an uncommon race. As they come to attack, she makes a check at -2 to say "friend" in Gnollish, the check fails, and her cry of "cheese" does nothing to stop the Gnolls. **This skill takes as much Time as the normal conversation would, but a minimum of 1 round or 10 sentences to listen.**

Local History

The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more. The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a Skill check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a Skill roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good. **Knowing/researching something can take from 1 round to several minutes (DM), telling much longer.**

Naturalist

This character has studied nature from the comforts of a library and has collected bits of knowledge about the natural world. This skill grants an academic understanding of plants and their uses, animals and their habits, and a very rudimentary outdoor survival (is a plant or animal edible or somehow dangerous.; yes, a lion can be eaten without danger, or it eats you without danger). Modifiers apply on the rarity of a plant or animal. This differs from the hands-on education represented by the survival skill. Naturalists can make do in the wilderness without the more specific skill, but they're far from comfortable. Naturalists are likely to know that a Faerûnian Flying Squirrel only nests in a Boxonian Sparrow at 4' or higher in the sprocket of a tree limb, directed away from the high sun. but they're less likely to know where to place their tent. **The usage of this skill takes 1d20 rounds to remember and apply (if possible).**

Politics

This skill allows a character to understand the political situation of any given area and to recognize the main political figures and their proclivities. This character could walk into a town and have a chance to know what the political climate is like, who is the mayor or lord, and any unusual rules. Modifiers apply upon the distance from the character's homeland, the size of the affected area, or both. Large kingdoms, even in distant lands, add no modifiers to the roll, as they should be well known to any scholar. **Any survey takes at least 3 hours, of looking, speaking with locals, and wandering about for any city or smaller. For countries a day or more are needed instead.**

Reading/Writing

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This Skill does not enable the character to learn ancient languages (see Languages, Ancient). This skill is only used when a character normally couldn't read/write. Since all main countries on Mystara have some basic form of scholarship due the many religions, this will be only with characters from primitive or foreign settings. The usage of this skill will take double normal reading Time by those used to read from child's age on. **This skill takes 1 round per line, 1 Turn per page at minimum.**

Undertaker

This person is adept in burying, ceremonial burning, mummifying or whatever local way of disposing the dead the area may have. Mostly burying or entombing. Due to his "link" with the dead and everybody's fear of death, he won't be liked locally where everybody seems to know him. This is also because their work clothing is well known to be used for undertakers solely, it has the scent of death around it, and animals wherever will react correspondingly (including, Bugbears, Rakasta, Lupin, and Phanaton). **Burying a grave (6" deep normally takes 3 hours), a roadside grave only 1 hour, an entombment 4 hours preparation and 2 closing it, burning takes 2 hours. These duration are excluding the local rituals needed.**

Ceremony/Honor (choose Immortal/Religion)

A Character with this skill knows how to honor an Immortal (or a religion like the Church of Karamaikos or Traladara who encompass more Immortals) through ritual and ceremony. The skill allows a Cleric to perform normal rituals of his Clerical order and could even permit a character to gain an Immortal's attention (through prayer, fasting, sacrifice of possessions, etc. This skill includes the knowing the code of behavior and the rituals pleasing to the Immortal. Every Cleric, Shaman, Shamani, Paladin, or other servant of an Immortal has this skill extra to his basic skills. Ordinary information (religious symbol used, basic faith attitude, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a Skill check by non-Clerics. Additional Skills spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. **The usage of this skill takes as much Time as the ritual takes.**

Codes of Law and Justice (Choose Country)

This skill informs the character of any act of behavior will be against the law the character has learned. It also informs the character with behavior needed to be used in court. This skill use is almost instant, but a secondary skill check may be rolled if a library with access to books of local law is available to the character. The usage of the skill in law is a bit different and must be checked more often during the whole court of Justice. Although this is actually a Knowledge skill about the laws and judicial system of one culture or country it is based more on Wisdom than Intelligence. A character who wishes to be a judge or advocate will have this skill in his profession. Each empire or nation has its own codes, so a character who wishes to be conversant in different nations' codes should either choose this skill for each set of laws they wish to study, or take the Judge or Advocate Profession skill. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of -8 which is reduced by 1 for each 2 years using the skill. **The Time it takes for usage of this skill is very difficult to set, every case is different. But average it takes one to 400 days.**

Guidance/Council

This is the advisory skill of the kindly old Cleric and other people whose advise is sought by those in trouble. The character interprets the situation, formulates his recommendation, and then makes his roll; if it is successful, it will reveal how accurate or helpful his idea is. **This skill takes about a minute.**

Healing

A Character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful Skill check), his ministrations restore 1d3 Hp (but no more Hp can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day per set of wounds. If a wounded character remains under the care of someone with healing Skill, that character can recover lost Hp at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 1+con Hp per day while under such care. Only characters with both healing and Herbalism Skills can help others recover at the rate of 2+con Hp per day of rest. This care does require a Skill check, only the regular attention of the proficient character. Up to 1 patient/Wisdom bonus (not penalty) can be cared for at any Time.

A character with healing Skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned or sometimes—DM—the round after the poison is activated) and the care continues for the next 5 rounds, the victim gains a +2 bonus to his save (delay his save until the last round of tending). A Skill check is required, and the poisoned character must be tended to immediately (normally by sacrificing any other action by the Healer character) and can't do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal save for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and Herbalism Skills can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing Skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful Skill check automatically reduces the disease to its mildest form and shortest duration. Those who also have Herbalism knowledge gain an additional +2 bonus to this check. A expert character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful Skill check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

The binding of a Minor Wound takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance.

The binding of a Major Bleeding Wound will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a Minor Bleeding Wound after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Only a Healing Skill at -4 will enable a Severe Bleeding Wound to close to a Major Bleeding Wound, after at least one hour. This healing mostly implies the usage of needle and thread. Important; also read page 511 (In the Line of Duty) about hit rolls. **The skill takes as much Time as needed.**

Healing, Natural

A Character with this skill is knowledgeable in the use of seaweed, mollusk and herbal cures. On a successful natural Healing check, any character that has been poisoned is allowed a second Save at –2. It also doubles the character basic normal healing, on a successful check and if sufficient materials are available. **This skill takes a Turn at least to prepare the Healing materials, and to serve them to the poisoned characters.** When the character has prepared the ingredients beforehand, they will remain alive or usable for no more than 2 hour, if living mollusks or 24 hours for other materials. The character knows where and how to find the necessary components. **Searching for them will take 3d4 Turns in component native surroundings, and 3d4 hours in component related surroundings.**

Healing, Tribal

The character knows some tribal medicinal secrets that help heal wounds. He can reduce further hp loss for a companion under 0 hp, and heal the patient to a maximum of 1point each day. He can also heal someone at 0 hp or above, at the rate of 1 hp each day in addition to the natural healing if the patient is resting, This skill can later be replaced by a normal healing skill after a study of 20- Wisdom in months. **The treatment takes several rounds a day spread so that at least one round of treatment is used every two Turns.**

Healing, Veterinary

This is the same as Healing, but this skill pertains to creatures that are neither Humans, Humanoids, nor DemiHumans—in other words, non-Humans, monsters, animals, and so forth. A successful roll will allow a character to restore 1d3 points to a wounded character. It can also be used to stabilize a patient below 0 hp, so that patient will not die within the first 8 hours. The skill can't be used on a wounded patient more than once per set of wounds. If the patient receives new wounds, healing can be used only against the second set of wounds. The skill is used against a set of wounds, not individually against each injury. (The term "set of wounds" usually refers to all the Hp lost in a single combat situation). If a healer actually rolls a natural 20 when using the skill, he actually inflicts 1d3 points of damage to the patient, and he can't treat the same set of wounds again. Successful use of the skill will allow the character to diagnose type of illness. A roll made by 5 or more will allow the character to determine whether an illness is natural or magical induced. A character can take this skill in one of two ways; As a general Veterinary healing skill, which means that he makes his roll with a +1 penalty for every type of creature he treats;

or

As a specialized veterinary healing skill that pertains to one class of creatures (such as Equines = horses, Centaur, mules, etc.). The character with the specialized veterinary healing skill takes no penalty when treating the creatures, which are his specialty, but he takes a +2 penalty with all other types of creatures. A character could have this skill twice, one general and one specialized; he would have his listed rolls for creatures that were his specialty and have only a +1 penalty when treating other creatures. A character with a veterinary healing skill that tries to heal a Demi-Human-oid rolls always at +3 penalty, and any failure would cause damage instead of healing (a 20 even double damage). **Treatment takes 1 round per point cured, per disease checked it takes 1 turn, all other usage will take at least One turn.**

Horticulture

Horticulture is basically gardening. It is Wisdom based skill, because it depends much on non-intellectual understanding of and sensitivity to plants and their lives. **This skill takes at least a Turn for each use and can take even several hours.** The character though will seem to forget the Time and think it took no more than (1d4+1) x 10%

Time Sense

This character is mostly able to give a reasonable close approximation of the Time (in Turns at best) and has a chance (skill check) of being able to tell how much Time has elapsed during an interval of unconsciousness. This skill is based upon the internal biological clock, not on observation of the natural world, and so even functions under ground or when completely enclosed. If the character is on another plane where Time operates differently than on his home plane, this skill will not function, until he returns to his home plane and spends at least one week adjusting to the normal flow of Time. In case of any Time travel the character does in the same plane he must adjust also one week. **This skill takes only one round of usage.**

Weather Sense

This Skill enables the character to make intelligent guesses about upcoming weather conditions. A successful Skill check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A Skill check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no Skill check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway. **A check needs at least a full turn attention to the skies.**

Diplomacy

This skill enables the character to speak in manners used in higher regions, like courts, castles, temples and such. This Skill gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of Dwarves, etc. For extremely unusual occurrences, a Skill check must be made for the character to know the proper etiquette for the situation (an Imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. It is also used to say things not so nice in a friendlier manner. The skill is also used in cases of politics. **The skill takes as long as necessary.**

Etiquette

This skill enables the character to behave in manners used in higher regions, like courts, castles, temples and such. A person with this skill knows proper table manners, styles of dance (although a dance skill would greatly improve this part), how to dress properly, and how to address officials. It is also used to get things done, during eating, during royal courts, or courts of law. The skill is also used in cases of politics. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. For unusual situations, such as when meeting a king, emperor or senator, a skill check is needed. If successful, the DM must give suggestions to the player to help his character avoid a blunder or insult. If the roll is a miss, the player is on his own, and must role-play the situation as he sees fit. **The skill takes as long as necessary.**

Gain Trust

With this skill a character can gain the trust of NPC's through a combination of courtesy, respect for traditions and honorable behavior. In routine situations, a successful use of this skill is sufficient. In dangerous or threatening situations, or where the NPC has reason to distrust the character. Modifiers are applied, as also when two different races are involved. **This skill takes all the Time needed.**

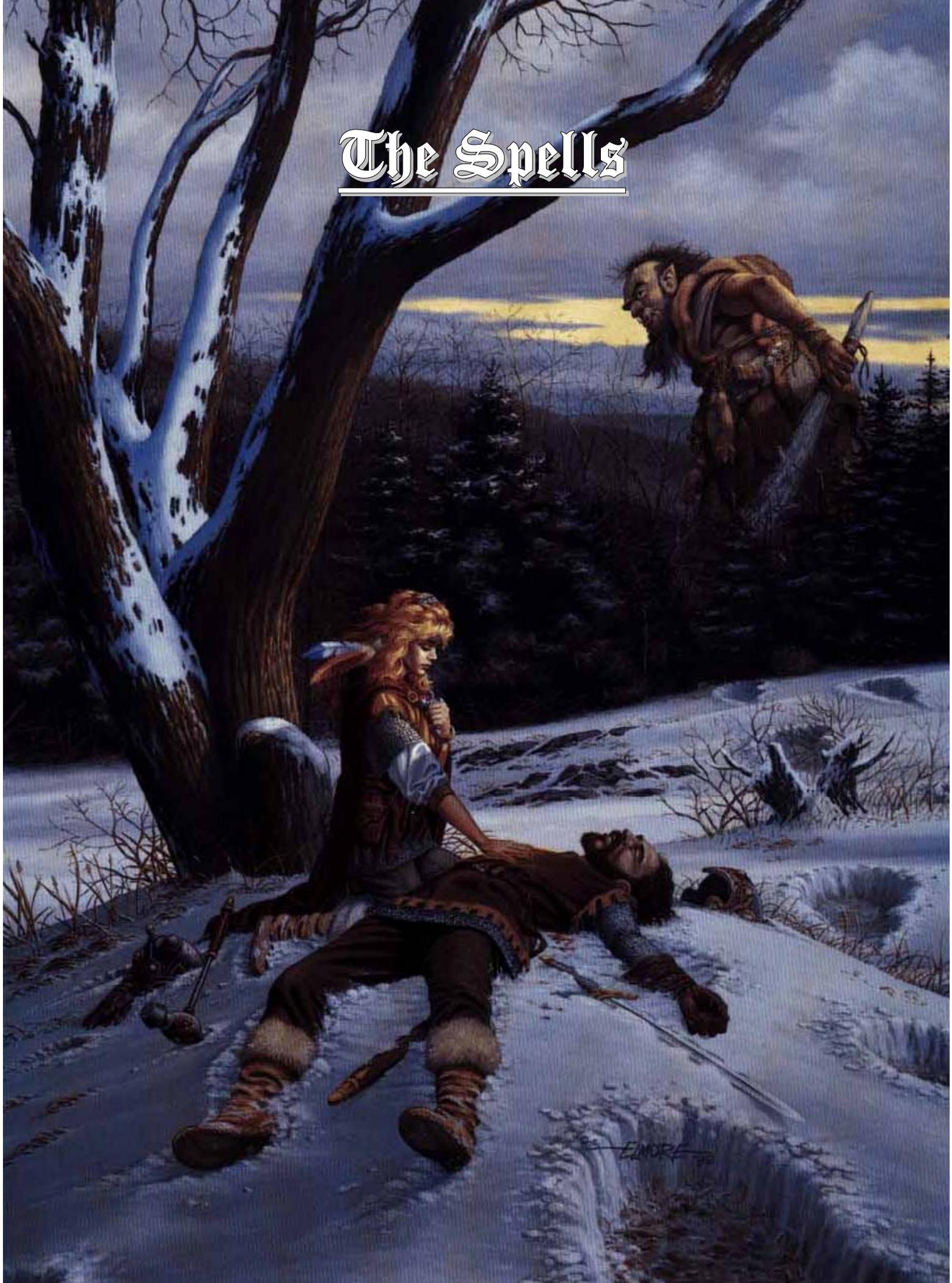
Oration

An oration is a speech given in formal, dignified manner. Characters with this skill are able to sway large crowds of people with verbal persuasion. The DM should modify the skill check by taking the nature of the oration and the mood of the crowd into consideration. Typically, successful oration will improve the crowd's reaction by one step. Remember that when the cloud disperses, they will have Time to think more clearly about what has been said, and doubts may creep in. **This skill takes as long as spoken, but has an after effect of about 1 turn cumulative per successful part of the roll. A roll successful with 4 points will thus have an after effect of 1+2+3+4=10 Turns.**

Hygiene

This rarely used skill, enables the character to clean itself or its surroundings, with the use of soap, and other items. When the skill is used successfully, the character has a bonus of 1 on his Saves against diseases for each skill slot used this way. This lasts for 24+ 1 hour for each point rolled better than needed. Upper class females of Human or Elven races may take this skill extra for free. This skill is also used for applying cosmetics, which could increase the user's Charisma (This improvement this way will not affect any skill uses, but will affect reaction rolls). **This skill takes 1 Turn for Men, and 1d4 Turns for female and 2d4 Turns for each average sized room (about 20 x20 x10').**

The Spells



EMORE

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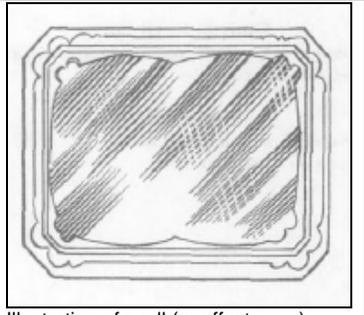
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Explanation

<u>Name Spell</u>	<u>Reverse Name Spell (if any)</u>
Range:	<p>Casting Range spell Caster Only; This spell works only on the caster Touch; This spell works on touch of the target by the caster only, and therefore needs a hit roll on unwilling targets. Any information given in Red counts for the reversed version of the spell.</p>
Duration;	<p>A number of Round segments, Rounds, Minutes or Turns the spell will be active unless correctly Dispelled. Any mention of x round / level means; multiply the level of the caster with x, the result is the Time. Any information given in Red counts for the reversed version of the spell.</p>
Casting Time;	<p>The Amount of Time to cast the spell before becoming active. This is given in Round Segments (just subtract this number from your rolled initiative to know when the spell becomes active. When given in rounds, Minutes, Turns, Hours or else use this Time instead, but it is not needed to check the round segments. The spell will become active at the end of the given Time period. The spell can be disturbed by any disturbance of concentration; Physical Painful Contact, Damage, Mental Takeover, etc., and will cause the spell to be removed from the casters mind without any other effect. Spells with a continuing effect will instantly collapse into itself, no longer giving any effect at all, but can cause side effects to the environment if used to keep things stable, whole or similar. The effects it gave before collapse its effects (i.e. Healing) will not be reversed unless noted so in the spell description. The casting Time from mind or from scroll are mostly equal, but if there is any difference it is given here. To cast a scroll, enough light must be given, the caster must be able to read the used language (a clerical scroll can be written in any language, contrary to magic user scrolls which need an active Read Magic), and the scroll must be in physical contact with the caster to any exposed skin (mostly one hand at least), for the whole casting period. Any information given in Red counts for the reversed version of the spell.</p> <div style="display: flex; align-items: center;">  <p>Illustration of spell (or effect, or...)</p> </div>
Effect:	<p>Displays the Main Effect of the spell for easy reference. Any information given in Red counts for the reversed version of the spell.</p>
Components;	<p>This displays what components are needed in the casting of the spell vocal components(if mentioned) will be given between <...>. Material components are used and can't be used again unless the spell specifically states otherwise. Only the holy symbol is never used up in the casting of the spell unless specified otherwise. Vocal ; <i>This is the spoken component. Only when specifically mentioned not, all spells have a Vocal component, in conjunction with a somatic (movements) component.</i> Any information given in Red counts for the reversed version of the spell.</p>
Save:	<p>This displays if a target has the right to save if possible. A completely unaware living target has no Save. This means that a touch based spell always gives a Save Any information given in Red counts for the reversed version of the spell.</p>
Cleric 1, Healer 2, Druid 1, Dervish 1 Spell.	<p>This listing displays which type of casters can cast this spell at what level of casting power (ranging from 1 to 8). It also gives information about which Immortals grant this spell. Other Immortals don't grant this spell to any of their followers by whatever reason they have. Spells limited to be granted by only one Immortal are given under that Immortal, these spells are explained in the book "Immortals of Mystara". A Quest spell can only be received from an Immortal if the caster specifically requests for it, or the Immortal in question finds it necessary to supply the character with such a spell. Never are more than 1 Quest spell given of the same name. A character better has to have a high amount of Pip, or a very good reason to request the spell, or suffer a loss in Pip (-1 to -5) for the daunting risk to ask for it. This does not happen of course when a character gets the spell from his Immortal without requesting for it. Any information given in Red counts for the reversed version of the spell.</p>

The Spell description extensively explains how the spell is cast, how it works, what effects are called forth, and which counter-effects maybe called for. This also explains the restrictions to the caster to cast the spell as Pip levels, SFP effects on the surrounding, Alignment and such. If these restrictions are not met, the spell can't be cast, and often not even prayed for. This segment also gives the tables needed for. **Any information given in Red counts for the reversed version of the spell.** Most spells that have a reverse function, can be cast freely by clerics by just reversing the spell by casting it. Some spells, however, are only possible to be cast in one or the other way by the different clerical classes. Remember that reversed spells can only be cast freely by a cleric of an Entropic Immortal, or if he has reached at least 4th level of experience. And many reversed spells are evil in usage and thus not granted, nor able to cast by characters of not evil alignment. Whenever the character manages to overcome this barrier, his or her alignment will shift towards evil automatically, with all corresponding problems; piety loss, immortal curses, social effects and loss of your character. Evil characters are never played by the players but only by the DM.

Remember, there also exist a multitude of spells granted only to the Priests, Clerics, Druids, etc. of specific Immortals, and/or Phanteons. They use the same method of description, but are listed in the book; The Immortals.

Abundance

Range: Caster
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Save: None

Cleric 7 Quest, Druid 7 Quest spell

By casting an Abundance spell, the Druid quickens the ripening of a harvest or the growth of woodland. Fields of crops in the affected area will grow, ripen, and be ready for harvest in a single day. Seed must be sown any Time before the casting of the spell. An area of woodland will grow as if it had grown for 25 years in one day +five years per day for another three days. There must be soil capable of supporting the woodland for the growth to remain healthy. The Druid must stand anywhere within the area to be affected. He designates the exact size and shape of the area in the casting. The area of effect is 10 square miles for ripening a harvest and 25 square miles for woodland growth. This spell doesn't create effects such as entanglement or enlargement of the flora within the area of effect. This spell can only be cast by Druids with 100Pip or more, of at least 20th level. 50SFP.



Abjure

Range: 10 feet
Casting Time: 1round
Duration: Special
Area of Effect: 1 creature
Saving Throw: Special
Components; the priest's holy symbol, holy water, and some material inimical to the creature.

Cleric Level 4

This spell can send an extra planar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, then that must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured: the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice. If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70%, plus 2% per Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

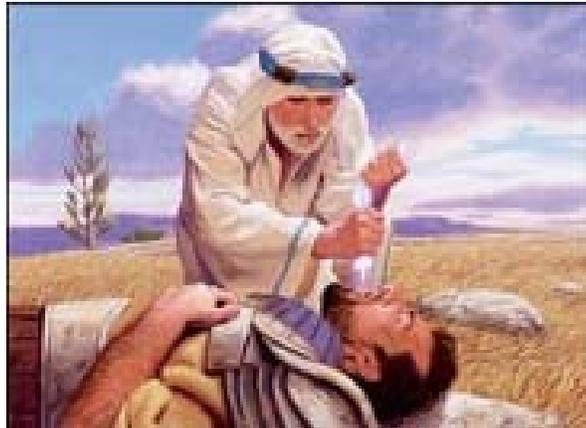


Accelerate Healing

Range: Touch
Duration: 1d4 days
Casting Time: 1 turn
Area of Effect: One creature
Component; Vocal ; *Ferula Rapida*
Save: None

Cleric 3, Healer 3, Humanoid Shaman 4 spell

This spell enables the affected creature to experience natural healing at twice the normal rate for 1d4 days. In other words, a person affected by accelerate healing regains 2 hp per day of normal rest or (1+con.bonus) x 2 hp per day spent resting in bed. The natural healing of diseases or bones will also be hastened up by this spell. Every day passed will count as two instead. The spell has no effect on other magical forms of healing.



Adaptation

Range: Touch
Casting Time: 8
Duration: 24 hrs.
Area of Effect: Creature touched
Saving Throw: None
Component; Holy
water

Cleric of Thought/Air immortals
Level 5

This spell allows the recipient to ignore gases affecting respiration, to breathe underwater, or even to exist in airless space for the duration of the spell (much like the magical item, necklace of adaptation). The priest can divide the base duration between multiple beings, to a minimum of one half hour each. Roll extra at -1 wis check cumulative for each extra person to be included in the spell.



Aerial Servant

Range: 60'
Duration; 1 day per
level of the caster
Casting Time: 4
Effect: Servant
fetches
one item
or
creature

Save: None
Cleric 6, Healer 6, Exorcist 6,
Humanoid Shaman 6, Druid 6,
Dervish 6 spell

With this spell, the Cleric summons one Aerial Servant (they call themselves in their own tongue: Haouu), a very intelligent being from the Plane of Air, which appears immediately. The Cleric must then describe one creature or item to the servant, or else the bond will be broken and the servant may depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves, trying to find the item or creature and bring it to the Cleric, after which the bond is broken and the servant is free to leave. The



servant will take as much Time as needed, up to the limit of the duration. The Aerial Servant has Strength 18 and can carry up to 5000 cn. It can become ethereal at will, and thus can travel to most places easily. However, it can't pass a Protection from... spell effect. If it can't perform its duty within the duration of the spell, the servant becomes insane, and returns to attack the caster. This spell can't be cast under water.

Age Creature **Restore Youth**
 Range: Touch
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One creature
 Save: Negates
 Component; pinch of powdered
 Emerald /a pinch of
 powdered ruby.
 Vocal ; Tempus
 Faunus



Cleric 6 spell of Time/Water Immortals only.
 This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a save to resist the spell. Subjects affected by age creature must make a successful Constitution roll to survive the change. Subjects can't be aged beyond their natural life spans. If the Cleric's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell can't cause a subject to die. Demi-humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles and are corporeal affected as if aged normally. Nonmagical monsters can be affected by age creature. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last one-sixth of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are cumulative and permanent (unless the affected monster becomes younger). Magical creatures like Elves, Fairies and Dragons can't be affected by this spell.

The reverse of this spell, **restore youth**, permanently restores age that has been lost as a result of magic (such as an Age Creature spell). Restore youth reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful Constitution roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject can't become younger than his actual age as a result of this spell.

Age Object **Youthful Object**

Range: 10 yards
 Duration: Permanent
 Casting Time: 1 round 1 Turn per year
 Area of Effect: 1 cubic/level
 Save: None
 Components; Flask of seawater and a piece of coal / A
 piece of Eggshell and a hair from a human/oid infant Vocal ;
 Tempus Materis



Cleric 5 spell of Time/Water Immortals only.
 With this spell, the caster can cause an amount of nonliving, nonmagical Matter to age dramatically. Matter can be aged up to 20 years per level of the caster. Typical results of 100 years of aging for various objects, arranged in order of descending severity:
 The caster controls the extent of the aging; thus, he could age a book so its pages become yellowed and brittle but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction. Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch. Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The reverse of this spell, **Youthful Object**, returns an object ravaged by the effects of Time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of Matter can be reduced by 20 years/level. The material eroded through Time and displacement is magically pulled toward the original object. Pieces that have become part of other structures will be pulled from these structures, possibly damaging them. The material returns exactly the same way it was gone (by wind = returns through air, by animals/water etc "float" returns through air over ground, etc.), an awesome sight indeed.

Object	Result of Aging	
	100years	200 years
Stone/Gems	None	None
Masonry	Cracks and weakens	Cracks and weakens
Parchment	Cracks, turns brittle	Falls to dust when touched
Iron	Rusts and corrodes	Rusts, Corrodes partially away
Silver	Becomes tarnished	Black tarnished
Wood	Rots, crumbles, turns to sawdust	Rots, crumbles, turns to sawdust
Leather	Rots and rips	Rots falls to pieces
Cloth	Rots falls to pieces	Rots in nothingness
Organics	Rots in nothingness	Rots in nothingness

Age Plant

Range: 30 yards
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One plant, seed, or tree/level
 Component: Vocal ; *Tempus Flores*
 Save: None

Cleric 4, Druid 4 of Time/Water immortals only

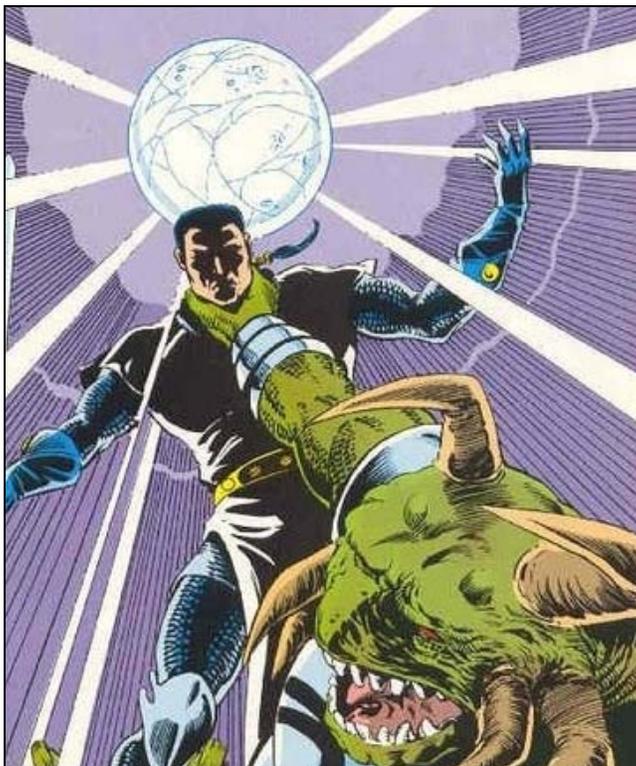
This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The change in age, either forward or backward, is chosen by the Cleric at the Time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home. The spell doesn't alter the appearance or characteristics of a plant except those that result from normal aging (or regression). Age plant has no effect on magically-generated plants or plant-type monsters. Druids, though able to cast this spell will become greatly agitated when a non Druid uses this spell, they see it as damage causing by lack of knowledge of balance. They will only use this spell when the balance will become more Neutral equal again.



Aid

Range: Touch
 Duration: special
 Casting Time ; 9
 Effect: Any one living Creature.
 Save: None

Cleric 2, Healer 2, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2



spell

This spell acts as a Bless spell and confers 1d8 extra hp to any living creature touched. The temporary hp are subtracted before the character's own if he or she is injured in combat or accident (be it disease, trap, poison or what ever). The spell duration varies per level of the caster as per following table. Remember; 1 Minute=6 rounds and 1 Turn= 10 minutes(=60 rounds), and 1 hour=6 Turns (=360 rounds).

Lvl	Duration	Round up		Turns
	Segments	r.	Min.	
1	1	0	0	0
2	4	0	0	0
3	6 =>	1	0	0
4	9 =>	2	0	0
5	24 =>	4 =>	1-	0
6	36 =>	6 =>	1	0
7	49 =>	8 =>	1+	0
8	64 =>	10 =>	1+	0
9	81 =>	12 =>	2	0
10	100 =>	15 =>	2+	0
11	121 =>	20 =>	2+	0
12	144 =>	22 =>	2+	0
13	169 =>	28 =>	3+	0
14	186 =>	31 =>	4+	0
15	225 =>	37 =>	5-	0
16	256 =>	43 =>	6+	0
17	289 =>	48 =>	8	0
18	324 =>	54 =>	9	0
19	371 =>	62 =>	10-	= 1
20	400 =>	67 =>	11+	= 1.1
21	441 =>	73 =>	12+	= 1.2
22	484 =>	81 =>	13+	= 1.3
23	529 =>	88 =>	14+	= 1.4
24	576 =>	96 =>	15+	= 1.5
25	625 =>	104 =>	17	= 1.7
26	676 =>	112 =>	18+	= 1.8
27	729 =>	122 =>	20	= 2
28	784 =>	131 =>	22-	= 2.1
29	842 =>	140 =>	23	= 2.3
30	900 =>	150 =>	24+	= 2.4
31	961 =>	160 =>	26+	= 2.6
32	1024 =>	171 =>	28+	= 2.8
33	1098 =>	183 =>	30+	= 3
34	1156 =>	193 =>	32-	= 3.1
35	1225 =>	204 =>	33+	= 3.3
36	1296 =>	216 =>	35+	= 3.6

Air Breathing



Range: 30'
 Duration: 1 Day
 Casting Time: 6
 Effect: 1 Water breathing creature
 Save: None
 Cleric 6, Healer 5, Humanoid Shaman 5 spell (Only aquatic followers)
 This spell allows the recipient to breathe normally while out of the water. It doesn't affect movement in any way, nor does it prevent the recipient from breathing water. This spell will also prevent aquatic beings from dehydration effects, due to the lack of water around the character skin.

Air Walk

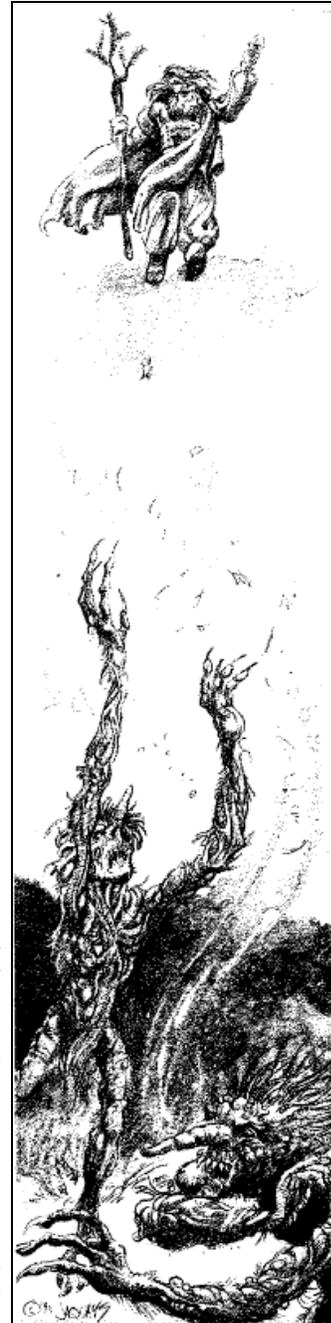
Range: Touch
 Duration: 1 hr. + 1 turn/level
 Casting Time: 8
 Area of Effect: Creature touched
 Components: Holy symbol and a bit of thistledown. Vocal ; *Mobile Aeriis*
 Saving Throw: None

Druid Level 5 Cloud and Storm Giants are rumored to know this spell too, but it is uncertain if it is an ability or a spell.

This spell enables a creature which can be as large as the largest giant (28 feet), to tread upon air can just as if it were walking on solid ground. Moving upward is similar to walking up a hill; a maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate is possible. An air-walking creature is in control of its movement rate, except when a strong wind is blowing. In this case the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature may be, subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage. The spell can be placed upon a mined mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy



training, the details for which are up to the DM.



Allergy Field

Range: 10 yards/level
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: 5-foot/level cube
Component: Vocal *Pollenis*
Save: Negates.

Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell causes characters entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens. Characters coming in contact with the affected area who fail their saves vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 1d4+1 turns. During that Time, they make all attack rolls and ability checks at a -1 penalty. The spell affects a cubic volume whose sides are 5' long/level caster; thus, a 9th level would affect a 45'x45'x45' cube. The spell lasts until the end indicated duration, or until the first frost, whichever comes first.



Amulet

Range: 5 ft. radius
Casting Time: 1 hr.
Duration: 1 wk./level
Area of Effect: 1 object
Saving Throw: None

Shaman Level 2: , Shamani 2, Humanoid Shaman level 2

This spell allows a barbarian cleric to create a token that repels one specific, feared being. The wearer of the amulet gains a +1 bonus to all saving all saving throws and Armor Class when facing the individual against whom the amulet is designed. That being, upon coming within 10 feet of the amulet, must make a successful saving throw vs. spell or be affected as if the amulet's creator had successfully cast cause fear. To make the amulet, the cleric requires an object worth no less than 5 gp donated by another individual, and a relic of the foe to be affected (hair, clothing, etc.). If the material components are inordinately valuable or obtained from distant locations (farther than 100 miles), the amulet has doubled effects (+2 to saves and AC). When the spell expires, the amulet becomes forever worthless. This spell is also used when creating a sacred bundle.



Sacred Bundle

A sacred bundle is a collection of 5-10 totemic items, kept in a special pouch, which provides magical protection for the wearer. Such magical talismans are common among tribal warriors. The effect of a typical sacred bundle is that the owner is surprised only on a roll of 1. all of his saving throws are made at a +2 bonus, his unarmored AC becomes AC 2, and he subtracts one point of damage from each die of damage. Only the warrior benefits from his sacred bundle. To create a sacred bundle, a warrior goes into a trance (usually with the help of the tribal medicine man). He contacts his guardian spirit, whom he asks for guidance. After carefully considering the warrior's personality and nature, the spirit selects 4-9 items (1d6+3) that the warrior must collect. Usually, several items will be difficult or dangerous to procure, such as a Bear's Claw, a giant Snake's Rattle, or a Feather from the nest of an Eagle. After collecting these items, the warrior takes them to the tribe's medicineman to ask for his help in mystically binding the materials. The medicine man then asks the warrior to gather one last rare item. This nearly always is an item the medicine man needs for his shamanistic duties; when the warrior returns, the medicine man takes part of the item for his own use. When all the items are assembled, the medicine man performs a ceremony binding them into the sacred bundle, which the warrior wears at all times. If the bundle is ever removed from the warrior's body, all of its benefits permanently vanish.

Analyze

Range: Touch only
 Duration: 1 round
 Casting Time: 1
 Effect: Analyzes Magic on one Item
 Save: None

Cleric 1, Healer 2, Druid 1, Dervish 1 Spell.

A Caster using this spell can handle one item and learn some from the enchantment on it. Helms must be put on the Caster head, Swords held in his hands, Bracelets put on his wrists, etc. for this spell to work. Any consequences of this action (for example, from cursed or booby-trapped items) fall upon the Caster, though he gets his usual saves. The Caster has a chance of 15% +5%/level to determine one Magical characteristic of the item: if the item is nonmagical, his chance is to reveal that fact. This spell doesn't provide much precise information. It will characterize a weapon's Attack bonus (or Penalty) as many or few, will estimate the number of charges of an item within 25% of the actual number. It doesn't work on Potions, Beings, Golems, Statues, Ointments, Greater objects (like walls, doors, etc.) or on Artifacts, etc. The charges it will reveal are not as an accurate number but in a sense of how powerful the Item is charged (see table). The use of this spell temporarily reduces Constitution temporarily due to the enormous strain on the body of the caster. This will not occur when cast from a scroll with this spell on it. This spell can not be made permanent !!!



Charged Item	Analyze Result	Weapon or Armor		Analyze Result	Constitution	
Number Charges		Total Attack adjustment			Strain	Recovery Rate
0 to 5% filled	Empty	+1	0 with Special Power	Low Enchanted	0	NA
6 to 40% filled	Low Charged	+2 to +3	+1 with special Power	Average Enchanted	-1	1 per Turn
41 to 60% filled	Half Charged	+3 to +4	+2 with special Power	Medium Enchanted	-2	1 per 3 Turns
61 to 80% filled	High Charged	+4 to +5	+3 with special Power	High Enchanted	-4	1 per Hour
81 to 100% filled	Full	+5 higher	+4 with special Power	Artifact Like Enchanted	-8	1 per 2 Hours

If the Constitution ever drops below 0 due to the reduction the caster will faint and the recovery rate will be halved. The caster can not be awakened by any way short of a Wish Spell. The caster will awake when his Constitution climbs to half (round up) the normal Constitution. When the caster awakes he will have the knowledge he was able to extract. He will still be under the influence of the item if any, except when the item is taken from him by others (maybe with the use of a Dispel Magic Spell). Only with a special ink can the spell be written on paper and used as a Magical scroll, upon casting the scroll the ink will cause the writings of the scroll to disappear from the paper and change into writings explaining some information of the item the holder of the scroll holds and intends to analyze, this will drain the Constitution from the reader of the scroll just as normal, without any save.

Analyze Balance

Range: 80 yards
 Duration: 5 r + 1 r / level
 Casting Time: 1 round
 Area of Effect: One creature, object, or 10' square
 Save: None

Cleric 1, Healer 1 spell.

This spell allows a Cleric to sense how far a character, creature, object, or area is from a condition of balance—in other words, the degree to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the alignment is removed from true Neutral except under certain conditions which follow. The spell does, however, indicate along which axis or axes of alignment the variation lies. For example, a Cleric uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that it is removed from balance by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good. A Cleric has a 5%/level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th level Cleric evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance). Similar to spells such as detect evil, this spell will not yield a result on a hidden trap. If cast on a creature with an Intelligence level of "animal" or "non-," it will always read true Neutral (i.e., zero steps removed from balance).



Animal Charm

Range: 60'
Duration: 1 Hour
Casting Time: 2
Effect : enables command of any non magical animal.
Save; Negates

Shamani 2 spell.

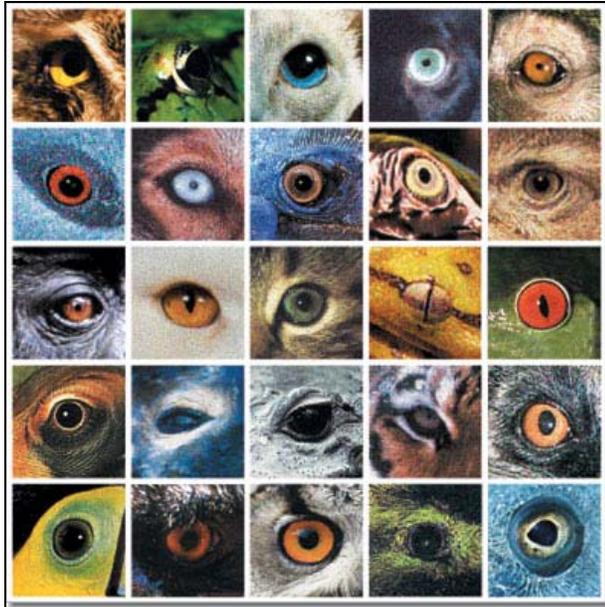
This spell enables a Shamani to command the actions of any non-magical animal that fails its Save vs. spells. The creature will follow the caster for the duration of the spell or until it is cast again to charm another animal. If used a second Time, the first animal is released instantly (remember that most animals will react fearful when the are suddenly freed of mental control). Normally, the animal charmed can have a number of Hit Dice equal to the level of the Shamani employing the spell. If the target is the caster's totem spirit, however, it may have hit dice equal to twice the caster's level. Thus, a Shamani would have to be at least 8th level of experience to charm a Great White Shark. However, if the caster's totem were the Great White Shark, he could charm the beast as soon as he reached 4th level.

Animal Eyes

Range: caster
Duration: 3 rounds + 1 round/level
Casting Time: 5
Area of Effect: One creature
Save: None

Druid 2 spell.

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes and remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below. The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster. The subject animal must be one normally found in nature. It may not be supernatural, Demihuman-oid, nor of extraplanar origin.



Animal Friendship

Range: 10 yard
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 1 animal
Save: Negates

Druid 1 spell.

This enables the caster to show any animal (int. 1-4) that he desires friendship. If the animal doesn't make his save when the spell is begun, it stands quietly until the caster finishes the spell. Thereafter, it follows the caster about. The spell only works if the caster actually intends to be friendly to the animal, if there are ulterior motives the animal will sense them always. The caster can learn the animal 1 trick per Intelligence it possesses. Typical tasks are those taught to a dog, etc. training lasts one week for each trick, and they must all be done within three months after the spell is cast. During this Time the caster will not harm the creature or let it be harmed. If the creature is left alone for more than 7 days it will revert to its natural state and instincts and act accordingly. The caster can befriend a creature of up to 2HD/level, or no more than 2HD/level can be trained at any single Time. Only free animal (not charmed, summoned, held, familiars, etc) are affected.



Animal Growth

Range; 120 yards (indoors 120') 80 yards
 Duration; 12 Turns 2 r/level
 Casting Time; 6 8
 Area of effect; Doubles the size of one animal up to 8 animals in a 20' cube
 Components; Holy symbol and a scrap of food. Vocal

Shrink Animal

Engorgio
Animales
 none

Saving throw;

Druid level 3, Cleric 3, Healer 3, Exorcist 2, Humanoid Shaman 3, Master 5 spell. This spell can't be cast by followers of Al-Kalim, as it is replaced by Know Destiny.

When this spell is released the caster causes the size of one normal or giant animal to double. A druid affects up to eight animals within a 20-foot cube to grow to maximum twice their normal size. The effects of this growth are increased to doubled Hit Dice (with resultant improvement in attack potential), extra hit points, Increased THACO, and doubled damage in combat. It may also carry twice its normal encumbrance. This spell doesn't change an animal's behavior, AC, and doesn't affect intelligent animal races or fantastic creatures.

The spell lasts for two rounds for each level of the druid or 12 Turns for other casters. The spell is particularly useful in conjunction with a charm person or animal spell..

The reverse, **Shrink Animal**, reduces animal size by one half, and likewise reduces Hit Dice, hit points, attacks, damage, and so on.



Animal Horde

Range: Caster
 Duration: 1 day
 Casting Time: 1 turn
 Area of Effect: 10-mile radius
 Save: None

Druid 7 Quest spell.

This potent spell summons a number of animals to the Cleric. For each level of the Cleric, a number of animals totaling 10 hit dice appear. The Power who grants the spell enables the Cleric to know exactly what types and numbers of animals are within the area of effect. The Cleric may specify the numbers of animals he wants; for instance, a 16th-level Cleric could summon 60 HD of wolves, 40 HD of bears, and 60 HD of wolverines. The animals will begin arriving in one round and will be assembled at the Cleric's location at the end of three turns. The animals will not fight among each other even if they are natural enemies. Monsters (Dragons, Gorgons, Hell Hounds, etc.) can't be summoned with this spell. The summoned animals will aid the Cleric in any means of which they are capable. They will enter battle, protect the Cleric and his companions, or perform a specified mission until the Cleric dismisses them or the spell expires. During this Time, the Cleric can automatically communicate with his animals. At the end of the spell, the animals instinctively return to their lairs. For the first three turns after the spell expires, the animals will not attack the caster, his companions, or other summoned animals. After this Time, the animals will behave normally.



Animal Sanctuary

Range: Touch
 Duration: 1 hr./level
 Casting Time: 3
 Area of Effect: Animal touched
 Component; A feather, bit of fur,
 Saving Throw: Special
 Druid Level: 1

An animal protected by this spell is overlooked and cannot be directly attacked any creature that fails a saving throw vs. spell. If the protected animal attacks, this effect is immediately negated. In any case, attack rolls and damage against an animal protected by this spell suffer a -4 penalty for the duration of the spell. or a scale from the animal to be protected.

Animal Spy

Range: 10 yards
Duration: 1 Turn/2 levels of the caster
Casting Time: 1
Effect: 1 animal
Save: Wizard familiars may save vs. SP negate., further none

Druid 2 spell.

Only a normal animal or a giant version of a normal animal species may become an animal spy. This spell enables the caster to share the animal's senses—see through the animal's eyes, hear with its ears, smell with its nose and so on. The animal is completely unaware of the spell's effect, unless the caster warns the animal prior to the casting. Animal Spy grants no control over the creature. However, most casters will use it on a trained animal or one befriended with the Animal Friendship spell. For the duration of the spell, the caster remains in a trance, unable to move or use its own senses. The consequence can prove dangerous; for instance, characters attacked while under influence of this spell will not feel any injuries to their bodies. However, at the start of each round, the caster may choose to return the animal's senses and resume control of its own body. This decision will end the spell immediately. The spell also ends if the animal travels more than 100 yards/level of the caster away from each other, and when either caster or animal dies.



Animal Spy

Range: touch
Duration: 2 turns/ level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None
Shaman level: 2

The shaman holds a creature, which must be no larger than a domestic cat and non-magical, and stares intently into its eyes for one round. The creature then fulfils the caster's subsequent orders for the duration of the spell. The animal temporarily receives an Intelligence boost of 1d3 points and the ability to understand the caster's words, while the caster can understand the creature's natural mode of communication. The creature retains its own personality throughout this spell, and cannot be forced to perform deeds that are against its basic nature. Further, the animal still views the world in a different way than the caster. It cannot recognize individual humans, except by the most blatant features- like huge weapons, extra limbs, bright clothing, or unique odours. The animal cannot interpret human interaction, unless the humans observed are eating, fighting or similar easily interpreted activity, and cannot understand any speech besides the caster's. The animal upon which the spell is cast must be held in the hands, thus, a shaman may capture tame animals to carry in cages or in his pockets. Rats and mice are favoured, because they are easy to conceal and carry and will rarely any threat to the viewer who do see the animal.

Animal Summoning I

Range: 1 mile. radius
Duration: Special
Casting time: 7
Area of Effect: Special
Saving Throw: None
Cleric/Druid Level: 4

By means of this spell, the caster calls up to eight animals of 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).



Animal Summoning II

Range: 60 yds/ level
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: None

Cleric/Druid Level: 5

By means of this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less-of whatever sort the caster names. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The



summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).

Animal Summoning III

Range: 100 yds/ level
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: None

Druid/Cleric Level: 6 spell

This spell is the same in duration and effect as the 4th level animal summoning I spell, except that up to four animals of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals: For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).



Animal Trick

Range: 30 yards
Duration: 1 round/level
Casting Time: 6
Area of Effect: One animal
Save: Special

Druid 3 spell.

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the Intelligence to execute. The animal must be within 30 yards of the caster and must be able to hear his spoken commands. If these conditions are met, the animal will do exactly what the caster tells it. A lion will batter down the door of a cell, a cat will fetch a key and carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 hit dice and no prior allegiances receives no Save. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all. The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire," the puzzled lion won't know what to do. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and carry the water back to me," the lion will do as it's told. The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster may give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.



Animal's View

Range: 10 yards.
Duration: 1 turn/level
Casting time: 1 rd.
Area of Effect: 1 animal
Component: A handful of clear, clean water.
Saving Throw: None

Shaman Level 5

The caster selects one animal within 10 yards, and through this spell becomes able to hear through the creature's ears and see through its eyes, perceiving the world as the animal does. The caster can then cause the animal to move in any direction that he wishes (to follow a person, check out a path, or scout the surrounding area, for example), but cannot make the animal attack. The spell works only on normal animals, including giant varieties. While



under the spell, the animal is not at the mercy of its instincts; it is not sidetracked by the desire to eat, mate, or perform similar activities. The shaman is in effective control of its actions. For the duration of the spell however, the shaman is unaware of his or her own body, which sits, stands or lies in a deep trance. The caster won't even realize if his or her body is attacked or manhandled. If the shaman's body dies, the spell immediately comes to an end, and the shaman's life force leaves the Prime Material Plane. A minor disadvantage of the spell is that if someone manages to look into the animal's eyes the caster's face is reflected back in the pupils.

Animate Dead

Range: 60'
Duration: Permanent
Casting Time: 1 round
Area of Effect: creates zombies or skeletons
Components: A drop of blood, a piece of flesh, and a pinch of bone powder or a bone shard to complete the spell
Save: None
Evil Cleric 3, Evil Humanoid Shaman 4 spell.

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within range, thus creating the lowest of the undead Monsters. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. True skeletons or zombies can follow the caster, remain in an area and attack any or a specific type of creature entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.



For each level of the caster, 1 Hit Dice of Undead may be created. A Skeleton has the same HD as the original Creature, but the Zombie has one HD more than the original. Character levels are not counted (the remains of a 9th level thief would be animated as a Zombie with 9 HD, since thieves have 1 HD/level to a maximum of 9 as all Humans). Animated creatures do not have any spells, but are immune to Sleep, Charm effects and poison. The Souls of the victims still roam the Plane of Limbo to search for their eternal rest or return to their world or their body, their bodies are just animated. For a resurrection attempt to succeed, a Skeleton or Zombie must first be slain without destruction (thus not a Clerical Destruction ability to Undead when high enough level) and then a Raise Dead (Fully) applied to the corpse. Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points. Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

Animate Dead Monsters

Range: 10 ft.
Duration: Special
Casting Time: 7
Area of Effect: 1 creature/4 levels
Components: (un)holy symbol and a small specimen from the type of creature that is to be animated.
Saving Throw: None
Evil Cleric Level: 5

This spell enables the caster to animate one humanoid skeleton or corpse for every four experience levels of the caster. Such creatures are the animated remains of bipedal monsters of more than 3 Hit Dice and with endoskeletons similar to those of humans except in size, which must be 7 feet or greater in height. Typical subjects are ettins, ogres, trolls, giants, carnivorous apes, and the like. The dweomer empowers the caster to give any number of direct commands or instructions that will be obeyed, up to 12 words long, much like the *animate dead* spell. A skeletal form has Hit Dice equal to the basic monster Hit Dice. A zombie form has one additional Hit Die. Animated monsters receive their normal physical attacks, but have no special abilities other than those possessed by skeletons or zombies. A monster zombie has as an undead monster zombie (see creatures catalogue) statistics as has the monster skeleton has monster skeleton statistics. Any Good aligned Mage who employs this spell loses 1d10 piety points immediately. Any good Cleric, Shaman, Paladin loses 2d10 points, Neutral aligned mages lose only 1d6 points, while Neutral Clerics, Shamans or Paladins lose 1d10 points. Such creatures are not of the living world—the only world that concerns Druids—so members of this class have no control over them.

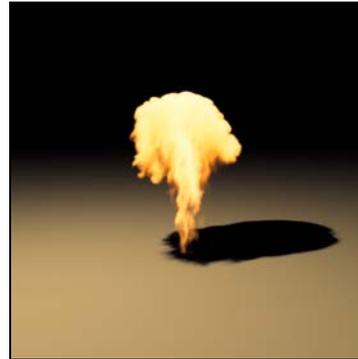


Animate Flame

Range: 120 yds.
Duration: 1 rd/level
Casting Time: 8
Area of Effect: 1-ft. diameter/level
Saving Throw: None
Components; Vocal *animea flamma*
Druid Level 5

While using this spell, the priest can command a flame to leave its source of fuel and move at his direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can animate any natural fire within range, but magical fires (including breath weapons) can be animated only on a roll of 11 or higher on 1d20, adjusted by 1 per level or Hit Dice difference between the caster and the originator of the magical flame. For example, a 9th level priest can animate a flaming sphere cast by a 4th level wizard on a 1d20 roll of 6 or better. To animate instantaneous effects such as a red dragon's breath or ajireball, the priest must both beat his opponent's initiative in the round of casting and successfully take control of the flame. Under the priest's direction, an animated flame can move at a rate of 120'/40', although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the spell's range, the spell ends and the flame stops, burning whatever it may be resting on. Animated flame attacks with a THACO of 10 and may be able to strike several creatures in the same round, depending on its size (see table). Creatures within the fire's diameter are hit without an attack roll for the listed damage. Very hot or unusually cold fires may inflict damage (at the DM's discretion) as if category larger or smaller. In addition to attacking the caster's enemies, the fire ignites combustibles. An animated fire can easily torch a small town, given time to move from building to building. The animated flame spell can be dispelled. It can be quenched by contact with a significant volume of water, ice, cold earth, or dirt, just as a normal fire can be drowned or smothered. The priest can animate a single fire of up to 1 foot in diameter per level of experience. Part of a natural fire can be controlled, but magical fires cannot be divided—only a very high-level priest can deflect the breath weapon of a red dragon!

Size Fire	Diameter	# Targets	Damage
Torch/Lantern	0-1'	1	1d3
Small Campfire	1-2'	1	1d4
Large campfire	3-5'	2	1d6
Bonfire	6-10'	4	2d6
Conflagration	11-20'	8	3d6
Inferno	21'+	20	5d6



Animate Objects

Range: 60'
Duration; 6 turns (1 hour)
Casting Time: 6
Effect: Causes objects to move
Save: None

Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6, Shaman 6 spell.

The Cleric may use this spell (also called Telekinesis) to cause any non-living, non-magical objects to move and attack. Any object up to 4000cn weight maybe animated (roughly the size of 2 men), or smaller objects whose total weight doesn't exceed 4000 cn. The priest can animate one cubic foot of material for each experience level he has attained, Thus, a 14th level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet—a large statue, two rugs, three chairs, or a dozen average crocks. The animated object can be of any nonmagical material whatsoever—wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect.



The DM must decide on the movement rate, number of attacks, damage, and other combat details of the objects animated. As a guideline, the speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 12'/4', a stone statue would move at 40'/12', a wooden statue 90'/30', an ivory stool of light weight would move at 120'/40'. Slithering movement is about 9'/3' to 21'/7'; rolling is 30'/10' to 60'/20'. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4,4d4, or even 5d4 points of damage. The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. varies from as seldom as once every five melee rounds to as frequently as once per round.

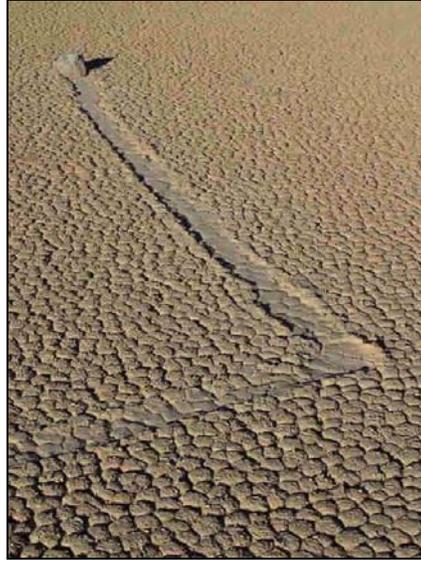
A man-sized statue might have a 30'/10' movement rate, attack once/round for 2d8 damage, and have an AC 1. A chair might only be AC6, but move at 180'/round on its four legs, attacking twice /round for 1d4 points /attack. All objects have the same chances to hit as the Cleric animating them. Wooden object would have an AV 5, Ceramic an AV2, Glass is AV1, Metal AV7, Cloth and Paper have nom Armor value, etc.. You've been set upon by a band of orc archers while climbing a slope, and have managed to reach a plateau with your skin intact - but now you have no cover, and nowhere else to flee to right away. See that pile of rocks close to the edge of the plateau? If you animate the one at the bottom and send it over the edge, the others will follow it down. Presto—no more orcs!

Animate Rock

Range: 40 yds.
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 2 cu. Ft./level
Components; A stone and drop of the caster's blood.
Saving Throw: None
Druid Level: 7

By employing an animate rock spell, the caster causes a stone object of up to the indicated size to move (see the 6th level animate object spell.) The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster-attacking, breaking objects, blocking- while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief-12 words or so) can be given to the animated rock. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster two cubic feet of stone per level-for example, 24 cubic feet, a mass of about man-sized, at 12th level. While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level (thus, a 12th level caster's rock might inflict 1d12 to 2d12 points of damage).

Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.



Animate Statue

Range: Touch
Duration: 3 rds. + 1 rd./level
Casting Time: 7
Area of Effect: 20-ft. radius
Saving Throw: Special
Cleric Level 4 spell

This spell allows the caster to animate a normal statue and have it fight for him. The statue can be from 3 to 12 feet tall and can be made of wood, stone, or crystal. When animated, the statue has AC 5, 4d8 hit points, attacks as a 4-HD monster, and can be damaged only by magical weapons. The Statue has one attack per round, either by weapon or a blow for 1d8 points of damage. The statue can be deactivated by a successful dispel magic spell.

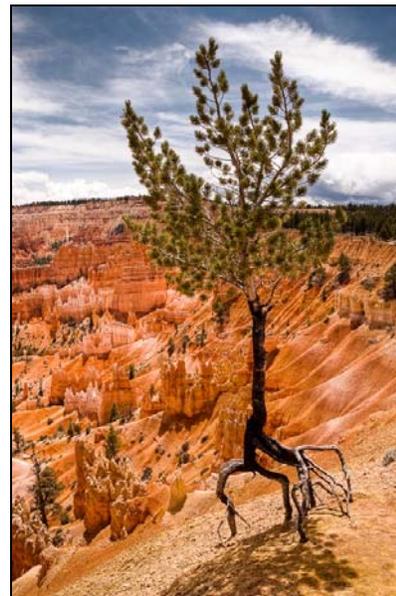
If the spell is cast on a Statue that is already magical, the statue animates and attacks the caster, pursuing until the caster successfully escapes it or is slain.



Animate Tree

Range: 5 yards / level
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1 tree
Saving Throw: Special
Component; A Twig mistletoe
Druid level 5 Very rare for druids.

This spell enables the druid to animate a tree. The animated tree has the same Hit Dice and general characteristics as a treant of the same size. A tree whose resulting Hit Dice would exceed the caster's druidical level cannot be animated, and the selection is further limited by the actual size of the trees available. Intelligent or aligned trees are allowed a saving throw vs. spell to avoid the effect and the spell has no effect on actual treants and similar extraordinary creatures. The animated tree follows simple commands. At the end of the spell's duration, the tree returns to its original location and roots itself (even if this location is out of the spell duration's range—when the area is destroyed the tree will fall down on the location as if uprooted by a storm).



Animate Weapon

Range: Touch
Duration: 3 rds. + 1 rd./level
Casting time: 4
Area of Effect: Weapon touched
Component: The priest's holy symbol.
Saving throw: None
Dwarven Cleric Level: 1

This spell enables the priest to animate one weapon to fight for him, much like a sword of dancing. If the priest is of 2nd level or less, the only type of weapon this spell can animate is a war hammer. Once the spell is cast, the weapon hovers a few feet in front of the priest and a few feet above the ground. It attacks as if wielded by the priest, but only once per round, and it cannot parry attacks against the priest. The weapon is effectively Armor Class 0. If more than 4 points of damage, plus 1 point of damage per level of the priest, are inflicted upon it in one round, the animated weapon drops to the ground, undamaged, and the spell immediately ends. While this spell is in effect, it is possible for the priest to cast other spells or perform any other action except attack with a melee weapon. The latter interferes with the animated weapon's ability to fight, ending the spell immediately.



Anti-Animal Shell

Range: caster only
Duration: 1 Turn / level
Casting Time: 6
Effect: personal barrier that blocks animals.
Save: None

Cleric 6, Humanoid Shaman 6, Druid 6, Dervish 6, Master 6 spell.
This spell creates an invisible barrier around the caster's body (less than an inch away). The Barrier stops all attacks by animals, both normal and giant-sized, as well as insects and non-fantastic creatures of animal Intelligence or less (0-2). Thus a undead or conjured creature could pass through the shell of force, as could such Creatures as aerial servants, imps, quasits, golems, elementals, and so on. The anti-animal shell functions normally against crossbreeds, and lasts for one turn for each level of experience the caster has attained.

The caster can't attack animals while protected by use of other spells; the animals are protected from the caster's physical attacks, just as the caster is protected from theirs. Forcing the barrier against creature strains and ultimately collapses the field.



Anti-Plant Shell

Range: Caster only
Duration: 1 r / level
Casting Time: 4
Effect: Personal barrier which blocks plants
Save: None

Cleric 5, Humanoid Shaman 5, Druid 5, Dervish 5, Master 6 spell.

This spell creates an invisible barrier around the caster's body (less than an inch away). The barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, he will open a path that others can pass through. While protected, the caster can't attack plants except by spells, the plants are protected from the caster's physical attacks, just as the caster is protected from theirs. Plants with missile attacks will still harm the caster, as are magical (or alike) effects like charms, sleep, etc.



Anti-Vermin Barrier

Range: 30 yards
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 10' cube/level
Save: None

Cleric 1, Druid 1, Dervish 1 spell.

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 HD. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 HD. The barrier affects summoned creatures. Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area, they can't return. The spell affects a cubic area whose sides are 10' x caster's level (for instance, a 2nd level Cleric could affect a 20' x 20' x 20' cube. This spell also affects invisible lowlife like bacteria's, amoebas and such but not Fungi or Viruses. It thus lowers the chance of contracting diseases, or infections. Vermin brought in by someone else will not break the spell, nor force the creature out, it will also not be affected in any way. This means that if a Healer casts this spell in an operation area to prevent contamination, and someone walks in, the area will be contaminated as if the spell was not cast!! This spell is often used in conjunction with a Sterilize spell to create a sterile operation area.



Assist Labor & Birth

Range: touch
Duration: special
Casting Time: 2
Area of effect: 1 creature
Save: none

Cleric 2, Healer 2 spell.

The caster of this spell must also use boiling hot water and towels (both clean, preferably). This spell can be used on any pregnant (laboring) species, it will also relax the creature in such a way as to trust the caster during labor and 1 turn per level of the caster thereafter, or until the caster leaves the creature to itself again. This spell has multiple functions to assist the mother in labor and birth:



Epidural	Produces a numbing of the lower back and pelvis to reduce stress on the mother during labor.
Push	Assists mother in pushing the child out. Will cut the Time of labor by 1d4 hours.
Turn Baby	Will position the child correctly during labor for proper birth.

Assume Animal Shape

Range: Master only
Duration: Permanent until ended by will of the caster
Casting Time: 7 round
Effect: Changes Master into animal shape
Save: None

Master 7 spell.

This spell allows a Master to take the shape of any living creature (species, not individual). The Master retains his own alignment and intellect and instantly learns the capabilities of the new form without disorientation. If the assumed form can speak, spells may be cast while in it. No magical or spell-like natural powers of a animal form, like a cockatrice's stone to flesh ability, will be gained by a Master assuming it. A Master need not be familiar with a form to assume it, but must have personally seen a living specimen of the creature. The Master is never forced to act as the creature would normally behave in any situation that arises. A Master can't be trapped in animal shape unless a permanence spell with that specific aim in mind is cast upon him while in animal form. A Master gains no additional hp by taking animal shape, but may assume a shape having as many as twice his own Hit Dice. Note that a Red dragon shape could be taken, but a Red Dragon of a particular size and powers could not be chosen. Some Masters habitually remain in beast shape; except for attacks from other creatures, a Master is not harmed in the slightest by being in animal shape for years on end.



Atonement

Range: Touch
Duration: Permanent
Casting Time: 6
Effect: special
Save: None

Cleric 6, Healer 6, Exorcist 5, Humanoid Shaman 6, Druid 6, Dervish 6, Shadow Elf Shaman 6, Shaman 6 spell.

If a character who is truly repentant(DM!!), this spell will replace the Piety points lost of the result of a minor offense. If the loss was triggered by a Divine Curse, the Curse may now be removed by a Cleric (but not a Magic user). Major offenses can't be redeemed by this spell, and the Immortal offended thus will have the character go on a special Quest (by Quest spell) to redeem itself.

Augury

Range: caster only
Duration: Special
Casting Time: 1 round
Area of Effect: caster only
Save: None

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5, Shaman 5 spell.

This spell warns the caster of spiritual danger—in other words, whether the character's piety will be raised or lowered if the proposed action is carried out. To make this spell work the caster sits down and concentrates for one round on the action to be augured, after which the caster knows what kind of change of Piety will result from the action. This spell will not reveal how much piety will be lost or gained. Note, when the caster knows that his action could result in the gain of Piety, this doesn't mean that he actually is granted them. The fact that he knows that his action results positively, could block him from this advancement. This is a general future determinant with only a half hour maximum, so the Immortals need not be too exacting with regard to their vagueness. When the augury is cast, the DM must simply compare the knowledge he has and 'give the character general impressions of the question asked. "Will we do well if we venture onto the 3rd level?" Answer: "Those who survive will be rich." Basis: there is a terrible troll near where the character will enter the level (if he does), but the probable party is strong enough to beat it after a hard fight, and the monster guards 10,000 sp and a +1 shield. Comes in handy for determining if the greenery you've gathered for supper is edible, in the absence of a character with proficiency in plant lore or as a safeguard against the possibility of the character's estimation being incorrect. Of course, the augury itself does not always produce accurate results. . . .



Aura of Comfort

Range: Touch
Duration: 1 hour/level
Casting Time: 2
Area of Effect: Creature touched
Save: None

Cleric 2 spell. uncommon

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 F. to 140 F. Any Time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F., regardless of prevailing weather conditions. Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura. If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who



encounters a temperature of 150°F will actually experience a temperature of 80°F. All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the aura of comfort is in effect. The spell offers no protection against magically generated weather, such as that caused by weather summoning and ice storm. It doesn't protect against fire, nor does it shield against fire- or cold-based attacks.

Awaken

Range: Touch
Duration: Permanent
Casting Time: 1
Effect: Any one sleeping Creature.
Save: None

Healer 4 spell.

This spell will awaken anyone put to sleep through any means. It will not negate Immortal sleep effects, but will awaken those affected by a Sleep-Curse (powerful Magic user spell), Sleep (normal and magical), Trance, Unconsciousness, Temporal Stasis and similar effects. With a Sleep Curse, the spell is not as powerful as one would like, and although it awakens the victim(only), the caster falls asleep instantly, and has in fact taken the place of the victim in the casting of the spell. There is a small chance that the Sleep Curse had be dispelled by the victim itself (it had to be kissed awake by a prince or such) thus, the caster will stay asleep forever, if this is not done, because the victim loves someone else, or dies earlier. This is actually the only way the Sleep Curse spell could last forever, for it initially must have had a chance to break it also. When this happens Time will take the victims of this spell in, and Entropy will slowly (about a century or so) turn all of them in to Undead.



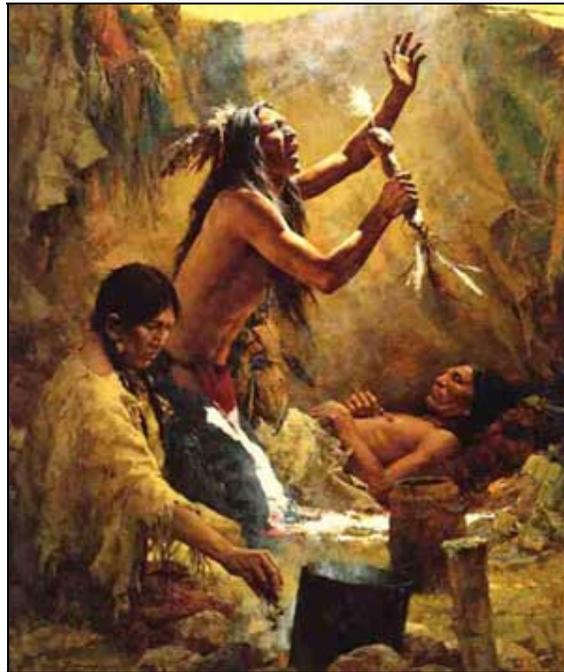
Bad Medicine /

Range: Line of sight
Casting Time: 2
Duration: Special
Area of Effect: Individual (or village)
Components: A handful of herbs common to the area, the claw of an eagle (or the feather of an eagle) and the venom of a poisonous snake.

Saving Throw: Neg.
Shamani Level: 4

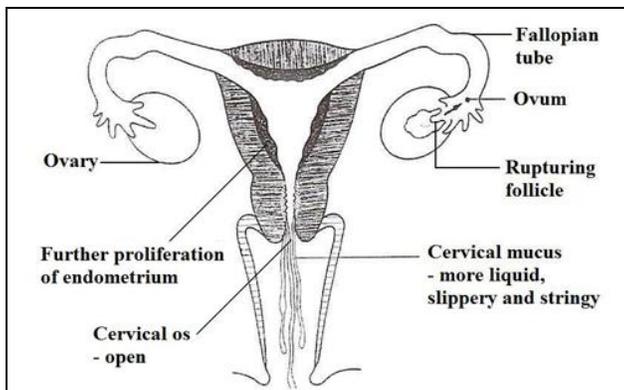
Bad medicine is a powerful spell most often used by irate shaman to avenge themselves on those who have angered them. Bad medicine modifies the target's THACO, saving throws, morale, and damage by -2. It is usually cast upon a single individual, but a priest of 16th level or greater can cast this spell upon as many as 300 beings (animal or human), as long as they are gathered in an area of an acre or less. The character with the lowest saving throw score saves for the entire village. To cancel bad medicine, a priest of equal or greater level than the original caster must cast the reverse of the spell upon the victims). If this is not possible, the spell can also be removed by remove curse or wish spell. If not cast in order to cancel bad medicine. **The spell's reverse, good medicine, is not nearly as powerful as its vengeful form. It raises the THACO, saving throws, morale, and damage of the target by +1 for 1d10 rounds. Good medicine can be cast on an entire village, but only if all occupants are gathered together in an area no greater than 100 feet in diameter.**

Good medicine



Baltasar's Impediment

Range: Touch
Duration: Special
Casting Time: 1 round
Area of Effect: 1 (female) mammal
Components: A drop of blood from the target's last menstrual period (or an ounce of her blood, from anywhere, that has been mixed with dust and dried in a silver chalice) and the Cleric's Holy Symbol.
Save: None



Cleric 5, Healer 5 spell.

This spell enables the caster to prevent a female from becoming pregnant. Essentially, it impedes a fertilized ovum from implanting in the uterus. The casting of Baltasar's Impediment is not necessarily an evil act; however, the DM should pay particular attention to the alignment of the caster as well as the social & political (esp. religious) atmosphere. For example, a Lawful good Cleric casting this spell on a teenager without the permission of her parents, church, etc. should be prepared for the wrath of his Immortal. **A Cleric who worships a fertility Immortal can't cast this spell.** A Neutral evil Cleric, nephew of the king, might repeatedly cast this spell on the queen in a secret attempt to usurp the throne. A Neutral good Cleric might cast this spell on all the maidens of the keep before its fall to the Orc siege—although he can't spare them from the horrors to come, at least he can prevent the bastardization that might result. The Cleric invokes the name of his Immortal, touching his Holy Symbol to the blood. The woman must then consume it, usually mixing it with wine or some other fluid. The spell remains in effect until the first day of the woman's next menstrual period, or a successful Dispel Magic is cast upon her.

Barkskin

Evocation spell
Range: Touch
Duration: 3 rounds per level of the caster
Casting Time: 1 Hour
Effect: Body becomes Armor Value 2
Save: None

Humanoid Shaman 3, Druid 2 spell.

Barkskin changes the outer skin of the recipient into bark of a sturdy tree. The creature obtains an Armor Value of 2, if it already had any armor value it will be changed to this. Blunt weapons will give the recipient only half damage. The recipient becomes vulnerable for plant affecting spells and Magic (like Plant Death, Plant control (even that of a Treant)), and fire. Any fire will now give three more rounds the same damage or the recipient must be flushed with a large amount of water. The recipient will float in water and can't dive for more than his Strength (he has to make a Strength check each round penalized by his current depth until failed). When his Strength check fails he will shoot straight up with a speed of 10'/3' per' depth reached before shooting up., this speed is so high that the character will shoot half the distance reached up above the water before falling back. A recipient of this spell will suffer half damage from abrasion if he happens to tumble down a slope. A druid who plans ahead (keeping the material components at hand) and acts quickly might be able to discharge the spell on a character as he tumbles past the caster, so that abrasion damage would be minimized for the remainder of the distance tumbled. It will not, however, offset any abrasion damage already suffered before the spell goes into effect.



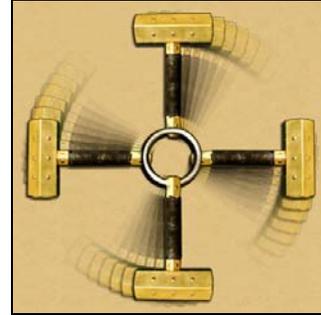
Barrier

Range: 60'
Duration: 12 Turns
Casting Time: 4
Effect: creates whirling hammers
Save: None

Remove Barrier

Permanent

Removes existing



Cleric 6, Healer 6, Humanoid Shaman 6, Druid 6, Dervish 6, Master 6, Shaman 6 spell.

This spell creates a magical barrier in an area up to 30' in diameter and 30' high(or less). The Barrier is a wall of dancing and whirling hammers, obvious dangerous. Any creature passing through the barrier takes 7d10 damage from the whirling hammers (no Save). This spell is often used to block an entrance or passage. The spell needs a normal hammer that will be used up in the casting. When the hammer used is magical it will bring the magical bonus times 7 added to the 7d10 points already done. Yet still will the weapon be used up in the casting of the spell (due to the smashing into the ground, walls, ceiling, opponents). The spell will not be ended when a creature tries to pass through the wall, whether successful or not.

The reverse of this spell, Remove Barrier, will destroy any one barrier created by a Cleric. It can also be used to destroy a magic-user's Wall of Ice, Fire, Stone, spell effects. It will not affect Form spells nor wall spells stronger than or equal to Iron. It will not destroy a Blade Barrier spell effect.

Barrier of Retention

Range: Special
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10'-cube/level
Save: Negates

Cleric 5 spell.

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10' x 10' x 10' cube for every level of the caster. These can be arranged into any rectangular shape the caster desires. Intruders entering the protected area suffer no ill effects, but the barrier of retention prevents them from leaving. The spell affects all creatures who fail a Save vs. spell. The caster can pass in and out of the barrier freely. Intruders trapped by the Barrier of Retention can cast spells out of the barrier and can use spells such as Teleport to escape the protected area. Objects can't be hurled out of the barrier but can be carried out by an escaping creature. Dispel magic and similar spells negate the barrier. The caster must walk around the perimeter of the area of effect when casting.



Bear Fruit

Range: Touch
Duration: permanent
Casting Time: 1 round
Effect : special
Save; None
Druid 4 spell.

When casting this spell, the Druid must drive a staff or club into the ground and slowly chant the Holy words. While the Druid does so, the staff or club grows into a full tree within moments, its branches heavy with fruit. The tree is of any kind desired by the Druid (at the Immortal's discretion). Enough fruit is produced to feed one person for every level of the caster. The tree created is non-magical by nature and remains alive as long as the surrounding conditions allow. Such a tree won't live more than a few hours in the middle of a sandy desert, while one created in a forest might live its full natural life span. The spell is often used to recreate forests destroyed by fire, magic, or other adverse condition. The staff or club used in the casting is fully consumed. The wood of the tree will be no thicker than a normal staff, thus if the tree would be cut only a club or staff could be made from it.



Beastmask

Range: Touch
Duration: 12 hours
Casting Time: 1
Effect : 1 creature
Save; negates

Druid 1 spell.

Beastmask may affect any single creature. It allows the subject to take on the illusory form of a single animal species—but only that species can perceive the illusion. The subject may not assume an animal form more than twice or less than one-quarter of the character's size. The almost perfect illusion the spell creates deceives the animal's sight, hearing, smell and touch. For instance, once a character casts a "bear" illusion on a subject, bears will believe that subject to be a bear, and will treat it as such. Other creatures will perceive the subject for what it is. Characters normally use Beastmask to travel among or hunt a particular species. This spell lets a Druid assume the guise of a Caribou among a herd without causing them to panic. A character also could avoid being attacked by a pack of Dire Wolves by wearing a Wolves mask, but normal animal reactions of animals between each other (and as such the Masked character) do still normally apply.

Beastmask doesn't allow animal communication, though it may be used together with communication spells.



Beastspite

Range: 10 yards
Duration: 1 hour/level of caster
Casting Time: 5
Area of Effect: 1 person
Save: Negates

Druid 2 spell.

Beastspite afflicts a single person with a magical aura that induces one species of animal to hate and fear the character. The character becomes loathed by any species of normal animal. While this range excludes monsters, it includes giant animals of the same real-world species. (For example, if Beastspite causes bats to hate the subject, giant bats will react similarly.). When the character comes within 30 yards of an animal from the target species, the creature will make warning signals (barks, growls, etc.). Its further reaction depends on the animal's nature.

- Aggressive animals, including all predators and most trained guard animals, attack the spell recipient.
- Non-aggressive beasts shun the character, fleeing or attacking if approached.
- Owners can restrain their domestic animals, but they're obvious distressed and are hostile if he tries to touch them.
- If the subject was riding when the spell took effect, the mount tries to throw off the character. The subject must make a riding proficiency check each round to stay astride and to avoid a fall if thrown off.
- An animal extremely loyal to the subject, such as a pet dog, a creature influenced by an *animal friendship* spell, a wizard's familiar, or a Paladin's war horse doesn't become utterly hostile to its owner. Instead it notices something "wrong" about the character and acts unusually nervous.



Berserk

Range: 50'.
Casting Time: 1
Duration: 1 rd./ level
Area of Effect: 1 warrior / level
Saving Throw: Neg.

Cleric 5 spell of Northern Pantheon only

When a berserk spell is cast upon a group of warriors, they change into the shapes of bears. Although they retain the hands and eyes of men and continue to wield weapons in this state, they lose all fear of death and enter a killing rage. They must attack any enemy they see and cannot be given orders. Thus, any hope of coordinating an attack is completely lost. Due to their blind rage, they suffer a -4 modifier on ability checks involving Intelligence, Wisdom, or Charisma, but receive a +2 bonus to all saving throws vs. spell. While the spell lasts, the warriors are immune to the following priest spells: charm person or mammal, all spells in the Charm sphere, protection from evil, 10' radius, and dispel evil. They are also immune to the following wizard spells: protection from evil, 10' radius, repulsion, all in enchantment/charm/illusion/phantasm spells. Warriors under the influence of a berserk spell, receive a +4 adjustment to their Strength score, with the accompanying modifiers to their attack and damage rolls, and their AC is modified by a +2 (so that, for example, AC 4 becomes AC 2). A berserk spell frees the warriors from having to make a morale check, and renders them immune to fire damage. Warriors who die while under the influence of a berserk spell are assured of a place in Valhalla. This spell can only be cast on fighters, and only if they are willing recipients.



Bind Totem

Range: 60'
Duration: permanent
Casting Time: 4
Effect: Binds totem animal to individual.
Save: None

Shamani 4 spell.

This spell enables a Shamani to bind an animal to an individual who has its totem. Once the spell takes effect, the animal will follow the subject of the spell and obey his verbal commands to the best of its ability. Obviously, the less intelligent the creature, the less sophisticated its commands can be. Only one totem animal may be bound to an individual at any given Time; casting the spell a second Time releases the first animal. Both the subject and the totem animal must be within range when the spell is cast. The spell can be cast in a reversed form to free an totem animal from an individual. There is no Save to this procedure, even when the victim is unwilling. Any effects in action needing the support of an totem animal are thus instantly negated.



Blade Barrier

Range: 60'
Duration: 12 Turns
Casting Time: 4
Effect: creates whirling Axes
Save: None

Remove Blade Barrier

Permanent

Removes existing magical barrier

Cleric 7, Exorcist 7 spell.

This spell creates a magical barrier in an area up to 30' in diameter and 30' high(or less). The Barrier is a wall of dancing and whirling axes, obvious dangerous. Any creature passing through the barrier takes 7d20 damage from the whirling axes (no Save). This spell is often used to block an entrance or passage. The spell needs a normal axe(not a battle axe!!) that will be used up in the casting. When the hammer used is magical it will bring the magical bonus times 7 added to the 7d20 points already done. Yet still will the weapon be used up in the casting of the spell (due to the smashing into the ground, walls, ceiling, opponents). The spell will not be ended when a creature tries to pass through the wall, whether successful or not.



The reverse of this spell, Remove Barrier, will destroy any one barrier created by a Cleric. It can also be used to destroy a magic-user's Wall of Ice, ...Fire, ...Stone spell effects. It will not affect Form spells nor wall spells stronger than or equal to Iron.

Bless **Blight**
 Range: 60'
 Duration: 6 Turns
 Casting Time: 1 round
 Effect: All within a 20' square area.
 Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Sh. Elf Shaman 2, Shaman 2, Shamani 2 spell.

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all attack and damage rolls. It will only affect creatures in a 20'x20' area, and only those who are not yet in melee. The characters to be affected must stand still and await in solitude the blessing of the Immortal in Question. When one of the characters has acted in some way to offend the Immortal the bless is negated for this character only. It is not possible to Bless a character who belongs to an opposing faith.

When Reversed, Blight, places a -1 penalty on enemies morale, attack rolls, and damage rolls (minimum 1/die). Each victim may make a Save vs. spells to negate the effect. A character belonging to the faith of the Cleric casting the blight can only be Blighted if it acted against the wishes of the Immortal in Question and the basic rules of the faith itself. The Cleric casting a Blight spell was then by the Higher ranking Clerics or even the Immortal to mildly punish the character for his wrong doings.

Blessed Abundance

Range: Touch
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 cubic'/level
 Save: None

Cleric 5, Healer 6, Exorcist 5, Humanoid Shaman 6 spell.

This spell allows a Cleric to duplicate a specified amount of animal or vegetable Matter. Magical items and minerals (including rocks, metals, and gemstones) can't be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures can't be copied by this spell.

The caster can create 1 cubic' of material per his experience level. The material to be duplicated must be equal to or less than 1 cubic' in size or volume. For example, a 9th level Cleric can create up to 9 cubic' of animal or vegetable Matter. Using a loaf of bread 1 cubic' in size, he can produce nine such loaves; using a bucket of apples totaling 1 cubic' in volume, he can create nine such buckets.

Blessed Warmth

Range: Touch
 Duration: 1 round/level
 Casting Time: 4
 Area of Effect: Special
 Save: None

Cleric 4, Healer 5 spell.

When this spell is cast, a narrow shaft of light shines down upon the Cleric, making him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saves vs. magical cold. For each level of the Cleric above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the Cleric. Thus, a 10th level Cleric could protect four other creatures in a 3' radius.

Blossom

Blight
 Range: 30 yards.
 Duration: Instantaneous
 Casting Time: 1 rd.
 Area of Effect: 1 vegetable object
 Saving Throw: Special

Druid Level 6 very rare

The blossom spell causes any object of vegetable matter, living or non-living, to sprout leaves, buds, and blossoms. The effects produced are living, but if produced from a dead source (for example, making an oaken door sprout leaves and acorns), these growths eventually die from lack of sustenance. Living plants react normally to the new shoots and blossoms. A plant-based creature gains 1 hit point per Hit Die, up to its maximum limit for a full week. Blossom can be very useful in aiding victims of starvation (one could produce immature wheat ears from straw).

The reverse of this spell, blight, causes any object of vegetable matter, to have its appendages shrivel up and drop off. A solid object (for example., an oaken beam) is not affected. Any fruit, blooms, buds, leaves, and so forth are instantly destroyed. A plant-like creature, such as a shambling mound, must make a successful saving throw vs. death magic or take 6d4 points damage. Blight is extraordinarily useful against a yellow musk creeper (all its blossoms fall off harmlessly).



Body Clock

Range: Touch
Duration: 1 hr./level
Casting Time: 4
Area of Effect: Creature touched
Components; A kernel of corn, A drop of water, and a stoppered glass bottle.

Saving Throw: None

Cleric of Time/Water Immortals Level: 4

Body clock affects a subject in the following ways: The subject's need for sleep is reduced. Every hour a subject sleeps is as refreshing as 10 hours. Every two hours the subject sleeps during the spell restores hit points as a day of complete rest. However, wizards are not able to memorize spells; real time must pass for this to occur. The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations. The subject can set an internal alarm clock to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ear, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell. The spell has no effect on movement, spell casting, or any other normal activities.



Boneiron

Range: Touch
Duration: 5 rounds./level
Casting Time: 1 turn
Area of Effect: Weapon(s) touched
Component; The tooth of a carnivorous animal.
Saving Throw: None

Shaman, Humanoid Shaman Level: 2 rare

This spell transforms bone weapons into their metal counterparts with regard to attack and damage capabilities. Any penalty for material strength is thus removed, and the weapon has no more chance of breaking than if it was iron. Multiple castings of the spell on a single weapon have no additional effect. If cast on a missile, the spell ends when the missile hits a target. The spell also can be used in the creation of permanent magical weapons of bone.



Bonewood

Range: Touch
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Weapon(s) touched
Components; A 3- inch ship of wood and a bone of roughly equal length.
Saving Throw: None

Shaman, humanoid shaman level: 2

This spell toughens crude wooden weapons to the equivalent of a bone counterpart. The weapons are also fireproof while the spell lasts. One large, one medium, or two small weapons can be affected by a single casting of this spell; missiles revert to normal upon hitting a target. Repeated castings on the same weapon provide no additional benefits. Anyone wishing to create a permanently strengthened bone weapon must use enchant an item and permanency spells as well. Aside from being fireproof, normal wooden weapons such as clubs and staves gain no additional benefit.



Break Limb

Range:
Duration:
Casting Time:
Area of Effect:
Component;

Mend Limb

Touch
special
Limb touched
A broken bone from any animal. **a small piece of bandage and two sticks.**

Saving Throw: Special
Cleric Level: 6



This devastating spell enables the caster to break an opponent's arm or leg by touching it. A successful attack roll is required to touch a victim who is not unconscious or restrained,) in addition to snapping the limb, break limb inflicts 1d10 point of damage and pain. If the target creature makes a successful saving throw vs. spell, the break does not occur, but the individual still suffers 1d10 points of damage. The effects of the spell vary, based on the limb touched. For example, if the priest breaks an individual's weapon arm, that individual cannot wield a weapon, If the priest breaks an individual's shield arm, that individual cannot use a shield with that arm. If the caster breaks a creature's leg, the individual cannot stand without aid and is reduced to a movement rate of 30'/10', crawling or hobbling about on one leg. Breaking both legs (two castings required) incapacitates the victim. Necks cannot be broken with this spell. A limb broken by this spell can be mended only by a month of bed rest (which can be accelerated under the watchful eye of someone with the healing nonweapon proficiency, a mend limb spell, or a heal spell.

The reverse of this spell, mend limb, causes broken bones to fuse correctly together, but only one bone is repaired with a pain factor of 3.(see mend Bones spell).

Breath of Life

Range: Caster
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: Special
Save: None

Breath of Death

Cleric 7, Healer 7 spell. **Healer not!!** This spell can be cast only by Lawful Clerics or by Healers. **This spell can be cast only by Evil Clerics**

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a non-magical disease. The Cleric need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect. This spell doesn't cure all diseases in the community at one Time; the caster must specifically state which disease is to be eliminated (see Diseases and Afflictions) with each casting of the spell. When the spell is cast, the Cleric exhales a sweet-smelling breath. This forms into a breeze that radiates outward,

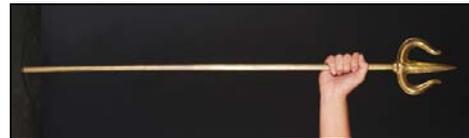


forming a circle that expands in a 50 yard radius per hour. During this Time, the caster must remain at the center of the area of effect. For example, after 12 hours, the breath of life would cover a circle 1200 yards in diameter (600 yard radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds. The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The breath of life spell doesn't destroy parasitic monsters (such as slimes, rot grubs, etc.), nor does it cure Lycanthropy or magical afflictions. The spell doesn't prevent recurrence of a disease if the recipients are again exposed.

The Breath of Death, which produces a foul-smelling wind, is the reverse of this spell. Victims who fail a save death magic are afflicted with the Black or Brown Plague. To determine the results of this spell, the DM should roll save for major NPC's in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the save. Infected creatures do not heal hp until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person)as per normal Disease.

Bronzewood Weapon

Range: Touch
Duration: 1 round per level of the caster
Casting Time: 1 round
Effect : 1 weapon.
Save; None
Druid 5 spell.



This powerful spell creates temporary magical weapons. It functions only with weapon's the caster can use. Thus a Druid can only create non-metal weapons of the kind allowed by his Immortal. When casting Bronzewood Weapon, the caster holds the weapon in his or her hand and lower it to the ground. While the Druid chants, the weapon Phases into the earth. The character has a chance of 1 to 10% that the weapon becomes ruined by extreme corroding. Further it will be transformed into a Gleaming Bronzewood. The hilt (or handle or body) of the weapon is surrounded by vines, some extruding thorns and leaves. The weapon now has a +3 bonus to hit and damage, and inflicts double damage to evil woodland creatures. At the end of the duration, the outer covering shatters, revealing the normal weapon underneath. This spell is sometimes used to create magical weapons for Elven or Human Warriors, Druids, and Foresters who have defended the woodlands against destruction. A Bronzewood Armor spell doesn't exist.

Call Animal

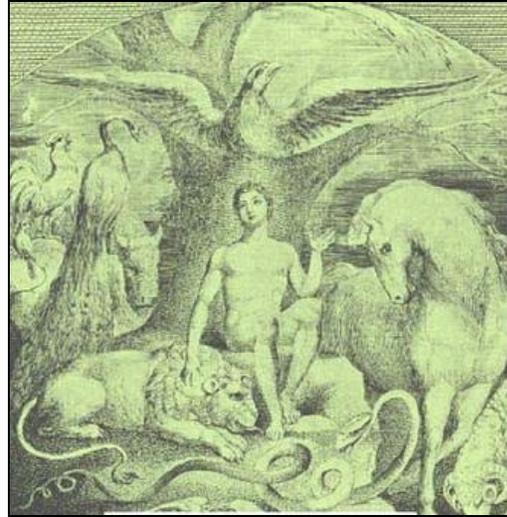
Range: 1 mi. 0
Duration: 1 hr./level
Casting Time: 1 rd.
Area of Effect: 1 mi/120 yds
Components: a bone, tooth, tail, paw or feather from an animal of the species called. 2 handfuls of food appropriate to the type creatures summoned; the food is eaten by the animals (or birds) called

Saving Throw: None

Shaman Level 2 Druid Level 1 (very Rare)

This spell calls to the caster one animal of any given species. The only requisites are that such an animal exists within one mile of the caster-and is capable of coming to him-and that the caster hold in one hand a bone, tooth, tail, paw or feather from an animal of the species called. This token is not destroyed by the casting. The called animal typically arrives in 1d20 rounds, and then behaves as a semi-intelligent pet for the duration of the spell. The animal trusts and respects the caster, protects and serves him as faithfully as possible, but retains its natural personality and instincts. Further, the animal can carry out only simple commands, such as "leave him alone," "follow that," "take this to the top of the hill," and "kill any horses you see." The creatures do not act suicidally, and are not capable of understanding words like "castle," "barbarian," "thief," and other subjective descriptions. Intelligent or magical creatures are immune to the effects of this spell.

Before casting this weaker form of animal summoning, the druid must decide if the spell is animal call or a bird call, as the verbal and material components are different. After casting, all animals (or birds) of size T within the area of effect that are susceptible to the animal friendship spell come to the druid; this takes 1 to 4 rounds. Once most of the animals or birds arrive, the spell lasts for 3 rounds, plus one round per caster level. During this time, the called animals (or birds) are charmed: they will stay and not harm the calling druid or other animals or birds called. They act normally with respect to other creatures, fighting if attacked as if they were cornered, no other control is evident to onlookers without the use of further spells (such as, detect charm). After the spell has expired, the called animals or birds return to their normal territories, the charm lifted. The spell typically calls 3d6 creatures with ¼ HD or less, or 2d6 creatures with ½ HD or less.



Call Dinosaurs

Range: 0
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1-mi. radius
Component; The priest's holy symbol.

Saving Throw: None

Shaman/Humanoid Shaman Level: 5

When this spell is cast, a dinosaur or small group of dinosaurs is compelled to come to the priest at top speed, and act in a way to aid the caster. This spell summons a single gargantuan- or huge-sized dinosaur or an individual or small group of smaller dinosaurs, at the DM's discretion. The creatures are not under the direct control of the caster, but they do as the caster verbally or physically indicates, provided this is also the will of the



greater Power that rules them. The priest cannot specify the type of dinosaur summoned that is left to the will of the Power (the DM decides). If there are no suitable dinosaurs in range, the spell fails. This spell serves as a minor form of divine aid to the caster. For instance, if a fighter in the priest's care falls into a swamp or river and is drowning, this spell might summon a large water-dwelling dinosaur to pull, carry, or lift the fighter out of the water. If the priest is tied up, it might summon a small group of rat-sized dinosaurs to chew through the bonds. If a group of ivory hunters has killed a number of dinosaurs for their teeth, it might summon a gigantic carnivorous dinosaur to wreck their camp and savage them—or it might summon a group of tiny dinosaurs to eat all their supplies and carry off their goods, forcing them to leave. Dinosaurs summoned by this spell do not attack the summoner. When the single, immediate task for which they were summoned is completed, the dinosaurs retreat into the jungle and resume their normal behaviour. Summoning dinosaurs to aid in protracted, vague, or abstract plans, such as "to drive of all foreigners from this land" or "to kill all evil men in this village" does not work. The dinosaur or dinosaurs arrive, but then become agitated and leave after no direct, immediate actions are put forth.

In the ancient times, through this spell, the divine aid of Ubtao (unknown name of an immortal ; Ka is suggested) is invoked and manifested through the actions of dinosaurs of Chult (the Children of Ubtao). Any priest of Ubtao who abuses this spell by summoning dinosaurs in order to facilitate a hunt invariably suffers a gruesome, painful death in the jaws of a dinosaur for violating the divine intent of the spell.

Call Ghost Pack

Range: 3 mi.
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: Special
Components: The tail, pelt, claw, or skull of any predatory animal, which is not consumed

Saving Throw: None

Shaman Level: 5 spell, uncommon.

This spell calls any ghost pack within three miles, to come to the caster. The pack travels to the caster at a normal walking pace, and once there it loyally obeys any one simple command issued by the caster, for example, "kill them" or "protect me." When the task is completed or the spell ends the pack leaves. The duration is measured from the time the pack arrives, not from when the call was issued. Affected ghost packs become tame and loyal, not obsessive and suicidal. They still have their normal urges and instincts (for example, to hunt), and have no desire to be destroyed. They might be distracted by apparent prey, mates, and so on. They never obey suicidal commands. As a general rule, in any place where a ghost pack can be found (towns, farmland, etc.) there is still only a 25% chance of such a pack actually existing. To cast this spell with any certainty, the shaman must pick a place where he or she knows that a ghost pack roams.



Ghost Pack

AC, MV, HD, THACO, #AT, Damage, Special Attacks, Size; As animal;

Special Defences; + 1 or better magical weapon to hit; AL N.; ML 11; XP as Animal +2*.

These are predators, such as wolves or lions, destroyed by encroaching civilization. The ghost pack haunts settled areas.

Call Hunt

Range: Special
Duration: Special
Casting time: Special
Area of Effect: 10-mi. diameter
Saving Throw: Special
Druid Level: 7

This truly awful spell summons the Wild Hunt. The druid selects a location to which the Hunt will be summoned and begins to cast the spell. The spell cannot be started until the full darkness of night sets in, though moonlight is no hindrance. The caster must call the Hunt until it is heard in the distance, or until the first light of dawn. If first light comes, the spell did not succeed. The Hunt is not under the caller's control in any way if it does come. The Master of the Hunt has a saving throw of 2 in all categories, and this saving throw is used to determine the success of this spell. Every half hour that the druid continues to cast the spell, 1d20 is rolled. A 1 indicates that the Master has felt the summons and his horn is heard in the night, 10 miles away. Thereafter, the Hunt proceeds normally. While casting this spell, the druid can spend only one round every half hour in other activities.

The Wild Hunt exists in all the lands where druids and their deities dwell. It appears in Celtic lands when there is a great force of evil in the land. As the Hunt approaches, the wind howls and thunder booms. Celts and good characters that see the Wild Hunt must make a successful saving throw vs. spell or join the Hunt, accepting the Master as their leader. The Hunt hurls itself against evil and the hounds and Master will fight to the death. If slain, they return the following night.



Master of the Hunt AC 0 MV 180/90' (chariot), HD 20, Hp 200, THACO 1; #AT3, Dmg 1d6+9 (spear+3, strength), Special attacks; trample by chariot 3d10, Special defences; cannot die, if slain returns with the next hunt; MR 25%, AL LG, Size; Medium, Morale; fearless12, ST19, IN17, W117, DX18,CO18,CH9. Appears as a dark-skinned man carrying a large spear, wearing an antlered helmet, and driving a chariot. Often does not fight until most of the pack has been slain; his tactics are usually an immediate frontal assault on evil.

Hounds (20): AC 2; MV 210/70; HD 5 ; hp 30 ,THACO 14; #AT 1; Dmg 2d4; SA cause fear in pursued being, swarm (no limit on number attacking one foe),flame tongue (1/turn, +5 to bite damage if attack hits); SD continuous protection from evil, cannot die, if slain returns with next Hunt: MR 15%; AL LG; SZ M (3' at shoulder); ML Fearless (12). The hounds are as huge beasts that may appear normal but can transform into magical animals with green flame coming from their mouth and eyes.

Call Lightning

Range: 360 yards
Duration: 1 Turn /level
Casting Time: 6
Effect: Calls Lightning bolts from a storm.

Save: None
Humanoid Shaman 3, Druid 3, Master 3, Shamani 3 spell.

This spell can't be used unless a storm of some (a storm of some sort in the area-a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more) type is within range of the caster. This doesn't mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 360 yards of him. If a storm is present, the



caster may call 1 lightning bolt per Turn (10 minutes) to strike at any point within range. The caster need not call a bolt of lightning immediately, other actions, even spellcasting, can be performed, however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. The lightning bolt descends from the sky, hitting an area 20' across. Each victim in the area or in the path of the lightning bolt takes $2d8+1d8/\text{level}$ of the caster (max 12d8) damage, but may save vs. spells to take half damage. The caster need not call the lightning every turn unless desired; it remains available until the duration or the storm ends. Any more spells will call just more bolts from the sky (2 spells=2 bolts called anywhere in a period of 1 Turn, 3 spells=3 bolts called anywhere in a period of 1 Turn, and so on). Tactics: used offensively in combat. **This spell can't be cast under water, but the lightning bolts can reach 1' per level down.** The magical lightning brought into existence by this spell is generally less lethal than natural lightning - but the chance of a character being hit by natural lightning is usually quite small, whereas a bolt of magical lightning will always hit a target within range of the area where it strikes, and will always do at least half damage. To an outside observer, magical lightning is indistinguishable from natural lightning in appearance; thus, a character or creature who witnesses it or is struck by it will not automatically know that the lightning was caused by an external force - but if more than one strike hits a target or targets within a relatively short time, witnesses may logically suspect that nature is not entirely to blame. Natural lightning can also occur during the duration of this spell, as long as conditions permit (Le., a storm must be actually occurring and not simply about to happen, as might be the case under "hot and cloudy conditions"). Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Call Pack

Range: 1 mile
Casting Time: 1 round
Duration: 1 turn / level
(Special)

Area of Effect: Special
Components: The shaman's drum (or grigri and a small amount of food preferred by the animal type the shaman is calling.

Saving Throw: None
Shaman, Humanoid shaman Level: 3

This spell calls a number of animals (including giant varieties) of a species specified by the caster, who then perform one simple command given to them by the caster. The spell affects 2d10 animals, or however many the DM considers are within range, whichever is lower. The animals continue to follow the caster's command until it has been fulfilled or the spell's duration has expired. The spell duration begins from the time the animals arrive (usually 1d10 rounds), not from the time that the spell is cast. Commands must be extremely simple-usually one word only: "Kill" or "Pursue" (while pointing at the target) are both acceptable.



Call Phoenix

Range: 0
Duration: 1 r/ level of the caster
Casting Time: 1 Turn
Effect: Special
Component: 3 diamonds of at least 50,000 gp value, (which are consumed in the spell) and a hot coal or burning fire.

Save: None
Cleric 7, Exorcist 7, Druid 7, Dervish 7 spell of good alignment only.

This potent spell enables the caster to actually summon a Phoenix that will come and try to aid him. The most stringent restriction to this is that the caster must be of Good alignment or be a Druid. Evil or non Druid characters can't summon a Phoenix. When cast, a phoenix will always come to aid. However, depending on how far away the nearest Phoenix is, it may take some Time for it to appear. One of these

powerful creatures will appear in 1d8-1 Hours. A modified roll of '0' indicates that a Phoenix will appear right away in a huge burst of smoke and flame. Because the caster must be of Good alignment or be a Druid, there is seldom a conflict of interest between the Phoenix and the summoner. However, a Phoenix will never attack beings of Good alignment unless there is an extremely good reason for it. It will, however, risk its own life if the cause mandates such action and will further the aims of good that the summoner has undertaken. When the spell has expired, the Phoenix doesn't disappear, but it is then free to do what it will. This may in fact be what the caster summoned it for, or it may leave if it feels the reason for its summoning were insufficient. Remember that a Phoenix is a large Fire Material creature. The area of conjuring must be at least triple its size, which is a wingspan of more than 40'. There are rumors that some Phoenixes even reach to a wingspan up to 120'. If the calling area is too small or contains too much water the spell will fail.



Call Totem

Range: Special
Duration: special
Casting Time: 3
Effect: mentally command a person's totem animal to come to the caster.

Save: None
Shamani 3 spell.

This spell enables a Shamani to mentally command a person's totem animal to come to him. In order to cast this spell, the Shamani must know the totem animal of the subject and then touch him on the forehead. At that instant, the animal (if one is within 1 mile per level of the caster) will feel an overwhelming compulsion to seek out the Shamani. This compulsion will last for 1 hour per level of the caster. If the animal reaches the Shamani before the spell's limit is exceeded, the caster may command the animal to perform one service. The complexity of the task must be within the creature's normal intellectual limits, but may involve any level of difficulty (even self sacrifice) on the part of the creature. For example, a Squirrel could be ordered to gnaw through a rope or fetch a small object. It could even be commanded to attack an animal it would not normally engage in combat with, but could not be told to open a locked chest.



Call Upon Faith

Range: Caster
Duration: 1 round
Casting Time: 1
Area of Effect: The caster
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.
Before attempting a difficult task, the Cleric may cast call upon faith to aid his performance. A Cleric gets a +1 or (+15%) for each Piety level above Devoted (Pip 16-31) for one die roll. The bonus may be used to affect a save, attack roll, ability check, etc. For example, if a Cleric were about to cross a narrow log high above a chasm, he could cast this spell and gain a bonus to his Dexterity ability check. If his Piety is lower than 15 however he is penalized by the same rate. The character does normally not know how many Piety he has, and even after the spell is cast he doesn't know, he just has a greater chance to fail or succeed.



Call Woodland Beings

Range: 100 yds/level
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Components; A pine cone and eight holly berries
 Saving Throw: Neg.

Druid Level: 4 spell

By means of this spell, the caster is able to summon certain woodland Creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spell caster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call. The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (Your DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spell casting.) The mature(s) called by the spell are allowed a saving throw vs. spell (with a 4 penalty) to avoid the summons. Any woodland beings answering the call are favourably disposed to the spell caster and give whatever aid they can. However, if the caller or members of the caller's party are of evil alignment, the creatures are allowed another saving throw vs. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them. This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus the DM can freely add to or alter the list as he sees fit. If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, then no other woodland creatures are affected. In the table druids add 1% per caster level. These chances can be used if no other campaign information on the area is available.

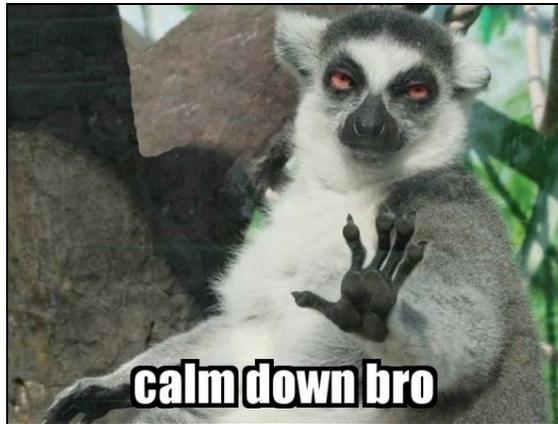


Creature Called	Type	Number	Type of woodland		
			Light	Moderate/Dense	Virgin/Sylvan
Brownies		2d8	30%	20%	10%
Centaur		1d4	5%	30%	5%
Dryads		1d4	1%	25%	15%
Pixies		1d8	10%	20%	10%
Satyrs		1d4	1%	30%	10%
Treant		1	na	5%	25%
Unicorn		1	na	15%	20%

Calm Animals

Range: 60 yds.
 Duration: 1 turn + 1 rd.ileve1
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Special
 Druid Level: 1

This spell soothes and quiets normal animals, rendering them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semi-intelligent creatures) are affected by this spell. The caster can calm 2d4 Hit Dice of animals, plus 1 Hit Die per level, so a 4th level priest could affect 2 d 4 4 Hit Dice of creatures. The caster can affect any animals he wishes to within the spell's range, but all the animals must be of the same species. Normal animals generally have no saving throw, but exceptional individuals may receive one at the DMs discretion. While under the influence of this spell, the affected animals remain where they are and do not attack or flee, unless they are attacked or confronted by a significant hazard such as a fire or a hungry predator. Once an affected animal is roused, the spell's magic is broken and the animal is free to act in whatever fashion it normally would. Animals affected by this spell are not helpless and defend themselves normally if attacked.



Calm Chaos

Range: 20 yards
Duration: Special
Casting Time: 1
Area of Effect: 1d6 creatures/level
Save: Special

Cleric 2 spell.

This spell temporarily calms a Chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as in a barroom brawl) to joy and merrymaking (as in a festival or carnival). Unlike the emotion spell, calm chaos doesn't cause a change in the emotions of affected creatures—anger, fear, or intense joy remain in each individual. The emotion is simply restrained rather than released. Thus, an angry character intent on attacking someone will still feel the desire to do so, but he will withhold his action as long as the spell remains in effect. Creatures to be affected are allowed a save vs. spell at a -4 penalty to avoid the effects. If more creatures are present than can be



affected, creatures nearest the caster are affected first. After casting the spell, the Cleric makes a Charisma check. If successful, all characters affected by the spell are compelled to stop what they are doing. They are filled with the sensation that something important is about to occur. At this Time, the Cleric or a character of his choosing must gain the attention of the affected creatures by giving a speech, performing for the crowd, or casting spells (or let be cast) with intriguing visual effects. The attention of the crowd is then held for as long as the distraction continues. A character could filibuster and maintain control over the affected characters for hours or days. Two conditions will cause the group to resume its original actions. In the first, the method of entertaining the crowd ceases for one round—the speech ends or the spell expires. If this action is not replaced with another distraction within one round, the crowd is freed of the spell. In the second condition, if an event occurs that is more immediate than the distraction, the crowd will divert its attention to that event. Thus, if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely. Creatures whose attention is held by the spell can't be instructed to attack or perform any action. Such creatures will ignore suggestions of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell.

Calm Water

Range: 0
Duration: 1 turn/level
Casting Time: 8
Area of Effect: 120-ft. diameter sphere
Component: a drop of oil.
Saving Throw: Special
Cleric Level: 5 Very rare spell.

This incantation inhibits natural or magical disturbances in water within its area of effect. Aquatic or water-based creatures with fewer Hit Dice than the caster's level flee the area if possible, and water-based creatures (water weards, elementals, etc.) of this type cannot form. Aquatic and waterbased creatures whose Hit Dice equal or exceed the caster's level must make a successful saving throw vs. spell to form, then save each round to operate in the affected area. The effect moves with the caster. (Note that while this spell would calm the waters of a hurricane, it would not affect the gale-force winds.)



Camouflage

Range: 20' radius
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One person/level
Save: Negates.
Cleric 2, Druid 2 spell granted only by Elven Immortals.

The different Elven Immortals grant this spell only to Elven druids or priests. It allows the mage to instantly and completely hide the number of people allowed by the spell, concealing them against even thorough searches. This spell functions only in the wilderness, however, for it changes the appearance of the affected characters into a facsimile of natural surroundings. It is effective even against infravision and is therefore perfect for use by spies and infiltrators. Characters in this form still have all their faculties and abilities, and they can emerge from this cover at any Time they desire. It is even possible for characters to move while within this form. Those affected may move up to 10' in a single round, creeping more closely to their targets. If they travel faster than this, the spell dissipates. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush moving!"), they should be safe. As with the invisibility spell, if the enspelled characters attack they gain the initiative and a +4 bonus to attack rolls because of total surprise, yet lose the benefits of the spell. The characters can't be detected except by magic or by moving stupidly. Until the spell wears off, the characters can enjoy near-total invisibility and gain much-needed information.



Censure

Range: Touch
Duration: 12 hrs /level
Casting Time: 7
Area of Effect: Creature touched
Component: The caster's holy symbol.
Saving Throw: Neg.
Cleric Level 4 spell

To enact this spell, the priest must touch the subject creature with his holy symbol. If a successful attack roll shows the priest has done so, the priest then, by word and gesture, "casts Censure" the creature, which is allowed a saving throw vs. spell. If the saving throw fails, the creature is marked by the spell. The mark is visible to the casting priest and all followers of the same faith. Priests of the same alignment who worship other deities cannot see the mark, but instinctively react to a censured creature with fear, hatred, and aversion and do not trust nor willingly aid it. Those of the caster's faith refuse to aid or even approach the censured creature, ignoring it if it attempts to deal with them and driving it away if it tries to enter a building, a home, or even a territory controlled by one who can see the mark. Members of the caster's faith strike at the marked creature if necessary to drive it away from places they control; they feel compelled to do so if the creature does not quickly leave after less violent means of persuasion are tried first. To those of the caster's faith, the mark shines clearly through clothing and disguises, including magic such as alter self and shapeshifting, and even invisibility. However, the mark is invisible to the one bearing it—who may not even know of its existence if it was bestowed in a battle or while the creature was asleep or unconscious. Worshipers can thus readily spy upon and follow those marked as enemies even in crowds or busy city streets. The mark is revealed by detect magic or a similar spell and can readily be removed by means of a touched dispel magic spell. Priests are warned that misuse of such a spell brings about swift divine disfavor.



Ceremony spells

Range: Touch
 Casting Time: 1 hr.
 Duration: Special
 Area of Effect: 1 creature, one item, or area
 Saving Throw: Special

The **ceremony** spell represents certain functions carried out by religious organizations, and has various applications, depending on the level of the priest. A ceremony does not leave behind an aura of magic (although in some cases an aura of good or evil might be present and thus detectable), and the effects of a ceremony cannot be dispelled. Specific ceremonies vary from religion to religion, but usually encompass these functions:

1st level cleric: **Coming of Age, Burial, Marriage, Rest Eternal**
 3rd level cleric: **Dedication, Investiture, Consecrate Item, Witness**
 5th level cleric: **Ordination, Special vows, Initiation**
 7th level cleric: **Consecrate Ground, Hallowed Ground**
 9th level cleric: **Anathematize Item**
 12th level Druid; **Cast Out**
 14th level druid; **Anointing**
 Variable level druid; **Seasonal Ceremonies**

Ceremony: Adopt

Range: Touch
 Duration: special
 Casting Time ; 1 hour
 Effect: Any one living Creature.
 Components: Varies but always Holy Symbol (costs performing; 15 sp)
 Save: None

Shadow Elf Shaman 1 spell.

This spell is an all-purpose spell that a Shadow Elf must perform as part of a process to guide another Elf through some part of her life. This special ceremony transfers a Shadow Elf (and on rare occasions, a Human or Demi-Human) from one clan to another. The Shaman performing the ceremony must be of level at least equal to the adoptee. This ceremony is part of a marriage, moving the groom to the clan of the bride.



Ceremony: Anathematize

Range: Touch
 Duration: special
 Effect: Any one living Creature.
 Save: None
 Components: Varies but always Holy Symbol (costs performing; no charge, deemed to be in the best interests of the priest's religion)

Casting Time ; 1 hour
 Cleric 4, Healer 4, Exorcist 5, Humanoid Shaman 4, Master 4, Sh. Elf Shaman 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. In effect this spell is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm or hand with a symbol or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her Immortal. An unwilling subject of this spell is allowed a saving throw vs. spells, but at -4 to escape its effects permanently (at least 1 day the effects will linger). If the recipient is not truly deserving of the telling brand (DM!!!), the ceremony fails when performed. A successful atonement causes the brand to fade, and possibly even vanish. If the offending actions were caused magically or by some external force, the brand utterly disappears. If the actions were done willfully, the brand can't be completely removed.



Ceremony: Anointing

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any area.
Components; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save:
Druid 4 spell.

This ceremony is used to raise kings, high-level druids, and other important persons to their stations. In the Celtic view of things, Sovereignty is a goddess to be wooed and wedded. The candidate is expected to make offerings to the holy groves, conduct great sacrifices, and give away vast amounts of wealth to the poor to please his bride. Displays of the candidate's physical prowess lead up to the anointing. Finally, the anointing takes place. If the candidate proves himself good, wise, liberal, and powerful, he is accepted by the Sovereignty, and is allowed to take up his station. At Tara, the king stone upon which the new High King stood was supposed to cry out for the true king when he stood upon it. (King Arthur's pulling the sword from the stone is much the same.) While the anointing is the seal of station, disputes can arise about whether a person is the rightful possessor of the office. A successful Anointing raises the recipient's wisdom and Charisma by 1 to a maximum of 18. The saving throw for this spell is special. Assuming the candidate is properly qualified, he is rated on a scale of 1 to 4 (1 being highest) in each five areas by the Druid(in game by the DM!!). the rating in each area is added, generating a saving throw of 5 to 20. If the number or above is rolled on a 1d20, the individual is confirmed, as not only the lawful but the rightful possessor of the office.

Alignment: Has the recipient displayed good character and faithfulness to the druidic cult?
Duty: Has the recipient shown himself responsible and reliable in all his past dealings, and loyal to the kingdom, sect, or organization?
Leadership: Has the recipient been a strong and fair leader?
Performance: Did the candidate perform well in the rituals, games, demonstrations, offerings, and generosity during the festivities prior to his anointing?
Breeding; Is the recipient of good family connections and does he act as befits his station?



Ceremony: Bless Newborn

Range: Touch
Duration; special
Casting Time ; 1 Turn
Effect: Any one living infant of less than 14 days of age

Components; Varies but always Holy Symbol (costs performing;2-5gp)

Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Master 2, Sh.Elf Shaman 2 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of this Ceremony is six months. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is used to protect a newborn infant of up to 14 days of age from possession and other ill effects that might befall him or her. Such a protected infant gains a Save of +2 from any type of possession. Further, he or she is under the effect of a half-Strength Resist Fire and Resist Cold for the full six month spell duration. The effects of blessing the newborn has no effect upon infants of older than two weeks of age. This is also the reason that parents rush to the nearby temples as fast as possible to secure the life of their child. Temples and Clerics, in their case church sometimes money for this service, or at least they demand the child to be taught the ways of the Religion. A newborn foster child will always be subject to this spell before it is taken into the monasteries they are often laid down in front of. The Infant as such should be sprinkled with Holy Water by the caster at the moment of the casting. The spell is negated if the infant opens its eyes during the procedure, this is why most Clerics hold the eyes of the infant shut while casting or ask the parents to do this.



Ceremony: Burial

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one corpse.
Components; Varies but always Holy Symbol (costs performing; 5-50 gp)
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Master 1, Sh. Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the



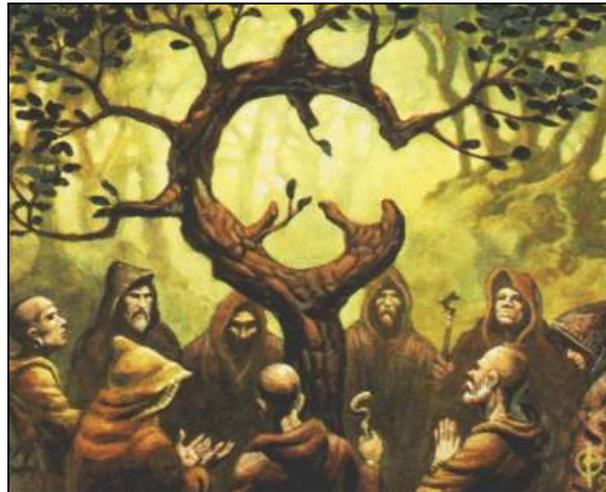
appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell will shield the body for one week as if by a protection from evil spell, and anyone trying to disinter the corpse within that time must make a saving throw vs spells or stop and flee in fear for 1 turn (Based on visionary sounds). Further in no way it will protect the corpse, but gives the blessing of the organization, and it is said to have a 50% chance to invoke retribution of some type if the body's grave is dug up within one week of burial (i.e., and agent of the Immortals will come to protect the grave, this will mostly be an angel).

Ceremony: Cast Out Cast in

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any area.
Components; Varies but always mistletoe, and the riter (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the



appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is a form of excommunication or [punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some way violated the principles and standards of druids. Its effects can be lessened at a later date by casting the reverse version of this ceremony, either by the same druid or another one of at least as high level as the original caster, but the casting can never be completely neutralized except by one of the ruling druids (30th level+). An individual who has been cast out exudes a powerful negative aura, causing any natural creature encountered to react negatively to that individual. This includes all normal (non-magical) animals, monsters native to the woodland, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her arch druid to do so. Similarly, an arch druid must get permission from the great druid and the great druid from the grand druid. A grand druid does not need to obtain permission but his or her actions can be reversed by a hierophant druid at any time. This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher ranking members of the hierarchy. An intended recipient of this ceremony who is unwilling may save vs. spells at -4 to negate its effects. The victim loses also his or her shape changing abilities but not any other.

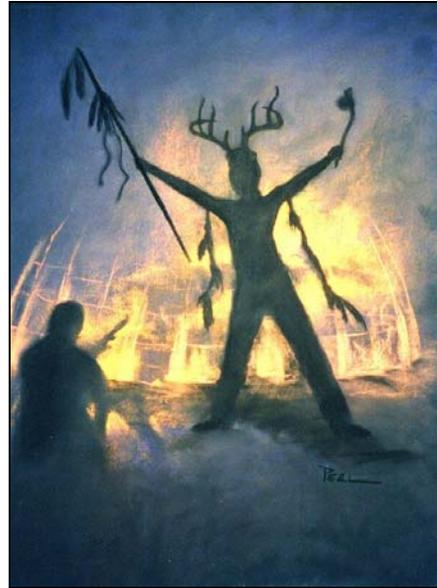
Ceremony: Coming of Age

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one living Creature that is on the cultural brink of adulthood.

Components: Varies but always Holy Symbol (costs performing;5-15 sp) **Druid**; **Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.**

Save: None
Cleric 1, Healer 1, Exorcist 2, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Sh.Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell acts as a limited form of Bless spell and blesses a young man (it literally gives the character a +1 to his first save needed to roll) and in some cultures a young woman at some point in Time, often at the age of 12, (druid 14), 16 or 18, and in some rare cultures (like Heldann), but the later the adulthood, the more control the adults and/or the Clergy want over the young ones. Coming of Age may or may not allow the person who has come of age any particular rights, according to the culture the character belongs to such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood. The Ceremony can involve several arduous or primitive tasks, like the Atruaghin Bearclan who hang on their breast muscles by flesh hooks, or the primitive tribes on the Raven Coast who must make a "Bungee-jump").



Ceremony: Consecrate Ground Desecrate Ground

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one living Creature.
Components: Varies but always Holy Symbol (costs performing;100-600gp depending on size area and level priest) **(no charge)**

Save: None
Cleric 4, Healer 4, Exorcist 5, Humanoid Shaman 4, Master 4, Sh.Elf Shaman 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals cn vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell should be cast when any Holy/unholy structure is built. A church, abbey, sanctuary, monastery, temple, etc., built on unconsecrated ground has a 1% chance per year (cumulative) of actually collapsing from lack of such protection! Once a structure is built, consecration can't be an afterthought; thus a Cleric of 6th or higher level must be sought when a Clerical structure is to be built or else! Consecrate ground can also be used on a Graveyard, in which case the ground itself gains the ability to turn Undead as if it were a 3rd level Cleric.



This version of the spell may be used by a Cleric of any alignment versus a building or area of ground representing an opposing alignment. For a building (generally a church or other Cleric-oriented edifice)to be desecrated, the altar inside must be covered with Holy or unholy Water, manure, etc., while casting of the ceremony is in progress. A Desecrated building is 1% likely per year to collapse; this chance is not cumulative. Roll at the end of each year of desecration to see if the structure collapses. A Desecrated building can be consecrated at a later Time by application of the normal form of this spell. If an area of ground (such as a Graveyard) is the object of this spell, it is necessary to know if the ground was consecrated in the first place. Desecrate ground will only remove the consecration if one is in effect. A second subsequent Desecration has no effect. The area can be reconsecrated. A Graveyard that has never been consecrated is more likely to have its graves yield lesser Undead. If Animate Dead is cast in such a Graveyard, one extra skeleton or zombie will rise from the Graveyard. Further any attempt to Turn Undead in an Unconsecrated Graveyard (if and only if the Undead come from these graves) will be as if the Cleric were two levels lower than he or she actually is.

Ceremony: Consecrate Item

Range: Touch
Duration; Permanent
Casting Time ; 1 hour
Effect: one item
Components; Varies but always Holy Symbol (costs performing; usually free)
Save: None

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Sh.Elf Shaman 3 spell.

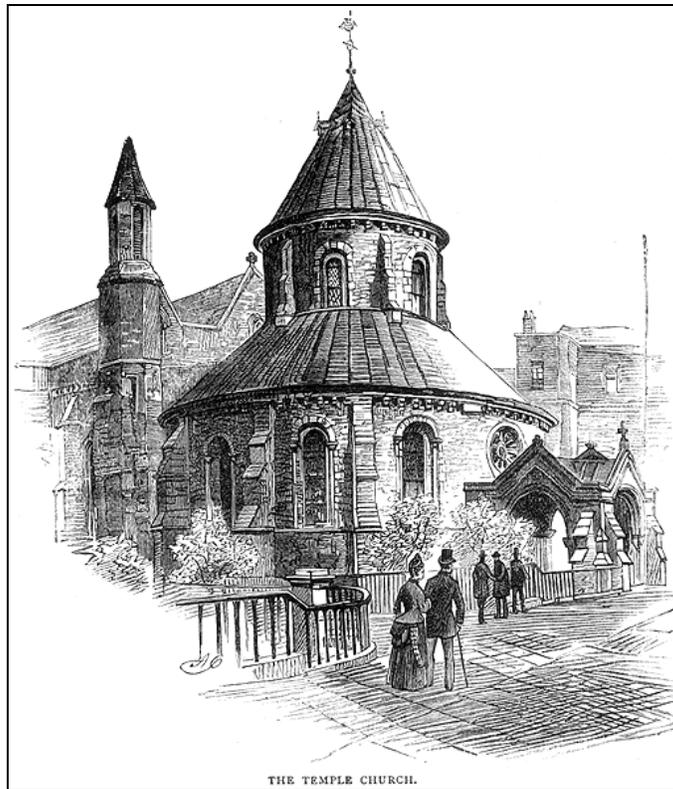
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A Save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for every item placed on an altar and other places in a religious edifice, as required by the Particular organization. Holy Symbols and vestments are handled separately. Remember that Holy Water or oil must be kept in consecrated containers. Only consecrated candles, herbs, spices, incense, and such may be used in the services, or the Immortal attended could be very displeased.



Ceremony: Consecrate Temple

Range: Touch
Casting Time; 1 Hr
Duration: Permanent
Area of effect; Special
Components: Special
Saving Throws; none
Cleric 1 spell

Consecrate temple requests a cleric's Immortal to confer a blessing upon a newly completed shrine or temple, providing it with holy or unholy power through a permanent link to the Immortal's plane. Although ceremony is a first-level spell, the ability to consecrate temple is not available to the cleric until he is at a higher level. It can only be cast by a cleric of at least 8th level (for a shrine) or 9th level (for a temple). The blessing affects a scale area of up to 10' X 10' for a shrine or 20' X 20' for a temple. Within this area, clerics of opposed alignment suffer a penalty on all saving throws and attempts to turn or control undead. The exact area to be consecrated and protected must first be outlined with an appropriate holy substance. The Immortal's attention is then attracted by means of a sacrifice of great value. In the case of a shrine, the sacrifice must be worth either one-half or one gold piece per square foot, and confers a penalty of either -1 or -2 respectively. In the case of a temple, the sacrifice must be worth either one-and-a-half or two gold pieces per square foot and must also include a valuable magical item. It confers a penalty of -3 or -4 and renders it impossible for an opponent to invoke the direct aid of his Immortal (e.g., bless, chant, prayer or gate spell). An evil cleric can substitute living sacrifices whose total experience-point value is equal to the required monetary value of the sacrifice.



Ceremony: Dedication

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one living Creature.
Components; Varies but always Holy Symbol (costs performing;1-10 sp or sometimes free) Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Sh.Elf Shaman 3 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization and allows the recipient of the spell to be taken into the ranks of the performing priest's religion, making that person a sanctioned worshiper of the priest's immortal. This blessing requires a Cleric of the appropriate level as normal or higher. The



duration of the Ceremony is permanent, unless the worshiper demonstrates a desire to change allegiance to a different Immortal, In such a case, the earlier dedication can be overridden by a new dedication performed by a priest of a higher level than the one who performed the previous dedication. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell. This spell is necessary to perform specific acts, such as becoming a member of a organization. This spell is most often used under Elves when a Human or an Elf of another clan wants to become member of the clan of the caster. Druids use this spell to allow the recipient into the ranks of the druid's followers and worshippers, provided the individual has neutral alignment (Evil or good are not checked but Chaotic and lawful are). A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world

Ceremony: Hallowed Ground

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any area.
Components; Varies but always mistletoe, and the riter (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is cast by the druid on his or her permanent grove. This spell ensorcelled the trees of the grove so that they will never be affected by disease or other natural disasters(except greed natural disasters, like flooding, earthquakes, storms and such, however the damages will be much smaller than in normal circumstances.. The ground remains hallowed for as long as thee druid maintains this grove as his or her permanent base. He is allowed to remain absent for up to three months but must the spends at least one month continuously in the area.



Ceremony: Initiation

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one aspiring druid.
Components: Varies but always mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Druid 4 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell imbues the druid with the shape-changing and immunity to woodland charm powers that become available upon attaining 7th level. This ceremony must be performed upon a druid immediately after he or she begins to advance upwards through the 7th level of experience. If cast earlier it will not work, and the druid will not benefit of the above mentioned special powers until receiving initiation. Usually a druid must seek out another druid of 7th or higher level to perform the ceremony, but in unusual cases a druid can cast it upon him or herself.

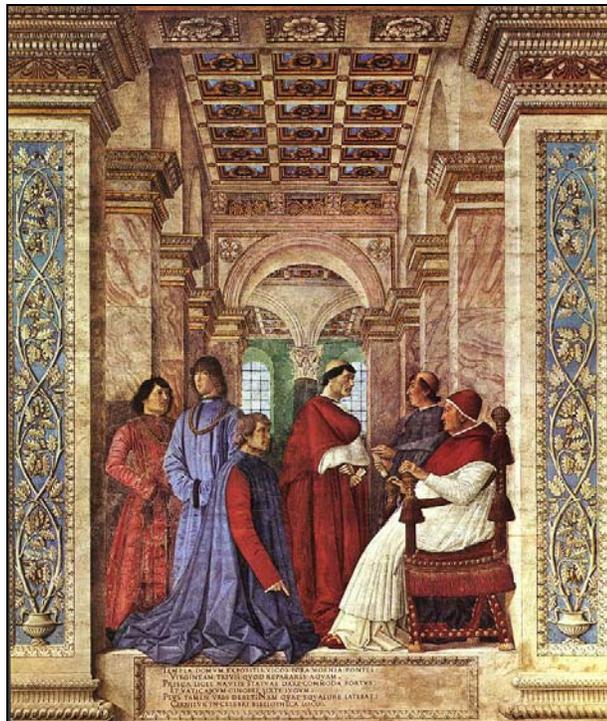


Ceremony: Investiture

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Aspiring Cleric, Healer, Mystic, Shaman, Shamani, or other similar character
Components: Varies but always Holy Symbol (costs performing; 1-100gp or sometimes free). Druid; Varies but always mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Cleric 2, Healer 2, Humanoid Shaman 2, Druid 2, Dervish 2 Quest, Sh.Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for an aspiring Cleric of either type to become 1st level. This spell will be granted to any Cleric of any sort of new Immortals by the Immortal before becoming a Cleric, or be granted those who have an inclination of becoming a follower of the Immortal.



Ceremony: Marriage

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Couple.
Components: Varies but always Holy Symbol (costs performing; 1-20g sp) Druid; Varies but always mistletoe, and the riter (of any sort) must be performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Save: None
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 Quest, Master 1, Sh.Elf Shaman 1 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This save may be reapplied once each year, when under the same circumstances. This is often done in divorce rituals/ceremonies or even legal procedures. Marriage has no tangible after-effect (it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar to the various rites of marriage that are performed in our real world.



Ceremony: Ordination

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one Couple.
Components: Varies but always Holy Symbol (costs performing; usually free, but possibly as much as 200gp)

Save: None
Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Master 3, Sh.Elf Shaman 3 spell.

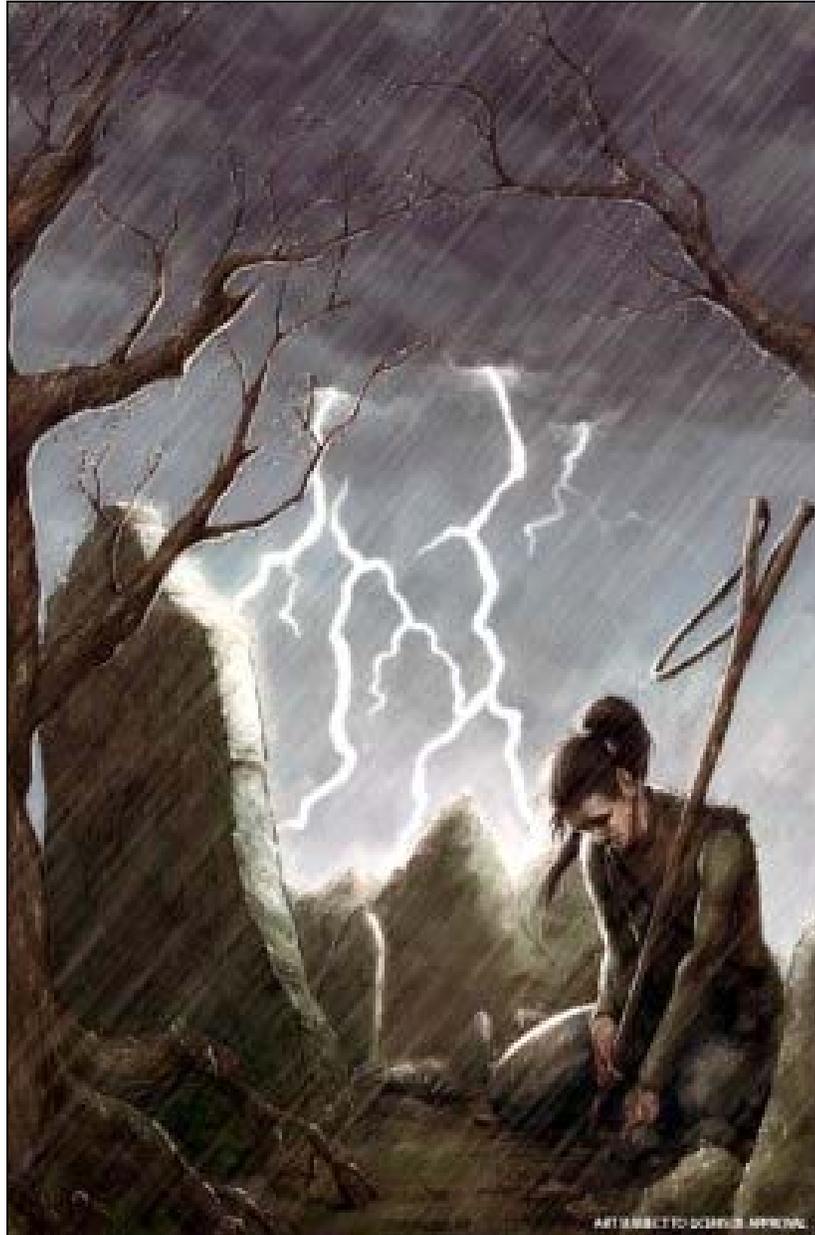
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Ordination must be performed on a priest before the individual can assume responsibility for a congregation or assume similar duties, and even an adventuring priest must be ordained before he or she can gain followers and establish a following or other sort of group. In all cases, the priest performing the ordination must be of higher level than the recipient; this ceremony is often conducted as part of the Training a priest receives in order to advance from 2nd to 3rd level.



Ceremony: Rest Eternal

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any recently dead Creature
Components; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.
Save: None

Druid 1spell.
This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Rest eternal is performed upon the body of a deceased creature, and hastens the journey of the soul spirit to its final resting place. The spirit of the deceased will not return to haunt the living. It will not work on defeated undead or creatures already dead for longer than a day per level of the caster. In effect it will give the spirit in limbo subtle mindhints towards the gate of eternal rest and barring the spirit of finding a gate back to the prime plane. If the soul truly wants to return it must succeed in the aforementioned saving throw.



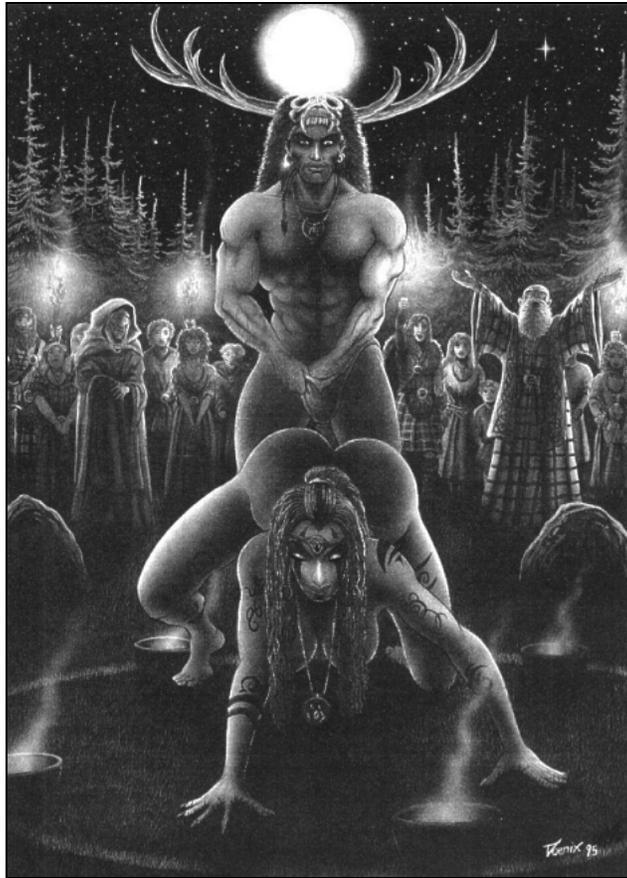
Ceremony: Seasonal Ceremonies

Range: Touch
Duration: special
Casting Time; 1 hour
Effect: Any area.
Save: None
Components: Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Druid 4 spell.

The seasonal .spells of spring. summer, autumn, and winter have the following in common. These affect the land and people under the druid's care, large or small. (A druidic often his own is in his own charge; a party of adventurers of the druidic religion also might be considered his charge.) A druid of insufficient level to conduct a seasonal ceremony is part of another druid's charge, as are the people and lands under the low-level druid. The junior druid must participate in the ceremony conducted by the senior druid for those in his charge to benefit. The lower-level druid is expected to conduct the ceremonies of which he is capable und to attend and assist when senior druid conduct seasonal ceremonies that he cannot). Failure in either case could mean disaster for the druid's charges. These ceremonies are all-night affairs, during which the druids keep vigil, chant, make offerings, and perform certain actions important to the community's or kingdom's welfare for the coming year. Ordinary worshipers are also participants. although the druids do much of their work withdrawn from the masses (and in secret).

5th level druid **Spring (Beltane)**
7th level druid: **Summer (Lugnasad)**
9th level druid **Autumn (Samain)**
12th level druid **Winter (Imhalc)**



Spring: The spring festival (Beltane) celebrates the sun's power to give life. Great fires are lit, and cattle are passed between them. Druids and people process between the fires, waving shoots of grain. The fiery sun is associated with health and the destruction of disease: The main point of this festival is to ensure protection from disease for animals, crops, and the faithful. The ceremony reduces the chance of disease for the year to come by 10%. Beltane is a major civic festival associated with the spring planting.

Summer: The summer festival (Lugnasad) begins with the all-night vigil of Midsummer, the shortest night of the year. All is in full flower: Those involved in the ceremony wear garlands, which are later offered as sacrifices, beginning on Midsummer's Eve. This is the night when druids gather their mistletoe for the coming year. Each druid must gather his own mistletoe on this night for his spells to work at full potency during the next year. A druid who cannot perform the summer ceremony must join with other druids, or the mistletoe he gathers will be nothing more than lesser mistletoe. The penalty for neglecting this festival is a loss of spell potency throughout the coming year. **On** the night of the first full moon following Midsummer, great fairs are opened.

Autumn: The autumn harvest festival (Samain) is a time of feasting. All the folk assemble to offer their first fruits to the gods. Great bonfires are built on prominent hills, and dancing and drinking go on all night. The harvest's bounty is meant to stave off hunger in the winter. Neglecting this festival brings dearth and poverty for the coming year (extra expenses will be accrued, various treasure collected will be deficient in value, etc.). (The DM handles this condition of misfortune until the next Samain. A monthly loss of at least 100 gp per level is suggested.)

Winter: The winter festival (Imhalc) celebrates lambing season, and offerings of milk are in order. Like a lamb, the year is born as the sun begins to wax again. The ceremony takes place on Yule, the longest night of the year-this, the longest seasonal ceremony i s a petition for strength. Neglecting the ceremony produces a -5% penalty in experience points earned for the next year and the Hit Dice of animals born in the new year have a penalty of -1 hit point per Hit Die.

Ceremony: Special Vows

Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Any one Aspiring Paladin, Avenger, Knighthood, and solemn oaths. Druid; Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Components; Varies but always Holy Symbol (costs performing;1-100gp or sometimes free)

Save: None
Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Master 3, Sh.Elf Shaman 3 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals cn vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. This spell is required for an Aspiring Paladin, Avenger, Knight of either type. This spell will also bind an oath speaker to his word. When broken he will instantly lose 1d10 piety depending on the oath broken.



Ceremony: Witness

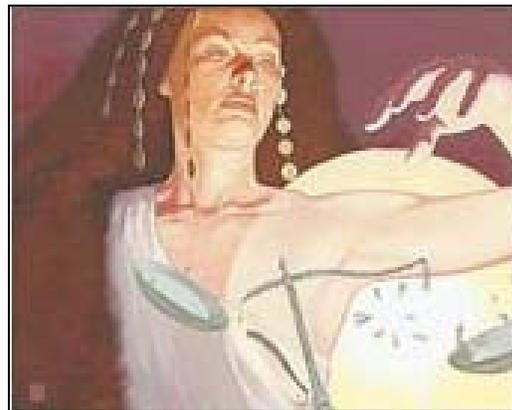
Range: Touch
Duration; special
Casting Time ; 1 hour
Effect: Varies but always mistletoe, and the riter (of any sort) must ber performed in a druid grove or some other natural healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times at which night and day are in balance.

Components; Varies but always Holy Symbol (costs performing;1-100gp or sometimes free)

Save: None

Druid 3 spell.

This spell puts the Holy/unholy seal on the event and doesn't produce an aura of magic, though in some cases an aura of good or evil may be present. The specific rituals can vary from organization to organization. This blessing requires a Cleric of the appropriate level as normal or higher. The duration of the Ceremony is permanent. A save vs. spells is allowed to any unwilling recipient of the Ceremony spell, which usually only applies when the effect of the spell is baneful. Within their society, druids are legal officials as well as religious leaders. Having a druid witness an oath makes it binding. The oath taker pronounces the vow, usually an act to he completed within a specified time, calling upon the powers that be, and specifying a penalty if the oath goes unfulfilled. After the ceremony is completed, the oath taker must fulfil his literal word, or suffer the consequences. The druid may advise the against rash promises or suggest suitable modifications to an oath, but the final say is the oath taker's. After an oath is witnessed, nothing more can be done about it. Warriors often take oaths to perform certain deeds. While an unfulfilled oath may be binding for years, the death of the oath taker breaks all but the most terrible oaths.



Changestaff

Range: Touch
Casting Time: 4
Duration: Special
Area of Effect: The caster's staff
Components: Special
Saving Throw: None
Druid level 7 spell

By means of this spell, the caster is able to change a specially prepared staff into a treant-like creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treant-like creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdust-like powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the staff treant is at full strength. To cast a change staff spell, the caster must have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff. The staff for the change staff spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a speak with plant spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.



Chant

Range: 0
Duration: Time of chanting
Casting time: 2 rds.
Area of Effect: 30-ft. radius
Saving Throw: None
Cleric Level: 2

By means of the chant spell, the priest brings special favour upon himself and his party, and causes harm to his enemies. When the chant spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling the chanter, or a silence spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd level prayer spell is spoken while a priest of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2 and -2.



Chariot of Sustarre

Range: 10 yds.
Duration: 12 hrs.
Casting Time: 1 turn
Area of Effect: Special
Components: A small piece of wood, two holly hems, and a fire source at least equal to a torch.

Saving Throw: None

Druid, Cleric, Exorcist Level 7

when this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them



from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within five feet of the horses or chariot. Such Creatures suffer no damage if they evade the area by rolling successful saving throws vs. purification, with Dexterity adjustments. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage), they are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful dispel magic or holy word, force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week.

Charm Animal

Range: 120'
Duration: Special
Casting Time: 3
Effect: 1 HD of animals per level of the caster
Save: Negates

Healer 4, Druid 4, Dervish 4 spell.

With this spell, a caster can take untrained, untamed animals and use them to draw wagons or carry loads. The caster may Charm 1 Hit Dice per level of experience. Magical beasts are immune to this spell, and all other animals get a Save vs. spells. Some very bizarre animals may be charmed into pulling wagons by use of this spell, but that doesn't guarantee that appropriate harnesses are available, or that the animals will be well-suited to the task. Only normal or giant forms of animal, including Mammals, Birds, Reptiles, Insects, may be affected; intelligent animals and fantastic creatures are not affected.

Int	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6+	no effect



Charm Monster

Range: 120'
 Duration; Special
 Casting Time ; 4
 Effect: One or more living creatures
 Save: Negates
 Healer 5, Druid 5, Master 5 spell.
 This spell effect is identical to the normal Charm person spell, but any creature except Undead is affected. If the victims have 3 HD or less, 3d6 may be charmed. Otherwise only one monster will be affected. Each victim may make a Save vs. spells to avoid the effects.

Int	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hr
18	8 hr
19	3 hr
20	1 hr
21+	1 T



Charm Person

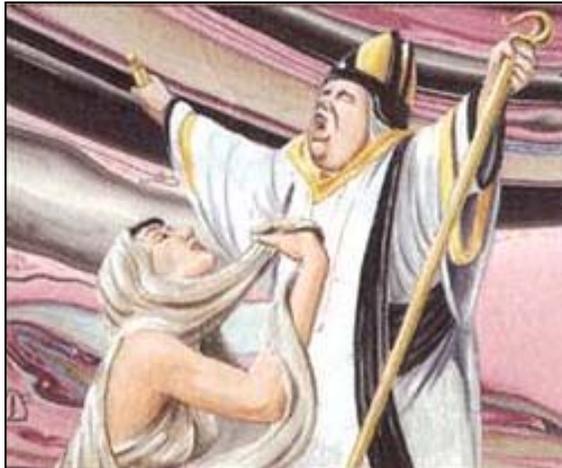
Range: 120'
 Duration; see below
 Casting Time; 3
 Effect: One living person
 Save: Negates the spell completely
 Cleric 2, Healer 2, Humanoid Shaman 2, Dervish 2 spell.

This will only affect creatures which look similar to Humans in various ways—Humans, Demihumans, and certain giant class creatures, etc. It will not affect animals, Magical creatures (such as living Statues), Undead, monsters, or Human like creatures larger than Ogres. The victim is allowed a save versus spells. If it fails, the victim will believe that the caster is its "best friend," to be trusted and protected, and will try to defend the caster against any threat, whether real or imagined. The victim is charmed. A charmed creature is confused, finding it hard to think straight. Simple rational argument will not dispel or counter the charm. A side effect of this confusion is that magic of any kind can't be used by a charmed person. Werewolves and Wereboars can be charmed when in Human form, but this is nearly useless since the charm will be automatically broken when it assumes animal form. This also applies to other shape shifter, as soon as a non-Human form is assumed the charm is broken.

The charm can be broken in different ways. First, it can be dispelled as per Dispel Magic rules. Second, if the creature which charmed the victim, is killed (KO or sleep don't count), it is no longer charmed. It is automatically broken if the caster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the caster's allies. A victim will refuse to obey if ordered to kill or place itself in a deadly situation. A victim may make another save every so often, based on Intelligence as per following table. Other saves are applied if the victim is placed in dangerous circumstances and the caster without any danger. Obviously charm effects are powerful, but they are not overpowering. Charmed victims are neither suicidal, nor stupid. If the charmer starts saying things like; He's a pain. We'll kill and eat him tonight after he's kept a watch tonight. " within earshot of the victim, he gets a new save.

Int.	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21	1 turn
22	1 round
23+	not charmed

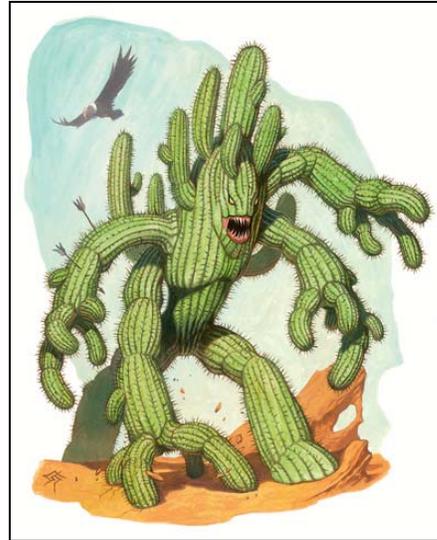
If the caster can speak a language that the charmed victim understands, he may give orders to the victim—the spell does not allow the charmer to talk with the charmee if this would not otherwise be possible (no shared languages, etc.). These orders should sound like suggestions, as if "just between friends". The victim will usually obey, but he may resist orders that are contrary to its nature (alignments, belief and habits)—he doesn't need to roll anything to resist. A victim who is given orders and impressions by his old friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying... even if the player wants him to. Thus, a charmed Black Pudding makes a wonderful friend—if you can talk to it. Otherwise, it's a positive nuisance, following you everywhere ("Oh look, it loves you!").



Charm Plant

Range: touch
 Duration: 6 months (see below)
 Casting Time: 7
 Effect: Charms one tree or more smaller plants
 Save: Special
 Healer 6, Druid 6, Master 6 spell.

Similar to a Charm Person Spell, this effect causes on tree, six medium-sized bushes, 12 small shrubs, or 24 small plants to become friends to the magic user (no Save). However, a Plant-like monster (Treant, Shrieker, Archerbush, Killertree, etc.) may make a Save vs. spells to resist the effect (Gakarak's and some other plants are unaffected). The charmed plants will understand and obey all commands of the Fairy, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain charmed for 6 months, until dispelled, or until winter (when most Plants rest or "sleep"). This spell is quite useful around a stronghold, both inside out, especially when used after a Growth of Plants spell, and possibly a Permanence as well.



Charm Person or Mammal

Range: 80 yds.
 Duration: Special
 Casting Time: 5
 Area of Effect: 1 person or mammal
 Saving Throw: Neg.
 Druid Level: 2

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term person includes any bipedal human, demihuman or humanoid of man-size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-oc, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th level fighter is included, while an ogre is not. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favourable way. Thus a charmed Creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance

Int.	Save after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21	1 turn
22	1 round
23+	not charmed

of survival. The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a creature make itself defenceless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The Creature's regard for the caster does not necessarily extend to the caster's friends or allies. The creature does not react well to the charmer's allies making suggestions such as, "Ask him this question ...," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character. Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. The spell can be broken if a successful saving throw is rolled. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship. If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a dispel magic spell is successfully cast upon the charmed creature, the charm is broken automatically. If the subject of the charm person/charm mammal spell successfully rolls its saving throw vs. the spell, the effect is negated. This spell, if used in conjunction with the animal friendship spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.



Charm Spirit

Range: Special
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 10 yds.
Component: A crystal Ball, worth at least 50 gp.
Saving Throw: None
Shaman Level 5

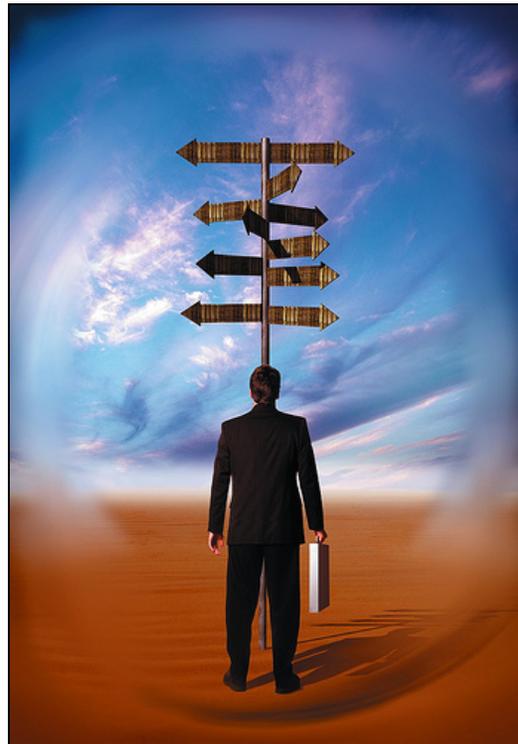
This spell allows the caster to charm any specified spirit within range. The caster must be able to see or otherwise know the location of the spirit. The spirit might be bound into an object; possessing a person, animal or object; or free. The spell cannot be used to charm spirits that are naturally bound, such as nature spirits. If the chosen spirit fails to roll a successful saving throw vs. spell, then it obeys the caster as a faithful servant for the duration of the spell, even attacking its own allies. However, no spirit can be forced to perform actions against its own alignment. This spell does not work on Limbo(spirit Rwealm) or against Undead.



Choose Future Reality

Range: Touch
Duration: 1 rd.
Casting Time: 6
Area of Effect: Creature touched
Components: 2 grains of sand and a rose petal.
Saving Throw: None
Clerics of water/Time Level 3

In the round immediately following the casting of this spell, the affected creature is allowed two rolls for any single normal attack roll, initiative roll, or saving throw. The affected creature can then choose the best roll. For example, a priest casts choose future on warrior companion. In the next round, the warrior attacks an enemy with her sword. The warrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of her attack. This spell can't be cast on non friendly targets



Circle of Privacy

Range: Special
Duration: 1 hour/level
Casting Time: 4
Area of Effect: 50'-diameter circle
Save: None
Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50' in diameter. For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle. Therefore, the group's chance of encounter is reduced by 50% for the duration of the spell. The spell provides no protection against Infravision or forms of magical detection.



Circle of Protection from Spirits

Range: 0
Duration: Special
Casting Time: 1 rd.
Area of Effect: 3 ft./level
Component; Dust from the bones of an animal or person killed by a spirit, which must be sprinkled over the area of the circle.
Saving Throw: None

Shaman Level: 2 uncommon
The shaman must draw or form a circle on the ground, and so long as he or she does not move out of the circle, any mortals within the circle are immune to possession attempts by spirits, and receive a -2 Armor Class bonus against any spirit's attack. The circle has no adverse effects on the shaman's own spells or powers, but does affect the attacks made by owned or allied spirits. As soon as the caster leaves the circle it ceases to function.



Circle of Stone

Range: 0
Duration: 1 rd./level of lowest caster
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None
Dwarf Cleric Level: 5

This spell can be cast in any location in which pieces of stone larger than the caster surround him or her on at least three sides. The spell involves a short chant and the physical linkage (touching) of all the beings to be encircled. It creates an invisible, magical field around them. The field is spherical, with a 10 foot radius per caster involved. While it lasts, it confers a bonus of +4 to the saving throws of all beings in the circle, and a 5-in-6 chance that any spell or magical item effect originating outside the circle is reflected back at full power on its source, Dwarves within a circle of stone gain a +3 bonus to attack rolls (not damage) and are empowered to hit all opponents, even those normally struck only by magical weapons of certain bonuses.



Circle of Sunmotes

Range: 200 yards
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 60'-radius hemisphere
Save: None

Cleric 7 Quest, Healer 7 Quest, Exorcist 7 Quest spell.

By casting circle of Sunmotes, the Cleric creates a hemispherical shell filled with sparkling, glowing motes of bright

sunlight. A one' radius globe of sunlight appears at the height of the caster's head in the exact center of the circle.

Creatures within the area of effect who are friendly to the Cleric experience the glowing motes as warm, invigorating, inspiring, and healing. They are healed for 1d6 hp, gain the benefit of an aid spell for 1 turn after the circle of Sunmotes is created, gain +1 bonuses to all attack and damage rolls, and gain a +2 bonus to morale. Enemies of the Cleric experience the same Sunmotes as blinding, burning, and damaging. They



must save versus spell or be blinded for 1 turn after the Sunmotes are created. Each enemy is struck by a small fiery mote causing 1d4+1 damage (no save is allowed, but creatures with magical fire resistance suffer only half damage), and suffers a -2 penalty to morale. Companions of the Cleric who step within 10' of the glowing miniature sun at the center of the effect are healed of 1d8+2 hp. This affects each creature only once during the spell's duration. Enemies of the Cleric who come within 10' of the minion are burned for 1d8+2 points of fire damage. No Save is allowed, but creatures possessing magical resistance against fire suffer only half damage. Companions of the Cleric who are outside the area of effect view enemies within the circle as if they are affected by golden Faerie fire. Creatures affected by the Faerie fire suffer a -2 penalty to AC from attacks by creatures outside the circle. Enemies of the Cleric outside the circle view the Cleric's allies as if obscured by a blinding light and suffer a -2 penalty to missile attacks against them. This spell can only be cast by a Cleric of at least 20th level with 100Pip or more.

Cleanse

Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Component; A handful of clean sand.
Saving Throw: None

Lost nithian Spell Level: 1 very rare but usable by clerics, healers, exorcists, humanoid shaman, Dwarven clerics at level 1

This spell causes all grime, dirt and stains to be removed from the caster and his vestments, enabling the priest to present himself to his congregation in immaculate condition. All clothing that the caster wears is restored to its original color. If the caster was exposed to any minor incidental diseases, these are cured, provided they have not already reached a noticeable level. This does not affect diseases such as mummy rot, rat bites, or lycanthropy. Even wounds are cleansed and infections are purified (healing 1 point of damage, if no cure wounds spells had been applied previously).



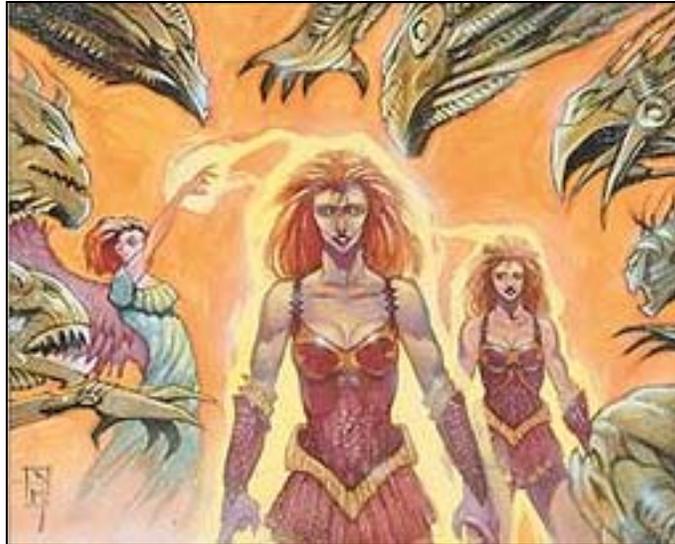
Cleanse Community

Range: Special
Duration: 1 year
Casting Time: 3 hrs.
Area of Effect: Special
Components: The branches and plants used to beat the spirits away.

Saving Throw: Special

Shaman Level: 5 Uncommon

This spell works in much the same way as the 3rd level spell Cleanse Hearth, driving possessing spirits from an area for one year. The casting shaman, and any assistants rampage through the village or community, striking at the air, ritually heating buildings, furniture, animals, and people. The spell affects any group of dwellings considered by the inhabitants to form a single community. Most often this is a single village, but might be a valley or similar area, or even a city neighbourhood inhabited by an isolated cultural or demihuman enclave. No spirit is immune to the spell (unless hound), regardless of Hit Dice. However, such spirits remain unaffected if the person, beast or object they inhabited is not struck by any of the shamans. Further, any spirit making a successful saving throw vs. spell can return to the area after 1d10 months.



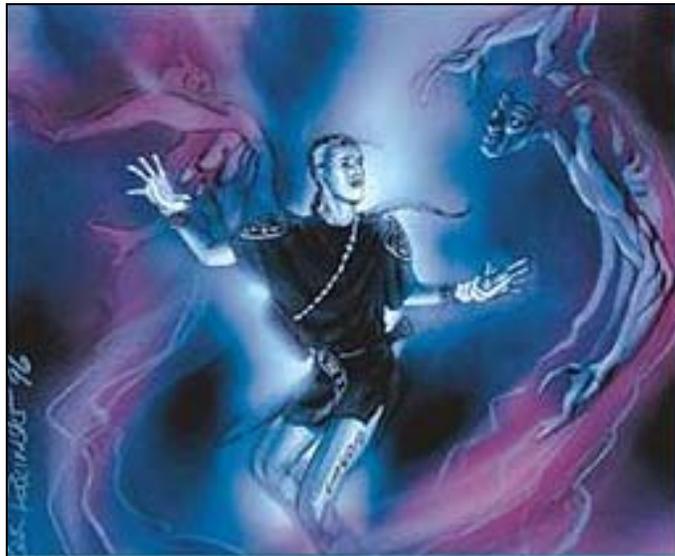
Cleanse Hearth

Range: Special
Duration: 3 mo.
Casting Time: 1 turn
Area of Effect: Special
Components: The branches and plants used to beat the spirits away.

Saving Throw: halves

Shaman Level: 3 uncommon

This spell is used to cast out spirits from any one hearth (home). A "hearth" might be as small as a beggar's shack, or as large as a whole farmstead (including barns and outbuildings) or a royal palace, but it must be the residence of a single family. The spell's casting time is therefore approximate: it takes only one round to cleanse a small shack, but might take a whole day for a palace. Shamans can shorten the casting time by enlisting the aid of other shamans. To cast the spell, the shaman and any assistants first take supple boughs and clumps of leafy plants. Thus armed, they rampage around the dwelling, shouting threats and calling down curses upon any spirit that might resist them. Lashing at the air with their boughs, they strike at the walls, floors and beams, and items of furniture. Any weapons, people, or domestic animals inside the home they beat with clumps of plants, while ornaments are shaken and clothes flung about. Nothing is left untouched. Furniture is emptied, sides of meat beaten against each other and sacks of grain torn open. In this way, the shamans charge around the house, driving the spirits out. Spirits whose Hit Dice exceed the caster's level, are unaffected. Each other spirit in the home is allowed a saving throw vs. spell. If successful, the spirit must leave for 2d6 weeks; failure means the spirit is driven out and cannot return. Note that the spell also affects spirits possessing people and domestic beasts in the home provided that they are present when the spell is cast), as well as those inhabiting buildings or objects there. If for any reason the shamans fail to beat any room, animal, person or object in the house, then any spirits possessing that thing remain unaffected by the spell. Spirits living in the rooms without possessing any particular object, and those in wild animals (like mice) inside the house, are all affected by the spell. However, the spell has no effect on bound spirits, like fetish spirits bound into objects, or spirits that naturally live in plants or animals.

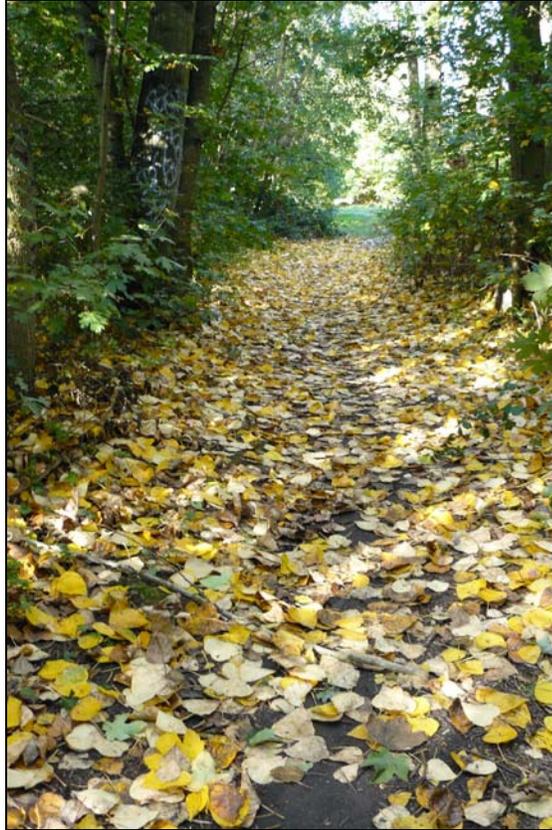


Clear Path

Range: Caster
 Duration: 1 hour/level
 Casting Time: 5
 Area of Effect: Special
 Components: A knife blade and a straw from a broom. **a handful of pebbles and a handful of weeds.**

Save: None
 Cleric 5, Exorcist 5, Humanoid Shaman 5 spell.
 This spell clears away weeds, stones, and other debris in a 10' wide path extending 10' in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10' square ahead of him as long as he continues to move forward. The spell affects jungles, forests, rocky ground, and snow. The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. For example, if clear path is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can Clear Path reduce movement cost below 1. Clear Path has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or manmade barricades. A Cleric using the Clear Path spell can be tracked easily. Tracking skill +15.

The reverse, Clutter Path, causes weeds, small stones, and similar debris to litter a 10' path extending 10' behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. Tracking skill -10.

**Cloak of Bravery**

Range: Touch
 Duration: Special
 Casting Time: 6
 Area of Effect: 1 to 4 creatures touched
 Component; the feather of an eagle or hawk. **The tail feather of a vulture or chicken.**

Saving Throw: Neg.
 Cleric Level: 4
 The Cloak of Bravery spell can be cast upon any willing creature. The protected individual gains a bonus to a saving throw against any form of fear (but not awe-an ability of some Lesser and Greater Powers). When cast, the spell can affect one to four creatures of the caster's choice. If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the cloak of bravery spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

The reverse of this spell, Cloak of Fear: empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DMs option. The spell has no effect upon undead of any sort. The effect can be used hut once, and the spell expires after eight hours if not brought down earlier. Members of the recipient's party are not immune to the effects of the spell.



Clone

Range: 10'
Duration: Permanent
Casting Time: 1 day per HD / level of the creature to be cloned
Effect: Grows a duplicate creature from a piece of the original creature
Save: None

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 7 spell.

A Clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive when the spell is cast. A clone is rare and may be very dangerous. A character can have only one clone at a Time; attempts at making multiple clones automatically fail. Undead and construct can't be cloned (the flesh must have been alive before taking it away from the creature) because they are not living creatures. You could clone someone from flesh taken before that person became Undead, but he would not be subject to the effects described below for situations where two examples of the same person exists. To create a Demi-Human-oid clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up

other materials costing 5000 gold pieces per Hit Dice of the original(at the Time the flesh was taken). The clone awakens only when fully grown, this takes one week per hit dice of the clone. When completed, the clone is not magical and as thus can not be dispelled. If the original is not alive when the clone awakens, the clone has all the features, statistics(abilities), and memories possessed by the original at the Time the flesh was taken. This is a very important point. For example, a 20th level Magic-User might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another 10 levels of experience and then dies, the clone will be the younger, less-experienced, 20th level form. If a clone is a duplicate of a form still living, or if the original somehow regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind link exists between them: each can feel the other's emotions (but no other thoughts). If either one is damaged, the other one takes the same damage (But may make a Save vs. spells for half damage). This effect doesn't apply to



Charm, Sleep, Disintegration and other effects that do not cause damage. The clone is immediately obsessed with the need to destroy its original and will do everything to accomplish this. From the Time a clone becomes aware of its original, it has one day per level of its creator(i.e. the caster of the clone spell or the creator of the scroll)to kill the original. Example: a 25th level fighter dies. His friend the 34th level Magic-use, who possessed one pound of the fighter's flesh for this precise purpose clones him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator. If the clone succeeds in killing its original, it can continue its life normally; but if it fails and doesn't immediately die, it becomes insane (DM!). When a clone goes insane,

the original loses one point of Intelligence and Wisdom. The original may also thereafter become insane (5% per day, not cumulative, for the creators levels in days). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even by a Wish. If the original and the clone both survive the killing days and only the clone becomes insane, the original will have an utter opposite aligned enemy for life. If the original and the clone are kept on different Planes of existence, no mind link will occur, and the clone is not compelled to kill the original. No ill effect occur and the two remain completely unaware of their situation. If they ever occupy the same Plane, the mind link occurs and can't be broken thereafter except by destruction of its original.



Cloud of Purification

Range: 30 yds.
Duration: 1 rd/level
Casting Time: 5
Area of Effect: 20-ft. cube
Saving Throw: None
Druid Level: 5

This spell creates a billowy cloud of magical vapours that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 7 wind strength) breaks it up in 4 rounds, and a greater wind (a gust of wind spell, for example) disperses it in one round, as does thick vegetation. The cloud of purification transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would melt, becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other impurities into clean water. The cloud's vapours are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is useful for cleansing a sewer or well. This spell in no way affect magical creatures or any creature larger than a normal rat(6 inches) ir any creature larger than a normal rat.



Cloud of Putrefaction

Range: 30 yds.
Duration: Special
Casting Time: 8
Area of Effect: 20-ft. cube
Saving Throw: None

Mostly evil clerics, Humanoid Shaman Level 5

This reverse of cloud of purification creates a billowy cloud of vile vapours that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 7 wind strength) breaks it up in four rounds, and a greater wind (a gust of wind spell, for example) disperses it in one round, as does thick vegetation. The cloud transmutes pure water into organic filth and rotting garbage. Small animals (mice, squirrels, insects, etc.) mutate into rats and rot grubs. Flies and other foul insects immediately rise from the mess. If cast over a sewer or garbage heap, the spell doubles the filth created. The cloud itself lasts for only one round per level, but the effects are nonmagical and permanent until magically purified or negated by time (though flowing water also tends to eliminate the effects relatively quickly). This spell can spoil a castle's water supply or foul a small river.

The usage of this spell might be an evil act (DM).



Cloudburst

Range: 10 yds./level
Duration: 1 rd.
Casting Time: 6
Area of Effect: 30 ft diameter cylinder,
up to 60 ft. high
Saving Throw: None

Druid Level: 3 (uncommon)

This spell precipitates a rush of water out of the air, instantly drenching everything in the area of effect. Normal fires are extinguished. Permanent magical fires go out, but re-light in 1d2 rounds (weapons in 1 round). Fire-based spells of 1st or 2nd level are negated immediately. Fire-based spells of 3rd level M higher are also negated, but create a steam cloud with a 120-ft. diameter. Those within the steam cloud are scalded for 1d3 points of damage per round (twice this for cold-based creatures). The steam cloud lasts 1d4+1 rounds, half that in a breeze, and hut one round in a strong wind. This spell has doubled effect in humid climes, causes a heavy dampness in and climes, produces slush and sleet at temperatures near freezing, and creates up to 10 inches of snow if the temperature is below freezing.



Cloudscape

Range: 120 yards
Duration: 3 turns/level of caster
Casting Time: 8
Area of Effect: 1,000 cubic'/level of caster
Save: None
Humanoid Shaman 7, Druid 5, Dervish 7 spell.
(Uncommon)

A character can cast Cloudscape on a single cloud or part of a cloud bank, usually from a nearby mountaintop or while flying. It causes 1,000 cubic' of cloud per level of the caster to become solid enough to support any weight. The solidified clouds remain airborne and feel like a thick carpet. A creature that falls onto the magically Strengthened cloud sustains falling damage as normal. An animal or individual that flies into the solidified cloud falls, stunned, for a round and must make a successful Dexterity check to recover. If a creature is flying through a cloud at the moment it becomes solidified, it may make a save vs. TS. Those who succeed escape the cloud in Time. Creatures that fail the save become trapped as the cloud solidifies around them. However, as the cloud is porous, they can continue to breathe until the spell's duration elapses. The solidified cloud itself continues to drift with the wind as usual. While the caster can't use this particular spell to propel the cloud at all, a control winds spell can summon a great gust of air to turn the Cloudscape into a unique flying conveyance easily enough.



Code of Secrecy

Range: Touch
Duration: Varies
Casting Time: 1 rd.
Area of Effect: 1 individual
Component: A piece of Notes
Saving Throw: Neg.
Cleric Level: 5 (Uncommon-mostly clerics associated with thief guilds or immortals who cherish thieves-like Asterius)

A successful casting of this spell prevents the individual from any communication whatsoever about a topic forbidden by the caster. The spell can be cast only upon a creature with an Intelligence score of at least 3. Wisdom adjustments apply to the saving throw. If the individual fails a saving throw vs. spell, all communication concerning the secret is blocked: speech, writing, hand signals, padding, symbology, and so on. An attempt to break the code of secrecy communicates a completely unrelated matter: the menu at lunch, an opinion of the mayor's recent speech, and so on, as the DM decides. During the casting, the priest exhorts the creature to remain silent about a certain fact. The more general the forbidden topic is, the shorter the spell's duration. Each secret to be enforced requires a separate casting. For example, consider the various degrees of secrecy:

- General Secret:** "A guild called fila's Quick Fingers exists in Muden."
Duration: 1 day/ level.
- Uncommon Secret:** "fila's Quick Fingers guild works in conjunction with the temple of Ela"
Duration: 1 week/ level.
- Specific Secret:** "Fulda spiritwalker leads both fila's Quick Fingers guild and the temple of Ela."
Duration: 1 month/level.
- Exactng Secret:** "Behind a plaque of a black dagger in the east hall of the Basilica's basement level lies a secret door that will open up onto a staircase leading down into the Quick fingers guild's headquarters if one speaks the password correctly."
Duration: 1 year/level.

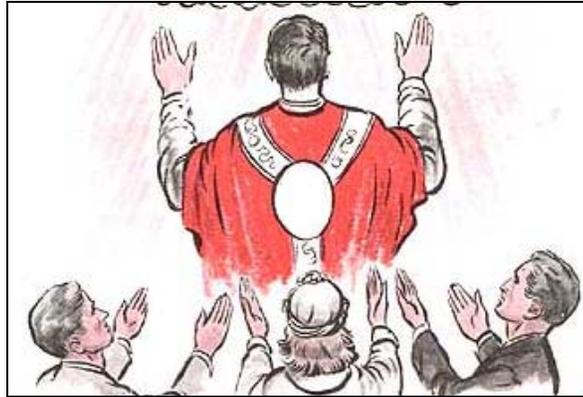


Combine

Range: Touch
Duration: see below
Casting Time: 1 round
Effect: circle of Clerics
Save: None

Cleric 1, Healer 1, Exorcist 2, Humanoid Shaman 1 spell.

This spell enables five Clerics of the same alignment to add their powers to perform a specific function. The Cleric of the highest level, or one selected by the group if all are of equal level, stands in the center of a circle formed by the other four, who hold hands and kneel around the central figure. This process takes one full round, and all Cleric must be chanting the words to the combine spell at the same Time. If one of them stops for any reason, the spell is wasted for all five Clerics. The Cleric in the center can then,



in the round after the casting of the combine spell, attempt to cast a spell or to turn Undead as if he or she were higher than actual level, for the determination of range, duration, and area of effect as applicable. The spell or effect generated this way will function as if the central Cleric is as much as 4 levels higher than he or she actually is, as outlined below. Only the Cleric in the center need know and have prayed for the spell to be cast by the combination prior to the casting of the combine spell. Only informational, protection (including Dispel Magic), and curative spells can be combined in this way. The Clerics may also create food and water or turn Undead. The four Clerics comprising the circle are in a deep trance that will require a full round to recover from. During the trance, surprise is automatic and all "to hit" rolls for hand-to-hand combat against the entranced Clerics are made at +4. Naturally, the entranced Clerics can't use shields or Dexterity bonuses in the calculation of their AC's. Thus, if the combination of Clerics is physically attacked, only the center Cleric can Master any defense. If he selects an attack spell of any type to serve as a Coeur for the enemy's attack, the combination is broken before the spell is finished, and the center Cleric reverts to his or her normal level at once. The combination can otherwise remain together for the casting of one spell or one turning attempt at Undead. Then the spell breaks, and the four Clerics comprising the circle must recover for a full round before they can do anything else. If a Cleric dies the combination is broken, but not if one is only hit for damage once the combination spell has been cast and the combination is in effect. The center Cleric will be raised in effectiveness by 1,2,3, or 4 levels depending on how many of the combined Clerics are four or fewer level below the actual level of the center Cleric. Only those Clerics within four levels of the highest Cleric can contribute this benefit. Example: 5 2nd level Clerics want to combine so as to better cope with some menace. They take a round to combine, and then for the purpose of casting another spell, the center Cleric acts as a 6th level Cleric, gaining one bonus level for each of the four participants. Note that the center Cleric could not cast a second level or higher spell in any event, since the character is actually only a 2nd level Cleric and can't know any spell higher than the first level of power. If a 7th level, a 5th level and three 2nd level Clerics combine, the center Cleric could operate as a 8th level Cleric. The 2nd level Clerics are 5 levels lower than the central Cleric and so can't contribute to boosting his effective level, but are still valuable as participants to complete the necessary circle of Clerics.

Comforts of Home

Range: Touch
Duration: 8 hrs.
Casting Time: 1 rd.
Area of Effect: Creature touched
Components: The priest's holy symbol.
Saving Throw: None
Master Level 1

This simple spell allows a willing recipient to pamper himself or herself with all the comforts of home. For the duration of the spell, even the most meagre trail rations warm the belly like a favourite home cooked meal, the hard-packed ground feels like a soft, warm bed, upon awakening the recipient feels like he or she has bathed and changed into a fresh, clean set of clothes, etc. While this spell does not alter the reality of the recipient's current environment, it does alter his or her perception of that environment, mitigating the psychological rigors of travel. This spell does provide one tangible benefit: Any night's sleep had while under the effects of this spell is equivalent to complete bed-rest, allowing the recipient of the comforts of home to regain 1+con adjustment hit points for the day and be fully rested for the purpose of praying for spells.



Command Forest

Range: Touch
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

Treant Druid Level: 5 Very rare spell, known to treants, castable by Druids of other races of 30th level



When cast on a treant noble, this spell allows the noble to reverse its rapport with the forest, sending out commands through the same process it normally receives information. Because of the limited awmness trees have of the world around them and the time delay in communication, commanding a forest through this rapport is unwieldy at best. Simply getting all the trees to start moving, stop moving, or change direction at the same time requires conscientious planning and several hours to execute (a minimum of one hour per mile the treant noble is from the farthest edge of the forest.) So, while trees commanded in this way theoretically have all the abilities of any other treant-animated trees, speaking practically they can be commanded only to move, and the full movement capability of the trees is rarely employed by the commanding noble. A forest charging full tilt across the countryside could get into trouble before the noble became aware there was a problem.

Command Word

Range: 10'
Duration: 1 Round
Casting Time: 1
Area of Effect: 1 Creature
Save: Negates

Cleric 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Sh.Elf Shaman 1, Shaman 1 spell.

This spell allows the Shaman to utter a command of one word. The word must be in a language that the recipient is able to understand. The recipient obeys to the best of his or her ability as long as the command is clear and unequivocal. A command to "Die!" would make the recipient faint for a round or so, but there would be no other harmful effect (unless, of course, he was walking a high wire at the Time). Typical command words include: Halt!!, Back!!, Run!!, Go!!, Surrender!!, etc. Undead are not affected. Creatures with an Intelligence over 12 or more with over 6 Hit Dice or levels are entitled a save vs. spells adjusted by wisdom. Creatures who meet both qualifications do not get two saves.



Commune

Range: Cleric only
Duration: 3 Turns
Casting Time: 5
Effect: 3 Questions
Components: The priest's religious symbol, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required, and if the offering is insufficient, only partial or no information is gained.

Save: None

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5, Sh.Elf Shaman 5, Shamani 5 spell.

This spell allows the caster to ask Questions of the Immortals. The caster may ask Questions that can be answered yes or no (sometimes the Immortal will respond in small, often cryptic, messages). The priest is allowed one such question for every piety level he has attained. The answers given are correct within the limits of the entity's knowledge ("I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient). Optionally, the DM may give a single short

answer, of five words or less. However, a Caster may commune only once a week. If this spell is used too often, it will not only fail automatically, but its use is limited to once a month from then on for that character (any further break of this rule will cause the spell to fail only). It is probable that the DM will limit the use of commune spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

Once a year (mostly on the major Holy day of the Immortal) the Cleric may ask twice the amount of Questions. This spell will also reveal how pious a character is; this takes only 3 rounds, and only the general amount of piety is revealed. When a character is touched it will reveal also how many piety that character has if the caster intends to use the spell to reveal this. The character examined must be willing and show him/herself humbly to the Cleric and thus the Immortal, to let the spell function at all. This spell can also be used to determine possible gains or losses in piety from contemplated actions. Thus it can be used to discover a way to achieve a goal while minimizing danger to its piety (e.g., "Don't kill the guard!! Offer him a Job!!"). Entities communed will structure their answers to further their own purposes.



Takhisis Casts a Commune spell with Tiamat.

Commune With Earth

Range: 0
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Components: Holy symbol and a hit of earth, rock, or clay.
Saving Throw: None

Dwarf cleric Level: 5

This spell enables a dwarven priest to become one with the surrounding earth. The priest is able to learn one fact about the surrounding area for each level of experience, in much the same manner as the druid's commune with nature spell. The caster can "know" facts-ahead, left, right, (and up, level or down) about the following subjects: the ground, minerals, bodies of water, people, general animal population, burrowing or subterranean creatures, fungi, and so on. The presence of powerful unnatural creatures can be detected, as can the general state of the earth. This spell is only effective in rocky hills, mountains, or underground caverns or mines. The spell operates in a radius of one-half mile per level of the priest and to a depth of one-quarter mile per level. The casting of this spell is limited to once per month.

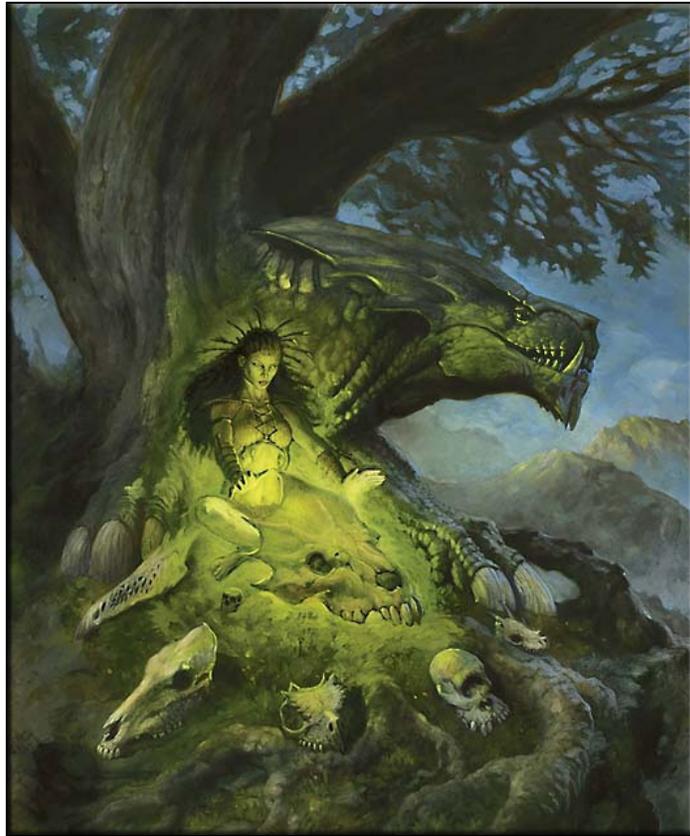


Commune With Nature

Range: caster
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Save: None

Druid 5, Dervish 5 spell.

This spell enables the caster to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each caster level, he can "know" one fact—about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of ½ mile /level. In natural underground settings—caves, cavern, etc.—range is only 10 yards/level. In constructed settings (dungeons and towns), the spell will not function. The spell is limited to use once a month.

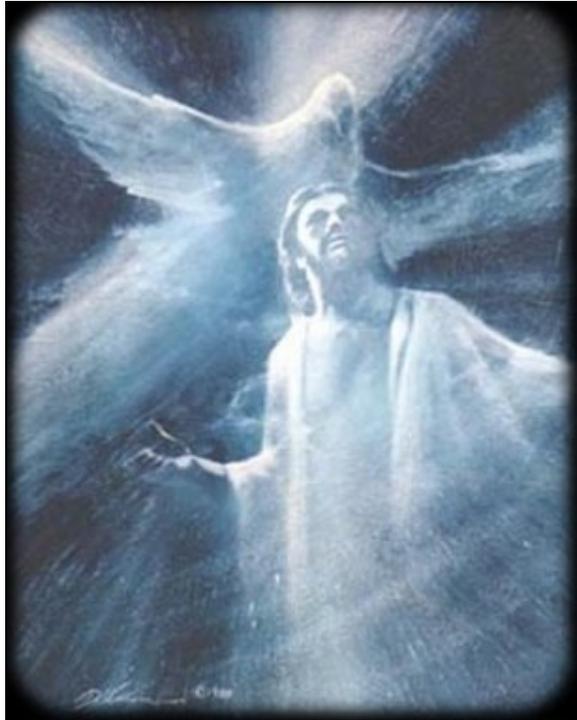


Commune with Spirit Lord

Range: caster only
Duration: 3 Turns
Casting Time: 6
Effect: 3 Questions
Save: None

Shaman 5 spell.

This spell enables a Shaman to ask Questions of his Spirit Guide's Spirit lord. The Shaman may ask 3 Questions that may be answered yes or no (or one short answer up to the Spirit Lord(DM)), and only commune once a month. Once a year on the night of the Spirits (15th Rinpoche (Eirmont) the Shaman may ask 6 Questions. For the Shaman this is the most important night of the year. During this Time the boundaries between the world Yurt and the Spirit world fade. It is a night of high ritual and Shamanistic expertise. Those Shamans with access to the required spells journey to the Spirit World, seeking the aid and advice of the Spirits for the year ahead. Some Shamans attempt to reach and scale World Mountain. This is regarded as the most auspicious Time to enter the Spirit World. It is also an Important night for the rest of the tribe. Songs are sung remembering tribal ancestors, requesting their guidance and aid in the future life of the tribe. An entire feast is set aside for the ancestral Spirits and offerings are made to a multitude of animal and Plant Spirits. Small fires are lit and blessed, bathing the steppes in an eerie flickering light, encouraging the presence of benign Spirits and aiding the Shamans in their attempts to reach the trance estate. Its traditional for the tribe to fast during the day and the night, a fast that is enthusiastically broken at dawn with communal meal followed by a day of sporting events and merriment.



Conceal Riches

Range: 80 yds.
 Duration: Permanent
 Casting Time: 1 rd.
 Area of Effect: 1 being or a 20-ft. cube
 Saving Throw: Special
 Dwarf Level: 4

The conceal riches spell makes all items worn or carried by one being or within an area up to 20 X 20 X 20 feet look worthless. Fine clothes look shabby and new, expensive, or luxurious items appear old and worn. This illusion is used by priests of Kagyar to disguise themselves or their treasure hoards and abodes (or those of others, for a fee) to thwart robbery attempts. They also use this spell to avoid being detained or molested when travelling with great wealth. The effect is permanent until successfully dispelled or until it is dismissed by the caster.

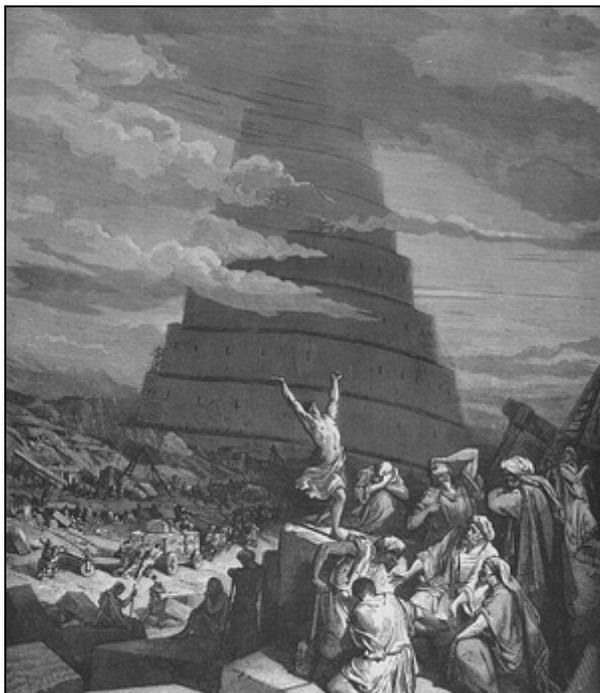
Conformance

Range: 80 yds.
 Duration: 1 rd./level
 Casting Time: 1 rd.
 Area of Effect: 40-ft. cube
 Component; A set of three nut shells.
 Saving Throw: Special
 Cleric, Exorcist Quest spell Level: 7

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th or 13th level caster, eight to 11 by a 14th or 15th level caster, and so on. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as indicated on the table (roll 1d10 each).

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs. Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, hats fly, etc.). This is not panicked flight. Wandering creatures also have a 50% chance of using any special innate movement abilities plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused OK, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.



1d10	Reaction
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

Confound

Range: caster only
Duration: 1 hour per level of the caster
Casting Time: 5
Effect: Confounds 1d6+1 creatures.
Save: Special

Shaman 5 spell.

The Confound spell affects Human, Demihuman, or Humanoid creatures (no larger than an Ogre). It doesn't affect the Undead or Spirits. Each victim must roll a Save vs. spells with a -2 penalty or begin to attack any creatures / characters friendly to it. If no friendly creatures are noticed within 40', or they are all slain, the spell ceases to have any effect (even when after these friends (re)appear in range. If cast at a single creature, the Save is made with a -4 penalty. This spell can also be reversed, and then it will remove the effect of a Confound or a Confusion spell.



Conjure Air Elemental Dismiss Air Elemental

Range: 40 yds.
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Druid Level 7 of Air / Though Immortals

A caster who performs this spell summons an air elemental to do his or her bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Furthermore, the caster needs but to command it, and it does as she or he desires, for the elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by a dismissal or holy word spell, or the spell duration expires.



Conjure Animals



Range: 30 yds.
Duration: 2 rds./level
Casting Time: 9
Area of Effect: Special
Saving Throw: None
Cleric, Exorcist, Healer Level: 6

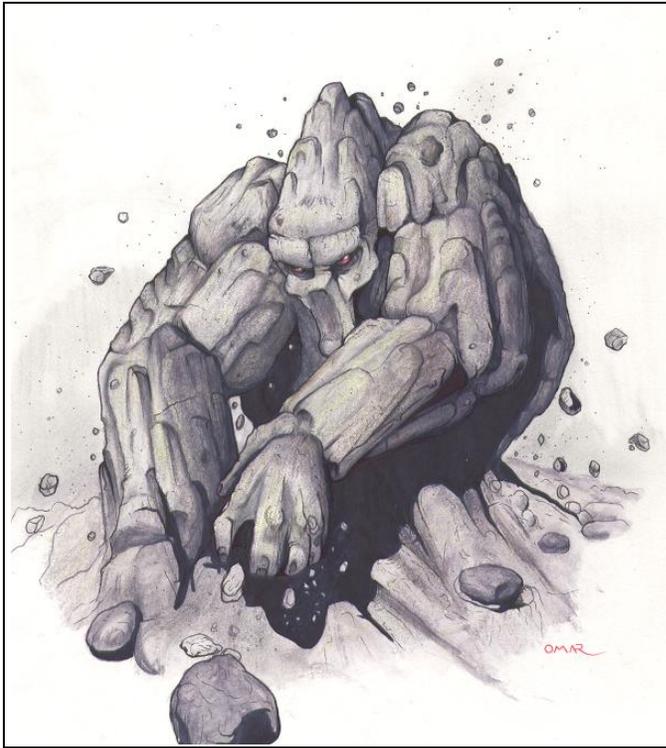
The conjure animals spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is conjured, the type cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as 5 of a Hit Die. Thus, a creature with 4+3 Hit Dice equals a 4% Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the priest's opponents, but resist being used for any other purpose—they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The

conjured animals disappear when slain.

Conjure Earth Elemental **Dismiss Earth Elemental**

Range: 40 yds.
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Druids of Matter/Earth Immortals
Level: 7

A caster who performs this spell summons an earth elemental to do his or her bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Furthermore, the caster needs but to command it, and it does as she or he desires, for the elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by a dismissal or holy word spell, or the spell duration expires.



Conjure Fire Elemental **Dismiss Fire Elemental**

Range: 80 yds.
Duration: 1 turn/level
Casting Time: 6 rds.
Area of Effect: Special
Saving Throw: None
Druids or Dervishes of Energy/Fire Immortals
Level: 6

Upon casting a conjure fire elemental spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spell caster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The conjuring caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the Creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a dispel magic spell, the reverse of this spell (dismiss/ fire elemental), or similar magic.



Conjure Greater Elemental **Dismiss Greater Elemental**

Range: 60 yds.
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Summons 1 greater elemental
Component; (besides a great the quantity of the
element at hand) is a small amount of one of
the following:
Air Elemental: Burning incense, **Earth
Elemental:** Soft clay,
Fire Elemental: Sulphur and phosphorus,
Water Elemental: Water and sand
Saving Throw: None

Cleric Level: 7 of corresponding Immortals (Air/Thought,
Energy/Fire, Earth/Matter, Time/Water)

This spell allows the caster to summon a single greater elemental from an elemental plane. The conjure greater elemental spell is actually four spells, each of which can be cast only by a priest with access to the appropriate sphere. The power of the conjured greater elemental depends on the level of the caster. Only one greater elemental can be conjured in a day. Greater elementals are both more powerful and more intelligent than common elementals summoned by lesser spells. While they can be forced to serve in the same manner as lesser elements, a conjured greater elemental can be bargained with, if the caster can show how its actions will further elemental concerns. The caster must offer suitable inducements, or the greater elemental is 10% likely to depart to its home plane. Special protection from elementals is available by means of a protection from evil spell. Any casting is 5% likely to summon the next more powerful elemental. The cater elemental is 1% likely per Hit Die to be free-Willed. A 24th-level caster will summon a greater elemental of demipower status, at least 24 Hit Dice and immune to weapons of less than +3 enchantment. Free-willed elementals of these power levels can be negotiated with, but tend to be more hostile and less tractable, Spells such as exaction might be useful.



Conjure Water Elemental **Dismiss Water Elemental**

Range: 80 yds.
Duration: 1 Turn/Level
Casting Time: 6 rds.
Area of Effect: Special
Saving Throw: None
Druid Level: 6 of Time/Water immortals

Upon casting a conjure wafer elemental spell, the caster opens a special gate to the elemental plane of Water, and a water elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four water weirds appear, 4% likely that a marid appears, and 2% likely that a huge noble water elemental of 21 to 24 Hit Dice appears. The conjuring caster need not fear that the elemental force summoned will Nm on him, so concentration upon the activities of the water elemental or other Creatures summoned or protection from the Creature is not necessary. The elemental summoned helps the caster however possible, including attacking opponents of the caster. The water elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a dispel magic spell, the reverse of this spell (dismiss water elemental), or similar magic.



Conjure Nature Elemental **Dismiss Nature Elemental**

Range: 100 yds.
Duration: Special or 24 hrs.
Casting Time: 1 turn
Area of Effect: 1 mile
Components: Burning incense, soft clay, sulfur, phosphorus, water, sand, and a duly consecrated holy symbol.

Saving Throw: None
Clerics/Druids of Mother Nature Level: 7

Upon the casting of this spell, the caster opens a direct link with the Outer Plane Chauntea and a portion of her essence forms a nature elemental from the uncivilized and Uncultivated portions of the priest's current surroundings. A caster of 16th level or less must make a saving throw vs. breath weapon. If the saving throw fails, the caster provides the spirit to form of the elemental's essence (it is composed of earth, air, fire, water, and spirit) and departs the Prime Material Plane when the elemental disperses at the end of the spell's



duration. The caster is then dead, but his/her body remains intact (it is, oddly, not restructured like the environment) and can be raised or resurrected.

Priests must be above 17th level to inscribe this spell onto a scroll, and then only someone who is in touch with nature (druids, clerics above 5th level) can read the scroll. When reading from a scroll, a caster does not need to make a saving throw. Nature elementals are summoned to return the spell's area of effect to an uncultivated state. All signs of civilization and all humans or humanoids within the area of effect are obliterated. The only people immune to the elemental's fury are the caster and up to 10 people per the caster's level within a 100-yard-radius who are designated upon casting the spell. The elemental disperses into its environmental components when a 1-mile radius is renovated or after 24 hours, whichever occurs first. Unlike other elementals, nature elementals cannot be controlled. Their duties and the area in which they are to perform them are set at their summoning. If the area a nature elemental is summoned into is free of signs of civilization, the creature disperses. Nature elementals are not affected by protection from evil spells and like magics that hold extra planar creatures at bay.

The reverse of this spell, dismiss nature elemental, disperses a summoned nature elemental.

Contain Spirit

Range: 10 yds.
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 spirit
Saving Throw: Neg.
Shaman Level: 2 uncommon.

This spell allows the caster to trap any one spirit within a bottle, gourd, or other container. For the spell to work, the spirit must be within ten yards of the caster, the caster's level must be equal to or greater than the spirit's Hit Dice, and the caster must be holding or touching an appropriate receptacle. On completing the incantation, the shaman seals the receptacle, and unless the spirit makes a successful saving throw vs. paralysis, it is trapped. The shaman cannot speak to, coerce, or destroy an ensnared spirit without casting further spells. The spell is, theoretically, permanent. As long as the receptacle remains sealed, the spirit is trapped and unable to use any of its powers. However, if the container is ever opened or broken, the spirit is immediately freed. Further, if the spirit's Hit Dice exactly equal the caster's level, then it can attempt to force its way out. Once per week the spirit is allowed a saving throw vs. paralysis, and if successful, the spirit forces the container open and breaks free.

Shamans wishing to prevent powerful spirits from escaping can use specially prepared receptacles, inscribed with elaborate charms. As rule, if the container is worth 10 gp, the spirit suffers a -1 penalty to save: if it is worth 100 gp the penalty is -2; a 1000 gp receptacle gives a -3 penalty, and so on. The shaman needs 2d6 days to prepare such a receptacle. The spell requires a container in which the spirit is to be trapped.

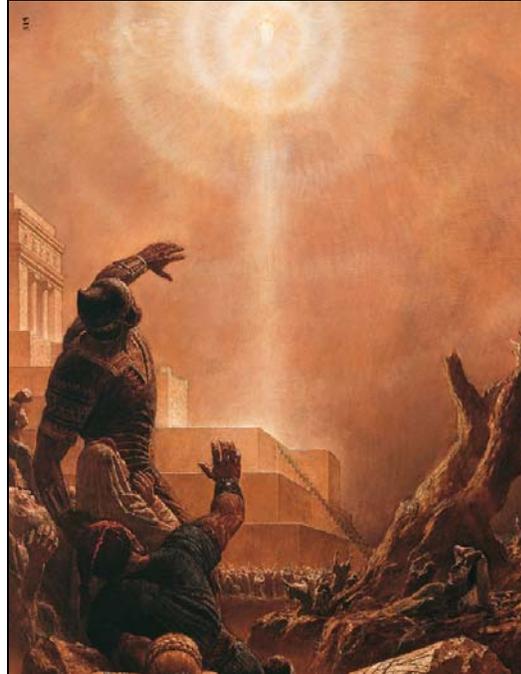


Continual Light **Continual Darkness**

Range: 120'
Duration; Permanent
Casting Time ; 3
Effect: Sphere of Light 60' across.
Save: Special

Cleric 3, Healer 3, Exorcist 3, Druid 3, Dervish 3 Quest spell. (Evil priests)

This spell creates light as bright as day light in a spherical volume of 30' radius. It lasts until a Dispel Magic or a Continual Darkness spell is cast upon it. Creatures penalized in bright daylight suffer the same penalties within this spell effect (for example, Goblins, which suffer a -1 attack penalty within the Continual Light effect). If the spell is cast on an opponent's eyes, the victim must make a Save vs. spells or be blinded until the effect is removed (In these circumstances only will a Cure Blindness also remove the Blindness). This spell may be cast in an area, upon an object, or a person or creature: it can also be cast directly on a person's or creature's eyes, thus blinding him. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed. Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a continual light spell against a similar or weaker magical darkness cancels both. This spell eventually consumes the material it is cast upon, and will fail, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials (gems) might last decades of years.



The reverse of this spell, Continual Darkness, creates a completely dark volume of the same size. Torches, lanterns, and even a Light spell will not affect it, and Infravision will not penetrate it. A Continual Light spell will, however, cancel it. If cast on a creature's eyes, the creature must make a Save vs. spells or be blinded with the same effects as blindness from the normal Continual Light until the spell is removed. This spell is mostly used by evil priest, thus not that the spell is evil, but the darkness is metaphorically connected with death and despair, and therefore more often used by evil priests.

Control Currents

Range: 10' / level
Duration; 1 Turn / level
Casting Time: 1 full Turn
Effect: Calms or increases water currents
Save: Special

Druid 5 spell.

With this spell, the caster can cause all the water within range to behave as desired, either increasing to waterfall force or slowing to a dead calm. (in case of a waterfall water will stack behind and start flowing elsewhere until the spell's duration ends. The caster must concentrate for one full Turn of concentration (can't move or attack) to change the water completely (calm to gale, for example). Any higher level Caster using the same spell can easily counter the spell. The effect moves with the caster. If the spell is cast against an Water creature (ex.



Elemental), the victim can make a save vs. spells. If failed, the caster can slay or control the Water creature by proper use of the water force. The creature will only obey as long as the caster maintains concentration. If the caster's concentration is broken or the spell's duration lapses, the creature will attack him.

Control Death Tyrant

Range: 0
Duration: 1 day
Casting Time: 7
Area of Effect: The caster
Saving Throw: None.

Evil Priests Level: 4 with 17 or better Intelligence (very rare).
Or elder orbs (common)

This spell enables an elder orb to control any death tyrant within one mile per current Hit Die of the elder. This control is like a charm person influences humans. The elder orb can simultaneously control one death tyrant per point of Intelligence it currently possesses. If faced with more tyrants that its control limit, it can drop control of one in one round and assume control of another the next. The tyrants involved will do nothing during those two rounds. Death tyrants cannot rebel against this control, which overrides and always supersedes their directives. Only an elder orb or an evil priest of 18 or greater Intelligence can use this spell.



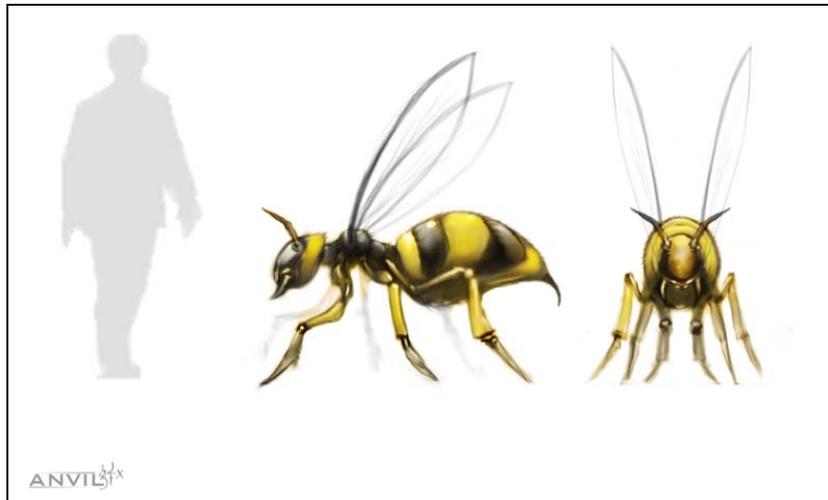
Control Giant Insect

Range: 10 yds./level
Duration: 1 turn + 1 rd./level
Casting Time: 7
Area of Effect: 1 giant insect
Component; A scale, piece of chitin, or body part of the same type of insect. This can be a dried husk or remnant, and can be from any size of related insect (for example, a giant wasp can be controlled using the wing of a normal wasp).

Saving Throw: Neg.

Clerics Level: 4
uncommon to very rare.

This spell works on any giant or magically enlarged insect that fails a saving throw vs. spell. Only one insect can be controlled per spell. The insect cannot be used as a steed by the caster because of the particular nature of the magic, which enables the caster to precisely control the insect from afar. This involves the caster making movements that are imitated as precisely as possible by the insect (given differing body types). Thus, a priest



could force a beetle to follow a complex route, pull a lever, push chess pieces about on a board, and perform other complex tasks, to the limits its body allows. This spell (originally known as Control Aratha) was developed by the priests to enable them to control local giant killer beetles, or Arathas, and force them to serve as temple guardians.

Control Temperature 10' Radius

Range: caster only
 Duration: 1 Turn per level of the caster
 Casting Time: 7
 Effect: Cools or warms air within 10'.
 Component: A strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

Save: None
 Healer 4, Druid 4, Dervish 4, Sh.Elf Shaman 4, Shaman 4 spell.

This spell allows the caster to alter the temperature by 5 °F /level within an area 20' across. The maximum change is 50°F, either warmer or cooler, occurring immediately, and the effect moves with the caster. The caster may change the temperature simply by concentrating for 1 round, and the temperature will remain changed for as long as the spell lasts. The spell is useful for resisting cold/heat so the caster may survive temperatures extremes. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions, The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave. Useful for protecting and aiding the recovery of someone suffering from hypothermia, frostbite, heatstroke, or some other temperature-related malady. But the caster must take care not to alter the temperature too drastically in certain circumstances. Extreme heat is not necessarily good for someone suffering from the effects of cold, so that a frostbite victim might be harmed as much as helped if the temperature around him was suddenly raised by 100 degrees or more; a gradual warming is much more conducive to full recovery. On the other hand, a heatstroke victim is benefited the most if he can be promptly exposed to freezing or near-freezing conditions, to bring his body temperature down as rapidly as possible. The caster may be able to manipulate the temperature during the duration of the spell, or he may be forced to pick a "target temperature" and stick with it for as long as the spell persists.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.



Control Weather

Range: 0
 Duration: 4d12 hrs.
 Casting Time: 1 turn
 Area of Effect: 4d4 sq. mi.
 Components: Holy symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Saving Throw: None
 Druid Level: 7

The control weather spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three

Precipitation	Temperature	Wind
Clear Weather	Hot35-45C	Calm 1
Very Clear	Sweltering Heat 45C+	Dead Calm 0
Light Clouds or Hazy	Warm 25-35C	Light Wind 2
Partly Cloudy	Warm 25-35C	Moderate Wind 3
Clear weather	Hot 35-45C	Moderate Wind 3
Cloudy	Normal 15-25C	Calm 1
Mist/Light Rain/Small Hail	Normal 15-25C	Strong wind 4-5
Sleet/Light Snow	Warm 25-35C	Strong Wind 4-5
Cloudy	Cool 5-15C	Moderate Wind 3
Partly Cloudy	Cool 5-15C	Gale 6
Deep Clouds	Normal 15-25C	Gale 6
Fog	Cold -5-5C	Strong wind 4-5
Heavy Rain/Large Hail	Cold -5-5C	Storm 7-8
Driving Sleet/Heavy Snow	Cool 5-15C	Storm 7-8
	Arctic Cold -5+	Gale 6
		Hurricane/Typhoon 9+

components: precipitation, temperature, and wind. The spell can change these conditions according to the weather chart. The upper-case headings represent existing weather conditions. The lower-case headings below each upper-case heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible-fog and strong wind, for example. Multiple control weather spells can be used only in succession. If the Immortal granting this spell is an air immortal, duration and area are doubled, and the caster can change the prevailing weather by two places (for example precipitation can be changed from partly cloudy to heavy sleet, temperature from cool to arctic, and wind from calm to strong).



Control Winds

Range: 10' per level of the caster
Duration: 1 Turn / level of the caster
Casting Time: 8
Effect: 40'/level radius
Save: Special
Humanoid Shaman 5, Druid 5, Dervish 5, Master 5, Shaman 2, Shamani 2 spell.



With this spell, the caster can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. The caster must concentrate for one full Turn of concentration (can't move or attack) to change the wind completely (calm to gale, for example). Any higher level Caster using the same spell can easily counter the spell. The effect moves with the caster. If the spell is cast against an air creature (such as an elemental), the victim can make a Save vs. spells. If the victim fails its roll, the caster can slay or control the air creature by proper use of the wind force. The creature will only obey as long as the caster maintains concentration and while the spell is active; if the caster's concentration is broken or the spell's duration lapses, the creature will attack the caster. This spell has no effect when cast under water. When this spell is cast in a sand desert, it creates the equivalent of a sand storm in the area of effect, all normal creatures are blinded. When cast for the purpose of countering a control weather or control temperature spell, this magic completely negates the previously cast spell, reinstates the natural weather or temperature conditions that were in effect beforehand, and then creates a wind of the desired velocity. This wind does have the power to affect other naturally existing conditions, if it is strong enough (it will dissipate moderate or heavy fog, neutralize a sandstorm within the area of effect, and so forth) - and, unlike control weather, the natural weather will not necessarily resume when the spell duration expires: if a sandstorm, for instance, would have abated by the time this spell ends, then it will not resume. The spell does not have the power to change large-scale weather conditions; for instance, it cannot cause storm clouds to move rapidly away or come closer, because the area of effect is not nearly large enough to affect the upper atmosphere where these clouds are located. By means of a control winds spell, the caster is able to alter wind force in the area of effect. Forevery three levels of experience, the caster can increase or decrease wind force by one level of strength.

Wind strengths are given on the table.

Winds in excess of strength 5 drive small flying creatures-those eagle-sized and under- from the skies, severely affect missile accuracy, and make sailing difficult.

Winds in excess of strength 6 drive even man-sized flying creatures from the skies and cause minor ship damage.

Winds in excess of strength 7 drive all flying creatures from the skies, uproot trees of small size, knock down wooden structures, tear off roofs, and endanger ships.

Winds in excess of strength 8 are of hurricane force. An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used in underground places, the eye shrinks one foot for every foot of confinement, if the spell is cast in an area smaller than the area of effect. For example, if the area of effect is a 360 foot radius, and the space only allows a 350 foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a control winds spell to counter the effects of a like spell up to the limits of his own ability.

Wind Table	
Type	Strength
Dead Calm	0
Calm	1
Light Wind	2
Moderate Wind	3
Strong Wind	4
Strong Wind	5
Gale	6
Storm	7
Heavy Storm	8
Hurricane	9

Corpse Whisper

Range: 60 ft
Duration: Special, up to 1 day
Casting Time: 3
Area of Effect: 1 undead Creature
Component: The tongue of a dead man
Saving Throw: None
Evil Clerics Level: 3

This spell enables the caster to transmit a message to an undead creature. The message forms silently in the mind of the corpse in the natural voice of the caster. The caster does not need to be within line of sight of the undead creature, if it is one he currently controls. The caster is not privy to the mind or thoughts of the undead creature. The undead recipient is forced to obey only if it is not a self-willed undead (zombies and skeletons) and not under the current control of the caster. Self-willed undead can do as they please, but fear of their master may be enough to spur them into immediate obedience. The spell establishes a link with the undead creature that enables up to half as many one-round, one-sentence messages to be sent as the caster has levels, rounded down. For example, a 9th level caster could send four messages to an undead creature that received this spell, each message requiring a single round to send and consisting of a single sentence. Even if no commands are sent, the spell wears off after a day. Although the creature must be within 40 feet of the necromancer when the spell is cast, after that the creature can travel up to a mile away and still receive commands'. As you might expect, the spell will not function if the caster and undead minion are in different domains and the borders of either domain (or any intervening domain) are closed. **The usage of this spell is evil.**



Council Of Spirits

Range: Special
Duration: 1 turn/level
Casting Time: 1 day
Area of Effect: Special
Components;

The markers that identify the spell's area, which crumble when the spell expires. Although they are not valuable, it takes several days or more to assemble them, and the cooperation of other members of the tribe is usually required (groups of hunters stalking rare animals whose skulls are needed, for example). The only other requirements for the spell are that there are no mortals besides the shaman present, and that the area chosen be on the tribe's own territory



Saving Throw: None
Shaman Level: 7 Uncommon

The casting shaman stakes out an area up to 100 feet across, marking the boundaries with the skulls of animals, sacred fires, and posts engraved with depictions of the spirits. At dusk, the shaman sacrifices fifty cattle (or their gp equivalent), and waits. A single group of spirits can be called to this council—all the tribe's heroes for example, or all the ancestors; or the spirits who are the villains of the tribe's legends, or all the totem spirits. If the spirits have reason to distrust the shaman, they may refrain from attending, but usually all those called arrive within one turn after the spell is completed. Thereafter, the council is convened, the most respected spirit taking the lead in the discussion. The spirits ask the shaman why her or she called them, and debate the issues put before them; only important matters affecting the tribe's well-being, ancient evils, and epic quests are considered worthy of a council, and the spirits may punish a shaman who call them to resolve petty, routine or personal problems. Once the council has begun, the shaman (as a mere mortal) is relegated to the sidelines, and is wise to be quiet unless the spirits (as his betters) ask for an opinion or information. The whole discussion often has a dreamlike quality—voices echoing, mists swirling, space and time becoming confused—and when the duration expires, the whole council simply fades away, leaving the shaman alone

Courage

Range: 240 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: One unit up to 200 individuals
Save: None

Cleric 1, Healer 1 spell.

This spell imbues the target unit with a temporary burst of courage. To cast this spell, the Cleric must have an uninterrupted line of sight to the target unit. A Courage spell enables a unit to automatically pass its first morale check following the casting of this spell. When circumstances arise that would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally. If a unit under the influence of a courage spell is not forced to make any morale checks, the spell expires at the first sunset. No more than one courage spell can affect a unit at one Time. Once expired, a Cleric can cast it again on the same unit.



Create Atmosphere **Destroy Atmosphere**

Range: 10 yds/level
Duration: Special
Casting Time: 4 turns
Area of Effect: 1 cu. mi./level
Saving Throw: Special
Components: A small, stoppered flask and a drop of water. One hit point is permanently drained from the caster each and every time this spell is cast (a limited wish or wish can restore a hit point lost in this manner).

Cleric Level 7 very rare. (spacefahrrers only)

This difficult spell creates not merely air, but a magically self-renewing atmosphere that survives for one standard (28-day) month per level of the caster. It lasts until exhausted or until countered by the reverse; dispel magic has no effect. The create atmosphere spell can be cast on an object of any size, and remains with it regardless of the object's gravity or state (for example, if a ship is destroyed, the spell remains centred on the largest chunk, or a random fragment, as the DM desires).

This created atmosphere replenishes the atmosphere of another ship it encounters if their combined atmospheres are within the spell's volume limit, at the rate of 1 ship ton per Nm (that is, the atmosphere of a 24-ton ship can be renewed completely in 1 day). This spell cannot be cast on a creature of any sort. An 10 yard air pocket around an individual remains fresh for 2d20 rounds. Then it becomes fouled; attacks and ability checks have a -2 penalty. At round 31, the air becomes deadly. Each turn requires a saving throw vs. death to avoid passing out. An individual who loses consciousness continues making saving throws, with a failure indicating death by suffocation. An unconscious individual will revive if exposed to fresh (or fouled) air.

The reverse, destroy atmosphere, does not destroy an existing atmosphere, but alters it from fresh to foul (or from foul to deadly). This alteration can quench flames or lessen fiery damage in some cases. Note that the reverse differs from the wizard's version.



Create Baneguard

Range: Touch
Duration: Special
Casting Time: 9
Effect: 1 skeletal Body
Components: Spill at least 20 drops of Draconic blood (as this contains pure magical power).
Save: None

Cleric 6 spell. Only Granted by Non-good or Evil Immortals

The casting of this spell transforms an inanimate skeleton of average or smaller size into a Baneguard, gifted with a degree of malicious Intelligence. Only one Baneguard can be created with the casting of one single spell. The Baneguard is capable of using its abilities in the round following creation, and needs no special commands to attack. The caster must use his Holy Symbol to draw forth a Discord (see Minions of Chaos) as the primary life source of the bane guard. Minions of Chaos don't like the use of this spell as it prevents them from calling back their discord to their body again.



Create Campsite **Break Camp**

Range: 0
Duration: Special
Casting Time: 3
Area of Effect: 50' radius
Components: A piece of String, a bit of wood, and a drop of water.
Saving Throw: None
Cleric, Healer, Exorcist, Druid, Humanoid Shaman, Level: 3



With this spell, the caster generates a squadron of tiny invisible servants who create a campsite for the caster and his companions. The caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of people the campsite is to accommodate, up to three per level of the caster. The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so skilfully prepared that it blends with the surrounding terrain, reducing the chance that the camp might be noticed by 50%. Campfires, loud noises, and other activities can negate this. The entire process takes 4d4 rounds to complete. The servants make camp with the gear and equipment provided for them; otherwise, they improvise with materials available in the immediate area (within 50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants will construct nude hut comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations. The servants cannot fight for the party, deliver messages, or take any other actions other than creating the campsite.

The reverse, **Break Camp**, causes the invisible servants to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4 4 rounds to complete. When completed, all traces of the campsite are eliminated

Create Crypt Servant **Destroy Crypt Servant**

Range: Touch
Duration: Permanent
Casting Time: 1 Turn
Effect: 1 corpse
Save: None

Cleric, Dervish 6 spell. Only Granted by Non-good or Evil Immortals. **Cleric 6, Exorcist 5, Humanoid Shaman 6.**

This spell animates a corpse as a Crypt Servant. The corpse must be in reasonable good condition, and may be prepared in advance of their Master's death. The spell must be cast in the tomb in which the creature is to serve. A successful (Touch) Dispel Magic ends the bondage of the Soul and thus his animation, it will then follow its normal search for Eternal rest.

This spell will also annihilate a Crypt Servant if it fails a Save vs. Death ray. The Soul will then be obliterated, and thus is unable to find Eternal Rest. The usage of this spell is therefore an evil and Chaotic (and Selfish act).



Create Crypt Thing **Destroy Crypt Thing**

Range: Touch
Duration: Permanent
Casting Time: 1 round
Effect: 1 corpse
Save: None

Cleric 7, Dervish 7 spell. Only Granted by Non-good or Evil Immortals . Cleric 7, Exorcist 6, Humanoid Shaman 7.

This spell enables the caster to cause a single dead body to animate and assume the status of a Crypt Thing. This spell can be cast only in the tomb or grave area the Crypt Thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the Crypt Thing remains until destroyed. Only one Crypt Thing can guard a given tomb. A successful Dispel Magic or Touch Dispel ends the bondage of the Soul to the Crypt Servant and thus his animation. The Soul will then follow its normal search for Eternal rest, and returns the Crypt thing to its original unanimated state. Attempts to restore the Crypt thing before this is done fail for any magic short of a Wish. (it will regenerate hastily). The first attack of the crypt thing is to simultaneously teleport each individual member of the intruding group to a random location 20% each chance of 1d10x 10' north, south, east, or west; 10% each chance of 1 level up or down. Creatures displace to the nearest open area out of the crypt thing's lair if blocked.



The reverse of this spell, Destroy Crypt thing, utterly annihilates any such being as soon as it is touched by the caster. The target is allowed a Save vs. Death Tray to avoid destruction. The Soul will then be obliterated, and thus is unable to find Eternal Rest. The usage of this spell is therefore an evil and Chaotic (and Selfish act).

Create Direguard

Range: Touch
Duration: Special
Casting Time: 15
Area of Effect: 1 skeletal body
Components: The holy symbol and at least 20 drops of the blood of any sort of true dragon

Saving Throw: None
Evil Cleric Level: 7 (very rare)

The casting of this spell transforms an inanimate skeleton of size M or smaller into a direguard, gifted with a degree of malicious intelligence. Only one direguard can be created at a time using this spell. The direguard is capable of using its abilities the round following creation. And needs no special commands to attack. The spell is jealously guarded by the clergy of Thanatos but other clerics have found this spell of use.



Create Death Tyrant

Range: 2 yds.
Duration: Special
Casting Time: 3 Turns
Area of Effect: 1 dead beholder
Components: The creation of a death tyrant requires an elaborate ritual. The cost of the material components is about 3,000 gp.

Saving Throw: None
Evil Cleric level 7 with 18 or better Intelligence (very Rare) or Elder Orbs (common)



This spell imbues a dead beholder with energy from the Plane of Limbo, permanently transforming it into a Death tyrant. In addition it allows the caster to instruct the death tyrant as to how it will receive orders in the future. The death tyrant will obey the caster for 1d6+1 round per level of the caster. After that the caster must use Control Death Tyrant spell in order to maintain control. Good-aligned priests suffer great punishments for using this spell

Create Food

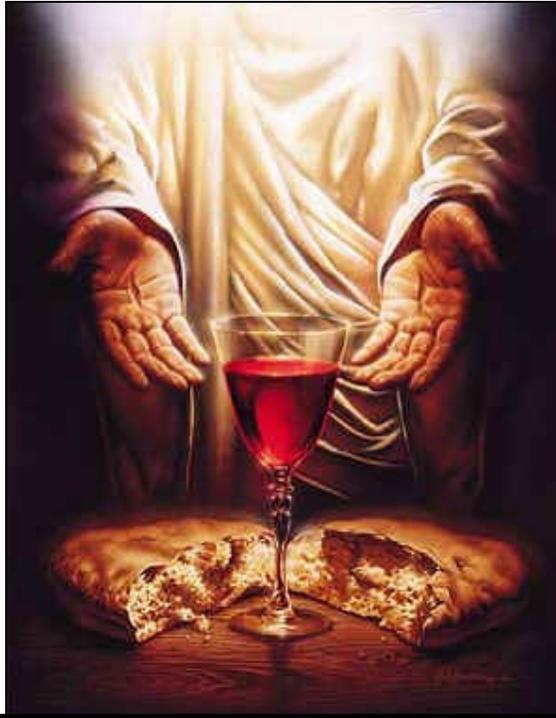
Range: 10'
 Duration: Permanent
 Casting Time: 5+1 rounds per level
 Effect: Creates food for 12 men and their mounts or more.
 Save: None

Cleric 5, Exorcist 6, Humanoid Shaman 5, Dervish 5 spell.

This spell creates enough day rations food to feed 12 men or 50% thereof for mounts for one day. For every level of the Cleric above 8th, food for 12 additional men or 6 mounts is created. The cleric doesn't have to create the maximum amount of food if he doesn't wish to, he may always create a lesser determined amount instead. Immortals of Matter and druids using this spell will limit its usage strictly. The human food will be bread and some stew like porridge. It will cause scurvy when eaten for more than a month. For mounts it will create straw and oats only. The cleric may decide how many food is created by this spell for men and mounts within the limits of the spell (i.e. a 8th lvl cleric may cast 4 men rations and 2 horse rations). Any food created under sea is polluted. Characters eating it suffer from stomach cramps for 1d6 turns unless they save vs. poison, and even then they don't feel content for 1 hour. Characters affected by stomach cramps attack at -4 to hit, move at ¼ normal speed, and make all Saves against area effect spells or attacks at -5.

In the following table is depicted how many men a Cleric can feed with the use of one spells and when he has memorized and cast this spell only. The food will spoil after 24 hour, with similar effect as underwater created, thus making it impossible to lay a big store of food by this spell. A purified food and water will keep it edible for another 24 hours.

Lvl	men/spell	max. men	Lvl	men/spell	max. men	Lvl	men/spell	max. men
8	12	12	18	132	528	28	252	1764
9	24	48	19	144	576	29	264	1848
10	36	72	20	156	624	30	276	1932
11	48	96	21	168	840	31	288	2304
12	60	180	22	180	900	32	300	2400
13	72	144	23	192	1152	33	312	2496
14	84	152	24	204	1224	34	324	2592
15	96	288	25	216	1296	35	336	3024
16	108	432	26	228	1368	36	348	3132
17	120	480	27	240	1440			



Create Normal Animals

Range: 30'
 Duration: 1 Turn
 Casting Time: 8 rounds
 Effect: Creates 1 or more animals
 Save: None

Cleric 5, Exorcist 5, Humanoid Shaman 6, Dervish 6 spell.

This spell is very similar to the 7th level Magic user spell Create Normal Monsters. The difference is that only normal animals known by the caster (e.g., Snakes, Rats, Bats, Bears, Birds, Dogs, Cats, Elephants, etc.; nothing Humanoid, with Human-like Intelligence, or with any Magical abilities or capabilities) can be created. All animals appearing will understand and obey the caster's commands—fighting, fetching things, etc. They will faithfully obey all commands to the best of their capabilities. At the end of the duration all animals created vanish back into thin air. The total number of Hit Dice of animals appearing is equal to the level of the caster (fractions dropped). The caster may choose the exact type of animal created. Animals of 1-1HD are counted as 1 HD, animals of ½ HD or less are counted as ½HD each. For example, with this spell, a 15th level caster could conjure 30 Giant Bats, Rats; or 7 Rock Baboons; or 5 Boars, Draco Lizards; or 3 Black Bears Panthers, or Giant Weasels; and so forth as long as the caster has studied the living animals before. This is why the animals created are mostly regional animals, normally known to the caster of the area.



Create Water

Range: 10'
Duration: 6 Turns
Casting Time: 5+1 rounds per level
Effect: Creates one magical spring.
Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

With this spell, the caster summons forth an enchanted spring from the ground or a wall, from a single drop of water. The spring will flow for an hour, creating enough water for that day, about 50 gallons per level=200 waterskins. When the water is caught in containers it will be permanent, else it will evaporate at the end of the duration, or sink in the ground almost directly (loose ground -50%). This water is pure and untainted, and some sand or salt must be added to prevent the same damage as one would sustain if drinking salt water. For each of the Cleric's level above 8, 50 gallons more is created. A normal human under normal circumstances needs to drink the



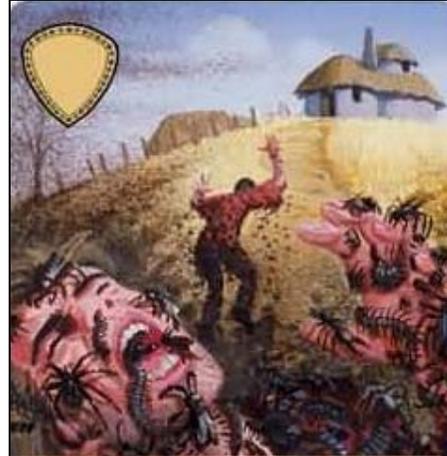
Lvl	gallon/spell	max. gallons	Lvl	gallon/spell	max. gallons	Lvl	gallon/spell	max. gallons
8	50	50	18	550	2200	28	1050	7350
9	100	200	19	600	2400	29	1100	7700
10	150	300	20	650	3250	30	1150	8050
11	200	600	21	700	3500	31	1200	9600
12	250	750	22	750	4500	32	1250	10.000
13	300	900	23	800	4800	33	1300	10.400
14	350	1050	24	850	5100	34	1350	10.800
15	400	1200	25	900	5400	35	1400	12.600
16	450	1800	26	950	5700	36	1450	13.050
17	500	2000	27	1000	6000			

equivalent of 2 waterskins a day minimum to prevent dehydration damage, a mount triple this amount. This water will flow from the magical spring, in the same hour, and thus the flow will become stronger with the level of the caster. This spell actually creates a minute temporal gate to the Plane of Water, and the level or power of the caster depicts how large this gate is (always still too small and filled with counter pressure so no entry to the Plane of Water is possible). The water will be contaminated immediately with the surrounding water if cast under water. Obviously, a life-saver when the party runs out of water in the desert or any other waterless environment. But remember two important points: You can't take it with you unless you have something to carry it in, and you can't make water unless you have at least a drop of water to begin with. (Urine, Saliva, Blood or Perspiration don't qualify as the water drop material component.)

Creeping Doom

Range: 120' (Outside yards)
Duration: 1 Round per level of the caster
Casting Time: 7
Effect: Creates a 20' by 20' insect horde.
Save: Negates
Druid 7, Dervish 7, Sh.Elf Shaman 7, Shaman 7, Shamani 6 spell.

This spell Magically creates (actually summons by teleportation from nearby) a huge swarm of 1000 creeping insects, a mass of from 500 to 1000 (1d6 + 41x 100) venomous, biting and stinging arachnids, insects, and myriapods., appearing anywhere within 120' of the caster (as chosen by the caster). They fill an area at least 20'x20' and can be ordered to fill an area of 60'x60'. The Creeping Doom can move at up to 60'(20") if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the caster moves more than 120' away. If the creeping doom goes more than this 120 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards (e.& at 100 yards, its number has shrunk by 100).



There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DM's. The insects always attack everyone and everything in their path, inflicting 1 damage per 10 insects, a total of 100 points per round to each creature caught in the effect (no Save). Normal attacks (such as fire) can damage the horde slightly, but even a Fireball spell will only slay 100 of them (reducing the damage accordingly). The Creeping Doom can be destroyed by a Dispel Magic spell (at normal chances for success), but it can penetrate a Protection from Evil effect, and can move over most obstacles at the normal movement rate.

The insects conjured are always crawling insects, like Ants, Scarabs, Lice, Bugs, and so on, none of these insects are able to fly (they can, however, jump up to 4', and climb nearly all surfaces with ease). This spell has almost no effect if cast under water. It will summon those insects normally living underwater, but these are so low in number that the area of effect is reduced to 2'x 2' and can be ordered to fill an area of 6' x6'. The number of insects will then be 100 at most, and could even be much less. The insects summoned will mostly be the larvae stadia of above ground insects like the Dragonfly. These insects can never be found at a depth of more than 30', and thus can never be conjured there.



Crush of the Depth

Range: 20 yds.
Duration: Instantaneous
Casting Time: 6
Area of Effect: 20' cube
Saving Throw: Neg.
Shark-kin Humanoid Shaman(clerics) Level: 4

Crush of the depths momentarily increases the air or water pressure within its area of effect. Everything within the area experiences a pressure of 1,000 pounds per square inch (equivalent to that found at more than 2,000 feet beneath sea). All creatures in the area of effect are allowed a saving throw vs. spell. Creatures that fail the saving throw can't perform any action more complex than normal movement or speech for 4d4 rounds. During this time, affected creatures suffer a 4 penalty to all saving throws, and attack rolls made against them have a +4 bonus. Creatures unable to dive to a depth of 2,000 feet also suffer 2d4 points of damage if the saving throw is failed. This spell has no appreciable effects when cast at depths greater than 1,500 feet.



Crushing Walls

Range: Touch
Duration: Permanent until activated
Casting Time: 1 turn
Area of Effect: Special
Components; A 1-inch iron cube and a walnut shell.
Save: None

Cleric 6, Exorcist 6, Humanoid Shaman 6 spell.

This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a square whose sides equal the caster's level times 2' (a 13th-level Cleric could affect a 26' x 26' surface). The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat (larger than one-half cubic' or weighing more than three pounds). When activated, the enchanted surface moves toward the opposite surface at a rate of 3' per round. Unless the spell is canceled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 19) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for three consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest Strength score is used as a base score; one point is added to that score for every creature assisting. Thus, a creature with 16 Strength assisted by three creatures could attempt to stop the wall.
- A strong or heavy object made of stone, wood, or metal is placed in the path of the wall. If the item survives a Save vs. crushing blow, the object successfully braces the wall. If the object holds for three consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall. Dispel magic or a similar spell or magical item is used to cancel the Crushing Wall. Creatures can avoid being crushed by using a potion of Diminution, potion of Gaseous Form, or other devices or spells that reduce size. The Crushing Wall almost never touches the opposite wall, usually being stopped by debris. A gap of 2" or more usually remains between the walls. If the wall is not stopped, it causes crushing damage to everyone in the room. All creatures must make a save vs. death ray. Those who fail are crushed to death. Those who save successfully suffer 5d10 damage. When the wall can move no farther, it returns to its original position and the spell is negated.



Cure All / Heal

Range: Touch
Duration: Permanent
Casting Time ; 1 Turn
Effect: cures anything
Components; Vocal *Ferula Totalis*
Save: None

Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6 Quest, Shaman 6, Shamani 6 spell.

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1d6 damage. (restore the victim to full starting hp, and then subtract 1d6 points). The spell can remove a Curse (not a Major Curse), or Neutralize a poison (depending on the Strength of the poison) or cures a Blindness, or even remove a Feeblemind or Insanity effect instead of healing. This spell can also cure broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell. In the case of broken bones it is used to cure one Broken Neck (if used together with a Cure Paralysis spell), or three of the same Breaks

as are possible with a Cure Light Wounds spell, or two of the same breaks as possible with a Cure Critical or Cure Serious Wounds. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed per broken bone healed, which reflects the break itself. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds, breaks, a poison and a curse), the Cleric must name the ailment the spell is intended to cure. If cast on a recipient of a Raise Dead spell, the Cure All spell eliminates the need for two weeks of bed rest, the recipient can immediately function normally. This is the only form of magical curing that will work on a newly raised creature. The DM should interpret the power of this spell liberally when it is used to counter injuries or disabilities caused directly or indirectly by the environment. For instance, a heal spell will restore all constitution points lost from heatstroke, not just those that would have been regained by normal recovery.



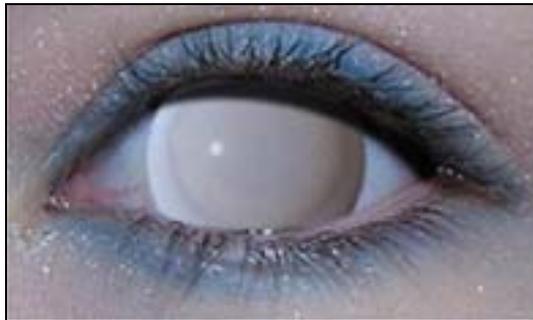
Cure Blindness

Range: Touch
Duration: Permanent
Casting Time ; 1 Turn
Effect: Any one living Creature.
Components; Vocal *Ferula ceacus*
Save: None

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Master 3 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure nearly any form of Blindness, including those caused by Light or Darkness spells (whether normal or Continual). This spell will negate the eye injuries and blindness caused by a sandstorm, without requiring the victim to keep his

eyes covered during a recovery period. It will not, however, affect Blindness caused by a Curse or when the eyes are lost (ex, burned or poked out). The Cleric or Healer must touch the recipient with his bare hands while casting the spell, and dripping some Holy (or Unholy in case of an Evil Cleric) water on the Blinded eyes. The eyes must then be bound with some cloth until they are completely healed. This takes 24 Hours minus the level of the Cleric or Healer, or at least 1 Turn. In this Time the character still has the same penalties as if he was blinded, because he can see only dim shapes and light sources. When this Time period is passed and the character opens his eyes he can see normal again. When the character has opened his eyes before this cooling period has passed, the remaining Time will be quadrupled to get the necessary healing. Lost eyes need a Cure-All, Regeneration, Wish or similar powerful magic to remove the Blindness. The spell is also useful in the natural degenerative degradation of eyes by age. As most elderly need glasses this spell applied regularly negates the need to use glasses for 1 week per level of the caster.



Cure Critical Wounds **Cause Critical Wounds**

Range: Touch
Duration; Permanent
Casting Time ; 8 or 1 if used to cause wounds.
Effect: Any one living Creature.
Components; Vocal *Ferula Criticea*
Save: None **Negates**

Cleric 5, Healer 4, Exorcist 5, Humanoid Shaman 5, Sh. Elf Shaman 6, Shaman 5, Shamani 5 spell.

This spell will be replaced by Improved Cure Serious Wounds by Immortals with Healing in their ideas, except for Healers who finally get both.

This spell will work only on Prime plane creatures when they are alive. This spell will heal **3d6+1** damage, and stop an ongoing blood loss of 3 point per round, or it removes any paralysis. This spell can also cure **one** broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Keybone Fracture or Broken Hip. And this



curing Broken bones is instead of curing wounds. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount. This spell can also cure three broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell.

This spell can be reversed and as such it will cause 3d6+3 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. Many Immortals do not grant this spell, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.

Cure Deafness

Range: Touch
Duration; Permanent
Casting Time ; 7
Effect: Any one living Creature.
Save: None
Components; Vocal *Ferula Surdus*
Healer 3, Cleric 3, Exorcist 3, Druid 3, Shaman 4 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure any form of deafness when both ears are touched by the hands of the caster for 7 segments. When the patient succumbed by deafness due to a curse, disease, damage, it will be lifted. Only divine curses or inborn deafness can't be lifted this way.



HEARING.

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Cure Disease**Cause Disease**

Range: touch
 Duration; Permanent
 Casting Time ; 3 rounds (or more depending upon the Disease) 3
 Effect: One living Creature.
 Components; Vocal *Ferula Morbispiresea*
 Save: Negates

30'

Cleric 3, Healer 2, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Sh.Elif Shaman 4, Shamani 3 spell.
 This spell will work only on Prime plane creatures when they are alive. This spell will cure any living creature of one disease, such as those caused by a Mummy or Green Slime. If cast by a Cleric of 11th or greater, this spell will also cure Lycanthropy if the caster is 11th or higher in level. This must be cast before the victim's first transformation to beast form. After the first transformation, reversing the condition is extremely difficult, requiring powerful magic's or complex curative procedures. There is no quick fix known. Symptoms can be reduced or controlled. A potion of Moonflowers can stave off an involuntary transformation: Remove Curse can temporarily restore a were creature's alignment (but not the Human Form). For more information about Lycanthropy read the chapter Diseases and Afflictions. Not all diseases can be cured by this spell and sometimes specialized versions of this spell must be cast to have the effect wanted. The caster places his or her hands on the diseases character and casts this spell. Thereafter, whatever affliction torments the character rapidly disappears, depending of the course upon the type of the disease and the state of advancement when the Cure Disease spell is cast. Physical traumas such as dehydration, hypothermia, heatstroke, etc., are not considered diseases for the purpose of determining what maladies this spell can affect.

The reverse of this spell, Cause Disease, infects the victim with a hideous wasting disease. To be effective, the priest must touch the intended victim and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (**Debilitating** or **Fatal**, or an **infection** or **influenza**);



Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. A diseased victim has a -2 penalty on all attack rolls. spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease is fatal in 2d12 days unless removed by a Cure Disease spell. Each month the disease progresses, the creature loses 2 points of Charisma, permanently. The inflicted disease can be cured by the cure disease spell. The spell can't cause Lycanthropy or another existing disease to affect the victim, only this special disease. It has an incubation Time of 100r -lvl caster, and it is a severe magical disease. This usage of the spell is an evil act.

Infection; An infection can only be caused on an existing external wound. The wound will become infected as if not be cleaned thoroughly. When the wound is infected, no Cure Wound spell can be applied before a Cure Disease spell has been applied to the patient. When the infection has become severe (automatically after a week of not being cured), or when it became severe from the beginning, it needs slightly cutting away the infected tissue (this can be done by maggots, Leeches, Insects like ants, or even the rough tongue of the Goat), after which it is treated with a Cure Disease spell. This usage of the spell is an evil act.

Influenza; Some say the disease is attracted by weather changes, but this is not proven, although most patients will become sick during periods of bad weather after a period of good weather. Will only show itself by side-effects as in the table.

The Disease has no known cure, other than sitting it out. For every symptom there are several herbs, ointments, baths, tee's, spices, potions, and more, which could lessen 1 or more symptoms temporarily (1d12 Hours, maximum). The patient will feel an overall cold/stiffness in all his muscles. 25% contracting the disease/ day exposure. Epidemic lasts 1d6 weeks, but widespread.

Additional Effects			
1d10	Effect	Side Effect	Curing Side Effect
1	Urination Problem or Pain	-	Gone direct
2	Constant Pain	-1d4 to Attack rolls	Gone in 1d4 Turns
3	Overall Headache	-1 Int, -1 Wis	Gone 1 Hour
4	Muscle Stiffness	-2 Initiative	Gone in 1d4 Turns
5	Loss of Voice	no verbal spells, Singing, etc.	Gone in 1d4 Turns
6	Uncontrollable Vomiting	Deprivation, Dehydration	Stops Vomiting Direct Need food/Drink to restore
7	Sluggishness	MV1/2, Initiative -2	Gone in 1d4 Turns
8	Spasm 10%chance/Hr	Drop held items	Gone direct
9	Diarrhea	Mv-25%	Gone direct
10	Itching Skinrash	DX-1, THAC0-1, Sv-1	Gone direct

Cure Insanity

Range: Touch
Duration: Instantaneous
Casting Time: 1r
Effect: Any one living Creature touched
Components: Vocal *Ferula*
Amens
Save: None

Cleric 5, Healer 5 spell. Rare. The reverse is common for necromancer-priests. for whom it is 4th level.

This spell will work only on Prime plane creatures when they are alive. The cure insanity spell, if administered while the patient is exhibiting symptoms of the affliction, immediately counters the affliction. For example, the spell can heal a conscious victim of the effects of hallucinatory spores and repair psychic Trauma, such as that resulting from a madness result by a Fear/Horror check, a mindwipe or other psionic assault. It counters the effects of spells such as confusion, chaos, contact other plane, feeblemind, symbol of insanity, prismatic Spray, sphere or wall and such magical items as an elixir of madness or a scarab of insanity. However, the spell does not counter aberrant behaviour caused by lycanthropy, undeath, or powerful curses, gem, or quest. Finally, at the DM's discretion, cure insanity may temporarily calm the demented behaviour of certain extra planar creatures such as slaad. This use of spell will be unable to cure the insanity of Beholders, since this is inborn, and a part of their inherent culture and lifestyle. Remember that some strange behavior doesn't always mean that the character is insane, just that his ways of understanding the world are differently. These persons are thus unable to be treated. When such a person becomes subject to this spell they will be slowly colored grey (which will slowly disappear after 1 full week in sunlight).



The reverse, cause insanity, drives insane a victim who fails a saving throw vs. spell. The DM can consult the table or choose another form of insanity. For example, an exaggerated fear of dying (requiring the creature to make a saving throw vs. paralysis to avoid the effect of a fear spell whenever encountering a cadaver, human bones, a graveyard or even an open coffin). On the other hand, the victim might become convinced that all corpses were undead, waiting to rip him or her to shreds. In a combat situation, an opponent can be neutralized with an incapacitating form of insanity, such as confusion or feeblemind. The insanity is permanent and cannot be dispelled except by casting cure insanity, heal, restoration, or wish.

Roll 1d6 for each affected creature to determine the nature of the caused affliction.

Enraged Maniac:

This condition strikes suddenly (1 on 1d6 chance each Turn lasts 2d6 turns, the 1 on 1d6 to turn normal again) The character becomes maniacally enraged, having an effective strength of maximum their natural limit (humanoids mostly 18). The character may shriek, rave, and behave in a violent manner. Unreasoning when spoken to. ~ the character possesses great cunning and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes the individual won't remember his actions, nor believe accounts of them by others.

Melancholic:

The individual is given to black fits of brooding and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia

Hallucinating:

The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (Strength, sex., wings etc.), threatening creatures appearing from nowhere, and so on. Normal behaviour is 50% likely until stimulated or under stress. Hallucinations last 1-20 turns after the initial stress passes.

Hebephrenic:

The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childish: the character may sometimes attempt to play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become maniacally enraged. If this does not occur, then he will become catatonic for 1d6 hours then revert to hebephrenic behavior.

Homicidal:

The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1 to 4 day intervals, the being will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature seen, wildly seeking to slay. After this, the character will fall into melancholy for 1d6 days before turning to a homicidal state once more.

Catatonic:

The character completely withdraws from reality. The individual can be led, moved, fed, and so on; but undertakes no activity on his own. If continually provoked and imitated to get a response, the character has a 1% cumulative chance per round of becoming homicidal. When provocation ceases catatonia returns.

1d6	Insanity
1	Enraged Maniac
2	Melancholic
3	Hallucinating
4	Hebephrenic
5	Homicidal
6	Catatonic

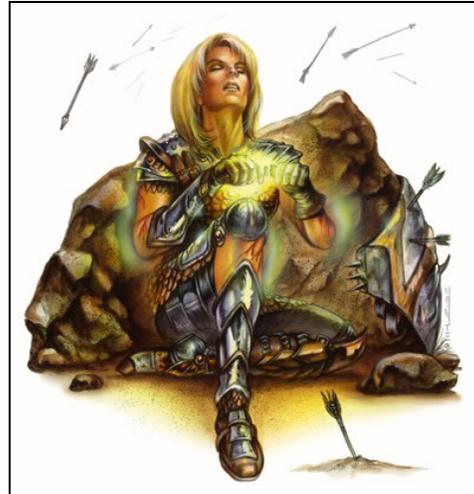
Cure Light Wounds **Cause Light Wounds**

Range: Touch
Duration: Permanent
Casting Time ; 5 or 1 in total if used to cause wounds.
Effect: Any one living Creature.
Components: Vocal *Ferula Minor*
Save: None **Negates**

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 2, Sh.Elf Shaman 2, Shaman 2, Shamani 1 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will heal **1d6+1** damage, and stop an ongoing blood loss of 1 point per round, or it removes any paralysis. This spell will not increase a creature's total hp above the original amount. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Skull Fracture, Broken Jaw, Broken Arm, Broken Rib, or Broken Ankle. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes.

This spell can be reversed and as such it will cause 1d6+1 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell to their followers, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.



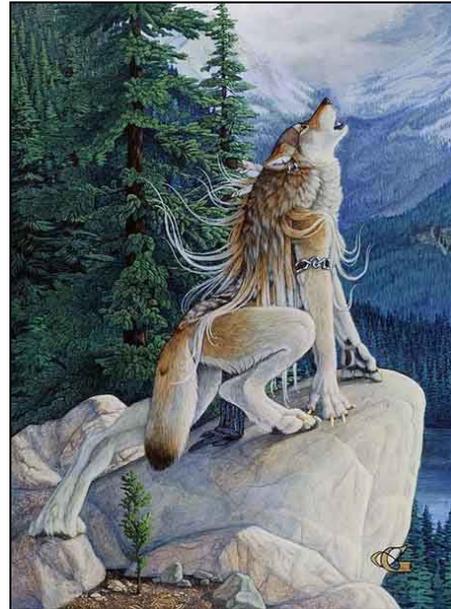
Cure Lycantropy

Range: Touch
Duration: Permanent
Casting Time ; 1 Hour / hit point of the Lycanthrope
Effect: Any one living Lycanthrope
Components: Vocal *Ferula lycanthropae*
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Sh.Elf Shaman 2, Shaman 2, Shamani 2 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will cure any living creature from the disease Lycantropy. The process will only function on those who have not killed a Demi-Human-oid in it lycanthropic state and are kept somehow restrained. The spell is different than the normal Cure disease in it that even can cure a Lycanthrope who is one already for several Years, and even advanced to the man-beast form, but never murdered one of the Demi-Human-Oids, instead it fed on pure animals. The Human victim must be willing or the spell will fail, even when the Lycanthrope is unwilling (which is mostly the case). The spell must be cast in the week around the Full Moon Patera or other natural trigger date of the Lycantropy (i.e. the Hollow World does it by the influence of the Floating Island Ashmorian). There must be enough silver and Moonflowers available to the caster to be used in the spell. The amount of silverdust (Purest Quality) must be 1 pound per Hit Dice of the Lycanthrope (double this if the Silver is less pure), and 1 bush of fresh (dried won't do) Moonflowers per Hit point of the Lycanthrope.

The Lycanthrope must be restrained in silver chains, unable to move to much (thus unable to attack the caster who must continuously touch the head of the Lycanthrope), but able to transform several times during the treatment. Since it is impossible to know how much Hit Dice a Creature has the caster must have enough handy during the casting of the spell. The caster may only remove its hands from the Lycanthrope during its human stages. During transformations, and during the lycanthropic stages the caster must continuously try to suppress the disease and its effects. All components used in the spell are eaten by the Lycanthrope during it transformed stages, and the caster must have special magic prepared, or have help to perform this at the same Time as he must keep the Beast under "control". It is of no use to give the creature all components at once, or in his human state, as all must be spread evenly throughout the whole procedure, and only in the beast state. After the spell is ended the victim is a human (currently seriously fatigued, as the caster, with all statistics at half normal). When the creature is later affected by Lycantropy again, he will always resume its original beast state, even when he was infected as by another beast-Lycanthrope. When the Human is cured he has a chance that during the full moon (or other trigger event) he resumes its lycanthropic behavior without becoming one. This must be cured by the spell Cure Insanity. This minor side-effect of the spell will appear by victims who have spend a lot of their life as a Lycanthrope (at the chance of 5% per year the victim lived as such). There is a small chance that the character will not be cured by this spell, and also not with born Lycantropes which can't be cured, as it is their natural state. The circumstances to these situations are a riddle of nature and are never revealed to the caster (only the Immortals (and the DM) will know of this, and they must have their own reasons to keep that secret).



Cure Moderate Wounds

Range: Touch
Duration: Permanent
Casting Time ; 5
Effect: Any one living Creature.
Components; Vocal *Ferula Mediocera*
Save: None

Cleric 3, Healer 2 spell. uncommon

This spell will work only on Prime plane creatures when they are alive. This spell will heal **1d10+1** damage, and stop an ongoing blood loss of 1 point per round, or it removes any paralysis. This spell will not increase a creature's total hp above the original amount. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Skull Fracture, Broken Jaw, Broken Arm, Broken Rib, or Broken Ankle. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes.

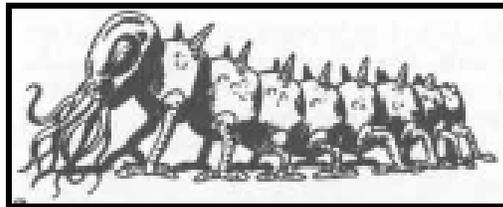


Cure Paralysis / Remove Paralysis

Range: Touch
Duration: Permanent
Casting Time ; 1 round
Effect: Any one living Creature.
Components; Vocal *Paralitis Enervatio*
Save: None

Healer 2, Exorcist 2, Humanoid Shaman 3, Druid 3, Dervish 3 Quest spell.

This spell will work only on Prime plane creatures when they are alive. This spell will remove the effects of any form of paralysis, wholly or partial, like that caused by the pictured Carrion Crawler's tentacles, or poison, but not those which changed the tissue of the patient (Flesh to Stone, Flesh to Ice, Crystallize, etc.). It will cure paralysis caused by wounds. Disease, corporal dysfunction's, etc., as long as the patient can be touched by the caster for one continued round. When this touching is somehow broken, the spell is disturbed. This spell is different in effect to a Cure-all or Cure light wounds spell in that it will affect only paralysis in all its natural, magical or other forms. The paralysis will be removed even when the paralyzing process is still going on. This lasts for 1 day per level of the caster, giving the caster a way to cure the cause of the paralysis, even when it is no longer in effect. Example:, if a person took a great fall and severely injured its spine, he would have a great chance to be paralyzed for life. This spell will enable the patient to move as normal again, but when the duration lapses he will be paralyzed again, unless the spine is somehow restored. As thus this spell is needed to Cure a Broken back or Neck in conjunction with other spells.



Cure Rot

Range: 30 yds.
Duration: Special
Area of Effect: Special
Casting Time: 8
Components; Mistletoe and a dead woodborer beetle

Saving Throw: None

Cleric 5 from a seafaring culture Uncommon; otherwise very rare.

This spell is a more powerful version of the prevent rot spell. If cast upon a wooden object affected by a wood rot spell, this spell completely cures the wood rot at a rate of 1 cubic foot per round until the object is restored to its original condition. At least part of the original wood must be intact for this spell to cure the rot; an object that has totally rotted into dust cannot be cured. This spell also cures any rotting, decay, or damage to living trees or plants caused by natural disease or parasites. Damage is cured at a rate of 1 cubic foot of wood per round, or 1 square yard of plant growth per round. At least part of the original plant life must remain intact for the spell to take effect. This spell can cure up to one acre of plant life, so the spell can treat a small grove of diseased trees or a garden plot partly destroyed by insects.



Cure Serious Wounds **Cause Serious Wounds**

Range: Touch
Duration: Permanent
Casting Time; 7 or 1 if used to cause wounds.
Effect: Any one living Creature.
Components; Vocal *Ferula seriosa*
Save: None

Cleric 4, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 4, Dervish 4 Quest, Master 5, Sh.Elf Shaman 5, Shaman 4, Shamani 4 spell.

This spell will work only on Prime plane creatures when they are alive. This spell will heal 2d6+2 damage, and stop an ongoing blood loss of 2 point per round, or it removes any paralysis. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure a Shoulder Fracture, Broken Hand, Broken Leg or Broken', or one of the same Breaks as are possible with a Cure Light Wounds spell. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount. This spell can also cure two broken bones instead of the normal healing, but the Cleric must name this intention in the casting of the spell.

This spell can be reversed and as such it will cause 2d6+2 damage on touch (no Save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell to their followers, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.



Death Candle

Range: Special
Duration: Special
Casting Time: 1 rd
Area of Effect: 1 creature
Component; A previously unlit candle. Vocal *Candelabra Mortii*
Saving Throw: None

Shaman, Humanoid Shaman Level: 2

This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unused candle: As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as gust of wind or create water spell. The flame burns without changing the candle, for as long as the subject lives. If the subject is ever extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or ever leaves the Prime Material Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out. Thus, the candle's owner can tell whether the creature lives or has died.



Death Curse

Range: 0
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 being
Component; A necklace made of the teeth of large carnivores
Saving Throw: Neg.

Barbarian clerics Level: 2, humanoid shaman 2 very rare

This spell is used to avenge the imminent death of the caster. The barbarian cleric can name an enemy and invent a curse to take effect on the foe-if this enemy was the direct cause of the caster's death. If the caster is raised from the dead, the curse is broken, but otherwise it is everlasting. The curse is usually imaginative and fiendish, but can't exceed the power of a Minor Curse spell (-4 penalty, ability score reduced to 3, etc.). If the caster commits suicide, the spell takes effect, but obviously this is not commonly done. Only one enemy can be held under threat of a death curse at a time



Death Prayer

Range: Touch
Duration: Permanent
Casting Time: 1 Turn
Effect: One Corpse / 2 level caster
Components: Un/Holy water
Save: Negates

Cleric 2, Healer 2, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2 spell.
Very rare

By sprinkling 1 flask of Holy Water (or unholy Water if the Cleric is evil) over a corpse killed by Undead while chanting the spell, the Cleric reduces the probability that the corpse will rise as an Undead at some later Time. Further, it protects the body from Animate Dead Magic that might be cast on the remains at some later Time. The corpse is allowed a Save based on its level or Hit dice in life, but no better than 12 in any case. A Corpse that fails the appropriate Save will rise as an Undead in the normal manner and at the normal chances. IF the Save is made, the corpse will be forever useless for purposes off Undead procreation. This applies to the victims of Ghouls, Wights, Wraiths, Spectres, Vampires, Nosferati, or and other form of Undead that is able to produce others of its own kind. While under the protection of a Death Prayer, the victim's Spirit can't be contacted by Speak with Dead unless the caster of the latter spell is of at least 1 level higher than the caster of the Death Prayer. If a Speak with Dead spell cast under these conditions is successful, the Death Prayer protection is cancelled and can't be replaced. While under the protection of a Death Prayer, the recipient suffers a -25% penalty to the chance of being successfully affected by a Raise Dead (Fully) spell. Dispel Magic will not remove the protection, but a Wish will do so. In fact a Wish is needed to detect whether the spell is in effect upon any particular body. Once the protection is placed, the dweomer fades, and the fact that the death prayer was cast can be detected only by a greater divination spell of at least 5th level.



Death's Door

Range: Touch
Duration: 1 hr. /level
Casting Time: 6
Area of Effect: Creature touched
Components: the priest's holy symbol, a bit of white linen, and an unguent. Vocal
Porta mortis

Saving Throw: None
Healer3, Clerics Level: 3 Uncommon

A priest who employs this spell touches a being who is injured, unconscious and "at death's door" :-1 to -9 hit points). The spell immediately brings he wounded individual to 0 hit points. Although he individual remains unconscious, bleeding and deterioration are stopped for the duration of the spell. The subject (now at 0 hit points) can be brought immediately to consciousness by spells or terms that restore lost hit points.



Decompose

Range: 5 yds/level
Duration: Instantaneous
Casting Time: 7
Area of Effect: 150 lbs. maximum
Component; A pinch of puffball dust

Saving Throw: None or Neg.
Druid Level: 4 Very rare spell

This spell causes organic material to turn into humus or compost instantly. Up to 150 pounds of material can be affected. Living matter is not affected by this spell, although a corpse (even a fresh one) would be. Undead creatures that have corporeal forms are affected if they fail a saving throw vs. death magic. A magical item composed of organic materials (for example, a wooden spear +1) must make a saving throw vs. disintegration. Nonmagical items of organic composition (doors, rugs, etc.) receive no saving throw. Decomposed creatures can be raised, resurrected, or reincarnated if the dust is carefully collected and preserved.



Detect Animal Attacker

Range: Touch
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: 1 creature
Save: None

Druid 4 spell. Uncommon

Depending on how it is cast, detect animal attacker gives the Druid a visual image either of a creature that injured an animal or of an animal that attacked any victim. While casting the spell upon any victim of an attack by a natural animal (a victim whose body still bears the marks of claws, fangs, or other natural weapons), the Druid touches the victim's wound. This brief touch gives the caster a fleeting vision of the animal that caused the injuries as it looked at the Time of the attack. Likewise, a Druid casting the spell upon an injured real-world animal can touch its wound and receive a vision of the person, monster, or animal that harmed it. Even if the caster receives a vision of an unfamiliar attacker, the character usually can get an idea of its size, primary attack method, and alignment. (The Druid senses good, evil, or Neutrality.) In addition, if the creature still lives and fails a Save vs. spell, the caster senses its current position, location, and direction of travel. Detect animal attacker works only within one hour per level of the caster after the victim receives the injury in question. The spell is effective regardless of whether the attack proved fatal.



Detect Balance

Range: 60 yds.
Duration: 1 rd./level
Casting Time: 1
Area of Effect: 1 object or creature per rd
Saving Throw: None

Druid Level 1

This spell allows the druid to determine if non neutral forces and alignments are at work in the area of effect (upon or in the object or creature being examined). An alignment that is partly neutral (such as that of a neutral good priest) radiates a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) gives off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, radiates the same aura at the same strength. The spell doesn't function on nonliving items that do not have a natural aura (such as a vial of poison), but works on an object such as an aligned magical sword. Creatures that are under the effect of an unknowable alignment spell or similar magic don't radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it produces a smooth, well-balanced aura identifiable as one of neutrality.



Detect Charm **Undetectable Charm**

Range: 30 yards
Duration; concentration
Casting Time ; 1 round
Effect: Any one living Creature.
Save: None

Cleric 2, Healer 3, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2 Quest spell.

This spell will reveal all charmed, controlled, or possessed creatures in sight in the area of the spell. Up to 10 different Creatures can be checked before the spell wanes. If a creature is under one or more of such an effect, this will reveal itself as a glow in the eyes of the affected creatures visible only to the caster. This spell will not reveal what kind of mind effect has taken control over the victim, but only that there exists another entity inside or over the victim which controls it.

The reverse of the spell, undetectable charm, completely masks all charms on a single creature for 24 hours, against all spells or abilities, including Detect Charm, but not Detect Magic; that will reveal an ambient magical aura on the person.



Detect Curse

Range: Touch Shaman: 30'
Duration; Permanent 3 turns
Casting Time ; 6 rounds 3
Effect: One item Everything in 30'
Save: Negates None

Cleric 3, Healer 3, Exorcist 2, Humanoid Shaman 3, Druid 2, Dervish 3 Quest, Shaman 3 spell.

Through this spell the Cleric can tell whether an item or area is cursed, if the item or area fails a Save allowed to it. The subject item must be touched by the Cleric, and in some cases, this might release the curse upon the Cleric. Sometimes a Dispel Evil is needed for a permanent effect, because some curses can only be removed for a short Time. Or the caster must be of high enough level or have enough piety to remove the spell in special circumstances. The Shaman version causes cursed items and areas in range (thus without the need to touch them) to glow with a pale blue light. It doesn't reveal the nature of the curse or how it is triggered, only that an item or area is cursed.

Cursed scrolls must be opened, but not read, for the spell to have any effect. Artifacts will not answer to this spell in any case. The basic Save allowed to an item is 13, though very powerful curses (Major Curse spells) will have a Save as low as 5 (DM!!!). This spell can't detect charms; it can detect curses on persons, though the person is allowed a normal Save versus spells if unwilling. Casting this spell will affect the Cleric so strongly that he or she can't cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory. This spell will also reveal if a Curse on a Person is a Divine one or not and then often also with the reason why that character was punished with the curse. It doesn't reveal how the character must atone to remove the spell. To acquire that knowledge, more things must be done by the character.



Detect Cursed Item

Range: Touch
Duration: Instantaneous
Casting time: 1 rd.
Area of Effect: 1 item or person
Saving Throw: Neg.

Cleric, Exorcist Level: 3 Very rare spell.

A priest using this spell may be able to tell if an item is cursed. The priest must touch item (in some cases, this might release the curse effect). Cursed scrolls must be opened, but not read, for the spell to have an effect. Artefacts give no reading to this spell in any case. This spell does not detect charm effects; though it can detect a curse on a creature. An unwilling subject receives a saving throw vs. spell to negate the effect. The basic saving throw of an item is 13, though a very powerful cursed item might have a saving throw as low as 5 (the DM decides saving throws on an item-by-item basis). Failure to detect a curse means the caster has no chance to cast this spell successfully upon the item or creature before gaining another experience level. Casting this spell affects the priest so strongly that no other spells can be cast for four hours, though currently memorized spells are not lost.



Detect Danger

Range: 5' per level of the caster
Duration; 1 Hour
Casting Time: 4
Effect: Reveals Hazards
Save: None

Humanoid Shaman 1, Druid 1, Dervish 1, Sh.Elf Shaman 1 spell.

This spell combines some effects of Detect Evil and Find Traps. While functioning, the caster can concentrate on places, objects, or creatures within range for a full round of concentration to examine 1 square' area, one creature, or one small object(a chest, a weapon, or smaller item). Larger objects require more Time. After examining, the caster will know whether it is immediately dangerous, potentially dangerous, or benign (all strictly from the caster's view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not. The duration is 1 hour when used in natural outdoor setting on the Prime Plane; elsewhere, the duration is only 3 Turns.



Detect Disease

Range: 30' around caster
Duration: 2+1 per Wisdom bonus turns.
Casting Time; 2 rounds concentration
Effect: 30' area sphere
Save: None

Healer 1, Cleric 1, Uncommon to Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell will tell the caster what disease, if any is present within a 30' range. It doesn't reveal how to cure the disease, neither how to protect against it. The caster must have studied Diseases and Afflictions in the specific disease to know the disease by name. When the caster doesn't have this knowledge(in total or only not about this disease) it will only reveal what the disease will do and when. Or in other words, how the disease will develop in the host body, if any present. Also it will reveal if the disease would be fatal, and how it is mostly contracted. It also reveals the incubation period of the disease and in what forms it will manifest itself. This spell doesn't protect the caster against any disease or virus.

Although this spell can be used to detect venereal diseases the specialized spell Detect Venereal Disease is better equipped for this specific purpose.



Detect Dwarves

Range: 0
Duration: 1 turn
Casting Time: 1 rd.
Area of Effect: 10 ft. X 90 ft.

Saving Throw: None

Dwarf cleric level 1 uncommon

When the detect dwarves spell is cast, the priest detects living dwarves, dead dwarves, half-dwarves, and spilled dwarven blood, even if these are invisible, shapechanged, concealed by illusions, and so on, in a path 10 feet wide and up to 90 feet long, in the direction he or she is facing.

The approximate number of dwarves in the area of effect can also be determined within

10%. The caster also has a 10% chance per level to determine the subrace and gender of dwarves detected, to a maximum chance of 75%. The caster can turn, scanning a 60 degree arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.



Detect Enemies

Range: 0
Duration: 1 turn
Casting Time: 1 rd.
Area of Effect: Path, 10 ft. X 60 ft
Components; Holy symbol and a drop of blood from a former enemy. It is not necessary to display either in an obvious fashion, allowing to cast this spell without alerting opponents that he is doing so.

Saving Throw: None

Dwarf cleric Level: 2 uncommon

This spell detects the presence and direction of any creature within a 60-foot radius that has immediately hostile intentions toward the caster. The nature or creatures can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. The priest feels a compulsion to face each individual enemy in range. The priest need not do so, but unerringly recognizes as hostile any such creature the priest sees. Unseen enemies are sufficiently detected to negate surprise attack rounds, and a thief positioning for a backstab has the relevant thief skill score halved (usually hide in shadows or move silently). The caster also has a 5% chance per level to detect longer term hostility toward himself or herself, even if no direct attack is imminent.



Detect Evil

Range: 0'
 Duration: 1 Turn + 5 r/level (remember 6 r=1 minute)
 Casting Time: 2
 Effect: Everything within 120' 10'wide path 60' long
 10' wide
 Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Master 1, Shamani 1 (only Evil) spell. Paladins have this spell as ability.

This spell discovers emanations of evil, from any creature, object, or area. When this spell is cast, the Cleric will see all evilly enchanted objects within 120' glow. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate evil if intent upon appropriate actions. Powerful monsters, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, chaotic). The duration of a detect evil spell is one Turn plus five rounds per level of the priest, Thus a 1st level priest can cast a spell with a 15- round duration, a 2nd level priest can cast a spell with a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction in which the priest is facing. The priest must concentrate, stop, have quiet, and intently seek to detect the Detect aura for at least one round-to receive a reading. It will also affect creatures that want to harm the caster when within range. The actual thoughts of the creatures are not heard. Chaotic doesn't mean evil, although many Chaotic creatures have evil intentions. Traps or poison are neither good or evil, only dangerous.

When the reversed form of this spell is cast, the Cleric will see all good enchanted objects within 60' glow. It will also cause creatures that want to help the caster when they are within range. The actual thoughts of the creatures are not heard. Remember that Lawful doesn't mean good, although many Lawful creatures have good intentions. The use of this spell is not a Chaotic act but several Immortals do rarely (as protection against major negative forces against the Immortal, his followers, temple or alike) or not at all grant this spell to their followers.

**Detect Harmful Gas**

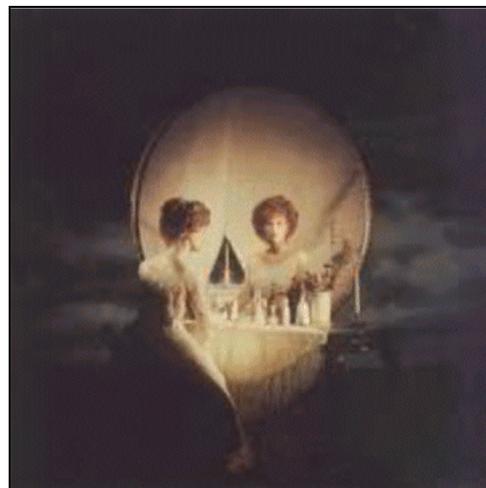
Range: 0
 Duration: 1 turn + ½ Turn/level
 Casting Time: 1 rd.
 Area of Effect: 60'. diameter. sphere
 Component: The priest's holy symbol.
 Saving Throw: None
 Dwarf Cleric Level: 1

Useful in mining and underground exploration, this spell enables the caster to detect the presence of harmful gas in a sphere 60 feet in diameter around the caster. The primary use of this spell is to detect underground hazardous natural gases such as explosive methane or poisonous sulphur, or toxic gases like carbon monoxide, hut this spell can also detect any other harmful gas that occurs naturally or is produced by alchemy or magic. In addition to revealing the presence of such gases, the caster has a 5% chance per level to identify the specific type of gas found (for example, chlorine gas, methane, or carbon monoxide), to a maximum chance of 75%. Some rare, exotic gases might be beyond a priest's ability to identify exactly, although the identification roll may indicate the possible danger from or effect of the gas.

**Detect Illusion**

Range: 0
 Duration: 2 rds./level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Cleric Level: 3 Uncommon spell.

This spell enables the caster to see any illusion for what it is, and banishes phantasms from the caster's mind. Further, while the spell lasts, the priest can allow one creature per round a new saving throw vs. spell against any illusion or phantasm created by a spell of 6th level or less. To do this, the caster must touch the creature (which might require a successful attack roll) taking no other significant action in the round.



Detect Invisible

Range: 10' per level of the caster
Duration: 6 Turns
Casting Time: 4
Effect: The caster only
Components: Vocal *Aparecium*
Save: None

Cleric 6, Healer 3, Exorcist 5, Humanoid Shaman 5, Druid 4, Dervish 4, Master 4 spell.

When this spell is cast, the Cleric can see all invisible creatures and objects within range. The range is 10' for each level of the caster. For example, a 3rd level Cleric will see invisible things within 30'. This spell will not reveal ethereal or a invisibility to mortals effect, as cast or created by fairies or alike. Therefore effect like second sight are necessary.

Detect Lie Undetectable Lie

Range: 30'
Duration: 1 rd./level
Casting Time: 7
Effect: One creature
Components: 1 gp worth of gold dust **1cn brass dust**
Save: Negates

Cleric 4, Healer 4, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 4 Quest spell.

By using this spell, the Cleric is able to determine whether the target is telling lies or the truth (as it perceives it). The caster must be able to understand the creature's answers for this spell to work. A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom adjustment of the caster.

The spell's reverse, undetectable lie, prevents the magical detection of lies spoken by the creature for 24 hours, by any magic including Detect lie spells, but a detect magic will reveal an ambient magical aura on the person affected.

Detect Life

Range: 10' per level of the caster
Duration: 5 rounds
Casting Time: 1 round
Effect: One creature
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2 spell. uncommon

By using this spell, a Cleric can tell if a creature is dead or alive. Thus, it will reveal the subject of a Feign death spell or prove that someone is in a coma, death-like trance, or a state of suspended animation. It will show that a figure engaged in astral travel is actually alive, and it will work on plants or animals. Note, however, that it will not identify the specific effect that a living subject is under, only that the subject is alive or not. Likewise, the spell can't determine cause Of Death. The range figure given above is a maximum which applies under ideal circumstances, i.e. when no substance is intervening between caster and subject. The spell range will be reduced if as little as a one-inch thickness of wood or stone comes between the Cleric and the subject. In such cases, range is only 1' per level of the caster for each inch or fraction of an inch thickness of the wood

or stone barrier. A metal barrier of any type or thickness will totally block the spell, as will any form of mental protection, either natural or magical in nature. Example: A 5th level Cleric is 20' away from a 2" thick wooden door. He wants to know if there is life behind the door. His maximum range for casting Detect Life is 50', but the door reduces the range to 32', the 20' to the door, 2' beyond it (using 1' per level for each of the 2" of thickness), and 10 more' beyond that. A figure must then be within 12' of the other side of the door and in a straight "line of sight" from the Cleric (as if the door were open and the Cleric could actually see the subject). A figure located off to the side of the door, and thus protected by the adjacent stone wall, would not be detectable by the spell. The Cleric must chant the spell aloud while holding his body and his Holy Symbol so as to face toward the exact direction of detection, and may not turn during the 5 round duration to face any other direction. Items with this spell however effect slightly different and will reveal all in the affected range after 1 round aloud casting. This spell is one of the oldest spells existing since mortals tried to get a grasp of magic to prevent death.



Detect Magic

Range: 30 yards
Duration: 2 Turns
Casting Time: 8
Area of Effect: Everything within 60' 10' wide
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Shamani 1 spell.

When this spell is cast, the caster will see all Magical objects, creatures, and places within range glow, in the direction he is facing in a path 10' wide and 60' long. This effect will not last long and should be saved until he wants to see if something found during an adventure is, in fact, Magical. Items covered can't be seen because the Magic cast doesn't reflect upon a Magical source. Example: after casting this spell, a Cleric walks into a room containing a door locked by Magic, a Magical potion laying nearby, and a treasure chest containing a Magic wand and a Bag of holding with inside a Magical scroll. All items will glow for the Caster (as long he is not blinded in any way), but only the door will be seen as the other items are covered. The potion could be seen if the container which holds the potion was made of glass or was be Magical itself. Otherwise the light can't be seen, as with the items inside the chest, but if be opened within the duration, then the wand and the bag would be seen, but still not the scroll inside the Magical bag. When a specific spot or person is loaded with Magic (example; a fighter with Magical weapons, armor, potions on his belt and several spells placed upon him) or the Magical sight of an artifact, Immortal or greater Magical effects (DM) then there would be the possibility to be temporary blinded. This blindness lasts as long as the casters Wisdom in rounds, or special when an Immortal Magical effect takes place (like artifacts, or the awe or power effects of an Immortal itself.) The intensity of the detected magic can be detected (**dim, faint, moderate, strong, overwhelming**). The caster has a 10% chance per level to determine the sphere of the magic. But unlike a wizard spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60" arc per round. The spell is completely blocked by solid stone at least 1 foot thick. solid metal at least 1 inch thick or a solid wood at least 1 yard thick.



Detect Metals and Minerals

Range: 0
Duration: 1 turn+1 rd.nevel
Casting Time: 1 rd.
Area of Effect: 10-ft. x 120-ft. path
Components: Holy Symbol
Saving Throw: None

Clerics of Kagyar and Dwarf Clerics Level: 1

This spell allows its caster to divine the location of a single type of ore or mineral deposit. A casting priest concentrates on finding a single specific type of metal or mineral (including gems), and can detect a different type each round, if desired. If the substance is within a path 10 feet wide and 120 feet long, the exact location and approximate quantity of material is revealed. The caster can determine if the material is in a pure, refined form (pure silver, for example), raw ore (iron ore), or alloy form (adamantine). The caster can move at a walk and maintain the spell, but cannot engage in strenuous activity and maintain it.



Detect Phase

Range: 0
Duration: 6 Turns
Casting Time: 3
Area of Effect: Everything within 30'
Save: none

Healer 1 spell.

When this spell is cast, it will reveal secreted treasure or creatures that are hidden by out of phase equipment (spells), as thus it will reveal ethereal, planar, or even extra planar, (but not dimensional) creatures in the area of effect. This spell doesn't reveal how to reach these objects or creatures, only that they are present at the moment and where.



Detect Pits

Range: 0
Duration: 2d6 Turns
Casting Time ; 3
Area of Effect: 10' wide path in sight of the caster
40' long (outside measure in yards!!)
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

When this spell is cast, the caster is able to detect pits in the immediate vicinity of the party. The spell is directional and detects dangers in front of the caster, or better said in the direction the caster looks while casting the spell, therefore can the caster not move, or the spell will be disturbed. When the spell is cast, however, the caster may move at half movement rate and all pits in the area of effect will be revealed accordingly during the duration of the spell. Although the caster may uncover the location of a pit by using this spell, neither the exact nature of the pit, nor how to overcome the danger it presents are revealed. This spell ends immediately when the caster leaves the ground (by flight, levitation, jumping or thrown in the air), losses consciousness (KO, stunned, or asleep).

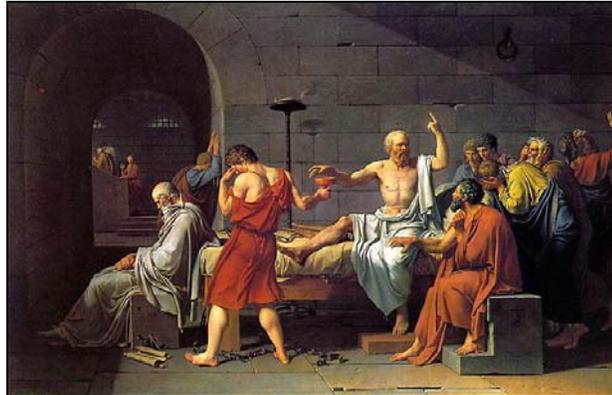


Detect Poison

Range: caster only for Shaman only
Duration; 1 Turns+1r/level 1 Turn
Casting Time ; 4 4
Effect: 30' radius 30' radius
Component; A strip of specially blessed vellum, which turns black(with blueish/purple striations—different for each poison) if poison is present.
Save: None None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Shaman 1 spell.

This spell will allow the caster to determine if poison is present or is being used within a 30' radius, and where. One object, or a 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison, and if the caster has an alchemy skill also its side-effects and what kind of antidote must be taken to reverse its malicious effects. This spell doesn't protect against any poison, it only shows if one is existent in the area. Remember that a lot of Human products are actually poisonous, and so are a lot of products of other creatures. Dung for example is dangerous to inhale, and deadly to eat for humans, and sugar can kill if eaten more than one pound within an hour. The spell will also reveal this as the caster is especially looking for it. Healers will be able to use this spell to determine what poison is used, and when they have a successful Alchemy or Apothecary skill they can sometimes make an Antidote if the needed components (most important; the poison itself) are available



Detect Pregnancy

Range: touch
Duration: 1 round/level
Casting Time: 1
Area of effect: 1 creature
Save: none

Cleric 1, Healer 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell. (especially by Fertility Immortals).

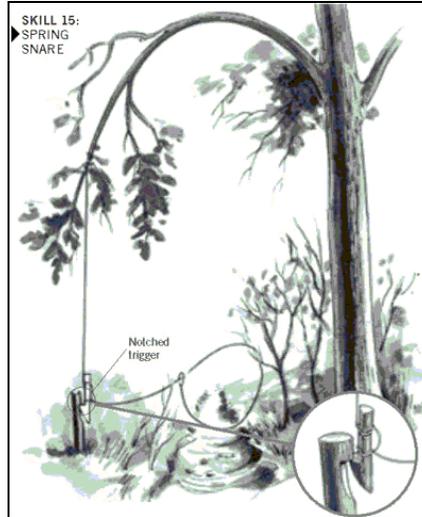
This spell enables the Cleric to detect pregnancy in any creature. The Cleric will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child the spell will also reveal the amount of magical or alcoholical toxification is within the child, and can determine the effects on the child as if nothing more would affect the child, how it would be affected by it. of course future intoxications during pregnancy are not revealed, and as thus not their effects. As the cleric sees the amounts of toxification, he can warn the pregnant person of the effects and/ or dangers corresponding with it. it is a pity that many clerics are killed by the parents (or their help, followers, etc.) when the child is not appearing as normal as it should have under normal (not magical or alcoholical intoxicated) circumstances. It always appears the cleric takes the blame for the altered appearances, as it was 'always' his magic that did it, of course it could never be the fault of the parents or their behavior. Especially mages are very stubborn in this ignorant and to the child dangerous idea.



Detect Snares & Pits

Range: 0
 Duration: 4 rds.llevel
 Casting Time: 4
 Area of Effect: 10-ft. path, 40 ft. long
 Component; Holy symbol to complete the spell.
 Saving Throw: None
 Druid Level: 1

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a 10-foot-wide by 40-foot long path. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional- the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards-quickssand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd -level spell trip and the 3rd level spell, snare), nor those that are mechanically complex, nor does it detect snares or deadfalls that have been rendered safe or inactive.



Detect Totem

Range: 0'
 Duration: permanent
 Casting Time: 1d4 hours.
 Effect : Detect the totemic spirit associated with a given individual.
 Save; None
 Shamani 1 spell.

This spell enables a Shamani to determine the totemic spirit associated with a given individual. It is cast on all youngsters in the tribe when they pass age fifteen and enter manhood and upon all newcomers who wish to join one of the tribes. In order to cast this spell, the Shamani must enter a deep trance. The meditations and contemplation's required for this trance take 1d4 hours to complete. As soon as the Shamani enters the trance state, they must look upon the subject and call upon the Immortals to reveal the inner nature to them. When this is done, the caster sees the subject not as a man, but as a wild animal. In cases where the Dungeon Master has assigned a specific totem to an individual, this spell will reveal that totem to the Shamani. If no such assignment has been made, the DM should use the following Totem generation tables to determine the subject's animal spirit. It is impossible to obscure the effects of this spell in any way by interrupting the meditations of the Shamani. However, the magic will work only on a willing subject who is truly honest in his desire to become a member of the Atruaghin Clans.

A totem animal will always reflect the basic character traits of an individual and thus not reflecting the abilities like Strength and Intelligence, Wisdom, Constitution, Charisma and Dexterity. A very strong character will, however, never have a weak animal as its totem and vice versa, but it is not said that it has to be a strong animal. This does count also for all the other abilities. To follow the tables at their best use the normal character traits like; cautious, fearful, reverent, open-minded, etc.. It is thus not possible for a Cautious character to have a Totem animal which is Rash. If he would have rolled a Mammal Carnivore, it could thus not be a Wolf or such, but probably an Ermine or a Fox, which are much more cautious. When the character is very clever it is clearly that the Fox could become the Totem animal of the individual.

General totem Type		Totem Ecology Table	
1d100	Totem Type	1d100	Totem Niche
01-02	Octopi	01	Solarivore
03-10	Fish	02-30	Herbivore
11-15	Mollusk	31-60	Omnivore
16-20	Arachnid	61-70	Scavenger
21-25	Crustacean	71-00	Carnivore
26-35	Insect		
36-40	Amphibian		
41-55	Reptile		
56-66	Avian		
67-98	Mammal		
99-00	Monstrum (+20 on totem niche)		



Detect Venereal Disease

Range: Touch
Duration: Special
Casting Time: 1d5 rounds
Area of Effect: One creature
Save: None

Healer 1 spell.

This spell detects the presence of sexually transmitted diseases in a creature. A successful Intelligence check reveals the nature and symptoms of, but not the cure for, any detected diseases. This spell will also reveal in a visual mind illusion all persons that had sexual contact with the infected character in the last 28 days (1 complete lunar cycle), but doesn't reveal if these persons were infected also. This enables the caster to track down the reason for large infections of venereal diseases and act accordingly.

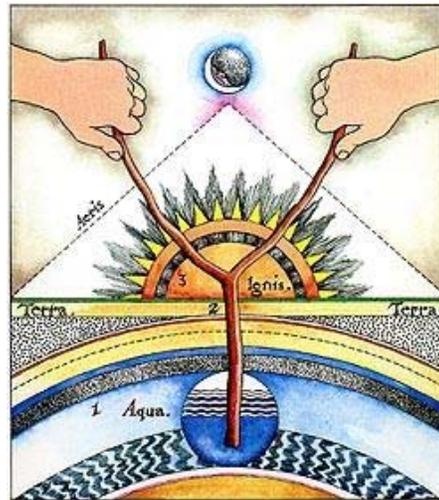


Detect Water

Range: caster
Duration: 2 Turns
Casting Time: 2
Area of Effect: all water within 300'
Save: None

Dervish 1 spell.

This spell enables the Cleric to sense the presence of water within range of the spell. It will also give an impression of the quantity of water (approximate number of quarts if limited; "a lot" if great quantity). The spell is not blocked by most intervening substances (except Lead and Gold). All meat and plants life will also be shown as sources of water, but the Cleric quickly learns the distinct sensation of drinking water (Intelligence check is needed).



Dictation

Range: 10 ft.
Casting Time: 1
Duration: 1 turn/level
Area of Effect: Special
Component; The blank page, scroll, or paper on which the dictation will appear. This must be prepared with a special wash of vinegar, costing 10 gold pieces per page.

Saving Throw: None

Cleric Level: 1 Very rare spell.

This spell causes any words spoken by the priest or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the priest doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on the size of the writing and density of the words. Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the priest's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are not recorded, so this spell can't be used to create a copy of a scroll as it is read, but a clever priest may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.



Dimensional Folding

Range: 5 ft.
Duration: 1 rd.
Casting Time: 1 rd.
Area of Effect: Circle, up to 10' diameter
Component: A sheet of platinum tissue worth at least 15 gp, which the priest folds intricately during the casting. The tissue is consumed when the gate closes.

Saving Throw: None
Exorcist Level: 4 uncommon

This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions. This effect can be best explained through an example. If an ant crawling along the west edge of a map decided to travel to the east edge of the map, it would have to crawl the full width of the map. But if the map was folded in two so that the east and west edges were touching, the ant would travel almost no distance at all. The ant's world (the map) would have been folded through the third dimension. The dimensional folding spell does something similar



with the three-dimensional world: it folds it through a higher dimension (the fourth), allowing instantaneous travel between two locales on the same plane of existence. Although this effect may seem similar to the wizard spell teleporr, in practice, it is much different. The dimensional folding spell opens a gate that allows instantaneous, bidirectional access to a distant locale on the same plane. This gate is circular, of any size up to 10 feet in diameter, and remains in existence for up to 1 full round. The caster and any other creatures can pass through the gate in either direction while it remains open. Missile weapons and spells can also pass through the gate. The gate appears as a shimmering ring, glowing with a faint light equivalent to starshine. Vision through the gate is clear and unobstructed in both directions, allowing the priest to look before he leaps. Anyone on the other side of the gate is able to see the priest and his point of origin. The near side of the gate always appears within 5 feet of the priest. The location of the far side of the gate always opens within 5 feet of the place the priest desires. Thus, there is no chance of arriving at the wrong destination, as with the wizard spell, teleport. There is a risk involved in using dimensional folding, however. Many philosophers believe that what we know as time is simply another dimension, and the behavior of this spell seems to support this thesis. Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a dimensional folding gate will suffer instantaneous aging. Theorists believe that this is the same kind of slippage that can cause a teleporting wizard to land high or low, except that in this case, the slippage is in the time dimension. The chance of aging depends on how familiar the priest is with the destination (see table).

Destination	Chance Aging	Amount Aging
Very Familiar/In view	2%	1 year
Studied carefully(8hr+)	5%	1d2 years
Seen casually(2hr+)	10%	1d3 years
Viewed once(1T+)	15%	1d6 years
Never seen	25%	1d10 years

If aging occurs, every creature passing through the gate in either direction suffers the aging effect. All creatures passing through a given gate age by the same amount. The caster need not be the one traveling. For example, a priest can open the gate near a distant ally so the ally can join the priest.

Disbelief

Range: caster
Duration: 1 round/level
Casting Time: 5
Area of Effect: Special
Save: Special

Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 5, Druid 6, Dervish 6 Quest, Master 5, Sh.Elf Shaman 5, Shaman 4, Shamani 6 spell.

This spell allows the caster to temporarily convince himself that certain objects or as many as 4 creatures within the area of effect do not actually exist. While disbelief remains in effect, these objects or creatures can't harm or hinder the caster. He can pass through them as if they did not exist and takes no damage from their attacks or actions. However, since these objects or creatures temporarily do not exist for the Cleric, he can take no action against them. If the creatures attack, the caster receives no Dexterity bonus to AC (since this bonus represents dodging, and the Cleric is unable to dodge a creature that doesn't exist for him). The caster can attempt to disbelieve as many as 4 creatures within 60' of his position at the Time of casting. He disbelieves the same 4 creatures for the duration of the spell. Alternatively, the Cleric can disbelieve any or all inanimate objects of up to 20-cubic-yard volume (thus, he may disbelieve a 12' by 15' area of 3'-thick wall). This volume must be centered on a point no more than 20 yards from the caster. These two options are mutually exclusive; the Cleric can disbelieve only creatures or objects, not a combination of both. Disbelieving a creature includes all gear, equipment, or treasure carried or worn by that creature; it doesn't include other objects that come into contact with that creature, such as walls, doors, chairs, etc. Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the Cleric must make a save vs. Paralysis. A successful save means the Cleric has disbelieved; an unsuccessful check means that the spell has failed and the Cleric has not convinced himself of the creatures' or objects' non-existence. While this spell is in effect, the DM must record any damage suffered by the Cleric from disbelieved creatures. When the spell ends, the caster makes a save vs. spell. If the Save is successful, the Cleric suffers only 1/8th of any damage inflicted by the creatures (round all fractions down); if the Cleric fails the save, he suffers 1/2 of any damage inflicted (round fractions down).



Discern Elven Influence

Range; 100 yds
Duration: 1 turn +1 rd/level
Casting Time: 1 rd.
Area of Effect: 10-yd. radius/level
Components; An elven object.
Saving Throw: None

Cleric level 1, Dwarf Cleric 1

The priest who casts this spell must hold an object once touched or owned by an elf or half-elf. The caster then concentrates on the area in question to determine whether elves have influenced the area in the recent past (one month per level of the caster). "Influence" could mean that a group of elves had passed through the area, elves or half-elves are present at the time of casting, or elven magic has shaped or affected the area. The spell would not normally detect a single elf or half-elf who moved through the area recently unless the individual did something dramatic while there (killed someone, cast a powerful spell, built a house, etc.). The caster does not learn the nature of the elves' activity in the area in question. He knows only that elves have been are currently present. The sensation can vary in strength depending on the activity (it may be especially strong, for example, if a large battle had been fought there). The priest can probe multiple areas within the spell duration. Successfully probing an area takes a minimum of one round. Thus, a 1st level priest can probe as many as 11 areas if working quickly. When humans first battled elves in the forests of Elven, many of the gods granted human priests the ability to detect elven influence wherever they went. This spell has helped many tribes of humans and Dwarves steer clear of elven territory or attack it in response to their actions.

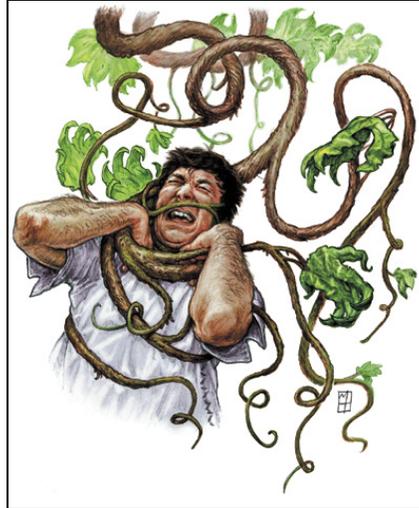


Disentangle

Range: 80 yds.
Duration: 1 rd./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

Dwarf cleric Level: 2

This spell enables the recipient to escape any rope, web, plant, jaws, glues (of monsters or plants), or wrestling hold, as long as the binding is a physical effect. The spell does not enable the recipient to alter shape, so it is not possible to squeeze through a fixed restraint, such as wooden stocks, metal shackles, or the bars of a cage, nor does it aid a creature that has been swallowed. The disentangle spell also allows immediate escape from magical effects such as bind, entangle, or a rope of entanglement, but has no effect on spells such as hold person or a ghou's paralyzation touch.



Dismiss Undead - Cloistered Priest

Range: 0
Duration: 3d4 rds.
Casting Time: 2
Area of Effect: Cone, 60 ft. long, 20 ft. diameter
Saving Throw: Special

Restricted to cloistered priests. Level: 3

By the casting of this spell, a cloistered priest can temporarily gain the ability to turn undead (if good or neutral) or command them into service (if evil). For purposes of determining success or failure of the turning (or commanding) attempt while the spell is in effect, the level of the cloistered priest is that of an adventurer-priest minus four levels. Thus, a 7th level cloistered priest turns undead as a 3rd level adventurer-priest.



Dispel Evil

Range: 30'
Duration: 1r/level or until used.
Casting Time: 6
Effect: Enchanted or Undead Monsters or one Curse or Charm **or good aligned creatures**
Components: Holy Symbol and holy **(or unholy)** water. Vocal *Deletrius*
Save: None

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Sh.Elif Shaman 6 (Evil only), Shamani 5 (Evil only) spell.

This spell may affect all Undead **or good aligned (Paladins, etc.)** and enchanted (summoned, controlled, and animated) monsters within range or when the caster successfully strikes it in melee combat (Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers.). It will affect each monster unless each victim makes a Save vs. spells. If cast at a single creature, a -2 penalty applies to the Save. Any creature from another (often opposing) Plane is banished (forced to return to his own Plane) if the Save is failed. Even if the Save is successful, the victims must flee the area of effect, and will stay away as long as the caster concentrates (without moving). The spell will also remove the Curse from any one Cursed item (but not from persons or areas), or may be used to remove any magical charm.

An evil enchantment (such as a charm spell cast by an evil creature) that is subject to a normal dispel magic spell can be dispelled automatically by the dispel evil spell. Note that this spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it attack with a -1 penalty to their attack rolls when engaging the spellcaster. In addition to driving away evil extraplanar and summoned creatures, this spell counters evil enchantment/charm spells and all forms of magical domination and possession.

The reverse of the spell, **dispel good**, functions against summoned or enchanted ReaNres of good alignment or creatures that have been sent to aid the cause of good.



Dispel Magic

Range: 120'
 Duration: Instantaneous
 Casting Time: 6
 Effect; destroys spells in a 20' cube or 1 item
 Component; Vocal *Finite incantatum*
 Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4, Master 5, Shaman 4, Shamani 3 spell.

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spelllike effects (including device effects and innate abilities) from creatures or objects.

Second, it can disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it can

destroy magical potions (which are treated as 12th level for purposes of this spell). Each effect or potion in the spell's area is checked to determine if it is dispelled, thus this spell may destroy other spell effects in a cubic area 20'x20'x20'. Spell effects created by a mortal caster (whether Mage, Cleric, Elf, Shaman, Wicca, Wokani,

Source effect	Resist as	Result Dispel
Caster	None	Dispel Automatic
Other caster	Lvl/HD caster	Effect Negated
Innate ability	Lvl/HD caster	Effect Negated
Wand, Rod	6th lvl	Effect Negated
Staff	8th lvl	Effect Negated
Potion	12th lvl	Destroyed
Other Item	12th lvl or known lvl	effect Negated, or non operational 1d4 r
Artifact	DM discretion	Dm discretion

Shamani, Fairy, Specialist Mage, etc.) of a level equal to or lower than the caster are automatically and immediately destroyed. The spells cast by the caster of this spell are always dispelled, even when he is only 1st level and once casted the spell to be dispelled at 30th level—he was thus severely drained of levels). Spell effects created by a higher level caster might not be affected. The chance of failure is 5% per level difference between the casters. For example, a 5th level trying to dispel a Web spell cast by a 7th level Magic-User would have a 10% chance of failure.

Dispel Magic will not affect a magical item (such as a sword, wand, scroll, etc.) – only if it is cast directly upon that item it will have some effect; This renders the item nonoperational for 1d4 rounds, an item possessed or carried by a creature gains the creature's saving throw against this effect; if unattended, an item is automatically rendered nonoperational for 1d4 rounds. An interdimensional interface (such as a bog of Holding) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged a nonoperational magical sword is still a sword. Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DMs option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. However, it can dispel the effects of the magical item when that item is used (a Caster can cast Dispel Magic on the victim of a ring of Human Control and snap him out of that control). This spell doesn't counter any cure spells, but it dispels Hold Person, Bless, and similar spells.

The magical effect of a Divine Curse or granted ability on their recipient can not be dispelled.

Dispel Fatigue

Range: 30 yds.
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 1 creature
 Component; A sprinkle of fresh, blessed spring water. Vocal Finite fatiqua

Saving Throw: None
 Cleric, Druid, Exorcist Level: 1 Uncommon

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, sprinting or prolonged combat. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself.



Dissension's Feast

Range: Touch
Duration: 5 turns + 2 turns/level
Casting Time: 2 turns
Area of Effect: Spell
Saving Throw: Neg.

Chaotic Clerics of Immortals Chaotic (i.e. Loki)
Level: 2

This spell is cast by a priest during the preparation of a meal. The spell is cast on any one quantity of food, thus, the priest could cast the spell on the batter of a wedding cake or on a quantity of onions as they are diced for both a salad and a stew. The spell affects up to 10 pounds of food per level of the caster. Anyone who eats the affected food (even one who eats the salad but not the stew) is subject to the spell. The effects of the spell begin five rounds after the food has been eaten. At that time, all creatures that have eaten the food are allowed a saving throw vs. spell; success means that individual is does not suffer the effects of the spell.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bothers those affected. After five minutes, tempers flare, affected individuals feel compelled to shout at and insult one another, and h a t s are hurled. Even those who are normally calm feel compelled to vent their frustrations violently. Creatures maintain no alliances while under the effect of dissension's feast. A king and his wife who are normally madly in love will bicker with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food. At the end of the spell, those affected undergo the sensation of waking up. All are free to behave as they wish. Those at the meal will still be angry, although they have no idea why they became angry.



Dissolve

Range: 120'
Duration: 3d6 days
Casting Time: 5
Effect: liquefies 3000 square' rock or earth
Save: Prevents sinking in the area liquefied

Humanoid Shaman 5, Druid 5, Dervish 5, Master 5, Shaman 5 spell. Master 5 spell.

This spell changes a volume of rock to a morass of mud.

An area of 10' deep or thick is affected, and may be up to 3000 square' in surface area. The victim may get mired and become unable to move. The caster may choose the exact width and length (20' x 150', or 30' x 100', etc.) but not the depth or height, and the entire area of effect must be within 120' of the caster. Creatures entering the mud are slowed to 10% of their original movement rate at best, and may become stuck. The semi-liquid will slowly form to a total equal level. This mud moves depending on the angle of the area beneath it with a speed of 3'/1' to 3000'/1000' (DM). A Harden spell reverses the liquefied conditions instantly, and visa-versa, only the Halfling Master can cast the reverse of spell.

This spell changes a volume of a morass of mud into rock. An area of 10' deep or thick is affected, and may be up to 3000 square feet in surface area. The victim in the mud may make a Save vs. spells or become trapped in the stone (penalized by 1 per 10' from the nearest edge of mud. The caster may choose the exact width and length (20' x 150', or 30' x 100', etc.) but not the depth or height, and the entire area of effect must be within 120' of the caster. The stone becomes a sedimentary stone with a hardness equal to marble.

Harden

7
hardens 3000 square feet rock or earth
Prevents becoming trapped



Distance Distortion

Range: 10'
Duration: Along as Elemental intents
Casting Time: 7
Effect: alters traveling distance
Save: None.

Cleric 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5 spell.

This spell changes travel distance. It works only in an environment composed of only one element—Underground, Undersea, in clear Air, or in a Fire such as the sun or the elemental Plane of Fire. The caster must either be an Elementalist Mage, an Elemental, or must summon one before casting this spell. The elemental can only aid distance distortion through its own element—for example, to travel underground, the caster needs to be an Earth Elemental or Elementalist or must summon an Earth Elemental. The Elemental usually cooperates when the caster announces the intent to cast a Distance



Distortion spell. There is a chance that the Elemental will refuse (if badly, rude or aggressively approached) to aid the spell and tries to break free. If the Elemental thinks he would be himself imperiled while aiding the spell, he will always refuse. If the Elemental refuses, the Caster must bribe or persuade it, or summon another. If it cooperates, the Elemental condenses or expands the distance to be traveled, affecting the caster and all within the spell's range. There is one major difference between the method used by an Elemental without help of this spell so must be able to cast it himself), an Elemental with help of this spell (the caster and summoner or his party can cast this spell for the Elemental) or by an Elementalist alone. When an Elemental must do this spell by himself he must first be able to cast spell (this is only 10% chance) and the must know and have the Distance Distortion spell memorized his spell (50% chance, this spell is know as an Elemental spell of power level 3, but when an Elemental caster is able to cast Magic at this power-scale, he will surely have this spell, but maybe already used.) When the Elemental casts this spell himself the range will be doubled. When an Elemental is used in this spell he folds himself through the element and so compressed or extends the actual distance without affecting the distance within the elemental. When an Elementalist casts this Magic himself he actually becomes the corridor as with the method of the Elementals themselves. He slowly expands over all the area and while concentrating expands, or condenses the distance without affecting the distance "within" him.

In general, the spell's effects are not obvious. Those within the spell's effects may get an Intelligence check to detect its effects. Modify the check according to darkness (-1 to 3), distraction (-1 to 4), and other circumstances (1 d 4). Those who succeed the check know that the distance they travel is in reality larger or smaller than perceived. Also, any damage done to the Elemental or Elementalist—who is presumed to be either visible present or surrounding the caster's area unnoticeably (he appears to be the Element himself)—causes it to break off the distortion. The caster can try again to gain its cooperation as long as the distance distortion lasts.

Expanding the distance; Those affected cross only half the distance they appear to travel. So a 100 yard corridor, for example, would appear to be 200 yards long. Note the range listed above always refers to the undistorted distance, and is not affected by the spell.

Condensing the distance; Elementals find this effect far easier to aid. Those affected can cross up to one mile of actual distance per' they appear to travel. A party could traverse the entire 1000 mile crust of Mystara in a mere thousand steps, about a three-quarters of a mile. Circumstances can affect this ratio, especially the presence of powerful Magical items among those affected (the distance will be reduced by 2% for each Magical item the affected carry).

Restrictions: The passage must be entirely within the appropriate element (earth, air, etc.), so this spell doesn't work overland. Travel ordinary can't cross the World-Shield or Anti-Magic effects, but this spell can make use of existing tunnels through those areas and start again directly after the Anti-Magic area has been passed. Note that in the Hollow World, this spell is not prohibited under the special Magical effects there; it doesn't allow instant travel, only rapid travel. However, since no one can summon or conjure an Elemental in the Hollow World, the spell remains useless, practically speaking.

Divination

Range: 1' per level of the caster
Duration: 1 Question per level of the caster or 1 turn
Casting Time: 4
Area of Effect: One advice
Components: A sacrificial offering, incense, and the holy symbol of the priest. If an unusually important divination is attempted, sacrifice of particularly valuable gems, jewellery, or magical items may be required.
Save: None
Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 7, Shaman 7 spell.

A divination spell is used to gather a useful piece of spiritual advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the augury spell, this gives a specific piece of advice. This advice will contain clues as to the best way to avoid losses of piety points to those in range as a result of the intentions of those divined. Note that "Stay Home!!" is often a good advice. Similar non-descriptive answers will always be given. For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a shield +11 lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight) the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it). The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.



Divine Curse

Range: Special
Duration: Special
Casting Time: 1 rd.
Area of Effect: Special
Components: A tiny silver gong and the priest's holy symbol.
Saving Throw: None
Chaotic and/or evil clerics Level: 6

This spell creates a terrible and lasting curse, (even when it bears the same name as the Divine Curse due Piety loss, this spell is something completely different, although the offended person if of the same faith would suffer severe piety losses too) so it can be cast only upon someone who has performed a great evil-at least in the eyes of the caster. The awful deed may even have been unintentional, but it must have yielded horrible results for the caster. The victim of the m e c a n be of any alignment. The caster personally chooses the punishment. Wording is very important, so the player must record the exact phrasing for future reference. The curse may fail if the punishment is inappropriate, too harsh, or otherwise lacking (at the DM's discretion). In this case, the DM can choose to either guide the player to a curse that is acceptable or make the character wait to see if the curse takes effect. The priest becomes a vessel for the divine wrath he invokes. He must clearly announce the curse in the presence of the evildoer. Thereafter, the curse is in effect, though its effects sometimes take time to surface. Instead, the curse may develop over months or years. Divine curse can be lifted. The victim has two means of removing the curse. An atonement spell can lift the curse, provided the spell accompanies a great, heroic deed or similar act of expiation. Such an action must be an appropriate counter to the original evil deed. Sometimes, the c u e itself may include an escape clause. Often the clue to lifting the curse is hidden somewhere within the wording. The DM should encourage such clauses, since they do not unnecessarily provide an easy escape, as illustrated by this sample curse:

You have walked long upon the backs of the downtrodden. Now, each step you take shall be a painful blow to your flesh, until you stride barefoot to the summit of Mount Arabek between sunrise and sunset.

At first the escape clause seems deadly, if not impossible, to fulfil, but a creative DM or player should be able to circumvent the obvious. For instance, the cursed individual might pay someone cast a haste spell upon him or otherwise increase his rate of travel. Curses inflicted with evil intent can only be done by Evil clerics.



Ancient curse

A 7th level variation of the Divine Curse that affects descendants to the 7th generation as well. Often along the male line, as this was seen as the most important.

Drain Protection

Range: Touch
Duration: 1 turn per 4 levels of the caster, or until hit
Casting Time: 1 round
Area of Effect: One person
Save: None

Cleric 4, Healer 3, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

This spell gives the affected character partial protection from the Undead attacks that drain levels. Nevertheless, the character still takes physical damage done by the attack. Undead creatures that attack characters protected by this spell normally take 2d6 damage from the spell's Energy. In Ravenloft and other Entropic Outer Planes, however, this damage is reduced to 1d6 points.

Draw Upon Holy Might

Range: caster
Duration; 1 round per level of the caster
Casting Time ; 1 round
Effect: caster only
Components; The priest's holy symbol and a vial of holy water that has been blessed by the high priest of the caster's faith.

Save: None

Cleric 2, Healer 3, Exorcist 1, Humanoid Shaman 2, Druid 2, Dervish 2 spell. uncommon

This spell causes the Cleric's body to shudder and glow with a shimmering aura as it becomes a vessel for the Energy of his Immortal. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per three levels of his experience (+1 at 3rd level, +2 at 6th etc.). Only one attribute can be increased to maximum the same as the Immortal. The effect lasts for the duration of the spell. For example, an 18th level Cleric with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack and damage adjustment, etc, but if his Immortal has only Strength 20, than that will be the limit. When the spell ends, the Energy abruptly leaves the Cleric's body, leaving him physically and mentally drained. He is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the Cleric's normal attribute score) reduces this Time by 50%. When the Immortal is gone, the Cleric can use only level one and two spells, he will find that while the casting and the release of the higher level spell works, nothing happens, because the Immortal is (temporarily) gone for him.

Druid's Decay

Range: 30 yds.
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 dead creature or 10 cu. ft. of dead plant material
Component; Holy Symbol
Saving Throws; special
Druid Level: 3 Very rare spell.

Upon casting this spell, the caster can cause a single dead creature to decompose into dust. Alternatively, the spell can decompose 10 cubic feet or less of dead plant material, including objects made of wood. Items or constructions made entirely or partially of plant material (such as wood) must make a successful save vs. Lightning or be destroyed. An item worn or held by a creature is unharmed unless the owner fails a saving throw vs. spells; upon failure the item must save vs., lightning or be destroyed. The spell doesn't affect living matter. A single corporeal undead creature of up to 10 HD can be destroyed if it fails a saving throw vs. Death ray. The spell cannot affect non-corporeal undead (ghosts, shadows, wraiths, etc.) or undead with more than 10 Hit Dice.



Druidsight

Range: 150 yds.
Casting Time: 3 rds.
Duration: 2 turns. + 1 turn/level
Area of Effect: 1 animal
Components; A bit of food desirable to the animal.

Saving Throw: Special

Druid Level: 3 very rare.

By means of this enhanced version of Animal Eyes spell, the druid is able to see through the eyes of another animal and perceive things as that animal would, and also have a limited control over the creature. Familiars and polymorphed or shapechanged creatures are not subject to this spell. Animals on friendly terms with the druid, such as companions, pets or summoned animals, require no saving throw. Normal animals receive a normal saving throw vs. spell. The subject animal can be commanded telepathically to scout, spy, or stand guard at distances up to 100 yards plus 10 yards per level of the caster.



Dust Devil

Range: 30 yds.
Duration: 2 rds/ level
Casting Time: 2 rds.
Area of Effect: Creates 1 dust devil
Saving Throw: None
Cleric 2, Druid 2 level

This spell enables a priest to conjure up a weak air elemental—a dust devil of AC 4, 2 HD, h4V 180 feet per round, one attack for 1d4 points of damage—that can be hit by normal weapons. The dust devil appears as a small whirlwind one foot in diameter at its base, five feet tall, and three to four feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to maintain concentration, or the spell is ruined. Any creature native to the elemental plane of Air—even another dust devil can disperse a dust devil with a single hit.



Earthgrip

Range: Touch
Duration: Permanent
Casting Time: 7
Area of Effect: One creature is attacked by earth.
Special

Save: Special
Master 7 spell.

This spell can only be used when the target is on the ground. This spell doesn't work on watery ground (mud), Rocky earth, or solid stone. The Master touches the creature (by making a Hit roll) and exerts his will to cast the spell (this part of the spell takes 1 round segment only, the rest of the spell may be cast before hand, but no earlier than 1 round per level of the caster). Master and target roll 1d12, the effects are as per table.

If the target is struck by a fist of earth, it will do the Master's bidding for 1d4+1 round, striking for 5d4 damage per round at +2 to hit from the caster. Even if the fist misses, the target will be thrown to the ground by the convulsions of the ground underfoot, and target spellcasting will be impossible during that round. Only creatures able to levitate or fly can escape the effects—but the fist can reach up to 20'.

If Cracked earth; Cracks open in the earth beneath the target, trapping instantly as the fissure snaps shut again. Only the upper half of the target remains above ground; target is immobilized unless it can dig free, change its form to escape, or use magic to free itself. Immobilized targets can automatically be hit by others, twice per round (their effective AC becomes 20 minus magical bonuses).

If Swallow; Earth opens up to swallow up target. Target takes 10d6 crushing damage and breaks 1d20 +4 bones, and must save vs. spells to avoid death by suffocation and crushing. A successful save results in the target being imprisoned within the earth, alive in stasis, helpless unless freed by digging, natural forces, or a Dispel Magic cast on the spot followed by the character pulled out. A Master can always choose to have a lesser effect than the usual result of the compared scores. Earth Elementals struck by an Earth Grip are instantly sent back to their Home Plane, exhausting the spell. This spell has effect on the normal earth and as thus gives a 100SFP per level of the Master.

Difference Scores	Effect	Game Effect
Target 3+ than Master	Unaffected	Spell Lost
Target 2+ than Master	Earth grasped	Slowed 50% 1d3r
Target 1+ than Master	Earth Held	Hold person
Equal	Earth Strikes once	5d4 dm, prone
Master's 1+ than Target	Earth Fist 20'long	1d4+1r, strike5d4dm THAC0 Master+2 miss=prone
Master's 2+ than Target	Cracked Earth	Trapped 50% AC=20-magic
Master's 3+ than Target	Earth Swallow	10d6dm break 1d20+4 bones sv SP or crushed dead succes=imprisoned in stasis



Earthmaw

Range: 50 yards
Duration: 1 round
Casting Time: 7
Area of Effect: 10' diameter circle
Component; A tooth from any predatory Creature.
Save: Negates.

Druid 4 spell. uncommon

Earthmaw causes a patch of ground 10' Ø to open and form a gigantic mouth with stalactite teeth. The mouth springs forth on a short serpentine neck, much like a water weird, and attacks once in a direction the caster dictates. Then it retracts into the earth and closes solidly. The site of an Earthmaw spell appears as if the ground has been tilled recently. The mouth can attack one large creature, 2 man-sized creatures, or 4 small-sized creatures within 10' of its outer edge. It can strike multiple creatures only if they remain clustered within a 10' diameter circle adjacent to the maw. The Earthmaw attacks as a monster with HD equal to the caster's level. Creatures standing on the site of the maw suffer a +3 penalty to AC for purposes of this attack only. Creatures standing next to the maw suffer no AC penalty. A successful hit inflicts 1d4 damage/level caster. An unmodified roll of 19 or 20 means the maw has swallowed the victim whole, burying the character 2d4' below ground. Victims can be dug out manually, with appropriate spells (such as dig), or with magical items (such as a spade of colossal excavation). A creature trapped underground will suffocate unless freed within a number of rounds equal to 1/3rd its Con. score. Earthmaw may be cast on any area of loose or packed earth, sand, or vegetation-covered soil. It may be cast indoors on an earthen surface: for example, on the dirt floor of a barn or basement, but not on the marble floor of a home or temple. It may not be cast on an area containing a tree, any portion of a building, or any type of pavement. An object present on the site of the maw (such as a campfire or a tent, etc.) counts as a creature of that object's size in attacks. A tooth from any predatory creature is pricked in the ground prior to the casting.



Earthquake

Range: 120 yards
 Duration: 1 Turn
 Casting Time: 7
 Area of Effect: Causes earth Tremors
 Components; Vocal *Diffendio Terra*
 Save: None

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 5, Druid 7, Dervish 7, Sh.Elf Shaman 7, Shaman 7 spell.

This powerful spell causes a section of earth to shake, and opens large cracks in the ground. The caster can affect an area according to the following table. Within the area of effect, all small dwellings are reduced to rubble, and larger constructions (unless magically protected) are cracked open. Earthen formations (hills, Cliffsides, etc.) form rockslides. Cracks in the earth may open and engulf 1 creature on a chance of 1 on 1d6, crushing them. When the die roll indicates that a character is in danger of falling into a crack and being crushed, the character gets a Save vs. Death to escape falling in. Some Mages say that the usage of this spell depletes the Earth power and could result in disastrous effects. The Seismic Force points of this spell according to them is 100/lvl. When cast on the sea floor this spell creates shock waves which stun all within the caster's area of effect unless they make a save vs. death ray. **When cast under water, the area of effect is halved.** Stunned creatures are unable to cast spells, and move at ¼ speed at most. The effect lasts as long as creatures stay within the area of effect, and for 1d6 rounds afterwards. The effect brought about by this spell is magical, not natural, and thus does not cause the same results as a natural earthquake. If it is cast within one mile of a natural fault line, there is a 50% chance that a natural earthquake will occur at that location within 1d6 turns after the magical earthquake has subsided. SFP 100/lvl.

Cave or cavern—	Collapses roof
Cliffs—	Crumble, causing landslide
Ground—	Cracks open, causing the following fractions of creatures to fall in and die: Size S: 1 in 4 Size M: 1 in 6 Size L: 1 in 8
Marsh—	Drains water to form muddy, rough ground.
Tunnel—	Caves in
Small growth—	No effect
Trees—	1 in 3 are uprooted and fall
All structures—	Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble



Level Caster	Area of Effect
17	60' square
18	65' square
19	70' square
20	75' square
21	80' square
22	85' square
23	90' square
24	95' square
25	100' square
26	105' square
27	110' square
28	115' square
29	120' square
30	125' square
31	130' square
32	135' square
33	140' square
34	145' square
35	150' square
36	155' square



Earth Walk

Range: 0
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: The caster
Saving Throw: Special
Dwarf Cleric Level: 6

The earth walk spell enables the priest to pass into and through stone and earth as if he or she was a Xorn (movement rate of 60'/20'). This ability allows ambushes in which foes have a -3 penalty to their surprise rolls. The spellcaster can carry up to twice his or her body weight (total) through the stone as well. For the spellcaster to use this ability offensively, the priest must make a successful attack roll to grab the subject, who is then allowed a saving throw vs. petrification to break free. If the saving throw fails, the spellcaster imprisons the subject paralyzed into the ground. A Dig or similar spell or action can free the trapped creature. The creature will suffocate after his constitution in Turns (not in rounds) but then will die as with drowning in a number of rounds with a cumulative penalty until failed. A phase door cast on the earth-walking priest instantly slays him or her.



Earthwreck

Range: 20 yards/level of caster
Duration: 2d4+10 years
Casting Time: 1 round
Area of Effect: 30' radius/level of caster
Save: None
Druids or Master 6 spell.

This spell causes an area of soil to become barren and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense "wrongness" within the soil. Each round they remain within the area, they suffer 1d4 damage. The blight can be cured using a limited wish, a wish, or by casting a remove curse spell (at the 12th level) and a plant growth spell simultaneously. Most Druids consider Earthwreck an abomination, although some use it as last-ditch "scorched earth" vengeance against an unruly hamlet. This spell induces a SFP of 1000 to the ground.



Easy Road

Range: Touch
Duration: 1 hr./level
Casting Time: 1 round
Area of Effect: 1 mile of road/level

Components: The priest's holy symbol and a handful of dirt from the road, both of which he held in one hand a moment before the dirt is sprinkled at the feet of the priest.

Saving Throw: None
Cleric level: 1 Very rare spell

This spell ensures that the passage of the priest and his or her party along one path or road is quick and without mishap. The priest can enchant up to 1 mile of road or pathway per caster level, allowing the group's rate of movement along the road to be increased by 50% without any noticeable spell effect. If the priest abandons the road or path to move across country to the destination, the spell ends immediately. In addition, for the spell's duration, minor accidents, such as stones caught in a horse's hoof or a broken axle on a wagon, do not occur.

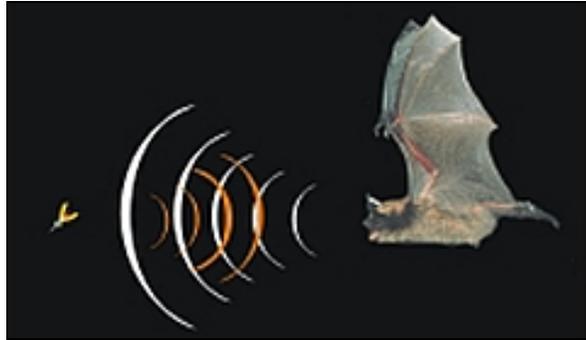


Echolocation

Range: 0
Duration: 1 turn + 1 turn/level
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

Aquatic Shaman and Clerics Level: 5 Uncommon

This spell allows the caster to send out a large variety of sound pulses and receive clear, three-dimensional representations of his underwater surroundings from the rebounding sound waves—just as a dolphin does. This process of echolocation gives the caster a very detailed impression of any object, creature, passageway, or structure in any direction within 300 feet. In



addition, the caster can detect the presence of any nonmagically concealed or secret doors within range of this spell. The caster can engage in no conversation and even cast spells with verbal components while this dweomer is in effect, as long as he periodically sends out a burst of sound. Note that other marine creatures can easily hear such sound bursts, making it extremely difficult to sneak while using this spell. In addition, a silence spell temporarily negates the effect, although it will resume once the silence spell wears off or the caster moves out of the silenced area. The caster has the option of focusing his sound bursts into a sonic wave that inflicts 5d6 points of damage on one creature, stunning it for 1d4 rounds. This use instantly ends the spell. Because of this spell's high demand on the vocal chords, the caster is incapable of speech (including spellcasting) for one hour after the spell ends.

Emotion Read (Empathy) Mask Emotion

Range: 5 yards/level
Duration: Instantaneous
Casting Time: 1r
Area of Effect: One creature
Component: Holy symbol.
Save: Negates

Cleric 2, Healer 1, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 spell. Of Air/Thought immortals.

This spell allows the Cleric to perform an instantaneous reading of a single subject's emotional state. It can be used on any subject possessing Intelligence of 3 or better. This reading is neither deep nor specific and can't pick out mixed emotions or intricate details. For example, it might tell the Cleric that the subject is fearful, but the spell can't reveal what the subject is afraid of or why he is afraid. Emotion read doesn't reveal individual thoughts or the subject's motivation. Thus, the spell might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the Cleric. Note that this reading is instantaneous. It reveals only the emotion that is strongest at the instant the spell



is used. While this will usually be related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment or remember and respond to past events. The subject is allowed a normal save vs. spells to resist this spell. If the save is successful, the Cleric receives no reading at all. If the subject's roll exceeds the necessary number by six or more, the Cleric perceives an emotion diametrically opposite to the subject's true emotion. This spell allows the caster to sense the basic needs, drives, and/or emotions of any unshielded mind (Hunger, Thirst, Fear, Fatigue, Pain, Uncertainty, Rage, Hatred, Curiosity, Hostility, Friendliness, Love, and so on). The spell gives no result for creatures protected against detection, psionic creatures, or emotionless creatures (such as slimes, oozes, jellies, golems, skeletons, zombies, etc.).

The reverse of the spell, mask emotion, conceals the emotions of the protected creature for one turn.

Effervescence Calm

Range: 120 yds.
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: Special
Saving Throw: None

Druid Level 4 Very rare spell.

By means of this spell, the caster can cause up to 1000 cubic feet of liquid per caster level to bubble, froth, foam, and fizz like an agitated, carbonated soft drink. Thus, for each additional level of experience, the druid affects an additional 1000 cubic feet. For example, at 2nd level, a druid would be able to effervesce 2000 cubic feet of liquid, and at 3rd level, the amount would be 3000 cubic feet of liquid. Small objects of up to 1 pound mass are drawn to the surface by this spell.



The reverse of this spell, calm, causes an effect similar to that of pouring oil on troubled waters: All liquids in the area of effect become calm even rapids on a river or water in a boiling kettle.

Enchant Weapon

Range: caster Only
Duration: 2 Turns per level caster
Casting Time: 6
Effect: Creates a Magical dweomer on a weapon.
Save: None

Cleric 6, Healer 7, Exorcist 5, Humanoid Shaman 6, Druid 6, Dervish 6 spell.

This spell is cast on a normal weapon, temporary transforming it into a Magical weapon. The power of the enchantment depends on the level of the caster. A +1 bonus to his and damage is gained for every six levels possessed by the caster, as per following table. Only the caster can wield the enchanted weapon. If any other character uses the weapon the enchantment ends, but it returns if the caster uses the weapon again within the spell's duration.

Level	Bonus
1-6	as Silver
7-12	+1
13-18	+2
19-24	+3
25-30	+4
31-36	+5



Enhance Turning

Range: Touch
Duration: 5 rds./level
Casting Time: 5
Area of Effect: Creature touched
Component: A silver holy symbol.
Saving Throw: None

Clerics Level: 2 Very rare spell.

This spell can be cast on any individual with the ability to turn undead creatures. While it is in effect, the recipient turns undead as if one experience level greater, and gains a +1 bonus to all turning rolls, both for the initial turning result and for the number of undead turned or destroyed. No additional benefit is received from multiple castings of this spell.



Entangle

Range: 30'
Duration: 1 Round per level
Casting Time: 4
Effect: Controls ropes in a 40' cube area
Save: Negates entanglement

Humanoid Shaman 2, Druid 3, Dervish 2 spell.

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants. This spell also allows the spell caster to use any rope-like objects of living or once living material (roots, vines, leather ropes, plant fiber ropes, etc.) to behave as he or she orders. About 50' of normal (1/2" diameter) vine +5' per level of the caster can be affected. The commands which can be given during an entangle spell include: coil (form a neat stack), coil and knot, loop, loop and knot, tie and knot and the reverse of all the above. The vine or rope must be within 1' of any object it is to coil around or tie up, so it must often be thrown at the target. The affected vine can be handled by the target as it would any other entangling object. This spell is very useful in climbing situations; a Caster can toss a rope up the side of a wall or cliff and command it to loop and knot itself to a projection at the height of the throw. Coil and knot effectively ties up a victim. A person or monster attacked by any use of the spell may make a save vs. Spells to avoid the effects of the entangle. If used on a siege weapon it will render it useless for the whole duration.



Energy

Range: touch
Duration: permanent
Casting Time: 4 Hours
Effect: one creature drained Energy
Components: Vocal *Energy*
Save: Negates

Cleric 4, Healer 4, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 3 Quest spell.

This spell will restore one life level to a character who has lost one to a Wraith, Wight, Vampire or similar happenstance. This spell will only work on touch during the whole procedure. The victim will be in terrible pain, thus resisting the treatment heavily and can be at best restrained. When the recipient is not silenced somehow, its shouting will be heard up to 400 yards away (in normal circumstances). No more than one level will thus be restored, and the spell will weaken the spell caster and the victim thus highly that both have to rest for one full day before becoming active again (they are in fact seriously fatigued, and their Constitution drained by 4 points, with all its side-effects<including death when their basic Constitution was too low>). When this spell is used on

a victim drained and cured with this spell earlier, it will cost the victim a Constitution point per spell additionally cast after the first one due to the great ordeal he or she has gone through. This loss can only be restored by a Wish or Similar powerful spell effect. It is clearly that although its functions are truly helpful, this spell is not of real use to adventurers who fight primarily against the Undead.



Enthral

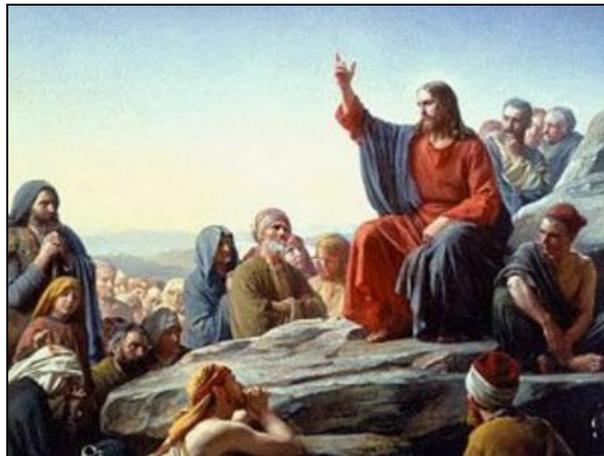
Range: 3'
Duration: Special
Casting Time: Special
Area of Effect: 90' radius around the caster
Save: Negates

Cleric 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 Quest spell.

A Cleric using this spell can grab and hold the attention of an audience that can fully understand his or her language. Those of the Cleric's race in the area of effect save at -4 against the power of the spell, those races that have bad relations with the Cleric's race save at +2, and members of other races receive no Save adjustment. Any Wisdom adjustment also applies. The Enthral spell will not work on figures who are 4th level or higher, who have 4 Hit Dice or more, or those whose Wisdom is 16 or higher; thus, most Clerics and Shamans are immune to another's enthral spell. To cast the spell, the caster must speak

without interruption for a full round. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour, +1d4 rounds thereafter while they discuss the matter. Those entering the area of effect must also save or become enthralled. However, no effect from the spell will be realized until the Cleric has spoken without interruption for one full round. Thus it could be dangerous to try to employ this spell when the Cleric is among a group of creatures who are already hostile and won't sit still for the first round of speaking. Members of the audience who fail their Save vs. spell will treat the Cleric as if he or she had a Charisma of 21 (just as an Immortal). They will remain stationary and listen to the Cleric's words, but they will not act on them as if a suggestion were being cast. At the end of the 1d4 rounds after the Cleric stops talking (roll this separately for each casting of the spell), the spell is broken and the members of the audience are in control of their own minds. Any form of attack on the Cleric will instantly negate the spell, as will any attempt by the Cleric to cast another spell while the Enthral is in effect. Those who make their Saves will not be affected by the Cleric's words, and will view the caster as having a Charisma of 3. They may hoot and jeer in unison, or pick up small objects and throw them at the caster—which might (50% chance) cause the spell to be broken. If there is excessive jeering, the rest are allowed a new saving throw. As any negative action of this sort against the Cleric will cause those who failed their first save to earn another chance to save. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking or singing. If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10. Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time: for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthralled and five not. This spell is used often by the Clerics when speaking during the religious ceremonies, to more influence the people speaking to, in the ways they act, think or have customs. Especially the Clerics of Vanya use this spell in all their services to more control the followers and ban sacrilege, blasphemy, or other religions.

If this spell is cast on a scroll containing the written words of the caster and read, the reader can be affected as per spell for 1d3 rounds thereafter. This spell also works on persons out of range of the spell, that can hear and see the caster through magical means (Crystal ball Clairaudience for example). In this case the spell's range is halved, measured from the divining receptacle/source, and the duration lasts only 1d3 rounds thereafter.



ESP

Range: Touch
Duration: 12 Turns
Casting Time: 3
Effect: All thoughts in one direction

Save: None
Healer 3 spell. Of Air / Thought immortals.

This spell will allow the caster to "hear" thoughts. The caster must concentrate on the creature for 6 rounds to ESP the thoughts of it (if any). Any single living creature's thoughts may be understood, regardless of the language. Undead thoughts (if any) can't be "heard" with this spell. If more than one spirit inhabits the mind of the creature within range and in the direction concentrated on, the Healer will "hear" a confuse jumble of thoughts, he may only sort the jumble by concentrating for an extra 12 rounds to find a single Soul (one Wisdom check only). A thin coating of lead, gold or platinum will block the spell. This includes the lead holding make-up of several cultures. Therefore it is best to clean a person thoroughly before casting this spell.



This includes the lead holding make-up of several cultures. Therefore it is best to clean a person thoroughly before casting this spell. **Only Magic Users know the reverse of this spell.**

Eye of the Eagle

Range: Touch
Duration: From sunrise to sunset
Casting Time: 7 rounds
Effect: Improves sight to use missile weapons

Save: None
Humanoid Shaman 5, Shamani 5 spell.

This spell can be cast upon any individual only at the moment of sunrise. Once in place, the enchantment makes it impossible for the character to miss his target when using missile weapons until sunset of the day on which it was cast. Factors such as range apply only as they limit the weapon itself, not the archer, for no roll to hit the enemy or target is required. If the weapon being used scores its maximum damage, it is assumed to have hit its mark so perfectly that it does damage above and beyond that normally possible with the weapon.



To reflect this, the damage is made again and this second total added to the first to determine the total amount of harm inflicted. If the second score also comes up with a maximum score, the process continues until a lesser roll is made. Thus, therefore it is theoretically no limit to the amount of damage an archer with this spell cast upon him can inflict. This spell is not negated by a Protection from Normal Missiles. A weapon Mastery will improve range and damage accordingly, but use the same system as described. As a caster has only 2 hands maximum 2 missile users can be affected.

Exaction

Range: 10 yds.
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 creature
Components: The priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Saving Throw: None
Clerics and Exorcists Level: 7

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (hue) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else must offer some fair trade in return for the service. For example, if the priest is aware that the creature has received some favour from someone of the priest's alignment, then the exaction spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favour or reward, and with the being's effort and risk.

The spell then acts, subject to a magic resistance roll, as a quest spell on the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane. The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth the creature dying), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future exaction spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction. Failure to fulfil the promise to the letter results in the priest being subject to exaction by the subject nature or by its master, liege, etc., at the very least. At worst, the mortal can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature total immunity from the priest's spell powers.



Excommunication

Range: Level caster x 10 feet.
Duration: special
Casting Time: 1 turn
Effect: 1 creature
Save: None
Cleric 7 spell.

This spell allows the caster, in name of their Immortal(s), to totally deny a chosen being any benefit or access to the religion and its powers. This means that the character can only be affected by magic or powers that are non-beneficial. If the caster is familiar with the target then there is no necessity for further contact between them before Excommunication can occur. This spell lasts until full atonement, conversion to another Faith will not lift the spell. Multiple communications can strike a single person at the same or different times with full effect. This is a very serious spell and it is not granted to those beyond level 9 or less than 150Pip, there after the Immortal trust their followers enough to delegate this power at request. Excommunication is used for effect at times—of a worshipper of a similarly aligned religion, or the Cleric of another Immortal, is more for show and to emphasize a divide than to genuinely deny that the target would in any event already reject. The political effects can cause loss of morale and civil disorder, whether intended or not. The target often becomes hunted by the followers of the Faith. Other Immortals are often very reluctant to accept a target, so mostly they fall in the hands of Entropic Immortals and evil plans, and thus becomes an enemy of many Faiths. To remove an Excommunication will be a very long and arduous quest for the Character, which lasts often several decennia and rarely successful.



Exorcise

Range: 10'
Duration: Permanent
Casting Time: 1+ Turns
Effect: 1 creature or object
Save: None

Cleric 4, Healer 4, Exorcist 4 spell.

This spell negates possession of a creature or an object by an outside or supernatural force. This includes control by a creature by some force in an object, possession by a Magic Jar spell, Demonic possession, Curses, and even charms, for the Exorcise spell is similar to a Dispel Magic spell in effects. Furthermore, it affects a magical item if such is the object of the Exorcism. Thus, a Soul object of any type affected by a successful Exorcism expels the Life Force contained, to inhabit the nearest material body wholly and completely. The Exorcise spell, once begun, can't be interrupted, or else it is spoiled and useless. The base chance for success is 1% to 100% (roll 1d100% for each separate casting of the spell, because all circumstances will be different). After each turn of casting the dice are rolled, and if the base chance number or less is rolled, the spell is successful. If the result is higher than the base chance, the casting continues for 1 more turn. The base chance is modified by 1% for each level difference between the caster's level of experience or the possessing magic. If the Cleric's level is higher, this number is a bonus, improving his chance of success; if his level is lower, this number will be a penalty. The Cleric must use his Holy Symbol and enough of Holy Water. While continuously casting the spell. For each turn that the spell lasts, the Cleric must roll a Save vs. Wands or be drained a 1 point of Intelligence temporarily. When the Cleric his Intelligence turns lower than 3 he can't continue casting the spell, because he no longer has the knowledge to speak correctly the words necessary in the casting of the spell. This loss will restore with rest, by 1 point for each hour rested. In any way the caster will become seriously fatigued directly after the casting of the spell (which actually suppressed the fatigue during the casting). A religious artifact or relic can increase the chance of success by 1% to 50% according to the power. The objects not susceptible to this spell are Huptzeen, and all Homunculi. The caster gets experience according to the possession driven off, but when failed he will get nothing.



Extract Spirit

Range: 10 yds.
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 spirit
Saving Throw: Neg.
Shaman level: 4

This spell allows the caster to remove a spirit that is bound into an object, and place it in another container. The spell works only on spirits bound into objects. This includes naturally bound spirits (for example, tree spirits or the spirits of springs and fields) and those bound by another shaman's magic (such as fetish spirits). If the spirit does not wish to be extracted, it is allowed a saving throw vs. spell. The spell has no effect on spirits set to guard an area or merely constrained not to wander. Some benevolent shamans use these spells to rescue doomed spirits, like moving the spirits of dying trees into a seed or sapling. This is not as pointless as it might sound, as the rescued spirit is likely to be grateful, and may spread word of the caster's kindness, which might make other, more potent spirits friendly towards the caster. Most shamans, however, use the spell to create spiritual alarms or guards. The two usual uses of such spirits are listed below. Inventive casters may find other uses for them, the success or failure of such attempts to be adjudicated by the DM. If the object into which the spirit is placed is carried by the shaman, it allows him to sense the approach of spirits and living creatures. The range of this ability depends on the power of the creature or spirit: it extends up to a distance of 10 yards per Hit Dice or level of the approaching being; a 5 Hit Die monster is detected when it moves within 50 yards, a 3 Hit Die monster within 30 yards. The shaman does not know, however, in which direction the being is, how far away it is, which way it is moving, nor what it actually is. In crowded areas (where the number of creatures or spirits exceeds the shaman's Intelligence score) the shaman cannot keep track of the total number of beings present, and the ability becomes effectively useless. better be stored in a jar of water. When the released, the object crumbles; if the object n, the spirit is also released. If the spirit object is placed in a mom, on a path or passage, or in another area, the shaman can tell if any creature or spirit passes through the area. An area up to 10 yards across can be monitored in this way. If several spirits are set as guards in this manner, the shaman cannot tell which specific one has been passed, only that one of them has been. The spell requires a container for the spirit, which must be an object for which the spirit has a natural affinity: for example, a tree spirit might be placed in a piece of wood, while a river spirit would t spirit is is broke



Extradimensional Detection

Range: Caster
Duration: 1 round/level
Casting Time: 3
Area of Effect: One 10'-wide path, 60' long
Save: None

Cleric 3, Healer 4, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

When extradimensional detection is cast, the Cleric detects the existence of any extradimensional spaces or pockets in a path 10' wide and 60' long in the direction he is facing. The Cleric may turn, scanning a 60 arc each round, or may move slowly (10'/round or less) while the spell is in effect to change the sweep of the detection. Extradimensional spaces include those created by spells such as rope trick and those contained within such items as bags of holding and portable holes. The Cleric doesn't automatically know the size of the space or its source. This spell detects Interplanar gates and the "gate" opened by the spell extradimensional folding. The spell can be blocked by a stone wall of 1' thickness or more, a 1" thickness of solid metal, or one yard or more of solid wood.



Eyes of the Undead

Range: 40 yds.
Duration: 2 hrs./level
Casting Time: 6
Area of Effect: 1 undead creature
Components: An eye and ear of a dead man.
Saving Throw: Neg.

Evil Clerics Level 3

This caster can use this spell on any dead or undead body of size S (small) or larger. Once cast, the spell forges a link between the undead and the caster that allows the caster to see and hear anything that the corpse can. The caster cannot control the undead creature through this spell, but must rely upon the creature's orders and instincts to provide the appropriate views. The more self-willed and intelligent the undead, the better the chance the caster will see or hear something useful. A dead body, or an undead creature that willingly serves the caster receives no saving throw. Although the corpse must be within 40 yards when the spell is cast, it can move up to 1 mile away and still transmit to the caster. On the Demiplane of Dread, the spell ceases to work if the caster and corpse are in different domains and the borders of either domain (or any intervening domain) close. **This spell is Evil.**



Faerie Fire

Range: 60' or 80 yards(outside)
Duration: 4 Round/level
Casting Time: 1
Area of Effect: Illuminates creatures or objects in a 10 sq. ft./level in a 40-ft. radius
Component; A small piece of foxfire.
Save: none

Humanoid Shaman 1, Druid 1, Dervish 1 spell.

With this spell, the caster can outline one or more creatures or objects with a pale, flickering greenish fire. The fire doesn't inflict any damage. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the faerie fire spell, and all must be within the area of effect. The caster can outline 1 man-sized creature (about 12' of fire) for each 2 levels. Thus, at 8th level, 48' of fire can be produced (outlining 1 Small Dragon-, 2 horse-, or 4 man-sized creatures). Beings must be completely covered or the light will be dispelled immediately. The objects or creatures need only be detected in some way (such as Detect Magic) to be the object of this spell. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. All attacks against the outlined target gain a +2 to hit, as it is more easily seen in darkness. (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting.



Fate

Range: touch
Duration: until it happens
Casting Time: 3
Effect: Foretells one character's fate
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3, Master 5, Shaman 4 spell.
Upon casting this spell, the Shaman is able to predict some future part of a character's life. Only general statements about the future are possible; the exact date and place are not known, nor can specific Questions be answered. This spell can only be cast on a character once in his lifetime. Fate should not be rigid and unyielding; a character should have the opportunity to affect the outcome of any fate, or even fail to live to see it come about. Stupidity and rash actions have caused the death of more than one character fated to be Great Kahn. The answer of this spell can be one of the following answers:

- 1 A Great Battle lies ahead of you.
- 2 Great Fortune shall come your way.
- 3 High Position shall await you.
- 4 Evil Schemes shall be your undoings.
- 5 Humiliating Defeat lies ahead of you.
- 6 Precious Jewels shall be your undoing.
- 7 The Power shall protect you.
- 8 A Stranger you good fortune.
- 9 A Stranger threatens ill for you.
- 10 The World lies at your', beware how you tread.
- 11 Your Path is undecided, but its Direction is known.
- 12 (Up to the DM).



Feeblemind

Range: 240'
Duration: Permanent until dispelled
Casting Time: 9
Effect: lowers Intelligence of 1 creature to 2
Components: *Vocal Amnesia Completa*
Save: Negates

Cleric 7 Quest, Healer 7 Quest, Exorcist 6 Quest, Humanoid Shaman 7 Quest, Druid 7 Quest, Dervish 6 Quest, Master 7 spell.

This spell will affect all intelligent creatures. It will make the victim helpless, unable to cast spells or think clearly (as having an Intelligence score of 2, equal to animal Intelligence or that of a moronic child.). The victim may make a Save vs. spells to avoid the effect, but with a -3 penalty to the roll. The Feeblemind lasts until removed by a successful Dispel Magic, Heal, Restoration or Clerical Cure-All spell. A Master will only use this spell on a Halfling if there is a very important reason to do so. The spell is of such a nature that its chance to affect the target creature is generally enhanced (saving throws are adjusted as per table).



Target	Save adj.
Cleric of any Kind	+1
Druid, Dervish, Master	-1
Wizard	-4
Illusionist	-5
Wicca, Wokani	-2

Feign Death

Range: Touch
Duration: 1 turn + 1 rd./level
Casting Time: 5
Area of Effect: Person touched
Components; Vocal *Falsus morbus*
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3, Master 5, Shaman 4 spell.

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or Energy level drain doesn't affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell

recipient is no longer under the influence of this spell, although a save is permitted. However, the spell offers no protection from causes of certain death—being crushed under a landslide, etc. Only a willing individual can be affected by a Feign Death spell. The priest is able to end the spell effect at any Time, but it requires a full round for bodily functions to begin again. Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell. For a character or creature subjected to this spell, the effects of exposure (frostbite, heatstroke, etc.) accumulate only half as quickly as under normal circumstances. Thus, if a character knows that help is on the way and will arrive fairly soon, he may help to save his life or the life of another being by using feign death to partially protect the victim. Note that, unlike the wizard version of this spell, only persons can be affected and that those of any level can be affected by the priest casting this spell.



Feign Undead

Range: Touch
Duration: 1 turn + 1 rd./level
Casting Time: 7
Area of Effect: Person touched
Component; A bit of bone and dirt from a grave. Vocal *Falsus Morbidus*
Saving Throw: None

Cleric, Exorcist of entropic Immortals Level: 4

This spell can make the caster or any willing person appear to be a zombie. The person looks undead, ceases to breathe, and feels no pain or emotion. He becomes immune to paralysis, poison, and attacks that drain Strength or energy levels. Poison attacks require a saving throw vs. poison only when the spell expires and if the poison is still active. The immunity to pain does not protect the person from damage; but does block penalties due to excessive pain. The person's body looks just like an animated corpse—the skin colour changes, and flesh shrinks to show bones. His joints become stiff and his movement jerky (halved). When he attacks, it is as a normal zombie, striking last in the melee round, but not with increased damage, normal damage and hit roll apply. The person's attire does not change: he must attend to the state of his clothes himself. Spells that normally affect undead have no influence over him, which might reveal his mortal nature. Most creatures seeing the person will assume the individual is a zombie. Actual undead won't attack the person unless ordered to do so. If the individual does something out of character for a zombie, then the chances that an intelligent creature deduces that he is not what he seems ceases.



Fellowship

Range: 0
 Duration: 1 Round/level
 Casting Time: 3
 Area of Effect: Increases Charisma caster
 Save: Negates

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3, Shaman 1 spell.

This spell causes the caster to either gain a temporary increase of 2d4 points in Charisma in the eyes of the target or a loss of 1d4 points if the target makes a Save vs. Magic. All those failing the Save are very impressed by the caster and desire greatly to be his friend and assist him in any way they can. Those who do not fail these saves are unaffected in the caster's presence and tend to find him or her irritating. This spell has no effect on creatures of animal Intelligence or lower (5). It has no effect on Charisma-based skills. The use of this spell has probably saved more Elf lives than the accuracy of their arrows.

Fertility Infertility

Range: 10 yards/level
 Duration: Special
 Casting Time: 1 Turn/target
 Area of Effect: Special
 Save: Negates

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 Quest spell. Prohibited by Vanya Clerics.

This spell has two possible uses. The first is an enhanced version of the plant growth spell, affecting a 1/2-mile-square area. The DM secretly makes a saving throw (based on the caster's level) vs. spell, and if the roll is successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields 30% to 80% given a normal growing season. The spell operates in the same way as plant growth, otherwise.

The second usage of this spell enables the caster to increase the fertility of the target. The target may be either male or female. The fertility of a character may be calculated as follows. Fertility = base chance + Constitution modifier. If both participants are "fertile" at Time of copulation, pregnancy results. Furthermore, the offspring inspired by this magic is certain to be delivered normally and in good health provided the mother remains healthy and uninjured. Note that factors such as old age and curses may influence the percentage chance of becoming pregnant, as may magic specifically geared to preventing such an occurrence or a being's inability to conceive due to peculiar magical factors. (For instance, all Nagpa's seem unable to conceive for unknown reasons.). Successful casting of this spell increases a character's fertility by 5d6 points. In addition, there is a probability, equal to the level of the caster (1% per level), that successful conception will result in multiple births (roll 1d20: 1-17 twins, 18-19 triplets, 20 quadruplets). Multiple castings of this spell on the same individual (while the first is still in effect) automatically fail, as does casting on a pregnant person. This effect lasts through the target's next copulation; thereafter, the target's fertility returns to normal. The chance of successful conception can be reduced severely by diseases (especially Venereal diseases), and even some types of food or drugs. The Zzongha plant, Tobacco and other herbs could spoil the success of this spell. Penalties range from -50% (Zonga), to 30% (Venereal diseases), to 20% (Tobacco), to 10% (other diseases like the common flu), to 5% for herbs and spices. (The DM gives the penalty per Disease and Strength of the disease or the use of Drugs, herbs and such. This penalty will due to the spell, never lower the chance below 5%.

Fertility can also be countered magically by spells such as Dispel Magic, Infertility, or Wish. **Note:** While the need for this spell might seem a bit questionable upon initial reading, it works well as a plot aid: - "Gee, I wonder why **c worships a Immortal of death, or destruction, in which case, the Cleric can affect 1 creature per level. Clerics who wothere** are so many Orcs/Green Dragons/Trolls around lately?"

- "Boy, I sure hope the king has a child with this new queen—this is his third queen already! I would sure hate to see that sleazy nephew of his get the thrown!"
- "Look, you got have to help us! There's not been a child born in this town in 2 years—not even among the livestock!"
- It would also be a sneaky way to get those promiscuous characters.

This spell destroys the target's ovaries/sperm cells and automatically results in a failed attempt at conception (assuming that the target did not save versus spells). The target remains infertile until a successful Dispel Magic is cast upon him followed immediately by Regenerate (the former dispels the magic, the latter repairs the physical damage). Fertility can't counter the effects of Infertility, but if the target is already under the effect of the former, he/she receives a +1 bonus to save. This spell may also be cast upon animals (e.g., horses). The animal's initial fertility is based on type and quality of animal. This spell can affect up to 1 creature for every 3 levels of the caster, unless the Cleriship fertility or creation Immortals can not cast Infertility.



Race	Chance Base	Chance Modifier	
		Con.	Modifier
Dwarf	22%	01-03	-6%
Elf	13%	04-06	-4%
Halfling	50%	09-12	0%
Human	77%	13-15	+4%
Other Humanoid	50+1d30%	16+	+6%

Find the Path

Lose the path

Range: caster only
 Duration: 6 turns +1 turn / level
 Casting Time: 5
 Effect: Shows mentally the path to an area.
 Save: None

Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6, Shaman 6 spell.

When casting this spell, the caster must name a specific place, though it need not be a place he has visited before. For the duration of the spell, the caster find the shortest, most direct physical route that he is seeking, be it the way into **or** out of a locale. 'lbe locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane **as** the caster. The spell enables the subject to sense the direction that eventually leads to **his** destination, indicating at the appropriate times the exact path to follow (or physical actions to take-for example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph) In addition, the caster will magically gain any specific knowledge needed to get to that place; for example he would know the location of secret doors, passwords, and so on. When the spell's duration runs out, the caster only remembers the general direction to the place. All other information is permanently forgotten. The spell is instantly negated if the caster attempts to write it down, record, or disclose that special knowledge to others. This spell is often used to find a fast escape route.

The reverse spell, **lose the path**, makes a creature totally lost and unable to find its way for the duration of the spell, although it can be led, of course.



Find Traps

Range: Cleric only
 Duration: 2 Turns
 Casting Time ; 5
 Area of Effect: 10-ft. X 90-ft. path
 Save: None

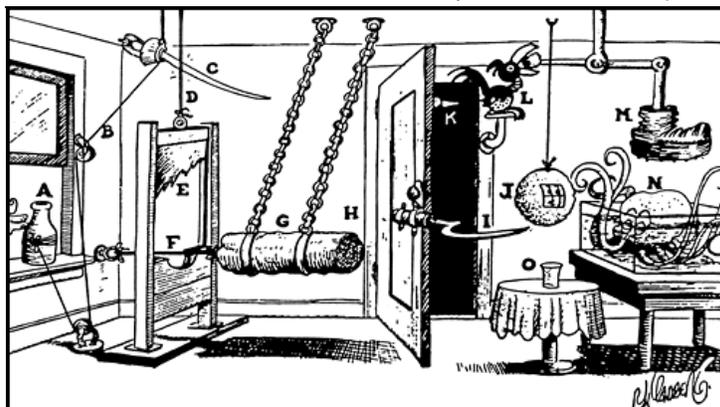
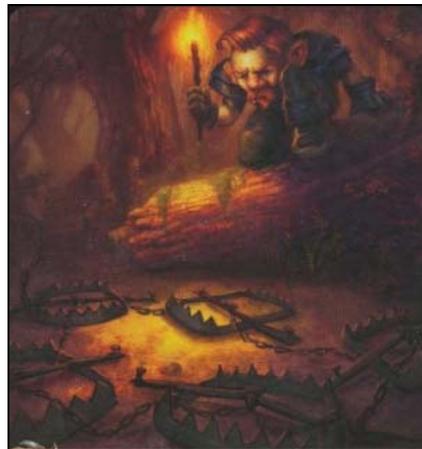
Cleric 2, Healer 2, Exorcist 3, Humanoid Shaman 2, Druid 2, Dervish 2, Master 3, Shaman 2 spell.

When a priest casts a find traps spell, all traps--concealed normally or magically--of magical or mechanical nature to glow with a dull blue light when the trap comes within the area of effect. This spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: It can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices. The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful.

The spell cannot predict actions of creatures (hence a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during rain, a wall weakened by age, a naturally poisonous plant). Note, that an ambush is not a trap, nor a natural hazard, such as quicksand or an awaiting snake. This spell can remain in effect while the caster turns or moves at a normal speed. However, note that it is only useful to discover the existence of traps "of a magical or mechanical nature" - it will not reveal the presence of a covered pit, for instance, or a trip wire (unless the wire is connected to a snare or a missile device, or some other accessory that constitutes a trap "of mechanical nature").

Magical wards and such glyphs existing in the affected visible area (see the 3rd level priest spell, glyph of warding), this spell shows the form of the glyph or mark, clearly visible, but does not reveal any other information, other than that there exists a specific glyph. A caster can however make a intelligence check to see if he remembers the glyph and maybe its effects if ever encountered before. The spell does not detect traps that have been disarmed or are otherwise inactive.

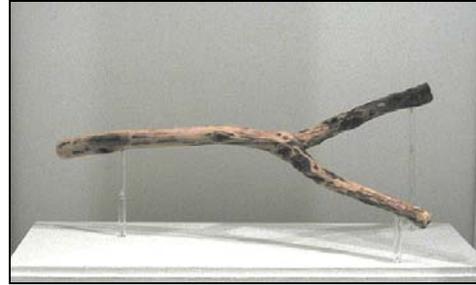


Find Water

Range: 0
Duration: 3 Turns
Casting Time: 4
Area of Effect: 10'wide 90'long path
Component: A forked stick (divining rod).
Saving throws: none

Druid, Dervish Level: 1 Very Rare to druids

This spell enables the caster to find any water source within range of the spell, allowing him to estimate how plentiful the water is. After casting the spell, the caster can search the immediate vicinity, and any water within 90 feet of the druid in the direction of concentration along a 10-footwide path) will be detected. The caster can tell approximately how much water there is; these estimations are: traces only, a small amount, a goodly amount, a large amount, or a vast supply. The caster has a 5% chance per level to know if the water is drinkable (fresh, salty, unfit). Thus, the caster might detect a water source beneath a cave floor, but might not know if it is potable until the party digs down to it. Water can be found through rock metal, or any other material, as long as the water is within spell range and area.



Finger of Death

Range: 60 yds.
Duration: Instantaneous
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Neg.
Components: Vocal *Avada Kedavra*
Druid Level: 7 rare

The finger of death spell causes a Creature's heart to stop. The caster utters the incantation, points his or her index finger at the creature to be slain, and unless the creature succeeds in making the appropriate saving throw, death occurs. A successful saving throw vs. death magic negates the effect.

Fire Bow

Range: touch
Duration: until bowstring is drawn and released
Effect: Gives a wooden bow the ability to shoot magical flaming arrows.

Components: Vocal *Incendio sagitta*
Save: None
Casting Time: 3

Humanoid Shaman 3, Shamani 3 spell.

By casting this spell upon a wooden bow, the Shaman gives it the ability to shoot magical flaming arrows. One arrow per level of the caster can be fired and normal fire rates of fire rules are in effect. When the archer using the enchanted bow draws back the string, a spectral arrow will form, ready to fire. If a normal attack roll is made, the arrow has struck its mark and the target must take 1d8 damage. If the arrow is fired at a flammable target with the intention of setting it alight, there is a non-cumulative 10% chance per damage inflicted that combustion will occur. The Fire Bow can affect monsters hit only by magical weapons.



Fire Gate

Range: touch
Duration: 5 Turns
Casting Time: 1 hour
Effect : Transport caster
Components; Vocal *Portis incendio*
Save; None

Shamani 4 spell.

In order to use this spell, the Shamani must build a special fire out of various sacred woods, powders, and herbs. This takes 1 hour, but produces a special magical fire that will burn for 1 for 1 hour per level of the caster. Once this fire is created, this spell can be cast upon it at any Time until it burns out. When the spell is cast, it allows the Shamani to walk into the fire and be instantly transported to any other man-made fire that he knows of. Because of the requirement that the Shamani know the location of the fire he wishes to be transported to, all of the tribes try to maintain some manner of campfire at all times in the event that a Shamani should wish to visit them. The casting of this spell doesn't allow the Shamani to return to his starting point, nor does it permit him to take along other characters (small animals within the clothing are transported, though). Because the spell will transport everything that the character is currently holding, however, it is possible for a Shamani to bring another person so long as that individual is held by the Shamani and doesn't exceed his maximum weight allowance.



Fire Purge

Range: 10 yds./level
Duration: 1 Turn/level
Casting Time: 1 Turn
Area of Effect: 10-yd. square
Components; Holy symbol and a scorched sliver of wood.
Vocal *Incendio Finito*
Saving Throw: None

Clerics, Exorcists, Humanoid Shaman of Fire Immortals Level: 4

An area enchanted with fire purge is protected against normal and magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in the area of effect. Magical fires (including fiery dragon breath, other creature-generated fires, and spell-related fires such as burning hands and fireball cause only 50% of their normal damage. Additionally, any creature in the area of effect receives a +4 bonus to its saving throws vs. firebased attacks. It does not extinguish existing fires. The fire purge spell can be cast as cooperative magic. The duration of the spell becomes 1 turn per level of the most powerful priest, plus 1 additional turn for every other contributing priest. The area of effect is a square whose sides equal the number of priests times 10 yards (thus, six priests could create a 60-yard square of protection).



Fire Seeds

Range: Touch
Duration: Special
Casting Time: 1 rd./seed
Area of Effect: Special
Components; Only acorns or holly berries are needed for this spell. Vocal *Incendio Semen*
Saving Throw: halves

Druid Level: 6

The fire seeds spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire Seed Missiles: This casting turns up to four acorns into special grenade-like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and skill penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10 foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire Seed Incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles (they can be tossed up to six feet away). They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a five-foot diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage. All fire seeds lose their power after a duration equal to one turn per experience level of the caster-e.g. the seeds of a 13th level caster remain potent for a maximum of 13 turns after their creation.



Fire Storm

Range: 160 yds.
 Duration: 1 rd.
 Casting Time: 1 rd.
 Area of Effect: 20-ft. cube/level, minimum 16 10' cubes
 Components: Vocal *Incendio tempestas*
 Saving Throw: halves
 Druids Level 7

Fire Quench

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame that equal a wall of fire spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus 1 additional point of damage equal per caster level. A successful saving throw vs. spell reduces damage by half. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of the caster—for example, a 13th level caster can cast a fire

storm measuring 130 feet X 20 feet X 10 feet. The height of the storm is 10 or 20 feet; the balance of its area is in length and width.

The reverse spell, *Fire quench*, smothers twice the area of effect of a fire storm spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster of being extinguished. If cast only against a flametongue sword, the sword must roll a successful item saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

Fire Trap

Range: Touch
 Duration: Permanent until discharged
 Casting Time: 1 turn
 Area of Effect: Object touched
 Components: Holy Berries and a hair(or similar) from attuned creature. Vocal *Incendia dolus*
 Saving Throw: halves

Druid, or Humanoid Shaman Level: 2

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a fire trap spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A knock spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful dispel magic spell won't detonate the spell. When the trap is discharged, there is an explosion of 5-foot radius from the spell's center. Each creature within this area must roll a saving throw vs. spell. Damage is 1d4 points, plus 1 additional point per level of the caster; those who successfully save take half damage. Underwater, this ward inflicts half damage and creates a large cloud of steam. The item trapped is not harmed by this explosion. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a keyword). To place this spell, the caster traces the outline of the closure with a stick of charcoal and touches the center of the effect. Attunement to another individual requires a hair or similar object from the individual.



Firelight

Range: Touch
Duration: 4 hr. + 1 hr./2 levels
Casting Time: 4
Area of Effect: 1 object
Component; A mix of resins and incense, thrown into the flame to be affected. Vocal *incendio lumens*
Saving Throw: None

Druid Level: 1 Uncommon

This variant of the spell log of everburning changes one small fire no larger than a campfire into firelight. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spell's casting, the fire cools enough to be handled or touched barehanded without causing harm. The firelight is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical darkness extinguishes the flame immediately. Firelight burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30-foot radius instead of the normal 15-foot radius. The fuel source lasts throughout the duration of the spell. Unlike log of everburning, this spell is not at all useful for staying warm since firelight produces very little heat. Firelight inflicts 1d2 points of damage per caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters.



Flame Blade

Range: 0
Duration: 4 rds. + 1 r / level
Casting Time: 4
Area of Effect: 3-ft. long blade
Component; Holy symbol, and a leaf of sumac.
Vocal *Incendio gladius*
Saving Throw: None

Druid 2, Cleric 2, Exorcist 2, humanoid

Shaman of fire/energy immortals 2 spell.

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it was a scimitar (a normal sword). If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 6+1d4 damage, and +2 extra damage if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (that is, 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function underwater.



Flame Strike

Range: 1' per level of the caster
Duration: Instantaneous
Casting Time: 8
Area of Effect: 1' square per level of the caster by 30-ft.-high column
Component; A pinch of sulphur vocal *Incendio aspirarea*
Save: halves damage

Cleric 5, Healer 5, Exorcist 6, Humanoid Shaman 5, Druid 5, Dervish 5 spell.

The cleric calls out of the sky a column of flame, hopefully annihilating the unlucky target. Creatures affected by the spell suffer 6d6 points of fire damage and 1 point of heat damage per level of the caster. The heat damage is lowered by 2 points per' distance from the edge of the pillar. The pillar can only be cast outside, and when cast it seems to come straight from the sky having an infinite length. In fact, this spell pulls together the Energy waves of the sky shield and heats them up by remnants of solar Energy. The pillar can't be placed on a specific spot. When created it could even hit the caster himself. Use a compass dice to find out which direction and 3d30-3 to find the distance from the caster the column "lands". Using a high-powered fire spell such as this to start a campfire is about as sensible as lighting a pipe with a blow-torch. The flame strike will momentarily ignite everything in a 10' diameter area, and when the duration expires any easily flammable materials within that area will be charred to a crisp. If the immediate area also contains combustible materials, the use of this spell (and most other sorts of fire magic) could start an uncontrollable fire. (DM!!).



Float

Range: Touch
Duration: 1 turn/lvl.
Casting Time: 5
Area of Effect: One

creature or object
Components: piece of driftwood or cork.
Vocal
nonpluvius

Save: Neg.
Level: 2 clerics of Sea or Water / Time immortals

A priest can place float upon his person, an object, or any single creature. The priest can float a maximum of 200 lbs. per level of experience. When cast, the spell causes the priest, object, or creature to float upward toward the surface of the water at a movement rate of 30'/ 10'. This movement rate is in addition to any other (e.g., a priest or creature that normally has a swimming movement rate of 30'/ 10' can swim toward the surface at a rate of 60'/ 20'). Horizontal movement is not empowered by

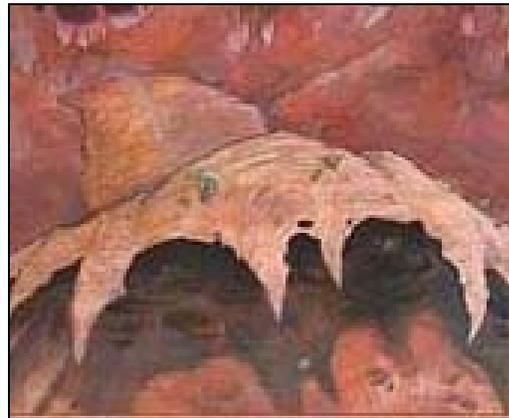


the spell, but the recipient can still swim or be pulled laterally. Once cast, the spell requires no concentration and the caster can cancel it at will. If the are made for a wave cast by a 7th level sea-priest.

Flowstone

Range: 10 yds.
Duration: 1 rd.
Casting Time: 8
Area of Effect: 3 cubic feet/level
Components; A drop of water, a daub of mud, a grain of sand, and a pebble.
Saving Throw: Special
Dwarf cleric Level 5

This spell makes stone flow like syrup, and then harden. The stone flows in response to gravity, but can be directed by beings (such as skilled dwarves) wielding wooden paddles or erecting temporary dams. The flowing stone is not heated or altered in hue. Dwarves often use this spell to shape stone conduits, by flowing stone around logs that are later burnt away, and to sculpt stone into smooth door surrounds, covering or shielding embedded locks and the like. The spell can also allow escape from stone prisons, by using wooden poles to open holes in the melted stone of walls and to uproot manacle bolts or other fastenings. Its most deadly use is to trap beings by entombing them or encasing their feet or other body parts in the hardening stone. Any creature in contact with flowing stone is allowed a saving throw vs. poison. If successful, the creature entirely avoids having stone cling or envelop any part of it. It wins free of the affected area without hum (but must save again upon re-entering). A creature that fails this save is partially



encrusted with stone, slowed in movement rate, and suffer a 2-point Dexterity penalty until the stone is washed off (within 2 rounds) or shattered and scraped off (thereafter). If an encrusted being is immobile, or is in the center of an affected area more than 10 feet across when the round of flowing ends, a saving throw vs. spell is also necessary. If it fails, the being is stuck. A Strength check is allowed to beings struggling against the hardening stone. If successful, they reach the edge of the affected area, emerging with one or more limbs encased in immobilizing blobs of stone. Failure traps the creature in the hardening stone. If stone covers breathing organs (in most beings, the head), death occurs in 1d4+1 rounds. If stone merely prevents movement, the being dies of starvation in 1d10+10 days, or whenever overcome by rising water, attacking beasts, or the like. Attacks on the stone transmit half damage directly to the trapped person; an encased limb can typically be freed by either amputating it (loss of one quarter hit points, plus an immediate system shock survival roll), or inflicting 20 points of crushing or piercing damage on the stone (10 points to the trapped being). A second flowstone spell can free trapped beings without harm.

Fly

Range: Caster only
Duration: 1d6 Turns + 1 Turn per level of the caster
Effect: Caster may fly
Components: Vocal *Wingardium Leviosa*
Save: None
Healer 5, Master 5 spell.



This spell allows the caster to fly by concentration. The spell will permit movement in any direction and at any speed up to 360' / 120' by mere concentration (thus it is NOT possible to cast spells, activate wands, rods or spells, read spells. Only light (non-thought consuming) communication is possible. Items with this effect always imbue the spell upon the wearer or rarely upon a creature touched, but in all effects, it remains a spell cast upon an individual. The recipient is also able to hover at one point (as the Levitation spell) which doesn't require concentration. Only in this position is the recipient able to cast spells or act in other ways—requiring any form of concentration—without falling or the need to land. When this spell is cast in Outer Planes it literally loses one dimension and becomes in effect, duration, etc. equal to a Levitation spell (except the Casting Time), but the concentration is still needed.

Focus

Range: 10 ft.
 Duration: Special
 Casting Time: 1 day
 Area of Effect: Special
 Components: Many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials must be at least 1000gp plus 100 gp per level of spell being amplified. These items are given up as offerings to the Immortal (perhaps to be distributed to the poor), and new ones are obtained each time the spell is cast.

Saving Throw: None
 Cleric Level: 4 Uncommon

This spell creates a focus through which faith magic can work. The focus cannot function without a source of devotional energy, such as a congregation or group of priests. The focus gathers devotional energy and reshapes it to amplify other spells (the same energy keeps the focus in existence; if the spell is cast and there is no immediate source of devotional energy within 100 feet, the focus immediately fails). Once created, most foci cannot be moved. This condition and the need for a constant supply of devotional energy tends to limit the use of foci to temples, churches, monasteries, shrines, and seminaries permanent structures where followers of the religion gather on a regular basis. Sometimes a focus is created for a special gathering such as a holy day, conclave, grand wedding, or yearly festival. Not all foci are identical. The particular form of the focus depends on the power and nature of the spell being amplified. All foci can be seen by detect magic. There are three basic types of foci: site, item, and living.

Site foci are connected to a place, whether a room, building, field, or forest. Once cast, the focus cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

Item foci are centred on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the focus to be as small as is practical. The item can be as elaborate or plain as desired, but should have some significance to the religion.

Living foci are the rarest of all types. In this case, the focus is created on a living plant, animal, or person. Detect charm reveals the person is somehow enchanted, although not under the influence of a typical charm spell.

The type of focus created (site, item, or living) depends on the religion and nature of the spell amplified. These choices are listed in the table. Casting the focus spell is a long and complicated process, accompanied by many ceremonies and rituals. During the day spent casting the spell, the priest needs the assistance of at least two other priests of the same faith. These aides need not memorize the spell (or even be capable of casting it). Their duty is to provide the extra bands and voices needed at specific points of the casting. A large number of worshipers must be present since the focus requires their energy. Not surprisingly, the casting of this spell is often incorporated into important holy festivals or special occasions. The duration of the focus is one year. If the devotional energy falls below a minimum level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout worshipers. Lay monks (those dedicated to the religion but not priests) count as two worshipers, while priests (of any level) count as ten. A focus could be maintained by a congregation of 100, a monastery of fifty, or a seminary of as few as 10 priests (or any combination of the above). The focus must receive this energy for at least 10 hours out of every day. If these conditions are not met, the focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely. Once the focus is created, the priest or priests have 1 turn in which to cast the desired spell upon the focus. A focus can amplify only one spell, and each item, creature, or place can receive only one focus. Spells that can be cast upon a focus are listed on the table. Once the spell is cast, the normal duration and area of effect for that spell are ignored. The focus begins to increase these factors of the spell's power. After one day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails. The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20 feet per level of the caster, although it can be created smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th level priest could create a focus up to 260 feet in diameter.



Spell	Possible Focus		
	Site	Item	Living
Anti-Animal Shell	yes	yes	yes
Anti-Plant Shell	yes	yes	yes
Bless	yes	yes	no
Contol Temp. 10'	yes	no	no
Control Winds*	yes	yes	no
Cure disease	no	yes	yes
Cure Blindness/Deafness	no	yes	yes
Detect Poison	yes	yes	no
Detect Lie	no	yes	no
Detect Magic	no	yes	no
Detect Evil/Good	yes	yes	no
Endure Cold/Heat*	yes	no	no
Know Alignment	no	yes	yes
Prot. Evil	yes	yes	no
Prot. Lightning	yes	no	no
Prot. Fire	yes	no	no
Purify Food/Drink	no	yes	no
Remove Fear	yes	yes	yes
Remove Curse	no	yes	no
Repel Insects	yes	yes	no
Resist fire/cold	yes	no	no
Speak with animals	yes	yes	yes
Tongues	yes	yes	no
Treuseeing	yes	no	no

* The caster states desired range (temp, Windst, etc) within normal spell limits at time cast

Forbiddance

Range: 30 yards.
 Duration: Permanent
 Casting Time: 6 rounds.
 Area of Effect: 60-ft. cube/level
 Save: Special
 Cleric 6, Healer 7, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6, Sh. Elf Shaman 6, Shaman 6, Shamani 6 spell.

This spell can be used to secure a consecrated area. The spell seals the area from Teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.



Alignment identical: No effect. If password locked, can't enter area unless password is known (no Save).
Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer 2d6 damage. If password locked, can't enter unless password is known.
Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer 4d6 damage. If word locked, can't enter unless password is known.

The attempt does cause damage if the save is failed. Once a Save is failed, an intruder can't enter the forbidden area until the spell ceases. The ward can't be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful Saves feel uneasy and tense, despite their success. In addition to the priest's Holy Symbol, components include Holy Water and rare incenses worth at least 1,000 gp per 60' cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60' cube.

Forge Fire

Range: 20 yds.
 Duration: 3 turn/level
 Casting Time: 1 rd.
 Area of Effect: Single forge or furnace
 Components: The bundle of sticks or lump of coal used as starter fuel and a pinch of sulphur.

Level	forgeable metal
3rd +	Lead, Zinc, Tin
5th+	Copper, Silver, Gold, Brass, Bronze
7th+	Iron, Common Steel alloys, Meteorite steel alloys
9th+	Mithril steel alloy, Platinum
16th+	Adamantite Steel alloy

Saving Throw: None
 Dwarven Cleric Level: 2 Very rare

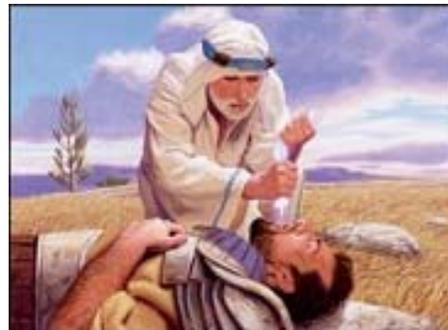
This spell enables a dwarf to mate a strong, efficient fire in a forge or furnace without burning up large quantities of fuel. Only a small bundle of sticks or a single lump of coal is needed to start a *forge fire*. Thereafter, the fire bums without need for more fuel for the duration of the spell. No harmful gases are given off by the use of this spell. The spell only works in a smithy forge or smelting furnace consecrated when constructed to accept the spell, in a special ceremony performed by a dwarven priest that includes the casting of a prayer spell. The power and heat of the fire, and the metals that can be forged, increase with the caster's level as per table.



Fortify Healing

Range: caster
 Duration: Special
 Casting Time: 6
 Area of Effect: Cleric touched
 Component: Vocal *ferule cervix*
 Save: None
 Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 Quest spell. Uncommon for druids.

This is a simple cooperative spell one priest can cast the spell but, another priest is required. Through this spell the priest improves the quality of another priest's healing spells. The fortify healing spell must be cast simultaneously with a cure wounds spell. The priest casting fortify healing lays his or her hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. The fortified cure spell function at maximum effect. Thus, a cure serious spell will cure 14 hp of damage. With this spell, the caster imbues the other with tremendous power which affects healing spells; Cure Light / Serious / Moderate / Critical / All / Imp. Serious wounds, Fortifying Stew, Aid, Heal Plants/Trees, Revitalize Animal, Rooting, Robe of Healing.



Fortifying Stew

Range: Touch
Duration: Stew retains enchantment 1 turn
Casting Time: 5
Area of Effect: 1 bowl of stew, etc./level
Save: None

Humanoid Shaman 2, Druid 2 spell.

Any bowl of broth, porridge, or stew the Cleric has concocted can become subject to Fortifying Stew. A character can enchant one bowl of stew (about 8 ounces)/level. Someone must consume the enchanted meal within one turn of the casting. Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal. In addition, for 2 hours +1 round/caster's level, the character receives 1d4+1 temporary hp. Any damage suffered comes off the extra hp first. The effects of multiple doses Fortifying Stew aren't cumulative. For example, a 7th level Druid, cooks a meaty broth, casts Fortifying Stew on it, and eats the bowlful. A roll of 2 gives her 3 extra hp. Which she loses when the spell's effects wear off just over two hours. If she suffers 5 damage in the meantime, she actually loses only 2 hp of her own, since 3 hp came off the extra hp. This is not a curing spell but often used prior an upcoming battle.

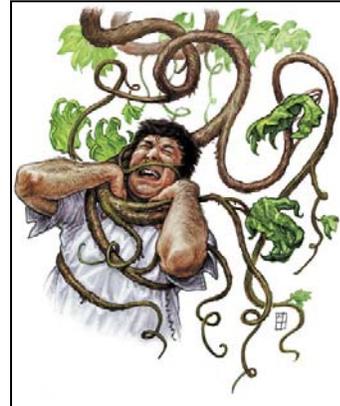


Free Action

Range: Touch
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creature
Save: None

Cleric 4, Healer 4, Exorcist 5, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

With this spell, the creature affected, moves normally and unhindered for the duration of the spell, even under influence of Slow / Haste / Web spells that impede movement, as it does underwater. It even negates / prevents paralysis / Hold effects. Movement, and attack are unhindered and as if not underwater, except with hurled items, it doesn't allow water breathing but does negate the floating/swimming effect on the target unless it can fly/levitate. The target of this spell can move and otherwise operate as if he was not encumbered, unless he is actually severely encumbered, in which case he can operate as if moderately encumbered. Wearing this ring does not enable a character to carry more encumbrance than he can normally; if such an attempt is made, the power is negated until the wearer rids himself of the excess baggage. This does not change the character's actual encumbrance value, so that if he is astride a mount, his presence has its normal effect on the animal's ability to carry encumbrance.



Frisky Chest

Range: Touch
Duration: Permanent
Casting Time: 2
Area of Effect: 10' cube
Save: None

Cleric 2, Exorcist 2, Humanoid Shaman 2 spell.

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10'x10'x10' cube. When any creature other than the caster comes within three' of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move until it is at least 10' away from the nearest creatures in the area. After the enchanted object has moved a satisfactory distance from the nearest creature, the appendages disappear. When a creature again comes within 3' of the enchanted object, the enchanted object sprouts appendages and flees. This process continues until the enchantment is negated (through a dispel magic or similar spell) or the enchanted object is subdued or destroyed. The enchanted object can sprout legs (MV 240/120), wings (FI 360/120, MF B), or fins (Sw 240/120), whichever is most advantageous. Thus, a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary. The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through the earth. It can't attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed. The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or if the enchanted object is restrained for 1d4+1 consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it (for instance, a person capable of lifting a 50LBS box is also capable of restraining such a box enchanted by Frisky Chest). The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several characters.



Gate

Range: 30 yards
Duration: Special
Casting Time: 5
Area of Effect: special
Save: None

Clerics 7, Exorcists 7, Humanoid Shaman 6

Casting a Gate spell has two effects; it causes an interdimensional connection between the plane of existence and the Plane in which dwells a specific being of great power (often an Immortal). However some Planes are barred from usage of this spell, then the caster will instantly become aware of this, however, it can also be that the being is out of reach (timetravel), or simply is no more. The result of this connection is that the sought after being can step through the portal or gate from its plane to that of the priest. Uttering this spell will attract the attention of the dweller on that plane (unless barred). When casting this spell, the priest must name the entity he or she desires to make use of the gate and provide aid.

There is a 100% chance that when the connection is made something will step through the gate. The actions of the being that comes through depend on many factors, including the alignment of the caster (this is sent to the entity in the casting of the spell), the nature of those in his or her company, and who or what opposes or threatens the priest. The DM decides the exact result of the spell, based on the being called, the desires of the caster, and the needs of the moment. The being gated in either returns immediately or remains to take action. The being in question might come personally (an Immortal might come in mortal identity, or might send a lesser minion instead. This spell ages the caster 5 years.



Genius

Range: 30 yards
Duration: Instantaneous
Casting Time: 5
Area of Effect: Caster
Components: A Gem of at least 50 gp value
Save: None

Clerics 4 spell of Immortals of Thought/Air

This spell is similar to the 2nd level idea spell, except that the priest's player can ask the DM one question about any event occurring at the moment of the priest. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?", Speculations about the future such as "What's on the other side of the door?" will fail. This spell can be cast only once in a 12 hour period. Subsequent attempts by the same caster will result in no answer. The answer comes from the priest's immortal and thus can vary (rarely so!!) depending upon the mood, and immortal itself. Usually, the answer is a single word or a short phrase of no more than five words. The answer is relevant and correct, although not necessarily complete, and should not be unbalancing the situation. The answer might be cryptic or in the form of a riddle (in this case the 5 word limit is not used, but the answer is still as short as possible) or a rhyme, depending on the immortal's assessment of the situation (DM!!).



Geyser

Range: 120 yards
Duration: 1 r
Casting Time: 1 Turn
Area of Effect: 10' x 20' to 45' x 90'
Save: Halves

Druid 5 (very rare) spell

This spell causes a geyser to erupt from the ground, shooting scalding hot steam and water high into the air up to a height of $1d8+1 \times 10$ feet, and continues to spout for 1 round thereafter. The area of effect is a function of the geyser's height; the scalding water falls in a circular pattern around the point of eruption, with a diameter to one-half the geyser's height. This circle is enlarged by the current wind with 1 foot for each wind strength in the direction of the wind. A creature hit by the geyser itself will suffer $3d12$ points of impact and heat damage from



the scalding water, while creatures within the area of the spray (including plants) take $1d12$ points of damage (save vs. DB for half). No AV is deducted from these damages. The geyser itself is 1 to 4 feet in diameter. This spell causes 50 SFP to deplete, but actually enforces 50 SFP when less than 50 SFP are in the ground. (DM!!). The spell leaves behind not only a wet and scalded surrounding, but the point of eruption is clearly visible by a hole 10% as deep as the geyser did spout, as big as its width, yet this hole is encircled by a small volcano-like mound of salt, and encrusted

earth and molten stone. Of half the height as the hole is deep.

Giant Insect **Shrink Insect**

Range; 20 yards
 Duration; 2r/level
 Casting Time; 7
 Area of effect; 1 to 6 insects
 Components; Holy Symbol
 Save; None
 Druid 5 spell



By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects from the creature catalogue. Only one type of insect can be altered at one time (that is a single casting cannot affect both worker ant, warrior ant or fly), and all insects affected must be the same size. The number of insects and the size to which they can be grown depend upon the priest's level (see Table). For example; an 8th level priest can grow three insects to 3 HD, five insects to 2 HD, or 10 creatures to 1 HD. Insects of 3HD or more are able to carry a rider of human-size (assuming that such can carry 800cn/80Lbs per HD). If the casting

is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one.), the insects die and the spell is ruined. The insects will return to their original size after death. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits given above. If the insect created by this spell matches an existing monster description from the creature catalogue, use that description. Otherwise, unless the DM creates a special description, the giant form has an AC between 8 and 4, an AV of 2 to 6, one attack of 1d4/HD damage and a THAC0 of a fighter of half its HD. For example; a 14th level priest uses the Giant Insect spell to enlarge a beetle (all that is available) to 6 HD size. The DM decides the Beetle has AC5, AV3, And bites once per round for 6d4 points of damage. The dispel works only on actual insects. Arachnids, crustaceans, and other types of small creatures or lowlife are not affected. Any giant insects created by this spell do not attempt to harm the caster, but the priest's controls limited to simple commands(attack, defend, guard, and so forth). Orders to attack a certain creature when it appears or to guard against a particular occurrence are too complex. Unless commanded to do otherwise, the Giant insect attempt to attack whoever or whatever is near to them.

Level	Insect HD	Max. Total HD
7	3	9
8	3	10
9	3	11
10	4	12
11	4	13
12	5	14
13+	6	15

The reverse of this spell, Shrink insect, reduces any giant insect to normal size. The number of HD affected by the priest (see table) is subtracted from the number of HD of the insects, and any insect reduced to 0HD has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus a 9th level priest attacked by ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insect-like creatures.

Gift of Speech

Range: 10 yards/level of caster
 Duration: 1 turn/level of caster
 Casting Time: 5
 Area of Effect: 1 animal
 Save: None
 Druid 2 spell.

The gift of speech spell grants a normal animal (or a giant version of a normal animal) the ability to speak any one of the languages the caster knows, whichever the caster chooses, along with the ability to understand words and simple concepts expressed in that language. The affected animal's reactions do not change, nor does its Intelligence increase. The spell has no effect if cast on a creature with an Intelligence of less than 1.



Gloom Cloud

Range; 10 yards
 Duration; 2T+1T/level
 Casting Time; 4
 Area of Effect; 1 creature
 Components; A Drop of dirty water
 Save; None
 Cleric 4, Exorcist 4 spell. Very rare

Usually reserved as a temporary punishment for transgressions this spell causes a drizzling gray cloud to form over the head of a single creature. The cloud appears 4 feet above the creature's head and moves with it at the same speed. The cloud is unaffected by wind, weather, fire, smoke or similar. The creature feels despair (See Madness spell) unless it makes a successful saving throw vs. spells at a -2 penalty. No benefit can be gained from the Gloom cloud's drizzle; thirst is not quenched and fire is not put out by it. It can keep, however, an aquatic creature wet enough to survive any draught for the duration of the spell. The enchantment can be cancelled by Dispel Magic, however, the creature is too dispirited to cast the spell on itself. Those viewing the affected creature might also be affected by the dismal sight—causing them to laugh, take pity, or simply distrust the wet individual (causing a -3 penalty to reaction rolls).

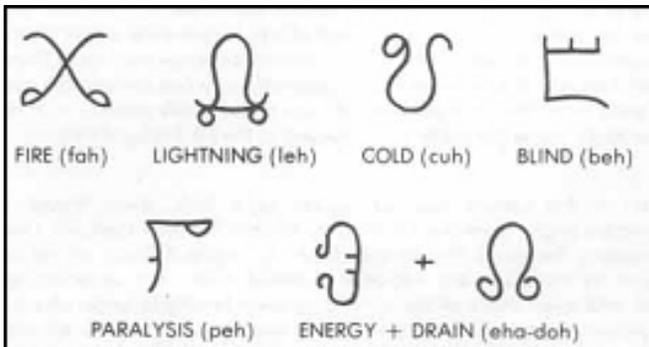


Glyph of Warding

Range: Touch
Duration: Until discharged
Casting Time: Special
Area of Effect: Special
Save: Special

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3, Master 5, Shaman 4 spell.

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful save vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They can't be set according to class, Hit Dice, or level. Multiple glyphs can't be cast on the same area; although if a cabinet had three drawers, each could be separately warded. When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to



be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square'age. Thus, a 6th level caster could place a glyph on a 6' x 6' square, a 4' x 9' rectangle, a 2' x 18' band, or a 1' by 36' strip. When the spell is completed, the glyph and tracery become

invisible. The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth). Typical glyphs shock for 1d4 points of electrical damage per level of the Caster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful Saves either reduce effects by one-half or negate them, according to the glyph employed. Glyphs can't be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill. The exact glyphs available to a priest depend on his religion.

Golem

Range; 10ft
Duration; Special (by Type)
Casting Time; 8
Area of Effect; Activates one least Golem
Save; None

Cleric 5 spell very rare spell

The golem activated by this spell must be man-shaped and approximately man-sized, although it can be as short as 3 feet and as tall, as 7 feet. The priest must first personally construct the Golem's body from the chosen material, and then place a Prayer spell upon the construction to prepare it.

These magical temporary constructs are known as Least Golems. They have no minds, so spells such as charm, Fear, hold, Sleep and the like, or other mental effects will have no effect upon them. The construct has the saving throws of a priest of the creator's level at the time of the creation. A Least Golem cannot speak, but can comprehend and carry out simple instructions involving no more than a dozen words. The material used and the level of the creator determines the Type of Least Golem. The Golem can be destroyed in combat. A successful Dispel Magic against one will deactivate it. A damaged Golem can be repaired by any spell that repairs or restores objects, at the rate of 1 hp/spell level. A permanency used in the creation process makes the Golem immune to Dispel magic. The golem remains active until destroyed.



Type	Straw	Rope	Bone	Wood
AC	10	8	4	4
AV	0	0	2	4
HD	2+4	3+6	6	5+10
Hp	2d8+4	3d8+6	6d8	5d8+10
MV	120'/40'	90'/30'	60'/20'	30'/ 10'
At	2 claw	1 hit	4 weapon	1 hit
Dm	1d2 each	1d6 Strangulation -6/r	by weapon	3d4
Immune	Piercing	Blunt	nonmagical Piercing Blunt	nonmagical Piercing
1/2 dm from	Blunt	Piercing		-
Load	30Lbs/300cn	40Lbs/400cn	50Lbs/500cn	60Lbs/600cn
Construct	1 Hr	3 Hr	9 Hr	27 Hr
Duration	1 Hr/Lvl	3 Hr/Lvl	6Hr/Lvl	12 Hr/Lvl
Illustration				

Goodberry **Badberry**

Range: Touch
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries
Save: None

Druid 2 spell.

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A detect magic spell discovers this also. Berries with the magic cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24 hour period.

The reverse of the spell, **Badberry**, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no save) if ingested.



Grassdart

Range; 0
Duration; 1 Turn
Casting Time; 5
Area of effect; 1d6+1 blades of grass within 10 feet
Save; None

Druid 2 spell, very rare spell

This spell causes 1d6+1 blades of grass to become stiff and sharp. Taller varieties of grass, such as found on savannahs, can be hurled as javelins for 1d6 points of damage. Smaller grasses, such as those found in the fields or forests, can be thrown as darts for 1d3 points of damage. The grassdarts cannot be fired as arrows unless fletchings are added. If the blades are not plucked before the spell ends, they can damage (according to their size) any creature that falls on them. They remain stiff for 1 turn.



Great Circle **Black Circle**

Range; 0
Duration; 1 minute = 6 rounds.
Casting Time; 6 Turns= 1 Hour
Area of effect; Special
Save; Special

Cleric 6 spell uncommon

The Great Circle is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. Because of the nature of the spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a Temple or Sanctuary.

When casting the Great Circle, the priest stand in a circle of no more than 20 feet diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes form of a radiant halo of golden light 20 feet above the ground. This Halo quickly expands in a shimmering wave. It will pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum speed and range at the end of one minute.

The halo is pure energy from the Immortal(s) prayed at. It causes harm to Undead and evil beings within the area of effect. Undead creatures of 8 or fewer HD are instantly destroyed and are not allowed a saving throw to avoid the effect.. more powerful Undead suffer 1d8 points of damage per caster. A successful saving throw vs. Death Ray reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw vs. DR is allowed for half. (the damage is structural).

The radius of the golden halo is dependant on the number of priests casting this spell. Each priest adds 60' to the radius. Thus, four priests could generate a halo that extends 240'in all directions from the circle of priests (not its centre).Theoretically, there is no limit to the number of priests who can contribute to this spell, but the need for the priests to be within the 20 feet diameter circle sets the practical limit to 20 casters. (When the caster would be half human size, this number would be doubled.)

The reverse of this spell, **The Black Circle** creates a ring of shimmering black energy. Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good aligned creatures suffer 1d4 points of structural damage per caster. Affected creatures are allowed a saving throw vs. death ray to reduce the damage by half.



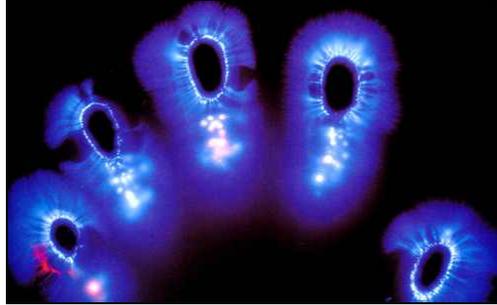
Guardian Mantle

Range; 0
Duration; 1 Turn + 1r/level
Casting Time; 1 r
Area of Effect; The caster
Component; Holy Symbol, Piece of Blue velvet,
A gem of at least 500gp value
Save; none

Dwarf Cleric 7

The Guardian Mantle creates a blanket of translucent bluish energy that encases the priest's body and provides protection from melee and missile attacks. Those attempting to so attack the priest must make a successful saving throw vs. spells at -4 or the mantle will foil the attack.

The magical bonus of the weapon (not the projectile) used against the priest is added to the saving throw. The caster need not concentrate to maintain the protection, and can cast spells or choose to ignore attackers. The mantle does not protect against spell or spell-like powers, and cannot be made permanent. Whether mantle is in effect it suppresses all the priest's protective magic's for its duration except armour (including armour, shields, and helms). For example, neither Bracers of Defence, Rings of Protection, nor an amulet of life Protection or a spell of protection against giants will operate while the spell is in effect, but a leather armour +2 or a Shield+1 is not affected. They will continue to do so after the mantle ceases to function if their duration still is active.



Guardian Hammer

Range; Touch (Area to be guarded)
Casting time; 4
Duration; Special
Area of effect; Special
Components; A drop of sweat or spittle from the caster, a hair from a dwarven stone mason, and a pebble or lump of ice.
Save; None

Dwarf Cleric 4 spell This spell creates a Guardian Hammer; an invisible, hammer-shaped field of force activated when a door or other area is disturbed. When activated, it charges through the air to strike the nearest living thing to the disturbing area or any being in the area (if there's more than one, the target is determined randomly). A Guardian Hammer strikes only once, but does not miss. When it hits, it appears momentarily as a glowing, translucent hammer and then fades away into nothingness. Its strike does 4d12 damage, and stuns the creature for 1d4+1 rounds (no voluntary actions are possible). Struck beings must make a successful strength check to avoid being knocked down, forcing possible item saving throws vs. crushing blow for fragile items. A guardian Hammer spell can be destroyed before activating by casting a Dispel Magic on the guarded area or by totally destroying the guarded area without entering it (for example by disintegration). The latter method destroys all Guardian Hammers attached to an area; the former method destroys only one Guardian Hammer per Dispel Magic, if multiple spells exist. Once activated a Guardian Hammer can dodge all magical and physical barriers, by way of the Ethereal Plane (phasing in and out) if necessary. It cannot be destroyed or diverted to another target by such means.



Hailstone

Range; 3 yards + 1 yard / level
Duration; Instantaneously
Casting Time; 4
Area of Effect; 1 creature or a 10 feet cube.
Save; none
Druid 2 spell very rare

When a druid casts this spell, one large hailstone or a swarm of smaller stones burst from his or her finger, travelling in a straight line to the target creatures. The caster chooses which form the spell takes at the time of the casting.

A large Hailstone: The caster creates one hailstone. This automatically hits one creature in a straight-line from the caster for 1d4+1 points of impact damage. The large hailstone fractures upon impact with a hard object (shield, helmet, metallic armor, a wall, etc.), inflicting 1 point of damage on any creature within 3 feet of the point of impact (AV may be deduced as normal). The hailstone does not fracture upon impact with soft surfaces. One additional hailstone can be created at 4th, another at 6th, 8th to a maximum of five at 10th level.

These can be directed against different foes in sight at the casting of the spell, provide all are at least partially within a 10 foot cube.

A Hailstorm: The caster creates a swarm of smaller hailstones. These strike all creatures in a 10 foot cube for 1 point of damage. Each affected creature must make a successful saving throws. Spell or be temporarily stunned, losing its next action. At 6th level the caster can affect a 20 foot cube, and at 10th level the area increases to its maximum of 30 foot cube. The spell is ineffective in water and when exposed to high heat (for example, a Wall of Fire provides complete protection). Since most of the hailstone effect is impact, it will also affect creatures immune to cold. Fire-based creatures with special vulnerabilities to cold-based attacks suffer their normal penalty.



Hail of Thorns

Range: 40 yards
Duration: Instantaneous
Casting Time: 4
Effect : 20' radius
Save; halves

Humanoid Shaman 4, Druid 1, Dervish 4 spell.

This spell causes nearby thorny plants to launch a burst of 1d6 thorns +one thorn per level of the caster. Each of these thorns cause 1 damage. Armor Value may be deduced from the total damage a creature sustains. For every three levels of the caster, one additional creature can be affected by the spell, each suffering the same amount of damage. When the victims make a successful Save vs. spell they suffer only half damage. The spell is useless against Full Plate mail or any natural AC of 4 or a AV of 6 or better. Also, the spell fails if cast in an area devoid of plant life. The caster must make during casting, a low, shuffling sound, followed by a closing and opening of the caster's hand.



Hallucinatory Forest

Range: 80 yards.
Duration: Permanent
Casting Time: 7
Area of Effect: 400'. sq./level
Save: None

Druid 7 spell.

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Druids, Dervishes and some Humanoid Priests attuned to the woodlands—as well as such creatures as Centaurs, Dryads, Green Dragons, Nymphs, Satyrs, and Treants, etc—recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is naturally dispelled or by Dispel Magic effects. The area shape is either roughly rectangular or square, in general, and at least 400' deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. The nearest edge can appear up to 80 yards away from the caster. Animals will bring in seeds and so slowly safely transform the area into a real forest. where a real plant starts to grow the illusion is dispelled (actually replaced by reality). Druids use this spell to create a safe base for a future forest. the older the illusion the greater the percentage is real. This is equal to 1/year cumulative (1%-1st, 3%-2nd, 6%-3rd, 10%-4th, 15%-5th, 21%-6th, 28%-7th, 36%-8th, 45%-9th, 55%-10th, 66%-11th, 78%-12th, 91%-13th, 100%-14th) counted from the 2nd spring passed since the illusion existed.

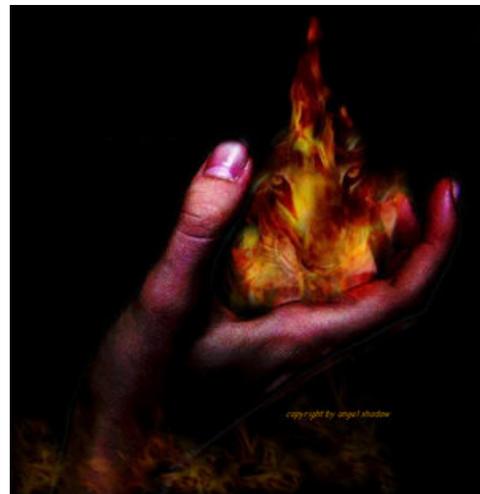


Hand Fire

Range: 0
Duration: special
Casting Time: 1
Area of Effect: Cleric's hand
Component Vocal Incendio flaeme
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Shaman 1, Shamani 1 spell.

When this spell is cast, it allows the Cleric, by turning his cupped hand upward and saying a command word, to produce a cold flame that cast the light equivalent of torch light. The Hand Fire will remain lighted until the Cleric cast another spell or until he or she uses his or her hand to perform some other function. The fire is non-harmful and will not ignite any combustible materials, even oil. It can't be blown out, but any magical darkness dispel it instantly. It sheds light like a torch 30' far, it is warming as well as any normal fire.



Haste

Range: 240'
Duration: special
Casting Time: 8
Effect: caster or one unconscious creature to move or heal at double speed
Save: Negates

Healer 2 spell.

This spell allows the caster to perform actions at double speed. It also affects one unconscious creature (be it Demi-Human-oid, monster, or animal) in range (as long as the caster and the creature remain within range of the spell) to heal at twice normal speed. This spell doesn't affect the rate at which magic works, so a Hasted Caster can still not cast more than one spell per round, and the use of magical items (such as wands, rods, staves, etc.) can't be speeded up such as wands, rods, staves, etc.). The victim of this spell may—if he doesn't want

to be hasted—save vs. wands at +2 to the save to negate the spell wholly. When he fails or accepts the spell and tries to cast a spell, use a magical item, or otherwise make use of any magical effect, he must make an Intelligence check (Clerics, Healers, Shamani, etc. use Wisdom) with 2d20 (instead of 1d20 as normal) to slow speed and gestures to be able to cast the spell (use the spell disturbance as normal) he intended to make use of. He even needs an Intelligence check to slow speak to non-hasted persons or they are unable to understand his (now) high pitched hasted voice. Or the ones spoken to need one (at -2) to understand him. The hasted creature will heal (or bleed if kept untreated) twice as fast as normal as long as the spell stays in effect. The spell will stay in effect as long as the caster remains within the area of effect and the creature remains unconscious. As soon as the creature awakes, the spell will cease its effects on both the caster and the creature. The caster can also stop this spell by concentration for one round. This spell is used most often during operations when Time can be a cause of Death or Life. This spell will not allow Clerical healing to take place at an accelerated rate, but only natural healing.



Haunting Notes

Range: Special
Duration: Special
Casting Time: 1 r
Area of effect: 1 creature
Components: An instrument upon which the Tune is initially played (which is not destroyed in the casting). The sound of the instrument and the movements required to play it.
Save: Negates

Shaman 3 spell uncommon

This spell conjures up a small, mindless spirit (1/2 HD) with no awareness of its own, which enters the body of the target creature and allows the shaman to locate it later.

To cast this spell, the shaman must play a brief melody on a musical instrument (and thus must be skilled in the usage of this instrument) while staring at and concentrating upon a single living creature within view and 15 yards. The creature receives a saving throw vs. paralysis, if successful, the spirit returns to the spirit world and the creature never knows anything was attempted. If the spirit successfully enters the creature, the creature suffers no ill effects, nor does it have any reason to suspect that it has been invaded.

The caster can thereafter locate the subject any number of times by playing the same tune again. He will get an intuitive notion of where the creature is and what condition it is in. However, whenever the caster plays the melody to get a fix on the spirit, the notes can be heard as a ghostly echo by the creature.

Devices and spells that prevent detection and scrying do not prevent the shaman from locating the creature, due to the nature of the link. The spell does not extend beyond the Prime Material Plane, so creatures that have gone elsewhere can't be located. Each shaman can keep track of only one creature at a time with this spell. Recasting Haunting Notes on another creature severs the contact with the previous subject.



Heal Plants

Range: touch
Duration: Permanent
Casting Time: 4
Effect: 20'/level caster
Save: None

Druid 4 spell.

This spell heals all damage from fire, frost cutting, trampling, parasites, mold, fungus, hail, overgrowth, or disease on natural, living plants of up to 10' within the area of effect. The spell purges all parasites and disease so that they no longer cause damage, either to the plants themselves or grazing/foraging creatures. The spell doesn't heal large trees or bushes, or long vines. It doesn't restore growth that has actually been destroyed, nor can it counteract the effects of poor or poisoned soil or lack of water. Alternatively, the caster can cast this spell and touch a single plantlike being to cure 1d8+2 damage. Touching the being—even green slime or yellow mold—to discharge the spell will in no way harm the caster.

The reversed spell, Harm Plants, leaves vegetation wilted and unproductive for the remainder of the growing season, or does 1d8+2 damage to a plantlike creature. Druids are very careful with this spell.

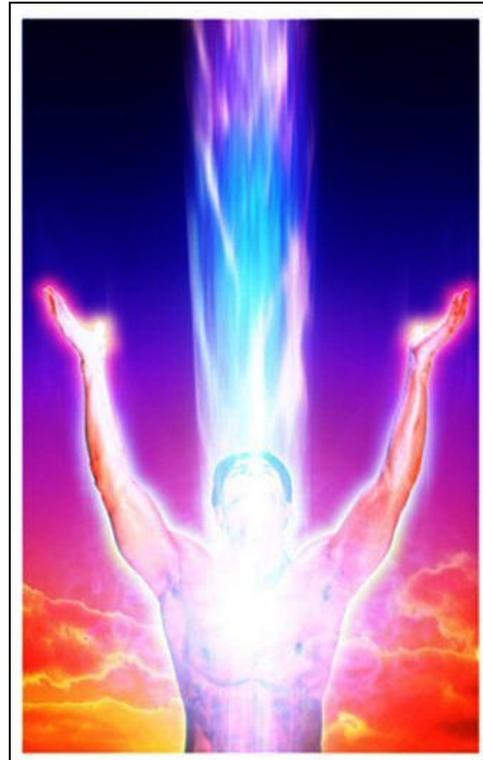


Heal Spirit

Range; 10 yards
Duration; Instantaneously
Casting Time; 1 r
Area of effect; 1 spirit
Components; A small gourd of blood or a poultice of special, though not rare herbs, which is poured out on the ground or scattered in the wind (the latter is appropriate for free spirits) when the spell is cast. Remember this spell needs these components, and they can't be found on limbo
Save; None

Shaman 2 spell rare

This spell can be used to heal a spirit of any damage it has taken. It does not heal damage taken by objects or people inhabited by the spirit. For each casting of the spell the spirit regains 2d6 hit points up to its normal maximum. This spell will also work in Limbo, and any travelling shaman here, with this spell openly used will be harassed by the drained population he meets.



Heal Trees

Range: touch
Duration; Permanent
Casting Time: 6
Effect: special
Save: None
Druid 6 spell.

Harm Trees



This spell affects either one tree or other plant per level of the caster, or a single plantlike creature. It heals all damage from fire, frost, cutting, trampling, parasites, mold, fungus, hail, overgrowth, or disease on natural, living plants, or functions as a combination Cure Disease/Cure Critical Wounds (restoring 3d8+3 damage) for plantlike creatures. All plants must be alive, and in the case of trees standing. The spell purges all parasites/disease so that they no longer cause damage, either to the plants themselves or grazing/foraging creatures. Touching—even archer bush or killer trees—to discharge the spell will in no way harm the caster.

The reversed spell, **Harm Trees**, infects normal plants with a deadly blight that kills in a week, or causes 3d8+3 damage to a single plantlike creature. As with Fertility/Infertility and Heal/Harm Plants, the caster is not harmed by releasing the spell, and Druids are reluctant to cast the spell.

Healing Hand

Range Touch
Duration; Instantaneously
Casting Time; 7
Area of Effect; Creature touched
Components; A scrap of skin and a sliver of bone (Both of any size and freshness from any creature)
Save; Non
Healer 4 spell

This spell increases the benefit of any one previously cast curative spell, adding an additional 3d4 points of benefit to any healing magic that heals damage cast within the preceding 24 hours. The caster of a Healing Hand can deliver it by touch to the previously healed creature (who may be the caster). If that creature is elsewhere or unreachable, the caster can touch whoever cast the original healing magic (this can be the caster too), while that individual concentrates on visualizing the healed creature. If the caster is working through the original healer, that healer can override the caster's choice and redirect the healing to another creature healed within the last 24 hours. A Healing Hand can be cast to directly benefit its caster. Multiple Healing Hands can only benefit the same being if a full 48 hours pass between spell applications. This spell cannot revive a dead being.



Health Blessing

Range: 100 yards
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: 50 creatures
Save: None

Cleric 7 Quest, Healer 6 Quest spell.

Health blessing provides a number of Demi-humanoids, creatures with protection against ill health; it also enables subjects to heal others. Recipients of a health blessing are immune to nonmagical disease, gain a +4 bonus to saves versus Poison and Death magic, and can cast cure light wounds on themselves once per day for the duration of the spell. In addition, a recipient of health blessing can heal one other creature per day as a paladin does by laying hands. The healing conferred is 1 hit point per level or hit die of the healer. This spell can only be cast by Healers of at least 20th level and 100Pip.



Heat Air

Range: 120'
Duration: 3 Turns/level
Casting Time: 1 Turn
Effect: Heats 100' diameter sphere of enclosed air

Save: None

Cleric 4, Exorcist 4, Humanoid Shaman 4 spell.

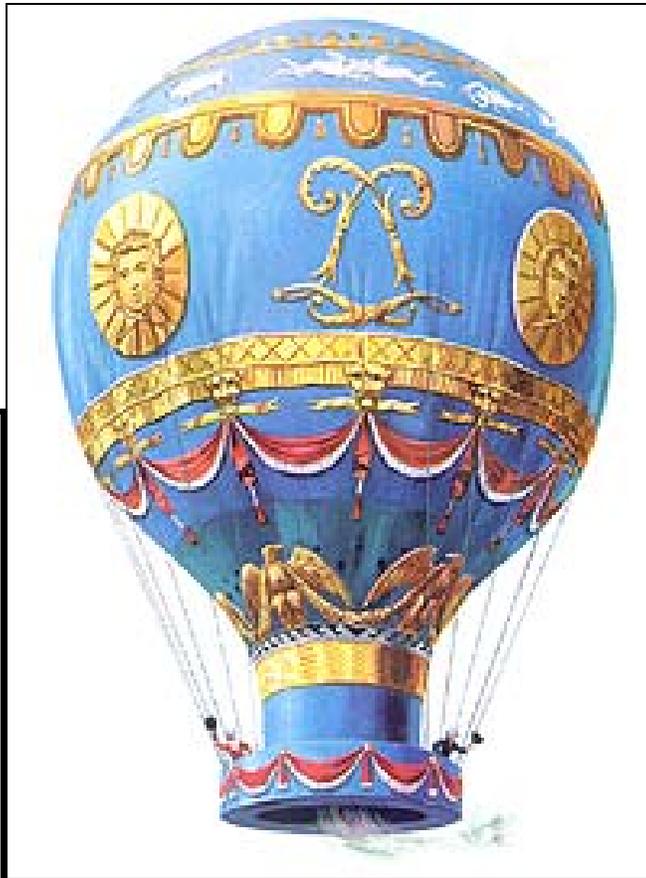
This spell heats 540,000 cubic feet of air (roughly a 100'Ø sphere) to a temperature high enough to provide lighter than air lift. The spell has to heat the air continuously-when the spell is cast, it can be commanded to be "off" half Time, doubling its duration. Ex. a 5th level Mage could either use one heating lasting 2½ hours, or 5x½ hour heatings spaced out over 5 hours.

Each half hour of heating air in an enclosed container such as a balloon provides an altitude gain of 1000' (roughly 100 yards/Turn or 10 Yards/Round) with a lift capacity of 30 tons=30,000cn.

Each half hour that the spell is not used to heat air results in a loss of 1000'-until the enclosing balloon reaches the ground of course.

For every 3 tons a vessel's Tonnage exceeds the Lift Capacity provided by the Heat Air spell, decrease the altitude gain by 100,' and increase the altitude lost when the air is no longer heated by a similar 100'.

For every 3 tons less of Lift Capacity increase the altitude gain by 100' . decrease the altitude lost when the air is no longer heated. Do *not* increase altitude when the air is no longer actively heated (the balloon will still lose 1000' per half hour, adjusted to tonnage).



This spell can provide the basis for an enchanted balloon or other container that increases or decreases altitude on command. Humanoid Shaman may learn this spell as well. Gnomish Casters are almost certain to use it! Garal Glitterlode will always grant the spell to his Gnomish followers. Some Casters can obtain this spell from praying to their respective Immortals. When this spell is cast outside a closed container it will raise the temperature of open space by 10° for 5 r, a large room by 15° a small room by 30° for 1 hour. This duration is increased by 2 turns the average temperature is 40° or higher and decreased by 1 turn for every 5° the average temperature is below 40°. When reaching a negative number the temperature will be swept away at an instant. This rate is increased when ventilation is available (DM!!!).

Heat Metal

Range: 30'
Duration: 7 Rounds
Casting Time: 2
Effect: Warms one metal object
Save: Special

Druid 2, Shadow elf Shaman 3, Dwarf Cleric 3 spell.

This spell causes one object to slowly heat and then cool down again. It will affect one metallic item weighing up to one-half pound (5cn) per level of the caster. A 12th level Mage, for example can heat up to 6 pounds (60cn—a normal sword, for instance), while a 20th level Mage can heat up to 10 pounds (100cn—for example, a two handed sword). The heat causes no damage to Magical items. Normal weapons or other items may be severely damaged, especially if made both wood and metal (as a normal lance), as wood will break away at the point of contact with metal. If the object is being held when heated, the heat causes damage to the wielder: see table. In the 4th round the searing heat will cause leather, wood, paper, skin and other liquid containing objects in contact with the metal to break by the intense cold (-200° Celsius). The holder gets no Save, but resistance against heat negates all damage. The character can drop the item any Time, of course, and creatures of low Intelligence are 80% likely to do so (check each round). Once the spell is been cast, the caster no longer needs to concentrate; the warming up and cooling down proceed automatically. A Dispel Magic can stop the effect, but normal means (immersion in water, etc.) will not. If the spell is used on an item imbedded in an opponent(such as a dagger, or arrow), the opponent may remove the item but loses initiative that round, and takes the appropriate heat damage for that round as well. Heat damage disrupts concentration; the victim can't cast spells in rounds in which he sustains damage from this spell.

Round	Damage
1 st	1
2 nd	2
3 rd	4
4 th	8
5 th	4
6 th	2
7 th (last)	1

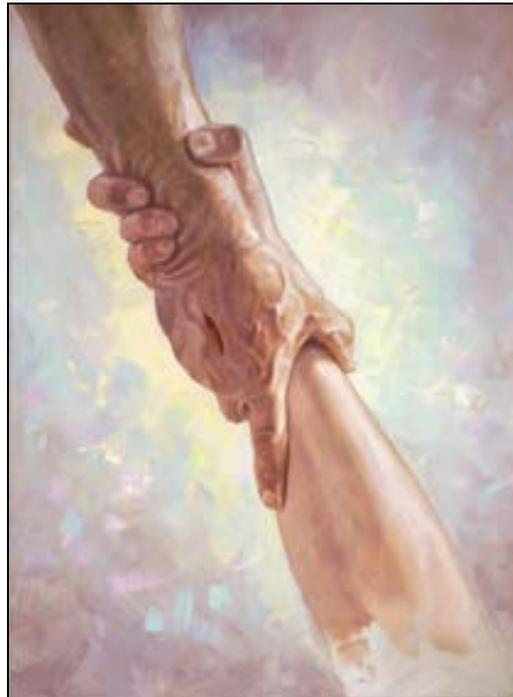


Helping Hand

Range: Special
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Save: None

Cleric 3, Exorcist 3, Humanoid Shaman 4 spell.

When a Cleric is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one' high. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class or any specific identity. After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 480/160. The hand can search within a 5 mile radius of the caster. If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found. The hand then disappears. If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route. The hand hovers 10' in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears there. The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster. If there is more than one subject within a 5 mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second subject. The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It can't engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits.



Heroes' Feast

Range; 10 yards
Duration; 1 Hour
Casting Time; 1 Turn
Area of effect; 1 individual/level
Components; Holy Symbol, Giant Bee Royal Jelly
Save; None

Cleric 6, Exorcist 6, Healer 6 spell.

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes a full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking in the feast are cured of all deprivation and are immune to poison for 12 hours, and are healed of $1d4+4$ points of damage after imbibing the nectar-like beverage that is part of the feast. The ambrosia-like food that is consumed is equal to a Bless spell that lasts for 12 hours. Also during the same period, the people who consumed the feast are immune to fear, hopelessness and panic (but not to Horror or Madness). If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. This spell can be cast only once a month by the same caster, but can be consumed as often as desired, yet the effects count from the last feast consumed and are not added to each other. The Drinkers consume 5 ap (alcohol points) each, and as thus can become intoxicated with all drunk effects as normal.



Heroism

Range; Touch
Duration; 1 r/level
Casting Time; 6
Area of Effect; person touched
Components; Holy Symbol
Save; None

Cleric 4 spell, very rare (almost lost)

This spell affects fighter classes and non class only. It confers a temporary increase in life energy levels upon any such individual with fewer than 9 experience levels(name level). The exact number of levels and associated HD gained, is given on the table. The recipients fight as though at the experience level bestowed by the magic. Any damage sustained is taken from the magical gained hit points and HD first. The maguc lasts for one round per caster level, after which any remaining bonus energy levels, comat abilities and hit points are lost.this spell was used in the creation of the Heroism potions.



Hesitation

Range: 30 yards
Duration: 1 round/level
Casting Time: 2
Area of Effect: 20' radius circle
Save: Negates

Cleric 2, Exorcist 2 spell.

Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by -2. The initiative modifier occurs in the round following the round in which hesitation is cast. The spell affects 2-8 HD or levels of creatures, although only one creature of 4+HD can be affected regardless of the number rolled. All possible victims are allowed save vs. spells; those failing their saves modify their initiative rolls by -2 for a number of rounds equal to the caster's level.

Hibernate

Range; Touch
Duration; 1 wk/level maximum
Casting Time; 1 r
Area of effect; 1 to 3 creatures
Components; Some fur from a mammal that hibernates (Bear, Hamster, etc.).
Save; Negates

Druid 1 spell very rare

A creature sent into hibernation by a druis sleeps in a torpid state for as many weeks as the caster desires up to one week per level of the caster. A succesful saving throw vs. spells negates the spell. If affected, the creatures need for oxygen, food, water and such are all but negible for the full duration of the spell. The creature can temporarily be awakened, but will go to sleep again if it is no longer interrupted, unless it makes another saving throw vs. spells. When the spell expires or is broken by the saves, the creature will awaken with a full deprivation effect on hunger and thirst, which need to be quenched as normally. The caster can affect 1 large creature the size of a bear, 2 mansized creatures or 3 smaller creatures. Humans and demi-humans are as vulnerable to the spell's effects as any other creature. Those affected will have lost to 30% of their total weight. This will restore in 1% per day that enough food is available, so this is not a way to lose weight. Sentient or quasi-sentient plabts and plant-like beings will go dormant if subjected to a Hibernate spell, just as they would in winter. This does not affect evergreens.



Hold Animal

Range: 180 yards
Duration; 1 Turn per level of the caster
Casting Time: 3
Effect: Paralyzes several animals.
Components; Vocal *Locomotor Animea*
Save: Negates

Humanoid Shaman 3, Druid 3, Shamani 3 spell.

This spell will affect any normal or giant-sized animal, but it will not affect any fantastic creature., nor one of greater than animal Intelligence(2). Each victim must make a Save vs. spells or be paralyzed for the duration of the spell. The caster can affect 1 HD of animals for each level of experience, ignoring any "plusses" to hit dice. A 20th level caster could cast this spell at 10 Giant Toads (which have 2+2 HD each). Note that this spell can affect summoned, conjured or controlled animals.



Hold Person **Free Person**

Range: 180'
Duration: 9 Turns
Effect: paralyzes up to 4 Creatures.
Save: Negates
Components: Vocal *Locomotor Mortis*
Casting Time; 2
Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Master 3, Shaman 2 spell.

This spell will affect any Demi-Human-oid, or alike creature. It will not affect the Undead or creatures larger than Ogres (any Giant kin). Each victim must make a save vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the save. If cast at a group, it will affect up to four persons (of the Cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a Dispel magic spell. A Remove Paralysis spell will nor work, since this is different in its workings. This spell and similar magics will not suspend a character or creature in mid-air, so that it can thereby be saved from falling. It will only "freeze" victims so as to prevent them from moving under their own power. Someone who is about to lose his grip on a mountainside can be held in place by means of this spell as long as he is still gripping handholds and footholds when the spell takes effect, but if he has already lost his grip and is not "attached" to the surface then the spell will not necessarily hold him in place unless his feet are securely placed on a ledge (in which case he probably didn't need to be held to begin with). For a willing or needy recipient of the spell in a case such as described here, the saving throw should be disregarded or considered to be automatically failed.



The reverse of the spell, **Free Person**, removes the paralysis of up to four victims of the normal version of the spell, (this includes **Hold Animal** or **Hold Person** cast by Magic users). It has no other effect; it doesn't, for instance, remove the paralysis caused by a Ghoul's touch. For more information about paralysis and its variants read **Afflictions and Diseases**.

Hold Plant

Range: 80 yards.
Duration: 1 round/level
Casting Time: 7
Area of Effect: 1d4 plants in 40'. sq.
Save: Negates
Humanoid Shaman 4, Druid 4 spell.

The hold plant spell affects vegetable Matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable Matter from entwining, grasping, closing, or growing; 3) it prevents vegetable Matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and Fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as Green Slime, Molds of any sort, Shambling Mounds, Shriekers, Treants, etc. It affects 1d4 plants in a 40' x 40' area, or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the save of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saves suffer a -2 penalty; if three plants (or 12 yards square) are the target, saves suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saves are unmodified.

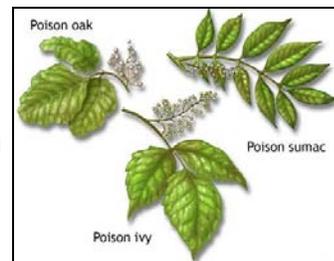


Hold poison

Range; Touch
Duration; 1 day/level
Casting Time; 1
Area of Effect; creature Touched
Components; Holy symbol, A bud of Garlic, crushed and smeared on the injury or eaten if the poison was ingested.
Save; None
Cleric 3, Exorcist 3, humanoid Shaman 3, Healer 3 spell, uncommon.

This spell is an improved version of the Slow poison, with a duration measured in days rather than hours. When cast upon a subject who has been poisoned by any means, Hold Poison arrests the venom and prevents it from doing any additional damage. In many cases the poison must be cast during the poisons onset time in order to be effective. Damage that has already been inflicted is not retored, but as long as the Hold Poison is in effect, the subject can be cured or healed of damage caused by the poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the affected individual before a previous Hold Poison wears off. However, each time a new Hold poison is used to stop the venom's advance, there is a 2% cumulative chance that the spell will fail and the poison will run its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the subject a stay of death for a few



days. Thus can be extremely effective threat if the subject doesn't have access to a neutralize poison spell.

Hold Spirit

Range: 120'
Duration: 1 Turn / level
Casting Time: 3
Effect: Paralyzes up to 4 creatures
Save: special

Shaman 3 spell.

This spell is the same as the Hold person spell except that it only affects Spirits. This includes wandering Sprits of Shamans who are using the Spirit Sending or Spirit Walk spells. Each victim must make a save vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the save. If cast at a group, it will affect up to four persons (of the Cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a Dispel magic spell. A remove Paralysis spell will not work, since this is different in its workings.



Holly Dart

Range: 60 yards
Duration: instantaneously
Casting Time: 8
Area of Effect: 1 creature
Components: A sprig of Holly (Ilex Aquifolium)
Save: Special

Druid 7 spell, very rare

This spell transforms a sprig of Holly (Ilex aquifolium) into a deadly missile, which must be hurled immediately at a living creature. A creature not warded by a protective magical item (ring, bracers, armor shield, etc.) is automatically struck; otherwise the caster must make an attack roll with a +6 bonus. The creature struck must save vs. DR at -6 penalty or be killed in 4 initiative segments by the wounds inflicted and the bloodloss with poisonous content. If the creature is protected from poison he gets a penalty of -4 instead. If the saving throw is successful, the subject takes 2d8+1 points of damage instead, and is not affected by the poison of the plant.



Holy Symbol

Range: Touch
Duration: Permanent
Casting Time: 1 Turn
Area of Effect: Item Touched
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Master 2, Shadow Elf Shaman 2, Shaman 2, Shaman 2 spell.

This spell blesses a new Holy Symbol to replace the Cleric's lost or damaged one. The new symbol, must be crafted of appropriate materials (depending upon the religion or the Immortal in Question) and must be of the proper shape and design; a Cleric can't just pick up any item and make it into a new Holy Symbol. A Cleric may possess two Holy Symbols at one Time, intending to have one as a spare, but this spell will simply fail if it cast by a Cleric who already possesses two Holy Symbols. More Holy Symbols can only be created without dispelling the last one created in the temple of the corresponding Immortal. The magic of this spell can't be used to bless the symbol of any other Immortal, even if another Immortal of the same Phanteon as the Cleric's Immortal. If a symbol created by this spell is to be given to another Cleric of the same religion and alignment, then the beneficiary must hold the symbol-to-be throughout the casting process. The Holy Symbol of a Cleric will radiate a dim aura of good or evil, but is not a magic item per se. The Holy Symbols of Clerics who are Neutral will have no aura.



Holy Word

Range: Caster
Duration: Instantaneous
Casting Time: 1
Area of Effect: All creatures within 40'
Save: special

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 7, Druid 7, Dervish 7, Shadow Elf Shaman 7, Shaman 7 spell.

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the Cleric casts this spell, all creatures of alignments other than the Cleric's are affected as follows (no Save vs. spells allowed): Any victim of 13th level or Hit Dice or higher, or any victim of the same alignment as the caster, may make a Save vs. spells to avoid all spell effects. This powerful spell can't be blocked by stone, nor by any other solid Matter, except lead or gold. It can, however, be blocked by an Anti-Magic Shell. The Sound of the Holy Word is audible to all in 100' per level of the caster away, but the spell will have no effect, except to temporarily alter the moral of the followers of the same religion as that of the caster. This chance could be positive (in a way: "The Immortals stand by us"), or negative (in a way: "O Boy, Our Cleric must be in dire circumstances or he would not call for our Immortal"). This could vary from +4 to -4 (roll 1d8 for each character; 1=+4, 2=+3, etc.) on the morale of these characters.

Holy Word Effects

up to 5 th level	Killed
Level 6-8:	Stunned for 2d10 Turns.
Level 9-12:	Deafened for 1d6 Turns.
Level 13+:	Stunned for 1d10 rounds.



Hunger

Range: 10 yards
Duration: 1 day/level of caster
Casting Time: 7
Area of Effect: 1 person
Save: Negates.
Druid 4 spell.



Those affected by hunger no longer gain sustenance from food. No Matter how much they eat, they still feel hungry. If the spell did not end, victims eventually would starve, visibly wasting away. After one day under the spell's effect, victims' concentration suffers (due to their preoccupation with their constant hungry feeling), causing them to suffer a -2 penalty to all ability and proficiency checks. On the eighth day without food, victims who have been maintaining normal activity levels lose 1 Strength point; on the ninth day, they lose 1 Constitution point. This alternating pattern continues until one of the character's ability scores falls to 3; at this point, the character becomes comatose. If a score reaches 0 before the hunger spell ends, the recipient dies. The victim regains lost points after the spell ends at a rate of 1 Strength and 1 Constitution point per day. When casting the spell, the character must secretly whisper a particular type of food; by eating the specified food, the victim breaks the spell. It must be a single, natural food (such as lamb, honey, or an apple) but can be exotic (dragon meat) as long as the caster has tasted it personally at some point. Hunger can't be dispelled, but can be broken by the Remove Curse spell. Failing all else, a sufferer must wait to find relief until the spell's duration elapses.

Hunting Paint

Range: 0'
 Duration: 1 day
 Casting Time: 2r+3r creation
 Effect : special
 Save; None

Shamani 2 spell.

This spell can be cast over any manner of pigments, paints, or dyes. It instantly transforms them into magical paints that can be applied to the face of a character prior to entering combat or engaging in a hunt. The effect of these pigments is up to the Shamani (as described below), but must be declared at the Time of the casting. The paints allow the wearer a +4 bonus to all of his attack-, damage rolls, or saves, or to his AC. It is not possible to mix the effects of this



spell with either another War Paint or a Hunting Paint, or any other magical aura or the spell will fail. The application of the paints takes two rounds and must be done by the Shamani who created it. Every warrior/hunter will have a different style in his paint, this is somehow reflected in his Soul name.

Hurl Rock **Rock Shield**

Range: 10 yards/level'
 Duration: 1 r
 Casting Time: 1
 Effect : 1 rock
 Component; A Tiny Pebble held in the priest's hand and not consumed. **2 small pebbles (not consumed) and a translucent piece of glass, mica, crystal or a gem.**
 Save; None



Dwarf 2 spell.

This spell allows a dwarf to suddenly and violently use telekinesis on a loose rock, hurling it as a missile. Only stone can be used (either natural or petrified objects/creatures). The stone must be loose; it cant be part of a wall, rock face, or ceiling. The projectile strikes with the caster's THAC0. The range of this spell refers to the distance between the priest and the potential stone missile. The projectile can leap up 30 feet vertically and up to 30 feet horizontally. The caster can move up to 2 cubic feet of rock per level. Rocks that are too large are felt as such; the priest can thus choose another rock in the same round. If the second rock is also too heavy, the spell is wasted. At times it may be important to know what damage the missile itself will sustain after being hurled; for instance, if it is a fragile, valuable object, or say, a petrified companion. Nthe missile suffers 2d4 points of damage from the use of this spell and double that damage if it falls more than 50 feet in the process. This shatters the missile if it is brought to 0 ho. Assume rocky missiles to have an average total of 3 hp per cubic feet, so that a 3rd level priest can move 6 cubic feet of 18 hp. Rocky missiles that shatter cause shrapnel; all creatures within 10 feet of the landing site of a missile must

cu. Ft.	Damage
1-2	2d4
3-4	2d8
5-6	2d10
7-8	3d8
9-10	3d10
10+	4d12

successfully save vs. spells or suffer 1d4+1-AV points of damage. Any item struck by the missile or its shrapnel must make an item save vs. crushing blow. A being struck by the missile suffers damage according to the table.

The reverse, **Rock Shield**, allows the caster to deflect rocky missiles of any type and from all sources. The shield remains in effect for 1 round per level of the caster and is infallible against all missiles whose edges contain or are made of stone. Once cast, it does not require further cobcentration or further action. The deflections are in directions uncontrollable by the caster or user of the shield. Rock shield is incompatible with Protection from Normal Missiles and both will be cancelled out.

Idea

Range: Caster
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: The caster
 Save: None

Cleric 2, Healer 3, Exorcist 2, Humanoid Shaman 3 spell.

This spell stimulates the Cleric's mind to experience a flash of insight. In game terms, the DM reminds the Cleric's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the Cleric discovered but the player did not consider significant. If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand. The DM must be careful in adjudicating use of this spell. The reminder or information should always be relevant and useful but should not be unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign.



Imbue Purpose

Range; Touch
Duration; Special
Casting Time; 1 Hr
Area of effect; 1 weapon
Components; Powdered diamond dust worth 1000gp
Save; Special

Cleric 6, Exorcist 6 spell Very rare

This spell allows the priest to give a weapon the purpose to slay a particular type of creature (ghouls, bears, elves, and so on.) for a period of 24 hours. If the priest is good the creature must be evil. The weapon is treated as a +3 weapon for attack and damage, a weapon with greater bonuses uses these instead. A priest can't imbue purpose to more than one weapon at a time. Any subject creature hit by the weapon must make a saving throw vs. DR or be slain instantly (the soul is driven from the body). If a creature with 8 or more HD is slain thus, the spell ends immediately. Any creature subject to the slaying effect that is hit by the weapon and survives must make an immediate saving throw vs. spells or flee as if affected by a Fear spell.

Imbue with Spell Ability

Range; Touch
Duration; Until used
Casting Time; 1 Turn
Area of effect; Person touched
Components; Holy Symbol, some minor item from the recipient that is symbolic to his profession (a lockpick for a thief, a weapon cloth for a fighter, and so on). This item and any material component for the imbued spell, is consumed when the spell is cast.
Save; none

Cleric 4, Exorcist 4 spell

By use of this spell, the priest can transfer a limited number and selection of his currently memorized spells, and the ability to cast them, to another person. Only nonspellcasters can receive this bestowal; the Imbue with Spell Ability enchantment does not function for those able to cast spells, for unintelligent monsters, nor for any individual with less than 1 full HD. In addition the being must have a Wisdom of 9 or greater. Only priest spells of an informational or defensive nature or curing spells can be transferred. Transferring another spell negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option. (see table).

The transferred spell's variable characteristics (range, duration, area of effect and so on) function according to the level of the priest originally imbuing the spell.

A priest who casts Imbue with Spell Ability upon another person loses the spells imbued as if cast, until the recipient uses the transferred spells or is slain. For example a 7th level priest with five 1st and four 2nd level spells imbues a 10th level fighter with a cure light wounds and a slow poison spell. The priest can now memorize only four 1st level and three 2nd level spells, until the spells are cast or the fighter is slain. In the meantime, the priest remains fully responsible to his ethos for the use to which the spell is put. Any transgressions punishable by the immortals with loss of piety will be placed on both the recipient of the spell and the cleric at the rate of clerics, even when the recipient followed another immortal.



Improved Cure Serious Wounds **Improved Cause Serious Wounds**

Range: Touch
Duration; Permanent
Casting Time ; 1(+1/wis bonus)round segments/cured hit point or 1 segment in total if used to cause wounds.
Effect: Any one living Creature.
Component Ferula Improva
Save: None

Cleric 5, Healer 5 (no Cause S.W.) Humanoid Shaman 5 spell, Immortals with healing interests only, instead of Cure Critical Wounds, except Healers who get both.

This spell will heal 4d6+4 damage, and stop an ongoing blood loss of 4 points per round, or it removes any paralysis. This spell can also cure one broken bone instead of the normal healing, but the Cleric must name this intention in the casting of the spell. It can only be used to cure two Shoulder Fractures, Broken Hands, Broken Legs or Broken Feet, or two of the same Breaks as are possible with a Cure Light Wounds spell. And this curing Broken bones is instead of curing wounds. In this case 1 point of damage for each break is removed, which reflects the break. It doesn't cure any form of paralysis at the same Time as it does heal, as this is not part of normal natural processes. This spell will not increase a creature's total hp above the original amount.



This spell can be reversed and as such it will cause 4d6+4 damage on touch (no save is allowed, but a normal attack roll is required). The wound thus created will seem to be a burning or laceration wound with no further effects. No paralysis, or continuous bloodloss are caused in the use of this spell. The use of this spell is a Chaotic act and several Immortals do not grant this spell, or only rarely as protection against major negative forces against the Immortal, their followers, temple or alike.

Infusion

Range: 0
Duration; Permanent
Casting Time ; 6 rounds
Effect: Up to one creature per level of the Shamani
Save: None

Shamani 6 spell.

This is the most powerful of the Shamani ritual magics. It is used only in their most Holy and sacred services when creating shrines or similar areas of faith. When used, it has the effect of drawing the Blessings of Atruaghin down for the caster and his companions (up to 1 person per level of the Shamani) so that each one of them will automatically make their next Save. Once that has happened. The spell fades out for that person, but continues to remain in effects for every other enchanted character. Thus, it is possible for the spell to linger indefinitely until each and every person that it was cast upon has been forced to make a Save for some reason. This spell will have no effect on a person already under influence of another Infusion spell.



Insect Swarm/Plague

Range: 480'
Duration; 1 day or until concentration is disturbed.
Casting Time ; 5
Effect: creates a swarm of 30' radius.

Save: None
Cleric 5, Humanoid Shaman 5, Druid 5, Dervish 5, Master 6, Shadow Elf Shaman 5 spell.

This spell summons a vast swarm of flying insects. It obscures vision and drives off creatures 3 HD or less (no save). It moves at up to 20' per round as directed by the Shaman while it is within range. The caster must concentrate, without moving (but he can be moved by others at 5'/round), to control the swarm. If he's disturbed, the insects scatter and the spell ends. If this spell is cast when the actual temperature is 40 degrees or lower, the duration is reduced to 50% of normal and the area of effect is cut to 1/2 of normal.

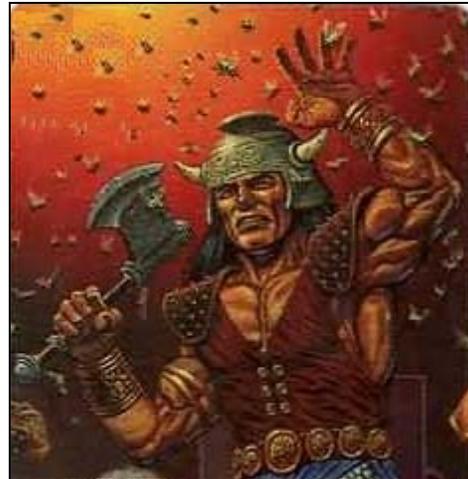


Insect Ward

Range: 0
Duration; 1 month/level of the caster.
Casting Time ; 1 turn + walking up to 100'/level
Effect: special.
Save: None

Druid 3 spell.

The Druid casts Insect Ward on a pair of rune-carved wooden stakes. He then plants these stakes in the ground, chants and walks up to a 100'/level away, and plants the other stake. The spell forms an invisible, 30' high, barrier extending along the path the Druid walked (even if it is a circle). The barrier is 99% likely to cause a normal insect encountering it to turn and go in the opposite direction. If one or several barriers join to completely enclose an area, affected insects depart the area. Those trapped (because they can't fly) become lethargic and slowly die off. While the spell remains, the warded area has only 1% of its normal insect population, which will affect the area's ecosystem as insects are a large portion of many creatures' diet. Details of what could happen vary widely, and can even become disastrous. By means of the Runes carved into the stakes, the Druid can determine what types of insects the spell excludes. This can be specific (e.g., only mosquitoes and aphids) or general (e.g., all plant-eaters, or all blooddrinkers). Giant insects are unaffected, as are magically controlled insects. The stakes radiate magic until the duration ends. If either stake is removed from the ground, even for a moment, the spell is broken instantly. The spell derives its powers from the ground itself. Thus it generates 150SFP.



Interruptible Light

Range; Touch
Duration; Permanent
Casting Time; 1 r
Area of Effect; Special
Components; Holy Symbol
Saving Throw; none

Cleric 4 spell (very rare —only Ee'aar know this spell)

Created by the Ee'aar, this spell creates a round spot that radiates a beam of bright light. The spell must be cast on a person or item. The beam created is about 4 inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. The light can be seen by others in a distance of 100 yards at daylight conditions, but up to 8 miles in night conditions.

The light itself is as bright as daylight and lasts until negated by magical darkness or Dispel magic or anti-magic effects. In addition, the caster, or another person named at the time of the casting, has full control over the light, and can order it to turn off or come back on, at will.

In a somber ceremony, the spell is cast by Elders on young Ee'aar when they reach maturity. It is placed on the chest of the recipient, who is named as the controller of the light. The Ee'aar use the spell to light their way or to confuse or even frighten enemies. Creatures who suffer penalties in bright daylight suffer them for 6 rounds if the beam is directed at their eyes, or when they try to target the bearer of the light in an area less than 20' away from the source of light. A creature that tries to avoid looking at the light is allowed a saving throw vs. Paralyzation, success indicates the beam missed.

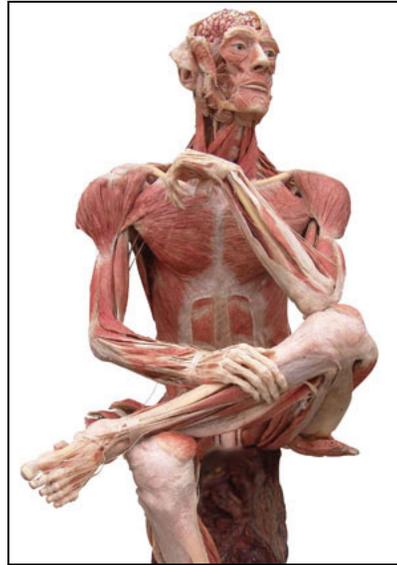


Invisibility

Range: 240'
Duration: Permanent until broken
Casting Time: 7
Effect: One creature or single object
Save: None

Healer 3 spell.

This spell will make any one creature or object invisible by affecting the light rays around or through the object or creature thus affected. If the caster makes an object invisible that is not being carried or worn, it will not become visible again when touched by any living creature. A light source (such as a torch) may be made invisible, but the light (or darkness) given off will always remain visible. Items made invisible that are carried or worn will remain so until displaced (clothes when undressed, items if put down, etc.). This spell is often used to make special tissues or organs invisible to see more clearly where the wound or what the reason of pain is. To accomplish this the Healer must concentrate for one round while touching the target creature, and imagine the organ or tissue that has to become invisible. When the spell is used like this it will remain like that until dispelled. Thus it is possible in a "Hospital" to see people laying around with their intestines visible, or their ribcage, and so on. The use of this spell will improve surgery skills by 4, and decrease the Time needed to perform a surgery by 25%. The caster can't make himself or anyone else invisible. Items made (wholly or partially) invisible are mostly Surgery and similar equipment, this includes the bed of the patient, his clothing etc.. Items later added to the invisible patient will not become invisible, including food/drink, so a Healer needs to have a strong stomach. But if he succeeds to hold his own stomach fluids, he will be able to help the patient more clearer, because he will be able to see how the inner tissues of the patient works. Only when the food/drink is absorbed into the body before the spell ends it will become invisible.



Invisibility to Animals

Range: Touch
Duration: 1 turn + 1 rd./level
Casting Time: 4
Area of Effect: 1 creature/level
Save: None

Druid 1, Dervish 1 spell.

When an invisibility to animals spell is cast, the creature touched becomes totally undetectable by normal animals with Int. 1-6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only). The target still makes sound/smell but the creatures can't target the source, they will become skittish or may even panic/stampede.



Invisibility to Animals 10' radius

Range: Touch
Duration: 1 turn + 1 rd./level
Casting Time: 5
Area of Effect: 20feet diameter sphere
Components: Holly attached to the holy symbol
Save: None

Druid 3, Dervish 3 spell. Very rare

This spell renders all creatures within the area of effect at the moment of casting totally visually undetectable by normal animals with Int. 1-6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a Nightmare, Hell Hound, or Winter Wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only). The target still makes sound/smell but the creatures can't target the source, they will become skittish or may even panic/stampede. Any one affected by the spell leaving the area of effect even partially will become visible, and cannot be made invisible by the same spell effect again.

Invisibility to Spirits

Range: Touch
Duration: 1 Turn / level
Casting Time: 3
Effect: Makes recipient invisible to Spirits.
Save: None

Shaman 3 spell.

This spell will make any one creature or object invisible by affecting the aura of the object or creature thus affected, thus making it invisible to Spirits. When a creature becomes invisible, all items carried and worn will become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the caster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light (or darkness given off) will always remain visible. Items made invisible that are carried or worn will remain so until displaced (clothes when undressed, items if put down, etc.).



Invisibility to Undead

Range: 0
Duration: 1d6 Turns
Casting Time: 1
Area of Effect: caster only
Save: none
Cleric 1, Healer 1, Exorcist 1,
Humanoid Shaman 2, Druid 1, Dervish
1 spell.

When this spell is cast, it causes an Undead creature to lose track of and ignore the character. Powerful Undead of 8HD+ able to cast magic may negate the effect of this spell. A Cleric protected by this spell can't turn Undead and that the spell ends immediately if the affected makes an attack. He also becomes invisible by Detect Life spells/abilities.

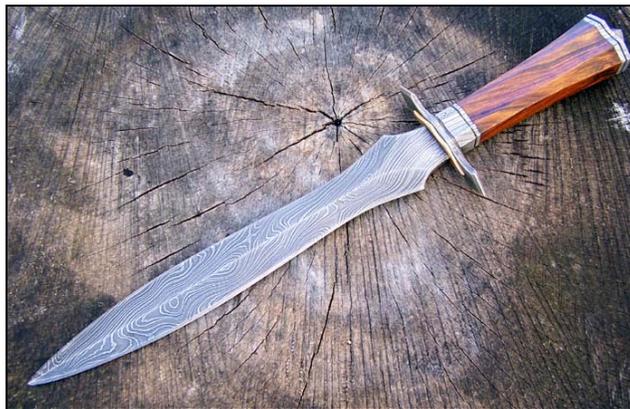


Iron Wood

Range: Touch
Duration: Permanent
Casting Time ; 5
Effect: Wooden objects
Save: None

Humanoid (Goblin) Shaman 5, Druid 5 spell.

This Druidic spell is rarely used elsewhere than in the Druidic Kingdom of Eusdria, but Druids of other Druid supporting Immortals are able to pray for this spell as normal without refusing it. Wogar grants this spell to his Goblin Shamans. This spell bestows the Strength and flexibility of metal to wood, without greatly altering its appearance. It can affect objects up to 1000 cn of encumbrance. It is traditionally used to create one set of armor or one weapon for a Druidic Knight, often with the help of a Warp Wood spell to shape it into the form desired. This spell can't affect magically enchanted items made of wood. The wood must be real wood and not thin (mostly still green) flexible branches, vines or similar thin soft wood. Solid, dried branches, roots and such do apply, and of course normal wood, be it whole, cut, sawn, shaven, split, broken, or shaped like planks, logs, beams and such. The density of the wood and its own sturdiness doesn't further improve or affect the Strength of the iron created.



Ivy Siege

Range: 90 yards
Duration: 6 turns
Casting Time: 9
Area of Effect: 1 building or similar structure
Components: an ivy leaf
Save: Special
Humanoid Shaman 6, Druid 6 spell.



The Ivy Siege spell must be cast upon a stone or brick building constructed upon the earth; flying castles and the like remain unaffected. Immediately after casting, ivy begins to grow at a fantastic rate, climbing from the ground up the building's walls. At the end of one turn, the ivy has climbed the walls. At the end of the 2nd turn, green creepers have covered the structure. On the 3rd turn, the ivy has deepened to a black-green and begins to squeeze the building. Starting on the 3rd turn and every turn thereafter, the building is affected as if attacked by a small catapult. 2³ of the building crumbles away for each 2 damage sustained each turn. This cycle continues until the spell's duration expires or the building is destroyed. The ivy rots away instantly at the spell's end. A Druid can cast only one Ivy Siege per building at a Time. After the ivy has rotted away, the Druid may cast the spell on the same building again. However, multiple Druids can cast several ivy siege spells on the same building. In the case of a large, interconnected series of buildings (like a castle), each casting affects only a single tower, keep, or wall segment, to a maximum of 1,000 cubic/level of the caster. Druids who are not familiar with Ivy can't cast this spell. An Ivy leaf is consumed in the casting of this spell by chewing and spitting it on the targeted structure. Constructions erected from magical single or large pieces of stone are unaffected, as are buildings or building parts that are massive (like Pyramids).

Know Age

Range: touch
Duration: Instantaneous
Casting Time: 1
Area of Effect: One object or creature
Components: A calendar page
Save: None
Cleric 1, Healer 1 spell of immortals of Time/Water.

This spell enables the caster to instantly know the age of any single person, creature, or object on which he concentrates. The age is accurate to the nearest year.



Know Alignment**Confuse Alignment**

Range: Cleric only
 Duration: 1 round **1 Turn per level of the caster**
 Casting Time ; 2
 Effect: Any one Creature within 10'
 Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Shadow Elf Shaman 2, Shamani 2 spell.

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) and on a Successful Wisdom check also it tendencies (Good, Neutral, or Evil) of any one creature within 10'. The spell may also be used to find the alignment of an enchanted item or area if any. The caster must direct the spell to the target area and therefore he must roll a Successful hit with a Bonus of +6 on the hit roll. If it fails the spell is lost and doesn't reveal anything.

A word about alignments: alignments describe the brood ethos of thinking, reasoning creatures—those unintelligent are being placed in the Neutral area because they are totally uncaring. The opposition between law and chaos is between organized group and individuals. That is, law dictates that order and organization is necessary and desirable, while chaos holds the opposite view. Law generally supports the group as more important than the individual, while chaos promotes the individual in the group. Seen in another kind of view, there also exists evil and good. Basically stated, the tenets of good are human rights (or creature's in many cases). Each creature is entitled to life, relative freedom, and the aspect of happiness. Cruelty and suffering are undesirable. Evil on the other hand doesn't concern with the rights of happiness, purpose is determinant. There can never exist Lawful chaos or evil good, that is not to say that they can't exist in a character or creature if it is insane or controlled by another entity, but as general divisions they are mutually exclusive pairs. Due to this one can determine the alignment the creature has.

The reverse of the Spell, Confuse Alignment, lasts for 1 Turn per level of the caster, and may be cast on any one creature, by touch. No save is allowed. For as long as the spell lasts, a Caster trying to identify the alignment of the recipient by using the normal; Know Alignment spell will get a false answer. That same answer will be the result of any further attempts.



Neutrality N Absolute, or true Neutral creatures view everything that exists as an integral, necessary part or function of the entire cosmos. Each thing exists as a part of the whole, one as a check or balance to the other, with life necessary for death, happiness for suffering, good for evil, order for chaos, and visa versa. Nothing must ever become predominant or off balance. Within the natural ethos, humankind serves as a role also just as other creatures do. They may be more or less important, but the N doesn't concern for himself with these considerations, except where it is positively determined that the balance is threatened. Absolute Neutrality is in the center or fulcrum position quite logically. As the N sees all other alignments as a part of a necessary whole. This alignment is the narrowest in scope. They play no favorites, not even themselves, and their behavior is moderate. They are often more interested in the developing of their skills, techniques, and professional demeanor than with questions about right or wrong, or even profit. They avoid extremes, including excessive greed or a preoccupation with vengeance, and might act on occasion to restrain the more extreme acts of their associates.

Neutral Good NG Creatures of this alignment see the cosmos as a place where law and chaos are merely tools to use in bringing life, happiness and prosperity to all deserving creatures. Order is not good unless it brings this to all, neither is randomness and total freedom desirable if it doesn't bring such good. They also strike a balance between doing good and the need to do what is in the best interests of the group. These characters are not above breaking a few rules or creating confusion if they have sufficient reason to do so, and they will do so out of kindness or compassion. They generally avoid liking except in self-defense. Neutral good characters rely on friendships to make and maintain contact, which they use to further their own agendas.

Neutral Evil NE Similar to the NG alignment, that of NE holds that neither groups nor individuals have great meaning. This ethos holds that seeking to promote wealth for actually bringing woe to the deserving. Natural forces which are meant to call out the weak and stupid are artificially suppressed by the so-called good, and the fittest are wrongful held back, so whatever means are expedient can be used by the powerful to gain and maintain their dominance, without concern for anything. They are primarily concerned with their own advancement, motivated by a desire for power or wealth. Most have a keen sense of self-preservation and a nose which way the wind is blowing. Many criminal masterminds are NE, as are corrupt city officials and many fixers and informers. Group leaders must carefully consider their abilities to satisfy the expectations of NE characters who want to join; while accepting them is risky, this is often a most risky course.

Lawful Good LG Creatures of LG alignment view the cosmos with varying degrees of Lawfulness or desire for good. They are convinced that order and law are absolute necessary to assure good, and that good is best defined as whatever brings the most benefit to the greatest number of decent, thinking creatures and the least woe to the rest. They generally follow the rules and believe in standards of behavior that are benefit to the community at large. In the wild and law-less areas, they often form a powerful minority that acts as a check upon the worst excesses of uncontrolled actions of others. They can be allies, in situations where the local communities are exceptionally corrupt, evil or oppressive.

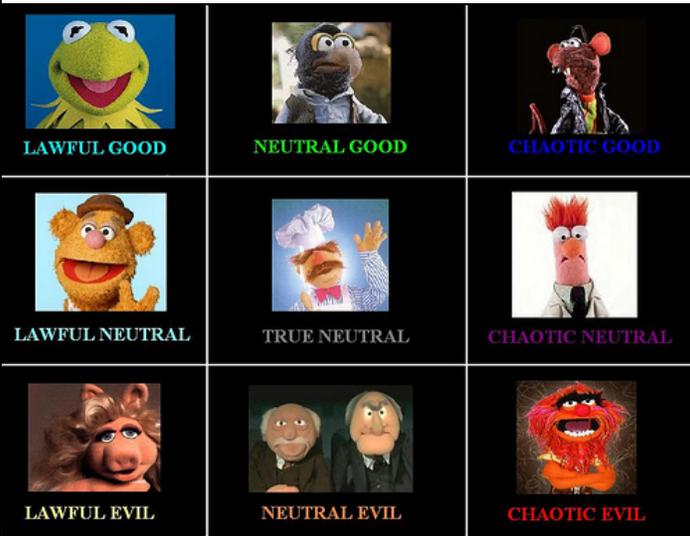
Lawful Neutral LN It is in the view of this alignment that law and order give purpose and meaning to everything. Without regimentation and strict definition, there is no purpose to the cosmos. Therefore, whether a law is good or evil is of no import as long as it brings order and meaning. They see Strength in order. A strong organization and tight control are essential for the group. They are most likely to insist on organized training programs to hone the talents of young thieves. They tend to create and participate in the most powerful groups. Their main drawback is their rarity among most populations.

Lawful Evil LE Obviously, all order is not good, nor are all laws beneficial. LE characters consider order as the means by which each group is properly placed in the cosmos, from lowest to highest, strongest first, weakest last. Good is seen as an excuse to promote the mediocrity of the whole and suppress the better and more capable, while LE-ness allows each group to structure itself and fix its place as compared to others, serving the stronger but being served by the weaker. They follow a personal code. They use ruthless, brutal, or bloody methods to reap the desired rewards. The strong take what is theirs by superior skill or power; it is the role of the weak to serve the strong. LE characters will no more betray a companion or break a word than would a LG character. What is good for the character, or can be given to his fellows to ensure their loyalty, is all that matters. Most active Devils and professional assassins are LE. They will seldom break a promise—or a contract.

Chaotic Good CG To the CG individual freedom and independence are as important to life and happiness. Law, order social forms and everything else which tends to restrict or abridge individual freedom is wrong, and each individual is capable of achieving self-realization and prosperity through himself. They hold the value of life above anything else. They care little for rules, and often condemn violence except in self-defense. CG characters live life to the full, always testing their limits—and the limits of their companions. Most will abandon a job to save a friend—a good person to have along if trouble strikes, but occasionally hard to group profits. Most are freelancers, and quite independent.

Chaotic Neutral CN This view of the cosmos holds that absolute freedom is necessary. Whether the individual exercise such freedom chooses evil or good is of no concern. After all, life itself is law and order, so death is a desirable end. Therefore, life can only be justified as a tool by which order is combatted, and in the end it too will pass into Entropy. A CN character is the most unpredictable of all. Freedom to act as an individual is of utmost importance. Any infringement by others on personal freedom is seen in its most unfavorable light. CN's often go along with a plan—any plan—only as it serves their desires. The best are as likely to succeed on a job by brilliant improvising as to fail by abandoning an established plan. Most CN's either remain low in the group hierarchy or are short-lived freelancers. Only the most clever, daring, and successful rise to positions of leadership. However, the more Lawful the group's society, the more CN's will become thieves.

Chaotic Evil CE The CE individual holds that individual freedom and choice is important, and that individuals and their freedoms are unimportant if they can't be held by the individuals their own Strength and merit. Thus, law an order to promote not individuals but groups, and groups suppress individual volition and success. CE characters believe in the law of the jungle, with themselves as predators. They seek wealth and power, and don't care how they get it. Many kill for the sake of killing, or they bully the weak into submission. They thrive on havoc, making any deal at any Time, but rarely keeping their side of the bargain. A moderating effect on their behavior is the respect of one powerful predator for another. Another is when a foe with cause and opportunity to kill them doesn't (this inexplicable behavior can create a wary respect of feral curiosity). Both might lead to alliances aimed at confounding well-organized authorities. They tend to be high profile, rising quickly and dying early. They are the most likely to draw unwanted attention from the local authorities. In times of crisis or instability, however, their survival instincts often provide superior leadership, and their cunning allows them and their luckier followers to escape where more predictable leaders would perish.



Know Customs

Range: Special
Duration: Special
Casting Time: 3
Area of Effect: The caster
Save: Negates

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3 spell.

This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 30 yards of a member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, he can't be an infant, nor can he be mentally unstable or dead (although he can be asleep or unconscious). The selected villager is allowed a save; if he succeeds, the spell fails. If the save fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by know customs includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied Elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village. Knowing the local laws and customs doesn't guarantee that the caster will conduct himself properly. Know customs is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.



Know Destiny

Range: Caster Cleric only
Duration: instantaneous
Casting Time: 3
Area of Effect: The caster
Save: None

Cleric 3 spell, granted by special Immortals (i.e. especially Al Kalim—not Northern Phanteon—those use Interpret Runes.)

This Commune spell variant allows the Cleric to ask the Immortals for guidance, information, or advice. The Cleric may either ask concerning a specific situation, or make the request generally, trusting the judgment of the Immortals to provide what is necessary.

Sometimes the Immortals are not interested in the Cleric's problems;

"You're on your own don't bother me again".

Sometimes the Immortals are disappointed in the alignment behavior of the Cleric;

"You've been too interested in grabbing treasure and too careless about honoring your fellow man. Look out or your prayers for spells may not be answered."



Sometimes the Immortals are disappointed in the Clerics initiative and self-reliance.

"You've got a brain. Use it. Or something terrible is going to happen to you"

Sometimes the Immortals are glad you called, because they had something to tell to you

"Killing that man is a bad idea. He's a dervish who's been ensorcelled. Save him, and we'll be really happy"

Sometimes the Immortal has an important message or prophecy that he wants to slip into the adventure.

"Seven brothers will come riding, and the seventh brother bears the seventh ring of Habib the Waster, who will bake you like a loaf of bread if you don't 'step lively'"

Sometimes the Immortal has some verse he wants to share with the Cleric.

"And the serpents shall skate on thin ice, in a tavern 'neath the sea, and opportunity shall knock twice, before he renders up the key"

Sometimes the Immortal thinks you use this spell too often.

"it's probably going to be snowing somewhere tonight..."(in Norwold) or "your mother wonders why you haven't written"

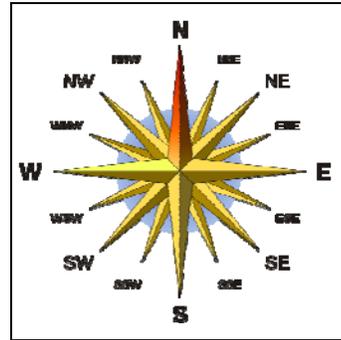
Beginning adventurers need this sort of help, but can't get the spell until they're 6th level, and may not have the sense to avoid abusing it. To provide adventurers with this information, the spell can be found on items or scroll. Remember that most Immortals were like the characters they speak with. If the Immortal thinks the adventure is serious, he will respond correspondingly. If the request for guidance is made eloquently and humbly (*"Oh, Immortal Guardian, we beseech you to guide us where our meager wit has failed"*), will be more often answered positively than else. An overcautious or un-heroic character could get a response like *"It's a good day to die"* or *"Do you want to live forever"*. This spell is used most often by prophets and seers and visionary hermits encountered in the wilderness and in the streets of the emirates towns and villages. Al-Kalim grants this spell in the place of the Growth of Animal spell, other Immortals cast it only if prayed for specifically.

Know Direction

Range: Caster
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

Know Direction allows the caster to instantly know the direction of the magnetic north, South and East and West. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness). In the Hollow World East and West will show as reversed. Instead North, East, South and West seen clockwise, it will reveal North, West, South and East seen clockwise.



Know Intent

Range: 0 (Master Only)
Duration: 1 round per level
Casting Time: 1
Effect: Gives knowledge of immediate intentions of a creature within 120'
Save: Special

Master 1 spell.

This spell permits the Master to know the precise, immediate intentions of any one mortal creature within range. Creatures of four and more Hit dice or levels gain a Save to avoid; they must roll their level/HD or less on a 1d20 to avoid reading their intentions. One creature per round can so be scrutinized. Alignment is not revealed by the use of this spell, nor are specific thoughts accurately relayed to the Master; only the intent of creatures can be learned. A creature saving against the spell (note that some beings of high level or power will automatically save against it, as they outstrip the 1d20) will cause the Master to receive no impression, not a wrong impression. The only way to deceive a Know Intent is by casting its reverse Conceal Intent, a spell that protects only the caster, and makes the caster aware of all and magical scrutiny of his or her thoughts, giving him or her the choice in every round of communicating a false intent or blanking out the scrutiny to reveal nothing. Some magical spells or devices will also block the "wearer" from any scrutiny.



A creature saving against the spell (note that some beings of high level or power will automatically save against it, as they outstrip the 1d20) will cause the Master to receive no impression, not a wrong impression. The only way to deceive a Know Intent is by casting its reverse Conceal Intent, a spell that protects only the caster, and makes the caster aware of all and magical scrutiny of his or her thoughts, giving him or her the choice in every round of communicating a false intent or blanking out the scrutiny to reveal nothing. Some magical spells or devices will also block the "wearer" from any scrutiny.

Know Language

Range: 0
Duration: 3 r/level of the caster
Casting Time: 1 r
Area of Effect: The caster
Saving Throw: None

Cleric 2, Exorcist 2 spell, very rare

This spell confers the ability to read a language chosen by the caster and generally understand the meaning of basic a text. It does not translate magical scripts used to record wizard spellbooks and wizard spell scrolls, nor does it decipher codes. It does not necessarily allow complete understanding of magical or highly specialized technical works, although the subject matter and gist of the material might be gleaned (a successful intelligence check is needed, the DM may penalize this with a penalty up to 8, depending upon the difficulty of the text).

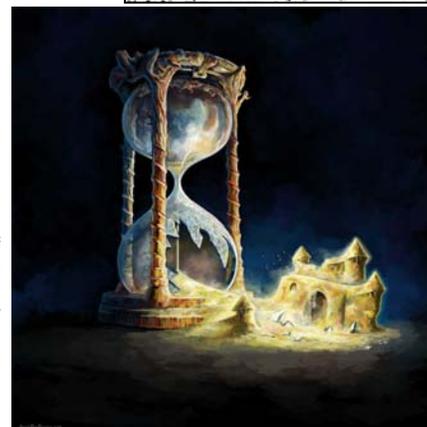


Know Time

Range: Caster
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Shaman 1, Shamani 1 spell.

Know Time is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise Time of day to the nearest minute, including the current hour, day, month, and year. If the caster becomes displaced in Time he will know the Time measured from his own Time scale. Example; a cleric from a country living in the 6th year AC of king blabber is send back in Time 10 years, will find that he is in the 4th year BC King blabber.



Knurl

Range: 5 yards/level of caster
Duration: 1 turn/level of caster
Casting Time: 7
Area of Effect: 1 person
Save: Negates

Humanoid Shaman 4, Druid 4 spell.

Casting a knurl spell transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints not even a hand. The "arm" remains attached to the shoulder. The spell's recipient can use it as a club but not to manipulate tools, weapons, or spell components. The caster chooses which of the recipient's arms to affect. A character could use multiple knurl spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch: It becomes subject to fire, wood-altering spells, and tree diseases. Dispel magic ends the spell's effects.

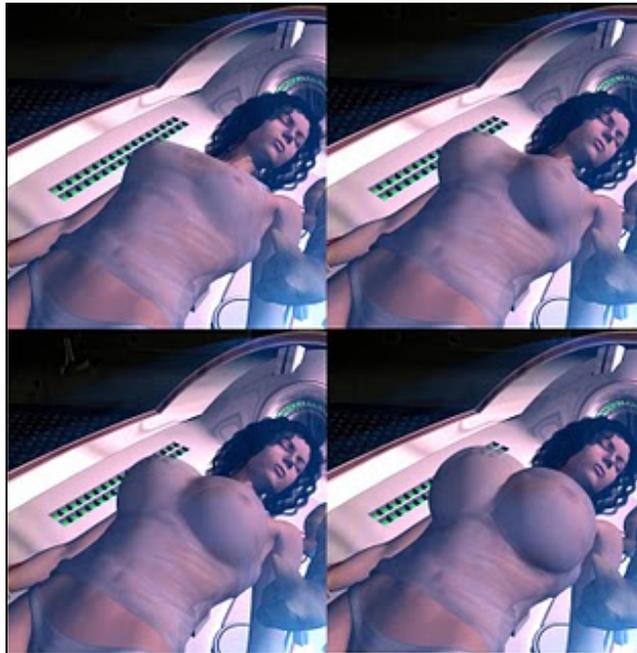


Lactation

Range: touch
Duration: special
Casting Time: 1
Area of effect: female touched
Save: Halves effect

Cleric 3, Healer 2 spell.

Lactation, unsurprisingly, causes the breasts of the subject to enlarge and begin producing breast milk. this milk is of the highest nutritive value. A save results in a single discharge of colostrum. The breasts of the victim will grow 1d4 cup sizes, and will stay so as long the milk is taken from the breasts at least once a 4 hours (be it by feeding a young, or by milking the breast). When this is not done, the breasts will diminish after one day, 1 cup per day, until the breast has returned to normal and the spell duration ends. There is a 25% chance that a female will lose sturdiness in her breasts after the spell ends and that the breasts will never become normal firm again. This is a normal procedure and would have happened also if the female had breastfed naturally. This can not be restored, but the effect can be mimicked by special clothing (Push-up bra, Corsetry, etc.) or by a application of this spell again, which will enhance the breasts to their former glory (or even beyond) again. When the female has suffered a disease or nutrition shortage while the spell was in effect the breasts could even diminish a cup more than the original breasts had. This can only be restored by another application of this spell, and rigorous feeding for at least a month, after which the breast have adapted to the new original base, and when the spell then ends, the breasts will become normal again (although their may now be a small problem with the weight of the female, complicated with other minor problems; like cellulite).



The reverse can also happen, if a female has eaten a lot during the duration of the spell the breasts will not shrink completely back to normal, one cup less will then be restored. The breast will be as firm as before, but then one cup bigger. When the spell is reapplied later this size will be seen as the original. This usage of this spell together with a diet afterwards can greatly enhance the breast size if used multiple times after each other, and there is no know limit to the size that could be reached, but there is a limit to the female that can endure the giant breasts so produced, and the continuous feeding and dieting is not healthy either. Some religions, or cultures will prohibit this usage of the spell for different reasons (Sind and Ylaruam are examples; here the reason is semi religious- a female must not enhance herself beyond that what the Immortals have given, or they must stay "normal" or else become as Whores and other "Thrash People". But as said this can be different from country to country, form religion to religion, or even from city to city, or family to family.



Remember that mostly nobody likes to see someone else become more beautiful than oneself, especially by artificial means like cosmetics, surgery and magic.

Lay On Hands

Range: 0
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Component: Ferula
Saving Throw: None

This spell heals damage much like the paladin ability of the same name. When the priest casts lay on hands and touches the recipient, 1point of damage per experience level of the priest +(1/wisdom bonus) are healed. See the 1st level cure light wounds for any restrictions on what creatures can be healed.



Leaf Ears

Range: Touch
Duration: 1 r / level
Casting Time: 2 rounds
Area of Effect: special
Save: None
Druid 2, Dervish 2 spell.



By casting this spell upon a plant with leaves, the caster can hear anything that happens within 50' of another plant of the same type, which must be within 50 yards/level of the caster. The caster must be aware of the location of the other end of the Leaf Ear and can't simply listen "to hear what is out there". Therefore, it must be in an area he has been before, or knows of. In all other regards, it is as if the Druid were present. Note that the Druid can't be affected by sound-based attacks through the Leaf Ear. The plants are not harmed by using this spell. Dervishes adopted this spell to flowering cactuses, using the flower leaves instead.

Legal Thoughts

Range: 10 yards
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One creature
Save: Negates

Cleric 6, Healer 6, Exorcist 6 spell.

A Cleric casting this spell forces the victim of the spell to follow one specific law. The Cleric may choose any law prevalent in the area in which the Cleric and the victim currently reside. Thus, if a city has no laws about murder, the Cleric can't command the person not to kill. The victim of the spell is forced to obey the letter of the law to the best of his ability. Thus, if a victim were commanded not to commit murder, he would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, characters may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances. When casting the spell, the Cleric must speak the law to the recipient in such a way that he can hear it. The victim is allowed a save vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect. Legal thoughts can be negated by Dispel Magic. The victim of this spell never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed. This spell is used in Lawful courtrooms where pacifism is prevalent (like former Aasla -Alphatia).



Lava Breathing

Range: 30'
Duration: 1 day
Casting Time: 1 turn
Area of Effect: One air breathing creature
Save: None

Sh. Elf Shaman 4 spell.

This spell allows the recipient to breath while under lava. It does not affect movement in any way, nor does it interfere with the breathing of air. Note also that this spell does NOT afford protection from the intense heat of the lava, other spells are needed to do this. It does also protect the recipient against volcanic gasses.



Lesser Guardian Hammer

Range: Touch (Area to be guarded)
Duration: Instantaneous when triggered
Casting time: 4
Area of effect: Special
Components: A drop of sweat or spittle from the caster, a hair from a dwarven stone mason, and a pebble.
Save: None

Dwarf Cleric 3 spell

A Lesser Guardian Hammer is a invisible, hammer-shaped field of force that appears when a door, lock, threshold or other area is disturbed (even years after the spell has been cast). When activated, it flies through the air to strike the



nearest living thing to the disturbing area or any being in the area (if there's more than one, the target is determined randomly). A Guardian Hammer strikes only once, but does not miss. When it hits, it appears momentarily as a glowing, translucent hammer and then fades away into nothingness. Its strike does 2d12 damage. Struck beings must make a successful strength check to avoid being knocked down. A Lesser Guardian Hammer spell can be destroyed before activating by casting a Dispel Magic on the guarded area or by totally destroying the guarded area without entering it (for example by disintegration). The latter method destroys all Guardian Hammers attached to an area; the former method destroys only one Guardian Hammer per Dispel Magic, if multiple spells exist. Once activated a Guardian Hammer bypasses all magical and physical barriers, by way of the Ethereal Plane (phasing in and out) if necessary. It cannot be destroyed, reflected or diverted to another target by such means.

Lesser Guardian Seal

Range: Touch
Duration: Special
Casting Time: 7
Area of Effect: Portal Touched
Saving Throw: Special

Cleric 4, Exorcist 4, Humanoid Shaman 4 spell, very rare

This spell allows the caster to magically seal a door, window, box, and so on against onetype of creature (ghouls, bears, elves, and so on). Affected creatures cannot pass the seal, nor are their physical or magical abilities, immunities, or resistances effective against it or the material of the closure. A creature of the affected type whose level or HD exceeds those of the caster by 4 or more can shatter the seal. Other creatures can try to physically destroy the sealed dooe, box, lid, and so on. The warding magic inflicts ¼ damage (round down) caused to the closure back upon the creature trying to break through. A successful Dispel Magic removes the seal. The seal lasts until the portal is opened, unless made permanent by means of a permanency spell



Light Step

Range: 0
Duration: 1 round + 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Component: Some dust to be sprinkled on the surface to be crossed.
Saving Throw: None
Cleric 3 spell



The recipient of this spell gains the ability to cross silently over flat surfaces at a normal pace (or still fluids at half-normal pace) without activating pressure-based traps or leaving any tangible trace. Elfs use this spell to prevent sinking in the snow and dirtying themselves.

Light

Range: 120'
Duration: 6 Turns + 1 Turn / level
underwater: range x1/2 x2
Casting Time: 1
Area of Effect: Volume of 30' diameter
underwater: range x1/2 x2
Components: Vocal *Nox Lumea*, *Nox Totalix*
Save: prevents Blindness
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell creates a sphere of 30' in diameter. If the spell is cast on an object such as a coin the light will move with the object. It will block all sight except Infravision. Light will cancel a Darkness Spell if cast upon it (But may itself be canceled by a Darkness Spell). If cast upon an opponent's eyes, it will cause blindness when the Save fails until cancelled, or until the duration ends. A blinded creature attacks with a penalty of 6 on attack rolls, a -4 on all Saves and a +4 penalty to his AC for the duration of the blindness. His movement will be reduced to one third normal if unguided, if guided to twothird normal. If the Saving is successful, the light appears in the air behind the intended victim fixed on this particularly spot.

The reversed form of this spell creates a sphere of darkness 30' in diameter. If the spell is cast on an object such as a coin, the darkness will move with the object. It will block all sight except infravision. Darkness will cancel a Light Spell if cast upon it (but may itself be cancelled by a Light Spell). If cast upon an opponent's eyes, it will cause blindness when the Save fails until cancelled, or until the duration ends. A blinded creature attacks with a -6 on attack rolls, a -4 on all saves and a +4 penalty to his AC for the duration of the blindness. His movement will be reduced to one third normal if unguided, if guided to two-third normal. If the Save is successful, the darkness appears in the air behind the intended victim fixed on this particularly spot. The magical darkness created by this spell (or any other similar magical effect) is much blacker than the darkness that normally prevails in the wilderness at night, even under a moonless or overcast sky. The maximum safe movement rate under this lightless condition is much lower than natural darkness, only 3'(1').

Darkness



Life Drain

Range: touch
Duration: special
Casting Time: 6
Area of Effect: creature touched
Component: vocal *Crucio*
Save: halves
Cleric 3, Exorcist 3, Humanoid Shaman 3
spell. uncommon

By casting this spell and touching another individual, a priest can fortify another's lifeforce at the expense of another living creature. This spell allows the priest to drain 1d8 hp+ 1 point per level of the caster. The victim will fall prone for 1 round while the hit points will flow as energy toward the caster. The priest will immediately benefit from these additional hit points., or can transfer them to another individual within four rounds of the casting of the spell. The stolen hit points can increase those of the recipients beyond normal maximum, though these additional hp last only for up to 1 turn per level of the caster. Any damage suffered by the subject is first (permanently) subtracted from these additional hit points. Though predominately employed by evil priests at the expense of innocents, the spell can be used by those of noble intent, but only if all participants act of their own accord. However, if the subject (the provider of the lifeforce) is unwilling, a successful saving throw vs. spells means the spell was partially resisted and only half the hit points were drained (round up). Undead can neither benefit nor be harmed by life draining. It is however, possible for an Undead priest to drain hi points from a living subject and bestow them on another living ally.



Lighten Load

Range: 30 yards
Duration: 1 hour/level
Casting Time: 2
Area of Effect: 10' cube
Save: None
Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 3, Druid 2, Dervish 2 spell.

This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can all be made more portable by use of a lighten load spell. This spell affects one pile of objects whose volume is equivalent to a 10' cube; after the spell has been cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items. An object affected by lighten load can be used normally; the spell has no effect on an object's mass, texture, size, strength, or other physical features.



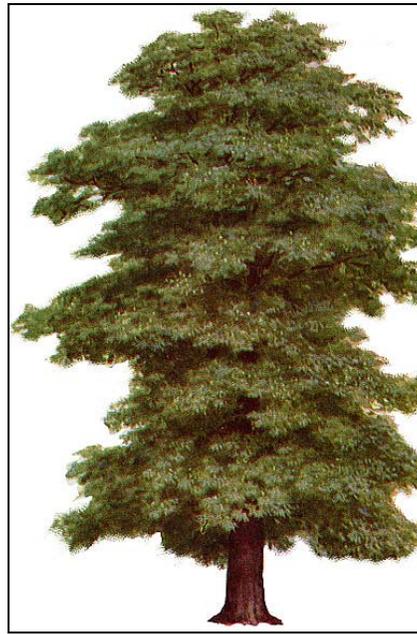
Liveoak

Range: Touch
 Duration: 1 day/level
 Casting Time: 1 turn
 Area of Effect: 1 oak tree
 Save: None

Druid 6 spell.

This spell enables the caster to charm a healthy oak tree to cause it to serve as a protector. The spell can be cast on a single tree at a Time. While a Liveoak spell cast by a particular caster is in effect, he can't cast another such spell. The tree upon which the spell is cast must be within 10' of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect. The Liveoak spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the Caster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying sacred mistletoe" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The Liveoak spell triggers the tree into animating as a Treant of equivalent size, an AC0 / AV6 and with two attacks per round, but with only a 30'/10' movement.

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a dispel magic spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a plant growth spell, which restores 3d4 damage. A plant growth spell used in this fashion doesn't increase the size or hp of the Liveoak beyond the original value.



Tree-Size	Height	HD	Dm/Att.
Small	12'-14'	7-8	2d8

Living Ward

Range: Special
 Duration: 1 turn/level
 Casting Time: 2 turns
 Area of Effect: 5'cube / level
 Component: Vocal *Alohomara*
 Save: None

Evil clerics 5, Humanoid Shaman 5, Exorcists 5 spell. Rare. Only used by evil and/or undead priests.

This spell, the reverse of the Undead Ward, prevents any living person from entering the area of effect. Animals and monsters are not affected by the ward. The caster can protect a cube-shaped area with sides that are 5' long per level of the caster. For example; a 15th level caster can create a cube that is 75 feet on each side. This cube can be wholly or partially placed inside a structure, the ground or even floating in the air and will stay there until dispelled. Any living individual attempting to enter the area of the spell is "turned" as if an undead monster. Use the character's level and the turn living table to determine the chances and how the individual is affected.



Turning Table Living	2d6 Level Cleric																
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	22-36
1 HD/Level	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6	4d6
2 HD/Level	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6	4d6
3 HD/Level	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6	4d6
4 HD/Level	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	3d6
5 HD/Level	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6
6 HD/Level	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6	3d6
7-9 HD/Level	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6	3d6
10-12 HD/Level	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6	3d6
12-15 HD/Level	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6	2d6
16-21 HD/Level	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6	2d6
22-25 HD/Level	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6	2d6
26-30 HD/Level	-	-	-	-	-	-	-	-	-	11	9	7	T	T	2d6	2d6	2d6
31-33 HD/Level	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	T
33 HD/Level +	-	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T

In any given round, the spell can only affect the first 6 creatures. This is the reason why this spell is most effective in small corridors where less than this number can try to pass. Those trying to pass that exceed the limit of 6 creatures (the 7th, 8th, etc.) are not affected by the spell, but may become affected upon leaving the area, as they are the first 6 creatures. Even if the roll (2d6) indicates xd6, the creatures are merely forced out of the warded area. An individual can only make one attempt ever to enter the ward. Living creatures within the area of effect when the spell is cast are unaffected. Syll, should they ever leave, they may not be able to get in. this spell can be cast by a living priest, but is particularly effective when used by undead creatures. Count Strahd von Zarovich has a high-level minion who is able to cast this spell for him, should he ever need it.

Locate (Animals or Plants)

Range; caster only
Duration; 6 Turns (1 Hour)
Casting Time; 1 r
Area of Effect; 20' wide path 20 yards /
level long
Component; Holy Symbol
Save; none
Druid 1, Humanoid Shaman 1, Dervish 1, Shaman
1spell

The caster can find the direction and distance of any single one desired type of animal or plant. He can locate (as Locate Object) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent (int.6+) creature or plant. The caster is facing the direction, Concentrates and thinks of the animal or plant for 1 round, and then knows if any such animal or plant is within range. If so, the exact current distance (animals move ya know) and proximate number present is learned.

During each round of the spell's duration (that is, only a 20 foot wide path 20 feet long per level of the caster can be known). There are druids belonging to specific immortals who are barred from finding some plants and/or animals. (DM!!). while the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline; common= 50%, uncommon=30%, rare=15%, and very rare=5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most spell component or those for magical research are rare to very rare. The result of this spell are always determined by the DM. The animal or plant gets no Save. Tactics: This spell is most often used to find specific plants. This spell can halve searching penalty for specific herbs if used to make druidic brews.



Locate Object

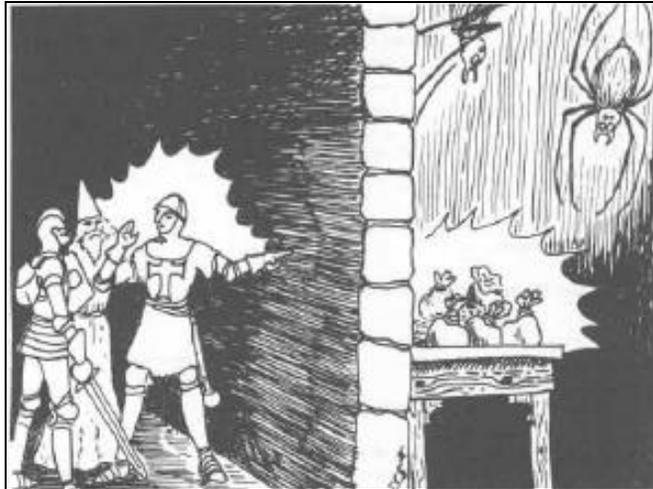
Range: Cleric only
Duration; 6 Turns
Casting Time; 1 Turn
Effect: Detects one
object within 60
yards + 10 yards /
level
Components; a piece of
lodestone
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid
Shaman 3, Druid 3, Dervish 3, Shaman 3
spell.

This spell allows the Cleric to sense the direction of one known or familiar object. The priest casts the spell, slowly turns around, and senses when he or she is facing in the direction of the object located within spell range—for example, 90 yards for a 3rd level priest, 100 yards for a 4th, 110 yards for a 5th, and so on. The spell locates such objects as apparel, jewelry,

tools, weapons, or even a ladder or stairway. It gives no information about distance. It can detect a common object with only partial description (such as stairs leading up) but will only reveal the direction to the closest such object. To find a specific object, the Cleric must know exactly what the object looks like (size, shape, color, structure, materials, etc.). once the caster has fixed in his or her mind the item sought, the spell locates only that item, if any. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to be the actual item, the spell does not work; in short, desired but unique objects cannot be located by the caster unless they are known already. (i.e. handled before). The spell is blocked by a layer of gold or lead or 1 foot of stone holding one of these elements. The spell will not locate a creature or creature parts still connected to a creature.

The reverse, **Obscure Object**, hides an object from location by spell, crystal ball or similar means for 8 hours. The caster must touch the object being concealed. Neither application of the affects living creatures or items carried by living creatures

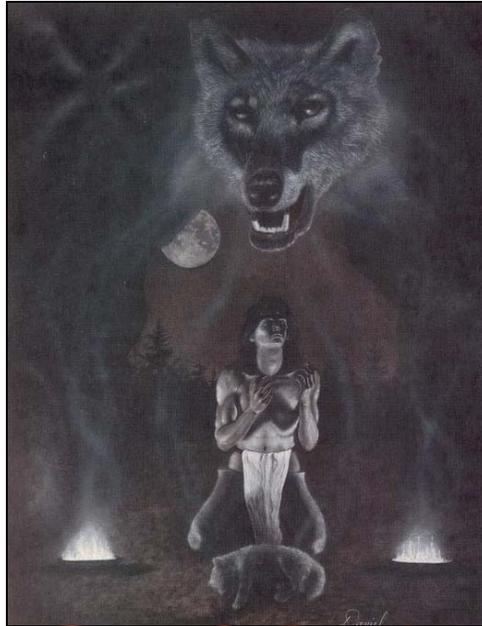


Locate Totem

Range: Shamani only
Duration: 6 Turns
Casting Time: 3
Effect: detects one object within 120'
Save: None

Shamani 2 spell.

This spell can only be cast by someone whose Totem spirit is known to the Shamani weaving it. once cast, it reveals the distance and direction to the nearest example of an individual's Totem Spirit. For the next hour (6 Turns), that Shamani will know whether he is closing on, moving away from, or remaining equidistant from the nearest totem animal of the subject. In order to invoke the spell, the Shamani must touch the spell's subject on the forehead and focus his thoughts on the type of animal to be found. This spell is very similar to the link Goblins make with their wolf companion.



Log of Everburning

Range: Touch
Duration: 1 hour/level
Casting Time: 1
Area of Effect: Special
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1 spell

This spell increases the amount of Time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash. This spell doesn't cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount

of heat; thus, a single log can make a cozy fire. The affected wood radiates magic. The Cleric may enchant up to 1 cubic' (the size of a normal log) of wood per level of experience. The spell is effective on torches. The fire can be extinguished normally.



Log to Lizard

Range: 30 yards
Duration: 2 r / level
Casting Time: 7
Area of Effect: 10 feet cube
Save: none

Cleric 4, Humanoid Shaman 4 spell. Very Rare (lost cultures, Ancient)

This is a special derivation of the 4th level priest spell, Sticks to Snakes. It is known today (and probably was last recorded regular use was the empire Morgreth prior to that of Nithia.) only to certain members of Lizard-men cults and Shaman or witch-doctors. Except as noted here, it is virtually the same as that spell. The spell must be cast on a sizable log. For the duration of the spell, the log is replaced by a giant lizard with as much HD as the caster has levels. Each HD has a full 8 hit points. Thus, a 7th level caster turns a log into a 7 HD giant lizard with 72 hit points. The lizard brought forth is a typical giant one, but its bite is poisonous (actually infectious). It inflicts not only an infection, but also causes 1d8 points of poison damage, and the victim must save vs. poison or die (onset 2d8 rounds).

The reverse of this spell, lizard to log, besides reversing the effect of this spell, can change any non-magical lizard-like reptile (not dragons) into a log for the spell's duration, if a saving throw vs. spell is failed. If the HD of the lizard exceeds the level of the caster, the spell fails.



Longevity

Range: Touch
Duration; permanent
Effect: any one living creature
Casting Time; 1 day
Save: None

Healer 5 spell.

When the Cleric casts this spell it will remove 10 years from the age of the character the spell is cast upon., The recipient must remain in a silent unmovable (minimal) position for the whole casting Time or the spell will fail. This spell will counter the effects of aging caused by a staff of withering, a Ghost attack, or similar ways of magically aging. This spell can't be cast more often on a character than five times in its natural lifetime. When the spell is cast more often it will age the recipient 10 years instead. This spell is used in the creation of a potion of longevity. This spell will also not work on a character younger than adult age (which is lower than 20% of their natural age), but could bring a character far into this age category (10 years maximum of course).

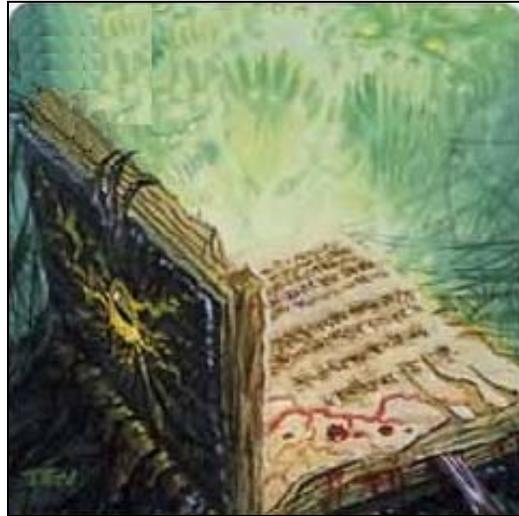


Lore

Range: Shamani only
Duration; Permanent
Casting Time; Variable, from 1d4 Turns to several weeks
Effect: Reveals details of 1 item, place, or person.
Save: None

Shamani 7 spell.

By means of this spell, The Shamani may gain knowledge of one item, place, or person. If the caster holds the item being studied, the spell takes 1d4 Turns to complete, and the Shamani learns the items' name, method of operation and command words (if any), and approximate number of charges(if any, within five of the correct number). If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each Lore spell used, and the spell will nor even hint that the object has more functions. If the spell is being used to investigate a place or person, or an item which the caster is not holding, the spell may take 1d100 days to complete. A pure legendary topic should require large amounts of Time, and the information gained may appear in the form of a riddle or poem. If the Place is large only general information will be revealed, as is with a person of great power. Under these circumstances will this spell not even hint that the character or place has more power or functions than the spell now revealed. When this spell takes more Time, the caster may take small amounts of rest between the casting. These periods may last no longer than 4 hours, and directly followed by at least 4 more hours of divination, before resting again. When rested more the spell can cease to exist or reveal false information, and when not resting at all during casting, can mentally damage the caster(up to the point of madness or even death after several days) The casting of this spell on an artifact could take much longer (even up to several years) and thus preventing the caster from casting other spells, since an almost continues concentration is needed to gain the knowledge south for. Vocal Component; Cyrinishad.



Madness

Range: 120'
Duration: permanent until dispelled
Casting Time: 9
Area of Effect: causes insanity
Save: negates

Shaman 6 spell.

This spell causes insanity in any intelligent creature. The Victim may roll a Save vs. spells to avoid the effect, but there is a -4 penalty to the roll. When the spell is cast at several creatures at the same Time the Save will be penalized by one less per extra creature affected in spell range. The madness lasts until removed by a Dispel magic spell (at the normal chances for success) or by a Cure-All spell. Madness can take any one of the following forms as chosen by the caster, but only one form at the same Time;

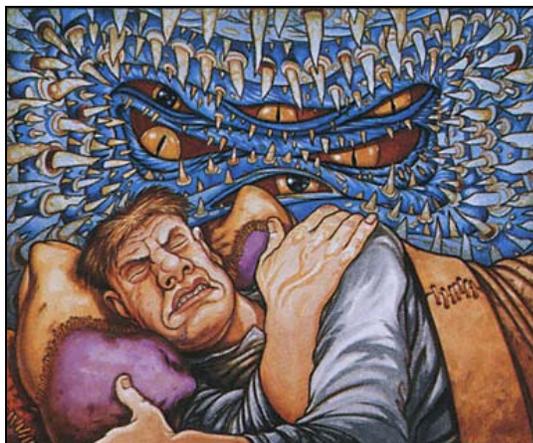
(Time)=Despair: The character is consumed by a great feeling of hopelessness. Nothing he does will do anything to improve matters. It's far better to do nothing, that way things might improve on their own accord.

(Energy)=Fear: The victim becomes afraid of everything. Every creature, animal, blade of grass, etc., is after the character. The character immediately flees away from the caster in search for a safe place to hide from all the menacing entities after him.

(Thought)=Feeblemind: The victim's Intelligence is reduced to 2. The victim can do nothing other than drool and be led around by other characters. The only functions of his brain are the rudimentary ones, breathing, heartbeat, eye-movements, sleep when tired, chew or puke when swallowing, and so on. Not even urinating will be done as normal.

(Matter)=Love: The victim falls madly in love with the first character, monster or animal of the opposite sex (or the same sex if he is homosexual) he sees. The victim refuses to leave his loved one, and is unable to do any thing other than stare lovingly into the eyes of his hearts desire. (the character can even be hurt or killed by the "loved one" without inciting any reaction. When the "loved one "dies or is gone the character tries to do anything to restore this, and in the mean Time is overrun by dread sorrow.

(Entropy)=Rage: The victim is confused by a burning rage to destroy anything and everything. The character goes berserk attacking everything in sight. Caster use first all their spells, while other characters attack with weapons or bare hands. A character can even spend all Time trying to destroy a tree or rock. When the object of rage is "defeated" another will be found within visual range.



# in range	save
2	-3
3	-2
4	-1
5	0
6	+1
7	+2
+1	+1extra

Magic Creeper

Range: touch
Duration: 2 r +1r/lvl
Casting Time: 1 r
Area of Effect: vine up to 20 feet long
Save: none

Druid 1spell. Very rare

This spell allows the Druid to temporarily animate up to 20 feet of a single natural vegetable vine or creeper. The caster can then command the affected vine to knot or unknot itself, move along most surfaces (including walls and ceilings). Not metallic, or polished stone. At a movement rate of 30'/10, or attack enemies. The vine can be left attached to its parent growth, or a suitable length can be cut before the spell is cast. To make the vine perform any of these actions, the druid must concentrate for an entire round and the duration of the action. Any knots or wrappings remain in place after the druid stops concentrating. The vine attacks as the druid and has an Armor Class of 5 and an Armor value depending on the origin of the vine of 0 to 3. the round after it wraps around a subject and each round thereafter, as willed by the druid, the vine inflicts 1d4 points of constriction damage. Further, the subject must save vs. paralysis or be tangled. The first missed save gives the subject a -2 penalty on attacks, AC and saves, the second missed save immobilizes the subject completely. A successful strength check of 15+AV vine snaps the vine outright; a single blow of 5 or more points of damage severs it. Otherwise it can withstand of 15 points of damage from edged weapons or damage producing magic. The spell ends when the duration expires or when the vine is severed or destroyed. Higher level Druids can animate an additional 20 foot length of vine per 4 levels of experience. This additional length can be the same vine or several different vines within a 10 foot radius. The vine can of course move out of range of the casting area of 10 feet, but can only be directed at any target or area the caster can actually see. If the vine has any thorns the damages are increased by 1d4+1/AV of the vine.



Magic Font

Range: Touch
 Duration: Special
 Casting Time: 1 Hr
 Area of Effect: Special
 Components: Holy Symbol and Font
 an trapping which are not consumed, and 1 vial of Holy water / minute scryed.
 Save: none

Cleric 5 spell.

This spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest has at least 32 Piety Points (PIP). The basin of the Holy Water becomes similar to a Crystal Ball. For each vial of capacity of the basin, the priest can scry for one minute, up to a maximum of one hour; thus, the duration of the Magic Font spell is directly related to the capacity of the holy Water receptacle. The Holy water will evaporate at the rate of 1 vial per minute scrying. The DM will know the chances that the subject observed is able to prevent or detect the scrying. Priests can thus easily scry upon followers of lower level than their own (any class) without means to prevent it, if these persons are loyal followers of the feith the cleric has and have at least 5 PIP (at this moment the Immortal loses interest in that follower and refuses to grant the extra power needed to break through Prevent Scrying methods). Of course, when the subject scryed upon does not try to prevent the scrying, the priest can see what he wants.



Holy Fonts

A Holy Water Font is a specially bless basin of finew workmanship and precious metal (copper, Silver, Electrum, Gold, or Platinum or more rarely Mithril), engraved with the holy symbols of the Immortal. It is mounted in a special repository of finely crafted and carefully worked rare wood, with a base, pedestal, chest-like holder, and lid—the whole being known as a font.

To create Holy water (unholy water in the case of Evil priests), the priest , robed in the formal vestments of his or her religious persuasion, casts the following spells in succession; Create Water, Purify Food and Water (Evil Priest reverse this spell), Bless (or blight for evil Priests), chant for 1 Turn and finally Prayer. Typically, the ceremoby is performed no more than once a week; enough for the daily needs of the priesthood.

The amount of Holy water created depends on the metal of the receptacle (see table). Once created, the holy water cannot leave its font for more than 1 Turnwithout losing its efficacy, unless it is placed within a specially blessed vial of crystal—either rock or leaded glass. An empty vial is worth 2-5 gp. Fonts and basins are constructed and designed by special order, the process taking 2d4+2 weeks. Variations on the standard fonts, exist pere different immortals, with the following table values as a guide.

Metal	Capacity	Basin Cost	cost
Copper	6 vials	130-180 gp	200 gp
Silver	10 vials	1900-2400 gp	500 gp
Electrum	18 vials	8000-12.000 gp	1000 gp
Gold	32 vials	19.000-22.000 gp	1500 gp
Platinum	50 vials	110.000-200.000 gp	2000 gp
Mithril	100 vials	250.000-450.000 gp	4000 gp



For example, a copper basin chased with silver and set with silver rim and handles would hold 8 vials and cost 50% of the copper basin cost and 50% of the silver basin cost. Capacities are limited by the Immortals to prevent the excess use and supplies of Holy Water as it drains minute

power from the immortal's realm. It is thought that immortals find fonts constructed of more costly materials more pleasing, and favor them accordingly.

Magical Stone

Range: touch
Duration: special
Casting Time: 1
Area of Effect: special
Components: Holy symbol, three small pebbles, unworked by tools or magic of any type.
Save: none

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

When this spell is cast, it temporarily enchants up to two small stones (no larger than sling stones), a Cleric may hurl these at an opponent (even both together) for 1d6+1 damage each. These stones are considered +1 weapons for determining if a creature can be struck, and the magic of each stone lasts for one half hour or until used. To use this spell, the Cleric must find the stones, hold them in his or her hands (one in each), and then cast the spell.



Magical Vestment

Range: touch
Duration: 6 rounds per level of the caster
Casting Time: 1 round
Area of Effect: caster only
Save: None

Cleric 1, Healer 3, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 Shadow Elf Shaman 1 spell.

When this spell is cast, the Cleric can turn his vestments into magical armor equal to chain mail (Armor Value 4). The vestment can't be worn with any other armor, bracers of Defense, or any type of protection item or spell. Thus, if the Cleric is under the influence of a bless spell, wearing (not just possessing) a ring of protection, under a scroll of protection from Lycantropes, etc., he or she can't use a magical vestment spell, nothing will then happen when this spell is cast. However, if the vestment is being worn alone, it will become +1 for Armor Value, for every four levels of the Cleric, up to a maximum of +4, and it also allows immunity to magical missiles for the duration of the spell effect. These effects, however, will start to count from the moment they would normally start to effect, thus it could be that the effect ends before the magical vestment reaches its end of duration. This spell will have a double duration in the Cleric's own temple, or in the Cleric's private quarter within a temple, church, abbey, etc., provided that he or she has a small consecrated altar in those quarters. The Cleric must be conscious for the vestment to retain its magical properties. If the Cleric is blessed or cursed in any way or puts on any other sort of magical protection, the dweomer of the magical vestment is lost immediately. The vestment will also lose its magical protection if the Cleric sets' on desecrated or evilly enchanted ground, or when the spell was cast in a temple or such, and the Cleric sets' outside the consecrated temple area. When in a temple or church, or when the Cleric class is a Healer, it is uncommon for a Cleric to be wearing armor or shield of any kind, and thus the Immortal granted their followers this spell to be used in those circumstances that could prove harmful to the Cleric, while still needing to uphold the Clerical standard (and not that of a fighter).



Maintain

Range: Touch
Duration: 1 day/level
Casting Time: 1 Turn
Area of Effect: creature touched
Components: At least a week's worth of undepleted Cinnabryl. This must be touched to the recipient's head at the end of the casting. The caster touches the target creature while reciting the verbal components to activate the spell.
Save: none

Cleric 3 spell. Common on the savage Coast. Virtually unknown elsewhere.

The affected creature is maintained at his or her current stage of the Red Curse effect for the duration of the spell. A recipient will still suffer the loss of the affected ability point. The use of a Cinnabryl gained ability by the protected creature immediately dispels the Maintain spell. The spell does not prevent the loss of the initial ability point, nor does it eliminate or heal any detrimental effects. It does not work on inheritors. If the recipient is affected by a successful Deplete spell (for which the caster need only make a normal attack roll without the -4 penalty) the Maintain spell immediately ends, and the full effect of the Deplete spell is instantaneously applied. Since Cinnabryl is difficult to find in some places, priest developed a spell to counteract some of the Red Curse effects. After some work, wizards were able to duplicate the spell's effects. This spell is used throughout the Savage coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects and keeps most of the common folk in these towns from gaining Cinnabryl magic.



Major Curse

Range: Touch
Duration: Permanent.
Effect: Special
Save: Negates
Casting Time: 16

Cleric 7 Humanoid Shaman 7, Druid 7, Dervish 7 spell.

By touching a victim, the caster bestows a major curse upon him. The caster can choose whatever effect or parameters he wishes from the following list. The victim is allowed a Save vs. Spells; if successful the curse will be negated in 20-Wisdom victim turns. Only a wish or the remove major curse spell will eliminate any of the major curse effects. While not necessarily life threatening to the cursed character, can be so to others around him. It is also possible to create a curse a curse that changes its baneful effects at random intervals so that one moment (or Days) the victim suffers curse X and the other moment curse Y. The caster must determine the Time intervals at the moment of casting the curse.



Age Progression:	This curse ages the accursed from 10d6 years or the Demihuman equivalent. This can result in Death by age.
Age Regression:	This curse makes the accursed younger by 10d6 years. This can result in Death by youth(a fetus, or less).
Agonizing Pain:	The accursed is wracked by continual pain. This reduces Dexterity, reaction Time, attack rolls, and any saving throws involving Dexterity, all by 6 points. Hp are reduced by 25% so long as the curse is in effect. Furthermore any spell-casting has a 50% chance of failure.
Alteration, Gender:	The permanent change of one's sex can be disconcerting.
Alteration, Race:	The accursed becomes another race: Dwarf, Elf, Human, Halfling, Humanoids, etc. . All racial abilities are lost, and the new ones must be learned.
Alteration, Sub-Race:	This change involves an alteration within the same genus, as in change from wood Elf to aquatic Elf or White skinned Thyatian in a Copper skinned Alpathian.
Amnesia:	This is a total loss of memory (not survival and Self-preservation skills associated with being an adult, movement, and racial skills are not lost but the character just forgot how to use them).
Aura, Antipathy:	The accursed radiates an aura that causes creatures surrounding him to have hostile feelings towards the accursed. Charisma is virtually 10 points lower than normal, even among close friends and family. All reaction checks register as hostile.
Aura, Attraction:	Aside from attracting the unwanted affection of everyone the accursed comes in contact with, the cursed individual might find himself in the middle of many an armed confrontation between two such creatures wanting the accursed's attention. Note that it is not healthy for some creatures to be too friendly toward the accursed(Porcupine, Dragons, Elementals, etc.).

Blindness:	Much like the spell of the same name, but this can't be dispelled by any means other than a wish or remove major curse spell. A Cure blindness will not return sight.
Breathing, Air:	Imagine its effects on a sea dweller, especially if the recently accursed is under water at the Time of effect.
Breathing, Water:	Imagine its effects on a land dweller, especially if the recently accursed is on land at the Time of effect.
Conditional Petrification:	If the cursed person does a certain act, he turns to stone. The caster decides which effect and the trigger. For example, the accursed might turn to stone if he is exposed to sunlight. Depending on the nature of the casting of the curse, the accursed may or may not know the nature of his problem. A stone to flesh dispels the effect of this curse, but not the curse itself. Also will the effect last only as long as the act or trigger is activated.
Conditional Death:	If the cursed person does a certain act, he dies. The caster decides which effect and the trigger. For example, the accursed might die if he is exposed to sunlight. Depending on the nature of the casting of the curse, the accursed may or may not know the nature of his problem. A raise dead(fully) dispels the effect of this curse, but not the curse itself. Also will the effect last only as long as the act or trigger is activated.
Confusion:	Whenever the accursed comes under circumstances of extreme duress (which consequently, is often found while adventuring) he acts as if under the effect of a confusion spell.
Deafness:	Not being able to hear what s said, having to learn to read lips, and having to discover new ways to be ware of one's surroundings are not stymie any adventurer. The inability to hear one's own words (when unused to being deaf) creates a 25% chance of spell failure during casting. He is also easily surprised(95%) unless he is looking exactly in the direction someone is coming from(in which case he is surprised normally.
Deafening Voice;	Every word that leaves the target's mouth comes out deafening loud. A whisper sounds like ten men shouting, a yell like a flight of Dragons roaring.
Disfigurement;	This is a serious deformation of the cursed person or creature's body.
Gelatinous Form;	Nearly every being, with the exception of the Tanar'ri Lord Jubilex and his contingent of Slimes and Oozes, agrees that it is a horrible fate to become a blob. Spellcasting and weapon use are all but impossible.
Growth;	Being Giant-sized isn't a problem? What if you're a Halfling and suddenly the size of a Hill Giant? It is up to the caster whether a victim's clothing and gear grow with him.
Deadly Halitosis;	This atrocious case of bad breath has an effect equal to that of an Cloudkill effect.
Insanity;	Often confused with a simple Feeblemind spell, this curse is much more powerful. Any person attempting to remove the curse by any other means is also affected by the curse if they fail a Save vs. spells. One who successfully saves has a chance of becoming Confused as per spell of the same name. Of course, they are allowed a Save to prevent this.
Multiple Personalities;	The cursed person might mistakenly assume that he is having bouts of temporary amnesia. Each of his 3d4 personalities has no knowledge of the other existence's nor recollections of memories gained by them. A good player and DM may create different statistics for each personalities, but corporeal statistics(Str, Dex, Con, Com, are not affected of course, for this curse is mental. It is possible for having monstrous or sexual different characters. It can even be that the personalities are real, and the curse called them from Limbo. Then the curse can be only dispelled if each character's personalities personal goals have been completed, or given up by that personality.
Muteness;	This eliminates ability to cast spells that have verbal components.
Polymorph;	This is another typical curse. Only a Wish or remove curse spell can return the character to normal; one can't use a Polymorph Other spell to return the accursed to his original form.
Shrinkage;	This curse turns a man-sized person into a pixy-sized person
Touch, Chilling;	The accursed person's touch causes 1d10 damage of freezing damage. This can't harm Undead or creatures immune to cold. While this can be used as a weapon, it causes problems in normal social interaction. Also will all liquids be frozen solid when touched. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Touch, Flora Wilting;	Often called the Druid's Bane, this curse is sure to attract the hostile attention of nature lovers, Druids, and Forest Dwellers, and end any career plans in gardening or horticulture. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curse effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Touch, Petrification;	The accursed can turn Flesh to Stone by a simple touch. As with other touch curses the target of the spell has no control over whom is petrified by his touch. While this may seem a benefit in combat, it soon proves to be a curse. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Touch, Poison;	The accursed's touch is instant Death. The creatures touched get a Save vs. Death Magic, but this is at a penalty of -4. Undead are not affected. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.

Touch, Scorching;	The accursed touch causes 1d10 points of flame damage and ignites combustibles. Unfortunately, the accursed's clothing and equipment are not immune to the effects of the flames that envelop the victim's hands. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Touch, Shocking;	The accursed's grasp delivers a jolt of electricity to the person touched. This causes 1d10 damage. Combustibles on or in close proximity to the accursed are ignited. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curs effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Touch, Withering;	The accursed touch drains 1d10 years from those touched, unless saved vs. Death Magic at -5. After touching other living creatures the caster feels nauseated, unable to perform for 1d4+1 rounds. Gloves do not prevent the curse effects from being transmitted. The touch can extend the "touch" to any physical contact, not just hands.
Undeath;	This is believed how Skeletal Warriors originated. This curse transforms the Target instantly into an Undead creature. He retains all Intelligence and former abilities. The accursed is under the caster's control unless the caster doesn't specify it as so or the caster dies. A Raise Dead reverses the curse. The accursed will be unable to function in day light, and all other effects , such as the target's body beginning to decay or disscate will happen as normal dead corpses.
Vulnerability;	Superman's bane was Kryptonite; what will the accursed's be? It is up to the caster what single substance weakens and destroys the target creature. Water, Air and such materials can't be used as such.
Weakness;	Similar to the Minor Curse weariness, this is a much more potent spell. The Cursed character is unable to do anything for himself. Constant attention by another will be necessary for daily survival and necessities.
Withering;	Regardless of how much is eaten or if Magical items are employed (such as a ring of Sustenance), the accursed continues to lose weight until he perishes from starvation.
This spell is <u>not</u> affected by a Clerical Remove Curse spell!!! Only a Magic User could remove the effects of this spell. The use of this spell is a Chaotic and evil act. And most Immortals refuse the usage of this spell (even some Entropic Immortals).	

Major Ward

Range: Touch
Duration: 1 Hour
Casting Time ; 3 rounds
Effect: Hemisphere of 10' radius
Components: 7 gems (may be of different types/values) valued at no less than 250 gp each. They are consumed in the casting.
Save: Special

Cleric 5, Healer 6, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5 spell.

This is a stringer variation of the Minor Ward spell. It can only be brought down by certain of the spells that affect a Minor Ward: a damaging spell (Fireball, Lightning Bolt, Cone of Cold, meteor Swarm or any other spell that does at least 50 damage, or a Disintegrate, Wish spell. As with the minor Ward spell, Dispel magic has no effect on it. The Major Ward will remain up until the Cleric casting it becomes unconscious. The material components for the spell are seven gems (they may be of different types and values) valued at no less than 500 gp each. They are consumed in the casting. The ward will have a soapy texture colored like the gems used in it. It should be noted that the Major Ward affords no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a Ward can't Teleport, travel astrally, use a Word of Recall, etc. unless the Ward is brought down first. Also can the person(s) inside be affected by Earth spells like Earthquake.



As with the minor Ward spell, Dispel magic has no effect on it. The Major Ward will remain up until the Cleric casting it becomes unconscious. The material components for the spell are seven gems (they may be of different types and values) valued at no less than 500 gp each. They are consumed in the casting. The ward will have a soapy texture colored like the gems used in it. It should be noted that the Major Ward affords no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a Ward can't Teleport, travel astrally, use a Word of Recall, etc. unless the Ward is brought down first. Also can the person(s) inside be affected by Earth spells like Earthquake.

Mark of Brotherhood

Range; Touch
Duration; Permanent
Casting Time; 1 Turn
Area of Effect; Creature Touched
Components; a special coin bearing the Priest's Clan insignia on one side and the symbol of the Immortal on the other, still hot from the forge, this symbol is clasped between the palms of the recipient (inflicting 1d4 points of damage) as the spell is cast. While the coin appears to be absorbed into the recipient's flesh, it is actually consumed when the priest touches the subject.

Saving Throw; None
Dwarf 2 spell. Very rare.

Available to all dwarven priests, this spell places a magical glyph on each of the recipient's hands. The symbol varies according to the priest's Immortal (Kagyar mostly but also Ka, Garal) and Clan (8), marking one of the recipient's hands with the priest's clan insignia and the other hand with the symbol of the priest's Immortal. Once in place, the mark of brotherhood becomes invisible. Thereafter, only those who possess an identical Mark of Brotherhood are able to see it, magical detection notwithstanding. A Mark of Brotherhood is a permanent fixture unless the recipient commits some offense against the Clan or religion associated with the spell, be it physical harm, political sabotage, or the like. If such an act is committed, the mark of Brotherhood flares with the light of molten steel, searing the recipient's hands with 2 points per level of the caster at the moment of casting and leaving behind visible scars from the ordeal. This damage is derived from pure divine energy; immunity to fire or heat provides no protection. Furthermore, while the inflicted damage can be healed, the scars are permanent, resisting spells like Heal, Cure-All, Regeneration and penetrating magical disguises including shapeshifting powers and illusions. Only after the subject has made amends for the offense (usually involving a quest on behalf of the offended party) can the scars be removed. In any case, the Mark of Brotherhood is negated if so triggered. The purpose of this spell is to allow recipients to recognize one another and know who their friends are. It also serves to vindicate recipients who are falsely accused of some transgression against the clan or religion. If the charges are accurate, the defendant bears the scars as proof. While this spell is typically reserved for dwarves, there is a precedent for its bestowal upon other races who have performed some great service on behalf of the dwarves.



Maskstone **Reveal Stone**

Range; Touch
Duration; 1 year / level
Casting Time; 2
Area of Effect; square, 1 foot /level
Components; An eyelash (from any creature) and a pinch of dust or sand. A scrap of gauze and a piece of phosphorus or a handful of iron filings.

Saving Throw; None
Dwarf 2 spell. Very rare.

This spell alters the appearance of stone to hide seams, openings, traps, runes, doors, and so on. The priest touches the central point of the area to be masked and visualizes what appearance is desired (hue, fissures, shape, and general appearance). The spell cloaks the stone with the visualized, long-term illusion. A caster of 6th level can cloak a second section of similar dimension, and a caster of 9th level a third section. Features of the stone under the Maskstone spell remain physically unchanged. A known door can be felt for and located in 1d3 rounds. Unless it has been used by the searcher before, determining its method and direction of opening is extremely difficult without a Dispel Magic spell to end the cloaking effect. Only characters with thieving skills have the necessary expertise. They can find catches, locks, and traps on such doors at a -15% penalty to their Find Trap rolls, unlock doors at a -10% to their Open Lock rolls, and remove traps at a -10% penalty to their Remove Traps door. A dwarf, Gnome, Xorn, or other subterranean dweller can tell by examination that the stone's surface has been magically masked, but not the nature of the true surface. Features affixed to the stone's surface (such as maps or inscriptions) are hidden by the magic. Treusight penetrates the spell.

The reverse of this spell, Reveal Stone, negates Maskstone. If not used for this purpose, it clearly indicates secret or hidden doors, panels, cavities, storage niches, catches, locks, and other deliberately hidden features by momentarily illuminating them with a glowing outline. These features are revealed if the stone has a Maskstone spell on it or if it is simply poorly-lit or confusing natural conditions.



Measure Cinnabryl

Range; 10 feet
Duration; Instantsaneous
Casting Time; 2
Area of Effect; 1 item of Cinnabryl
Component; Holy Symbol
Saving Throw; None

Cleric 1 spell. Common on the savage Coast. Virtually unknown elsewhere.

With this spell, the caster can measure the amount of time for which a single, visible item of Cinnabryl will remain useful in holdong off afflictions of the Red Curse. The amount of times comes to the caster's mind as if suddenly remembered. This spell is used throughout the Savage coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath



Meld

Range: 10 yards
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: One Cleric
Component; a miniature crystal chalice, worth no less than 1000gp, which is smashed as the casting is completed.

Save: Special

Cleric 5, Exorcist 5 spell. This spell is invented by a lost culture dating to 500BC.

This cooperative spell (also called Possession) requires only one Cleric to cast it, but can be cast only on another Cleric of the same faith. The recipient of the spell must voluntarily surrender himself to the spell. The recipient becomes a host for the caster. While the recipient doesn't lose his own persona or ability to act, the host can be dominated by the

caster at any Time. For the most part, this domination is complete. For the duration of the spell, the caster is essentially detached from his own body. He can neither move nor act on his own. The body remains in stasis behind. His mind is connected to the host's. He sees, hears, smells, tastes, and otherwise senses everything the host does. He can telepathically communicate with the host. Once the spell is completed, there is no limit to the range over which it can function. However, both the caster and host must remain on the same plane. Since the spell relies on telepathic communication, thin lead sheeting will effectively block the connection. When desired, the caster can dominate the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any spell he himself has memorized, provided that the necessary components are on hand. These spells function exactly as if the Cleric had cast them from his own body. The caster can return control to the host at any Time, restoring the character's abilities and personality without harm. The spell is not without limitations and risks. The domination must be voluntary, but can be charmed to accept. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination. He is then allowed a save. If successful, the spell immediately ends. Whenever the host suffers damage, the caster must make a save vs. death to maintain the spell. If the save is failed, a wave of pain is transmitted to the Cleric, causing 1d6 damage and canceling the spell. If the host should die, the caster must make a system shock roll with the risk of suffering instant death.



Meld into Stone

Range; 0
Duration; 8 r + 1d8 minutes
Casting Time; 6
Area of Effect; Caster
Components; Holy Symbol
Save; None

Druid 3, Dwarf 3 spell

This spell enables the priest to meld into a single block of stone. The stone must be large enough to accommodate the priest's body in all three dimensions. When the casting is complete, the caster and not more than 100 Lbs (1000cn) of nonliving matter merge with the stone. If the size or weight condition is violated, the spell is failed and wasted. While in the stone, the priest must remain in contact, however tenuos, with the face of the stone through which he or she has melded (he entered backwards while looking behind at that face), to prevent a violent expell. The priest remains aware of the passage of time; however, nothing that goes on outside the stone can be seen, or heard, or even feld. Minor physical damage to the stone does not harm the priest, but its partial destruction, , if enough so that the caster no longer fits, expells the priest with 4d8 points of damage. The stone's destruction (Disintegrate, Shatter, Melting, etc.) expells the priest, who is instantly slain unless a saving throw vs spells is made. The magic lasts for 1d8+8 minutes, the variable secretly rolled by the DM. At any time before the duration expires, the priest can step through the stone surface entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, the caster is violently expelled and suffers the 4d8 points of damage. The following spellsharm the priest if cast upon the melded stone; stone to Flesh expells the priest and violently causes 4d8 damage. Stone Shape causes 4d8 points of damage, but does not expell the priest (who can thus die in the stone and then being expelled violently suffering another 4d8 damage). Transmute rock to Mud expells and slays the priest instantly unless a succesful saving throw vs. spells is made. Passwall expells the priest without damage.

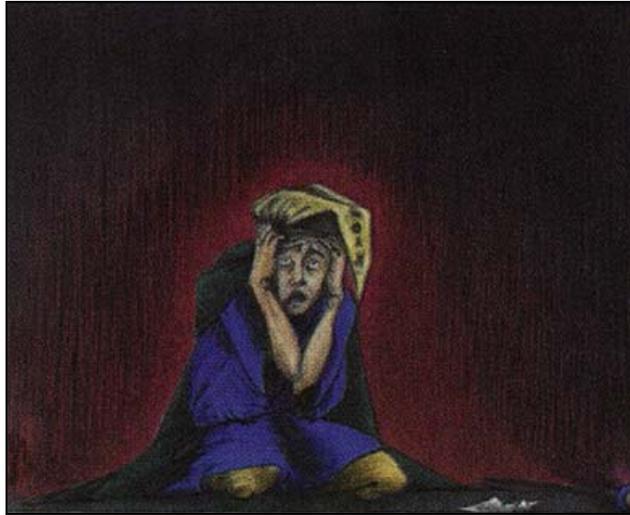


Memory Wrack

Range: 10 yards
 Duration: 2 rounds/level
 Casting Time: 1 round
 Area of Effect: One creature
 Save: Negates

Cleric 5, Healer 6, Exorcist 5 spell of Immortals of Air/Thought

This nasty spell "disconnects" the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject; he or she can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of Time they remain in short-term memory). Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the memory wrack took effect, but he is likely to have difficulty casting the spell as described below. The subject of this spell has a limited ability to act. He is restricted to one action at a Time and must concentrate mightily to keep the situation and any planned actions in short-term memory. As long as the subject is able to maintain concentration, he may act normally within these limits. If the subject is distracted (he is struck in combat, affected by a spell, startled, surprised, or a similar event occurs), he forgets everything that occurred from the onset of the spell to the moment of distraction. The subject must re-evaluate the situation as if it had just come to pass. Consider the following example. The subject of the spell is a soldier assigned to guard the entrance to a building. The Cleric arrives and casts memory wrack on the guard. The guard has no problem remembering his orders, since he received them before the onset of the spell. He also remembers the arrival of the Cleric. The Cleric now tries to convince the guard that he is authorized to enter the building. The guard refuses him entry. The Cleric now picks up a rock and throws it at the guard, striking him and distracting him. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. He forgets that the Cleric has already tried to con him and that he threw a rock at him. He must reevaluate the situation as though the Cleric had just arrived. The Cleric is free to make another attempt at entering the building. When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences ("By the Immortals, how did I get here?").

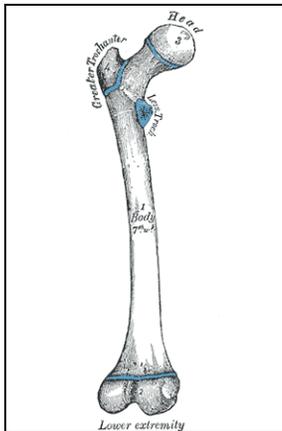


Mend Bones

Range: touch
 Duration: Permanent
 Casting Time: 10+(1 round per Break point cured)
 Effect: Cures Lvl+ Wis adjustment Broken bone points.
 Component: Vocal *Repara Skeles*
 Save: Negates pain

Cleric 3, Healer 2, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 spell Since 1009 AC Especially by Chardastes who invented the spell, but some rare Immortals with healers also grant this spell to their followers (if requested).

This spell will cure broken bones as according the following basic rule. Any bone that could be restored by a Cure Wounds effect counts as according the table. The character generates a Curing Power equal to his level adjusted by its character can restore break points for each Curing power point. But a break will not be cured if not all its break points are removed this way. A broken Neck needs a Mend Bones together with a Cure Paralysis, and a broken Back needs a Cure All/Heal respectively. The conscious character may make a Save vs. spells penalized by the Pain Factor (see table) to negate the pain. If failed the curing will cause such tremendous pain that the character can't remain silent unless restrained somehow, and silenced. This recent (1009 AC) addition to the Healer spell list is spread over all Immortals which make use of Healers, or which followers promote a healthy life. Other Immortals refrain of granting this spell to their followers by diverse reasons.



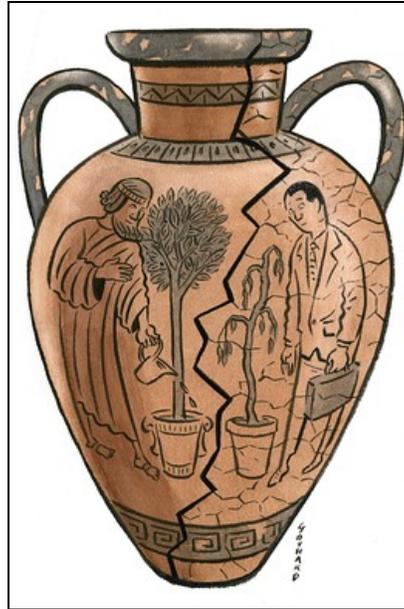
Broken Bone	Break Points	Pain Factor
Skull	1	1
Jaw	1	2
Neck	Special	4
Keybone	3	3
Shoulder	2	5
Arm	1	3
Hand	2	4
Back	Special	8
Rib	1	6
Hip	3	5
Leg	2	4
Ankle	1	5

Wisdom adjustment. The

Mending

Range; 30 yards
Duration; Special
Casting Time; 4
Area of effect; 1 object
Components; Two small pieces of lodestone or two burrs.
Vocal *Reparo*
Saving throw; None
Dwarf 1 spell

This spell repairs small breaks or tears in nonliving created objects. It will weld a broken ring, chain link, medallion, or slender dagger. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a Mending spell. This spell does not, by itself, repair magical items of any type, or items with different materials (a sword with a wooden handle, a vase with golden etchings, etc.). One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.



Mental Domination

Range; 50 yards
Duration; 3 r/level
Casting Time; 4
Area of effect; 1 creature
Components; A mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

Saving throw; None
Cleric 4 spell of immortals of Air/Thought

This spell establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. Elves and half-elves have no resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls are penalized by -2. The priest cannot force the subject to cast spells or use innate magical or spell-like abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone). This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell and must be able to see the subject. Breaking either of those conditions causes the spell to terminate immediately. This spell requires a moderate amount of concentration. While maintaining the spell, the priest can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately ends. If the priest is of 10th level or lower, he or she cannot force the subject to perform delicate actions, such as picking a lock. The priest could force a thief to pick a lock first at 11th level. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the remote-control nature of the action.



Messenger

Range; 20 yards/level
Duration; 1 day/level
Casting Time; 1 r
Area of effect; 1 creature
Saving throw; Negates
Druid 2 spell

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence (2+) to act as his messenger. The spell does not affect giant animals and it does not work on creatures with an intelligence of higher than 5. If the creature, is within range, the priest, using some food desirable by the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spells, and if failed it advances toward the druid and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The caster can attach some small note or item to the animal. If so instructed, the animal will then wait at that location until the spell expires. (note that unless the recipient intended is expecting a messenger in the form of a small animal or bird, the carrier will be mostly ignored). When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.



Metal Shape

Range; touch
Duration; instantaneous
Casting Time; 1 r
Area of effect; 9 cubic feet + 1 cubic foot of metal per level
Components; Lead, worked with a hammer into roughly the desired shape of the metal object.
Saving throw; None
Dwarf 3 spell

By means of this spell, the caster forms an existing piece of nonmagical metal (thus not Mithril) into any shape that suits his or her purpose. For example, the caster can fashion a weapon, a special trapdoor, or a crude idol. While metal coffers can thus be formed, metal doors be made, and so on, the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work. If the shaping has a sharp edge, there is only a 30% chance it is sharp



enough to cut. However, if this spell is employed on metal prior to it being worked upon by a smith, it reduces the time and expense to create the final product by 50% or more, as adjudicated by the dm.

Metal Skin

Range; touch
Duration; 2d4 r
Casting Time; 9
Area of effect; creature touched
Components; A small iron pellet
Saving throw; None
Cleric 4 spell of immortals of Matter/Earth

This spell transforms the skin of any creature touched into a gleaming steel-hard surface. The creature's Armor Value becomes 7 for the duration of the spell, but the character becomes slow and stiff. The creature moves at half normal movement rate (and drops 1 Flying category DM) and suffers from a -6 penalty to initiative. The character's skin is considered ferrous with respect to magnetism, and the creature must save vs. Death Magic when exposed to a rust attack or die. If saved, the creature still takes 1d4 points of damage per level/HD of the attacker. When returning to flesh, the rust spots will be equal to acid wounds.



Mind Cloak

Range; touch
Duration; 1 T/level
Casting Time; 1 r
Area of effect; Creature touched
Components; Holy Symbol and a small black cloak
Saving throw; Negates

Cleric 4 very rare of immortals of Air/Thought

This spell creates a psionically null area around an affected creature. The creature effectively disappears from the psionic world. All telepathic contacts are broken and none can be established as long as the spell lasts. A cloaked creature with such abilities cannot use them while the spell is in effect. An unwilling creature is allowed a saving throw vs. spells to negate the effect upon itself. A priest of 9th level or greater can affect multiple creatures, with the duration divided evenly among them, to a minimum of 1 Turn. A cloaked priest can't pray for spells, turn undead, commune with an outer planar being or immortal, and a druid can't pray/memorize with nature for spells. The immortals can't see the person so affected, but since this spell never lasts longer than 36 Turns (6 Hr), they know that the person will reappear later. The immortal that granted the spell to the cleric casting it, can still detect the person affected. This spell can't be cast without negative effects more than once a week, or drain 1 point of wisdom permanently cumulative for each casting. So the 2nd casting will drain 2 points, the 3rd 3 points (together with the 2nd casting this will be 5, etc.).

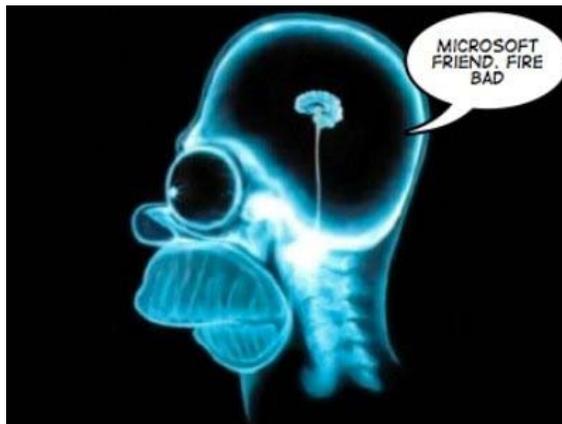


Mind Read

Range; 5 yards/level
Duration; 1 r/level
Casting Time; 2
Area of effect; special
Saving throw; None

Cleric 2 spell of immortals of Air/Thought

This spell is a more sensitive version of ESP. In addition to detecting the surface thoughts of any creatures within range, the priest is able to probe deeper into the mind of a single creature. Mind Read reveals the type of a creature being probed, although his identity can be touched in the creature's own language or in a (possibly distorted) body image. The spell has a 20 chance of revealing the character class of an individual. The details and the usefulness of the creature's thoughts depend on the intelligence of the subject. A priest reading the thoughts of an animal would probably receive only a confused jumble of emotions and basic instincts. Reading the mind of a highly intelligent wizard, however, would be more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes. If mind reading is used as part of an interrogation, an intelligent and wary subject receives a saving throw vs. spells at -2 penalty. If successful, the subject resists the spell and the priest learns nothing. If the saving throw is failed, the priest can learn information according to the DM's ruling.



Metal to Wood

Range: 120'
Duration: Permanent
Casting Time: 7
Effect: Changes metal into dead wood.
Save: None

Humanoid Shaman 7, Druid 7, Dervish 7, Shaman 7 spell.
This spell can be used to change any metal item or items into wood. The spell can transmute 5 pounds of metal per level of the caster. Any Magical metal item is 90% resistant to the Magic. The effect is permanent, and the affected metal can't be turned back with a Dispel Magic spell. Any Armor changed to wood falls off the wearer and any weapons affected turn to crude non-Magical clubs (except if made by Iron Wood spell magic, than it AV becomes 2. Only Artifacts and living (or animated) metal are fully resistant to this spell. The wood is a young and moist wood, that is a bit pliable by usage of moisture and heat as done in shipbuilding, barrel making etc. the wood may be used by Druids as normal wood. The newly created wood will be of less weight than the formerly metal, and thus the following adjustments to the material functions are used. Weight x75%, Value x 50%, AV-2, THAC0-3, Damage -2 and Druids like this spell as it permanently brings a non-living nature item to nature-living material.



Mind Blank

Range: touch
Duration: instantaneous
Casting Time: 2
Effect: Erases active thoughts from 1 living creature for 1 Hour
Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4 spell. of immortals of Air/Thought.

This spell will allow the Healer to erase all active thoughts from the mind of any living creature touched. The spell was created to rest insane persons, or those with multiple identities by brain disorder. The spell will make those persons docile and very restful. The spell has also another function, that could be used against Casters, as it removes all memorized spells also from the mind of the creature touched. The spells memorized will not come back when this spell ends its duration, only continues procedures in the mind of the affected will return after the spell has ended. There is a chance that the spell will wipe all knowledge from the victim and the caster, turning their respective mind completely blank, and making them virtually babies which have to learn all anew. This chance will be 5%/level difference between the caster and the victim, doubled if the alignment oppose each other (Good-Evil, Lawful-Chaotic) This effect can only be removed by the spell Cure Insanity. The caster must hold the head of the victim for at least the casting Time to be successful.



Mindshatter

Range: 3 yards/level
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Save: Negates

Cleric 5, Exorcist 5, Humanoid Shaman 5 spell.
 This spell allows the Cleric to create one specific form of insanity in the subject. Examples see Diseases and afflictions or following:



Schizophrenia: This form of insanity is characterized by personality loss. The subject has no personality of his own, so he selects a role model and makes every possible attempt to behave like that character. The chosen role model will be as different from the subject as possible. (Thus, an insane wizard might begin to follow the habits of a warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast spells (he might think that he's casting spells, or he might construct a sophisticated series of excuses explaining why he's "not in the mood for magic" at the moment). A character who emulates a member of another class doesn't gain any of the skills of that class and makes all attacks and saves as his true class. Certain consequences might arise if the character's emulation causes him to break restrictions of his class. For example, a Cleric emulating a warrior might break his Immortal's prohibition against edged weapons, or a Paladin might emulate a Thief, both actions will greatly affect Piety. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while charmed. Such characters will certainly have to atone for their actions once they return to normal.

Dementia Praecox: The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No Matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

Delusional Insanity: The subject is convinced that he is a famous figure: a monarch, Demi-Immortal, or similar personage. Characters who fail to recognize the subject with the honor he deserves incur great hostility or disbelief. The subject acts appropriately to a station that he doesn't hold. He directs orders at real and imaginary creatures and draws upon resources that do not exist.

Paranoia: The subject is convinced that "they" (whoever they are) are spying on him and plotting against him. Everyone around the subject, even friends and allies, is part of the plot. If any other character acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

Hallucinatory Insanity: The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely he will hallucinate. Although most hallucinations are external to the subject (that is, he perceives creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might suddenly believe and act as if he had sprouted wings, grown to giant size, etc.

When this spell is cast by a Cleric of 13th level or lower, the DM chooses or randomly selects one form of insanity (and should feel free to invent other interesting symptoms). If the Cleric is 14th level or higher, he can personally select the form of insanity to afflict the subject. While under the effect of this spell, the subject can cast spells and use innate powers; the use of these abilities will be in accordance with the symptoms of the insanity, however. Player characters affected by this spell should be encouraged to role-play the appropriate effects to the limit. The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A save is allowed on a periodic basis depending on this total. The spell is broken if a successful save is rolled. See table. The effects of this spell can be removed by a limited wish, wish (or equally powerful magic), or by a heal spell cast for this specific purpose.

Int+Wis	Time between Checks
0-8	1 months
9-18	3 weeks
19-24	2 weeks
25-30	1 week
31-35	3 days
36+	1 day

Minor Blessing

Range: touch
 Duration: Permanent
 Casting Time: 1
 Effect: Special
 Save: none

Shamani 3 spell.

This spell is used by Shamani during the performance of certain rituals and blessings important to their tribes. In actual use, it has the effect of bestowing a magical aura onto an object, person, or place. This aura will last until it is dispelled by some powerful force and can be sensed by anyone using a Detect magic spell. This magical aura has almost no effect if not associated with some mystical ceremony, although weapons enchanted in this way will be able to inflict damage upon enchanted creatures who can only be harmed by magical weapons. Use of this spell in that manner instantly negates the effects of the casting (thus only one strike is possible), however, so that the spell must be cast on the weapon if it is to continue functioning against foes of that nature.



Minor Curse**Remove Curse**

Range: Touch
 Duration: One month /level **Permanent**
 Casting Time: 4
 Effect: Special **Removes any one**
Minor Curse

Save: Negates
 Cleric 3, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Shaman 3 spell.

By touching a victim, the caster bestows a minor curse upon him. The caster can choose whatever effect or parameters he wishes from the following list. The victim is allowed a Save vs. Spells; if successful the curse will be negated in 20-Wisdom victim rounds. To remove this curse successfully one needs a remove curse spell cast by at least a caster of equal level as the caster of the curse or suffer a 5% penalty per level difference. Minor curse spells are never life-threatening, nor are they able to physically incapacitate a character. It is also possible to create it so that it changes its baneful effects at random intervals so that one moment (or Days) the victim suffers curse X and the other moment curse Y. Typical Master curses cast upon creatures who have run afoul of them are as follows, and not included in the list: the first blow struck by a cursed creature against a Hin will miss; Any lie told to a Hin by the cursed creature will be immediately known by the Hin; Any attempted theft of any Halfling property by the cursed character will be immediately detected; any food eaten within the Shires by the cursed creature, will taste bad and cause indigestion and embarrassing flatulence.



Adherence:	The cursed one is very "sticky." This means that everything that he touches adheres to him. Alcohol topically applied negates this effect for several minutes. Adhering to large objects can result in the accursed becoming stuck fast. This curse can be designated to affect either the whole body or just part of it.
Animal Features:	This curse causes the recipient's features (ears, nose, etc.) to become animal-like. Which animal's features are gained is entirely up to the Spellcaster, and have no further effect, than changing the appearance.
Appendages Growth:	One of the accursed's appendages grows to a disproportionate size.
Appendage Shrinkage:	One of the accursed's appendages shrinks to a disproportionate size.
Arthritis:	The victim suffers from painful arthritis. (-1 on Dex. or Str. when a check roll is needed).
Babbling:	The cursed individual constantly talks and chatters, unable to remain silent for more than a moment. This causes a 25% spell failure.
Baldness:	Rather obvious in its intent, it can also be cast to cause those around the cursed one for any length of Time to suffer baldness.
Barkskin:	This causes the accursed's skin to take on the texture and appearance of tree bark. This actually increases the recipient's Armor Value by 3. It also relays a particular weakness to fire, increasing damage by all fire-based attacks by +2/die and saves vs. Fire at -2. It also makes the target vulnerable for plant affecting spells (like Charm Plant) while normal vulnerabilities will remain in existence.
Belching:	As this is uncontrollable, it causes a 25% chance of spell failure. This makes it hard to move silently or remain quiet. In certain circumstances it will lower Cha -4 points (as at a Royal Court, in Temples, etc.).
Body Odor;	The recipient is the unfortunate victim of a repugnant body odor. While not affecting him physically, it lowers Cha. by -4. He can be tracked more easily, a tracker receives a +2 on his skill rolls.
Brooding;	The recipient is continually downcast and suffers from melancholia. This also lowers Cha. by -4 points.
Casting Requirements:	This sets a series of events (dancing a jig, knocking on wood, etc.) that person must perform before or during an action (like spellcasting, fighting, etc.) for it to be active or unhindered (if not done, than the recipients Dex. will seem to be 3, and so be very clumsy, affecting AC, Missile Fire, Fighting, etc. There are unlimited options available for humor and challenge here.
Change Skin Color:	This changes the color of the recipient' skin to any tone of the caster's choice. The color could be a single color or even a pattern or mixture of colors. A red/black checkered colored person would be strange and/or funny indeed. There is even the possibility of a continues changing of colors according circumstances, handlings, surroundings etc. but no benefits come from it.
Chills;	The cursed one suffers chills, as with a fever. This lowers his reaction Time and drops overall Dex .by -2 points.
Continual Smiling:	Seeming not much of a curse, this can result in many a skirmish. Many will be offended by the constant grin.

Disrobing;	The cursed individual will unknowingly take off his clothing during the most inopportune of moments. If this happens while spell casting, there is a 25% spell failure, and when attacking/defending while disrobing the individual receives a penalty on THAC0 of -2. The victim will not remember to disrobe, but will find himself naked after 1d3 turns, when it is told to him or shown.
Double Vision;	This causes THAC0 of -2 and lowers effective Dex. - 2 points.
Drooling;	Uncontrolled drooling lowers a victim's Cha by -4 points.
Elasticity;	This allows the cursed individual to stretch his body beyond its normal parameters. Unfortunately, the body doesn't return to its original shape immediately; it takes 1d4 hours to do so after being stretched, during which Dex. -4.
Filthiness;	Poor hygiene in the extreme. Regardless of how many times the accused one bathes, he remains dirty. Furthermore, the filthiness extends to the cursed person's clothing, or even to its surroundings (his living apartments, bed, etc.). A variation of this curse causes the accursed simply no longer to care about personal hygiene (or hygiene at all).
Flatulence;	The afflicted person is beset with extreme stinking and loud flatulence. This is not the normal variety, though. The flatulence is equal in its effects to a Stinking Cloud spell.
Floral Hair;	This causes one's hair to become like weeds, grass, twigs, and flowers. While possibly raising Cha. toward woodland creatures (like Fairies, Treants, etc.), it lowers the accursed's Cha. by -4 in the view of most others.
Forgetfulness;	Lapses of memory triggered by certain events or contact with particular objects or creatures incur a 25% chance of spell failure. This can also be bad for non-Spellcasters.
Generosity;	The cursed individual feels a need to give away everything (mostly of value) that he owns.
Greed;	This persuades the accursed individual to covet anything of value that anyone else owns. Often this leads him to theft.
Hair Growth;	The cursed person is beset by rapid, uncontrollable hair growth. Regardless of how often the person tries, he can't control the growth or keep it properly groomed. It should be noted that this hair growth is all over the body, not just the head.
Halitosis;	The afflicted person is beset with bad breath. This variety is equal in its effects to a stinking cloud spell.
Hit Roll Penalty;	THAC0 of -4.
Insatiable Appetite;	The accursed can never satisfy that feeling of overwhelming hunger.
Insatiable Thirst;	The accursed can never satisfy that feeling of overwhelming Thirst.
Insomnia;	Other than making the accursed tired and edgy all the Time, insomnia takes away the mental edge. This leads to a 25% chance of spell failure. Other skill penalties will also apply (DM!).
Invisibility;	There is no need to describe this curse's effect. However, consider what it would be like to remain invisible permanently. This causes no physical impairments other than a -2 Dex. when attempting actions requiring a measure of hand-to-eye coordination, and it places a horrible mental strain upon the individual. The caster can't see himself or the objects he is touching, except the large unmovable or heavy objects, like walls, doors, heavy furniture and the like. This spell can be made truly horrific by making the accursed one also absolutely silent. This will cause the accursed to become nearly non-existent. Most normal beings will see the caster as a ghost. Only a "Second Sight" will make the accursed visible, but this will not work on the accursed himself, except when naturally available.
Itching;	Two forms of this curse are possible. The first involves constant, non-stop itching. The second involves itching only when a set series of events occurs or when the accursed is under duress. Both instances reduce Dex. and THAC0 of -2 points and cause a 25% chance of spell failure. Long term itching will reduce the overall Cha. By -1 /week of scratching (to a maximum of -4), due to multiple scratch wounds, reddening of the skin, and the continuous scratching itself.
Kleptomania;	The victim suffers an irresistible urge to pilfer from others. If he is not a thief, he will not be very good at it, and this could cause problems with the law and the victims of the theft.
Lethargy;	The victim suffers from extreme drowsiness either all the Time or under circumstances of extreme duress. Once again, there is a 25% chance of spell failure and a -2 penalty to Dex. and THAC0.
Metal Allergy;	Every Time the accursed touches metal his hand breaks out in hives and blisters. In fact, this is the same reaction as Lycanthropes have from silver. The accursed one will be extra vulnerable to metal weapons, resulting in a +1 damage/die.
Myopia;	(extreme near-sightedness.) This reduces THAC0 of -4 and can wreak havoc when determining the placement of area-effect spells. Be wary of myopic Wizards lobbing fireball spells.
Narcissism;	The victim's extreme vanity causes problems. He is quick to point out his own looks to everyone else while pointing out their flaws. When persons spend any length of Time around the accursed one, they perceive him as having a Cha. -1d4 (for that individual who looks at the accursed one) lower than normal.
Nausea;	The nausea only arises when specific requirements set by the caster of the curse are met (e.g., entering a small room, meeting a dwarf, etc.) reduces the THAC0 of -4 points and creates a 25% chance of spell failure.
Pathological Lying;	No explanation is necessary to portray what an inability to tell the truth can cause.
PR Penalty;	The caster his Prime Requisites are reduced by 50% (str. for a fighter, int. for a Mage, etc.), round up.
Profuse Sweating;	Doesn't cause any detrimental physical effects, it might have deleterious effects on Charisma.
Save Penalty;	The accursed get a penalty of -2 on all saves.

Serpent Hair:	A person afflicted with this curse is often mistaken for a medusa by others, who may become prone to attack first and examine the corpse later. The accursed hair changes into locks of living serpents. These snakes are indeed poisonous to all but the afflicted, making them hazardous to all who are close to him. The snake will have a length of at least 1' and bite with poison E.
Serpent Hand:	This curse causes one or both of the victim's appendages to become the maw of a living, poisonous snake. The type of snake is decided by the caster. The snakes can't harm the accursed, but aren't under his control, attacking any who venture too close. This curse causes a THAC0 by -4, and cause a 25% spell failure with a somatic portion (which include most spells).
Slurred Speech:	This curse doesn't affect a character physically, but causes a 25% chance of spell failure during casting.
Smoldering:	The curse recipient constantly emits smoke from his skin and hair. This can cause some visual impairment, THAC0 -2 and causing errors in distance judgment for spell casting. Furthermore, anyone suffering from this curse has no chance of going undetected unless he is standing downwind in a gale.
Sneezing:	Sneezing fits, set to trigger when a particular event occurs or the victim is in a stressful situation, causing a 25% chance of spell failure during casting.
Spike Growth:	Once cursed, the victim sprouts numerous spikes from all over his body. While the spikes are no danger to the accursed, they can serious damage others (1d4 dm/spike.). The curse can also be cast in such a way that the spikes will be shot when persons of the same race, alignment or sex are within 30' (this is up to the caster of the curse). Then each person near will be hit by 1d4 spikes for normal damage within 30'. A Save vs. Wands can negate a spike, but a next spike save will be penalized by -1, etc..
Stumbling:	This affects manual Dex. regarding movement. Any walking or running requires a successful Dex. check made at -2 to avoid tripping over one's feet. This is in addition to a penalty of -2 to normal Dex.
Temporary Polymorphing;	The character temporary changes shape to a (often vermin-like) animal, but keeps behavior and ego (Int/Wis) as normal. A true lesson can be learned from this curse.
Truth:	This is the opposite of pathological lying.
Uncontrollable Laughter:	Many people find being laughed at insulting. What appears to be a minor curse can have some serious repercussions when the curse causes problems with the wrong persons in the wrong places.
Unintentional Insulting:	The cursed individual has no control over his tongue when around others. It usually only takes a few curse-inspired insults to cause the accursed some major problems.
Vulgarity:	Insults can be forthcoming with this curse, but unlike the unintentional insults, profanity is uttered in with every breath.
Wart Growth;	The cursed person becomes covered from head to toes with warts. This reduces Cha. -4.
Weariness:	The accursed individual is always tired. This causes a THAC0 -2 and Con. -2 (possible reducing the Hp also). This makes wearing armor or equally heavy objects for long periods of Time nearly impossible.
Weight Gain:	The cursed individual immediately begins to gain weight at a rate of 5 Lbs./day. The curse causes weight gain until the afflicted one is 200 Lbs. over his original weight. Of course, clothing and armor no longer fit. This will cause Dex. - 2.
Weight Loss:	The cursed individual immediately begins to lose weight at a rate of 5 Lbs./day. The curse causes weight lost until the afflicted one is 35% of his original weight. Of course, clothing and armor no longer fit. This will cause Con. -2.
Whistling:	This curse appears at random times. When it does, it has a 25% chance of interrupting the accursed's spell casting and of those in the accursed's direct vicinity. This is not likely to build friends among Wizards. It also makes it difficult to hide.

Remove Curse

This spell removes one curse, whether on a character, item or an area. Mostly aspecific ritual of some sort (DM) will be needed. (example; washing of feet, shooting feet with a feather, spraying head with gypsum, etc.). Some curses—especially those on Magic items—may only be temporarily removed, requiring a Clerical Dispel Evil spell for permanent effect, or a Remove Curse by a caster of higher level. This spell will not work on Major Curses. A divine Curse can only be removed by a Cleric of 16th level of experience after the character has atoned for his deeds causing the curse in the beginning. A divine Curse may not be removed by a wizard. A cleric of 16th level or higher will be able to remove the curse, as part of the character's conversion to that cleric's faith, or if the character had previously atoned (see atonement or quest) for the crime that triggered the curse. Any other attempt to remove the curse by magical means will fail.



Minor Ward

Range: Touch
Duration: 3 Turns
Casting Time: 3 rounds
Effect: Hemisphere of 15' radius.
Component: 7 gems (they can be of different types/values) valued at no less than 100gp each. They are consumed in the casting.
Save: Special

Cleric 4, Healer 5, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

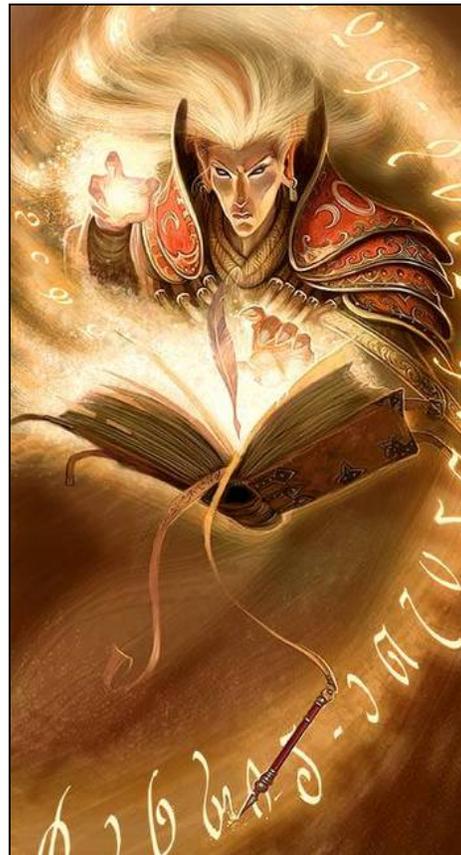
Via this spell, the Cleric brings into being a special barrier of force. It can't be physically broken through by a physical attack of any sort, including the use of powerful weapons like a vorpal blade. The Minor Ward, however, can be brought down by several spells: Disintegrate, Wish, Dimension Door, Phase Door, Magic Door, and similar transport spells; or by any of the following spells that does at least 20 damage: Fireball, Lightning Bolt, Cone of Cold, Flame Strike, and similar damage spells. Anything within the hemispherical area of effect is not damaged when the Minor Ward is brought down (but might be put in jeopardy). The Minor Ward can't be entered or exited by traveling astrally, or Passwall, or Teleport spells. Characters and creatures in the hemisphere can't cast any spells out, though spells can be cast so as to affect those inside the Minor Ward, such as cures, Neutralize poison, Commune, etc. The Minor Ward will remain in effect as long as the Cleric is conscious after he or she falls asleep or is knocked unconscious or worse, the ward will collapse. The caster can will it to come down at any Time, but this act takes 1 full round. To effect the spell, the Cleric must space seven small pearls each of a value of at least 100 gp evenly on the ground in a 30' diameter circle. Smaller circles can be made, if desired, but never larger ones. The pearls are consumed in the casting. It should be noted that the Minor Ward affords no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a Ward can't Teleport, travel astrally, use a Word of Recall, etc. unless the Ward is brought down first. Also can the person(s) inside be affected by Earth spells like Earthquake and similar spells.



Miscast Magic

Range: 40 yards+10 yards/level
Duration: Special
Casting Time: 2
Area of Effect: One creature
Save: Negates

Cleric 3, Exorcist 3 spell. Of chaotic immortals
Miscast magic can be cast only on a wizard. It causes the next spell cast by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by miscast magic had four 1st level spells memorized (Armor, Feather Fall, Jump, and Sleep) and he attempted to cast the Sleep spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the sleep spell. Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the miscast magic would have no effect and the wizard's spell would be cast normally. The miscast spell operates normally. If a wizard tried to Levitate a companion but a Web spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the Levitate spell but not in range of the web, the spell would be lost in a fizzle of Energy and the web spell would be wiped from the caster's memory. The wizard who casts the spell performs the proper components of the spell he actually casts; he doesn't discover the altered results until the wrong spell takes effect. Wizards are allowed a save vs. spell to avoid the effect.



Modify Memory

Range; 30 feet
Duration; permanent
Casting Time; special
Area of effect; 1 creature
Saving throw; Negates

Cleric 4 spell of immortals of Air/Thought

This spell enables the caster to reach into the subject's mind and modify up to 5 minute (30 rounds, ½ a turn) of the creature's memory in one of the following ways;

- 1 Eliminate all memory of an event the subject actually experienced. This spell can't negate charm, suggestion, geas, quest or similar spells, but will make it only harder for the afflicted as he may have forgotten what to do or not.
- 2 Allow the subject to recall with perfect clarity an event actually experienced. For instance, the subject could recall every word from a five-minute conversation or every passage from reading a 5 minute part of a book. This spell



- can also be used to help a character remember if in a previously visited room something was left behind or hidden. In this case the character may roll an intelligence check at +2 and =1 respectively.
- 3 Change the details of an event the subject actually experienced.
- 4 Implant a memory of an event the character actually never experienced. This can't be used to increase the amount of Xp earned.

Casting this spell takes 1 round. If the subject fails a saving throw vs. spells, the caster proceeds by spending up to 5 minutes visualizing the memory he or she wishes to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost. A sleeping victim has no saving throw, but may awake by the memory directly afterwards. This spell can't be cast through 10 feet of solid stone, 1 feet of metal or 1 layer of gold, metal or magical barrier. Modified memories won't necessarily affect the subject's actions, particularly if they contradict natural inclinations. An illogical modified memory, such as the subject recalling how much the subject enjoyed drinking poison, will be dismissed as a bad dream muddled by too much wine or stress. More useful applications of the Modify Memory include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to a subject by a superior, or causing the subject to forget that the caster cheated him or her in a card game. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.



Mother Lode

Range; 0
 Duration; special
 Casting Time; 3 Turns
 Area of effect; special
 Component; Holy Symbol and a small amount of the ore to be found.

Saving throw; None
 Dwarf 5 spell very rare spell.

This spell is a more powerful version of the Detect Metals and Minerals spell. With this spell, a dwarven cleric can locate a major deposit of any single metal or mineral. When the spell is cast, the type of deposit must be specified. Only one type of deposit can be divined per casting of this spell. Furthermore, the material component employed in the casting of this spell must pertain to the type of deposit sought. For example, a tiny iron anvil is required to find the location of an iron ore deposit, while a diamond must be expended to locate a diamond mine. Once the spell is cast, there is a 100% chance of finding the deposit if the deposit is within the area of effect of the spell. The DM must decide whether such a deposit is present. Obviously, the rarer the substance, the less chance there is of the deposit present. A DM who wishes to leave the decision to chance can use the following percentages (see Table). These percentages may be adjusted by 20% in favor of the component type, but there is always a 5% chance that there is no deposit of the kind sought after. The spell detects the desired deposit in a depth of one 100 yard per level. The cost of the material component must be comparable to the value of the deposit to be found. Typical material components will cost 1000 gp for base metals, 5000 gp for precious metals, or 10,000 gp for very rare metals such as mithril or adamantite. Any deposit located can be often be quite substantial, an amount sufficient to support the needs of a dwarven community for months or even years. The minimal amount of deposit found is at least 2 months of ore, but the DM is advised to use the Duration of a mining site (Dungeoneer's survival guide AD&D) instead.

	Metal/Mineral Ore	Chance Finding
common metals	Brass	60%
	Tin, Zinc	65%
	Arsenic, Chromium	35%
	Manganese, Mercury	40%
	Lead	55%
	Barium	30%
Precious Metals	Lithium	25%
	Other Metal	15%
	Copper	38%
	Silver	36%
	Electrum	34%
	Gold	30%
mineral ores	Platinum, Adamantine	10%
	Mithril, Meteorite Iron	5%
	Red Steel	Local 25%
	Other Precious Metals	3%
	Agate	
	Amber	
Amethyst		
Aquamarine		
Bloodstone		
Carbuncle		
Chalk		
Cinnabar		
Cinnabryl		
Coal		
Cornelian		



Monster Mount

Range: 30 yards
Duration: 1 hour/level
Casting Time: 6
Area of Effect: 20' radius circle
Save: Negates
Cleric 6, Exorcist 6, Humanoid Shaman 6, Druid 6 spell.

This spell compels one or more living creatures to serve as mounts for the caster and his companions. The spell affects up to 10 HD/levels of creatures with Intelligence of 0-4. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals. Each intended mount receives a save vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster. To maintain the enchantment, the caster must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts. When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct. In a fight (especially flight) it is possible that the rider falls off, thus breaking the spell. Beholder races are immune to this spell, and Dragons (not Dragon-kin) can shake of this spell like a charm spell (under the same rules) if they have not been subdued according to Draconic subdual rules. Read Creature Catalogue Dragons!!



Moonbeam

Range: 60 yards + 10 yards/level
Duration: 1 hour/level
Casting Time: 7
Area of Effect: 5' radius circle + special
Components: Several seeds of moonseed plant (papaver) and a piece of opalescent feldspar (moonstone).
Save: None

Druid 5 spell.

By means of this spell, the caster is able to cause a beam of soft, pale light to strike downward from overhead (from one of the 2 Mystara moons actually—Matera and Invisible Patera) and illuminate whatever area he or she is pointing at from above. The light is exactly the same as moonlight, so that colors other than shades of black, gray or white are vague. The caster can easily move the Moonbeam to any area that he or she can see and point to, as long as it can be shone upon from the sky. This makes the spell an effective way to spotlight something, an opponent, for example. While the moonbeam spell does not eliminate all shadows, a creature in a moonbeam is certainly visible. The reflected light from the spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not affect infravision, and does not blind those using infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all properties of true moonlight (as a full moon) and can induce a lycanthropic change (while in the beam). Some plants and animals will be affected also, with flowering, fruiting, or shedding skin, mating, becoming violent or otherwise. Only when the moon stands lower on the horizon, the light can be directed more horizontally. It does not dispel a continual darkness, but only suppresses it.



Moonbridge

Range; 120 yards
Duration; 1 r / level
Casting Time; 7
Area of Effect; special
Components; Holy Symbol and a vial of Holy Water that has been bathed at least 6 consecutive hours in the light of the last Full Moon.
Save; None
Druid 4 spell (especially elves know this spell) very rare



This spell transforms a shaft of moonlight, whether it be naturally or magically created, into a translucent bridge capable of supporting creatures of Good alignment. Beings of neutral alignment other than the caster can also walk on top of a Moonbridge as long as they stay in contact with the caster or form a line of which at least one is in direct contact with the caster (ropes or silver chains are allowed, other metal or organic material not). Evil beings will find Moonbridges as insubstantial as normal moonlight. In areas bathed in moonlight with no distinctive shafts of moonlight, the caster can create a Moonbridge from his or her location in any direction, at an upward / downward angle of no more than 45° in any direction (including curves) as long as the entire length of the Moonbridge is bathed in moonlight without interruption. A Moonbridge is 3 feet wide at most and at least 20 feet long, although it can extend as far as 120 yards, according to the caster's desire. It can last as long as one round per level of the caster, and the caster can order it out of existence instantly. If a cloud or other obstruction interrupts the moonlight the bridge will become softer, letting those on it sink in it—reducing movement speed to 50% normal (like if they are walking on a soft band of cloth) until it totally disappears in 1d4+1 rounds after the obstruction came on. If the light reappears, the bridge will strengthen itself again. The normal movement rate on a Moonbridge is 150% normal. The angle and direction of a moonbridge varies as noted above.

Morale

Range: Special
Duration: Special
Casting Time: Special
Area of Effect: One unit up to 200 HD
Save: None

Cleric 1, Exorcist 1 spell.

This spell can be used in two distinct ways. The first is appropriate for battlefield use. The Cleric can cast this spell on any unit within 240 yards in an uninterrupted line of sight. The casting Time for this use is one turn. At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This modification remains in effect for 1d4+2 turns.

The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 100 yards of a place of worship dedicated to the casting Cleric's Immortal. Both the Cleric and the unit to be affected must be present. The casting Time for this use is 5 turns. At the conclusion of this use of the spell, the unit's morale is raised by 3 (maximum of 19). This morale increase lasts until the next sunset. Only Clerics of 10th level or higher can cast this version of the spell.



Move Rocks

Range: 360 yards
Duration: 1 Turn / level
Casting Time: 6
Effect: Moves Rocks
Save: None

Cleric 6, Humanoid Shaman 6, Druid 6 spell.

This spell can create a current to pick up small rocks and sweep them along. The rocks fill an area 20' across and any creature therein takes 8d6 damage. This is reduced to 4d6 damage if a successful Save vs. Dragon Breath is made. This spell can only be created under water when the bottom is within range of the caster. SFP;+10



Mystic Transfer

Range: Infinite
Duration: 9 rounds
Casting Time: 1 round
Area of Effect: The caster
Save: None

Cleric 2, Exorcist 2 spell.

This spell is one of the few cooperative spells that requires one Cleric to cast the transfer spell, but another Cleric to use its effect. On one round, a Cleric (or Clerics) casts the mystic transfer. The spell is then active for the remaining nine rounds of the turn. Mystic Transfer allows a Cleric to receive spells from another Cleric of the same ethos, and more than 15Pip. Any Cleric of the same religion can cast a spell and transfer it to a second Cleric he knows of. The spell doesn't take effect; instead, it is channeled through the Mystic Transfer into the receiving Cleric. This Cleric must cast the spell within 1 hour or pass it to another Cleric known of. Any number of transfers can be made in the same round, provided each new recipient is known by the previous recipient. If the spell is not transferred, the spell must be cast within one hour. For example, a 3rd level Cleric casts a Mystic Transfer. On the following round, a 10th level Cleric "passes" a Flame Strike to the 3rd level Cleric. The 3rd level Cleric could then use the Flame Strike to attack any target within 60 yards, or could pass the spell on to another Cleric known of.



The spell passed by the Mystic Transfer has the range, area of effect, damage, and other effects equal to the level of the original caster, and this can even be higher than the receiving Cleric originally could cast. In the example above, the Flame Strike would function as if cast by a 10th level Cleric, and could even be cast by a 1st level Cleric. The Mystic Transfer doesn't require concentration. However, on any round in which a Cleric is receiving and/or transferring a spell, the caster can't take any other significant action. A Cleric can receive spells only from Clerics who worship the same Immortal, and has 15 Pip or more and who specifically target spells to him. Area effect spells may be passed. A Cleric can never use Mystic Transfer to pluck an opponent's spells out of the air. This spell can be encoded with a name to which the spell must be transferred to finally. In such a case those transferring the spell in between can send the spell to another Cleric who might know the final recipient. After casting the received spell, it can't be cast or even memorized again for 20-receiving Cleric's Wisdom x weeks.

Nature's Charm

Range: Touch
Duration: 2 hours/level of caster
Casting Time: 1 round
Area of Effect: 15' radius/level of caster
Save: Creatures native to the area of effect are not affected.

Druid 5 spell.

Nature's Charm causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the Caster. This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot may not be larger than the spell's area of effect. For instance, a 12th level Druid could cast this spell on a forest glade up to 360' across, with flowers and fruit-bearing trees centered around a waterfall. Anyone coming upon the enchanted region must save vs. spell; those who fail invariably make up excuses to remain there long after they should have left. They say they want only to bathe, rest, admire the beauty a bit longer, eat the berries or fruit, paint a picture of the area, or defend the spot jealously from others. Whatever the reason, those who fall victim to the enchantment forcefully resist all attempts to make them leave until the spell's duration ends.



Nature's Mantle

Range: caster
Duration; 1 Turn + 1 r / level
Casting Time ; 5
Effect: Caster only.
Save: Special

Humanoid Shaman 1, Druid 1 spell.

While under the effect of this spell, the caster is rendered virtually undetectable to all natural senses (this does also include Second Sight). The caster's voice is mistaken for the wind through the trees, the caster's scent for that of flowers. The caster's appearance goes completely unnoticed. If the caster remains motionless or move up to half normal movement rate, there is no Save. If the caster moves at more than half normal movement rate, nearby creatures can make a successful Save vs. spell to detect the caster. If the area is heavily wooded, a -2 penalty is imposed to the Save. If the spell is cast in an area lacking dense growth, such as an open field, the Save is made at +2. When the caster doesn't try to conceal himself (by standing straight up in an open field for example) a further penalty of +2 is added to the Save. If the caster makes a direct attack, the spell is instantly negated, although the caster will gain surprise for that first attack. Casting spells upon oneself or casting subtle spells (such as Entangle) doesn't disrupt the mantle. The caster must throw a handful of leaves over his head, while mimicking the sound of the wind. Treants do not have to do this, and they cause an additional -4 to the Save due to their natural form, and he doesn't cause a +2 if he stand sin an open field (except when the creatures near are more intelligent than 6 and remember there was no tree before on that specific spot).



Nectar

Range: touch
Duration; 1 r
Casting Time ; 1
Effect: Flower or blossom touched
Save: None

Humanoid Shaman 1, Druid 1 spell. Very rare.

A Druid who casts a Nectar spell on a flower is able to grasp it in his or her hands and 'milk' it. Up to one quart of nectar can be produced from a single flower from a single plant once a day. The plant upon which the flower grows must be living. The nectar is mildly alcoholic (3 ap/pint), and has the flavor and fragrance of the plant from which it is produced. The nectar itself is of the same quality as a fine wine. A receptacle held beneath the flower can be filled with the nectar. Otherwise, the caster can simply hold the flower over his or another's mouth. Creatures that prize fine drink will appreciate this druid spell. Fauns are known to use this spell to make their alcoholic beverages. The nectar can be fermented to increase the alcohol content to 15 ap/pint. Remember, some plants



have their own herbalogical chemical effects, ranging between poison to healing, and sometimes even (very rarely) magical effects. These effects last only 1 hour at most if acquired by using nectar. The DM will inform you about the specific effects.

Needlestorm

Range: 60 yards
Duration: Instantaneous
Casting Time: 7
Area of Effect: 1 tree or plant
Save: Save vs. spell for half damage

Druid 4, Dervish 4 spell.

A favorite of cold-forest and Dervishes, Needlestorm causes the spines on any pine tree or similar needle-bearing plants in range to spray out in a deadly barrage. The cylindrical tornado-like shower of needles has a radius of approximately 1' for every 2' of the subject plant's height. Everyone within this area suffers one attack, which inflicts 1d12 damage for every three full levels the caster has achieved. Thus, a spruce tree enchanted by a 7th-level character attacks with a THACO of 16 and inflicts 2d12 damage. The tree will not be consumed by the spell but will need at least a month to regrow its needles, being vulnerable for



animals and such in the meantime.

Victims with an AV of 5 or greater may reduce the damage by their AV -4. for example an AV of 3 does not reduce the received damage, an AV of 6 due Plate Armor reduces the damage by 6 - 4 = 2.

Neutralize Gas

Range: 1' / level caster or 5' / level caster tunnel (10' x 10')
Duration: Permanent, until new gasses will enter the area of effect
Casting Time ; 5
Effect: area affected
Save: None

Healer 7 spell.

This spell will make gas harmless. It will even revive a victim slain by gas if cast within 10 rounds of the poisoning (Note: many poisonous gasses have an onset period longer than 10 rounds!!). The spell will affect any and all gasses present at the Time it is cast (except the normal air basically breathed by the caster<this means that if he has a magical Survival effect over him, all gasses will be Neutralized>), but doesn't cure any damage (and will thus not revive a poisoned victim who has died of wounds).

A revived person will be as if the poisoning did not take place at all. This spell can't create a vacuum, but will make the gasses in the area unusable for fire, specialized breathing, magic, Electricity, or else.



Negate Limboitic Influences

Range: Touch
Duration: Special
Casting Time ; 1
Effect: Creature Touched
Save: None

Cleric 3 spell.

This spell (also called Negative Plane Protection by some unaware of the Planar orientations) affords the caster or touched creature partial protection from draining (ST, CO, HD/Lvl) powers by Undead creatures with Limboitic connections (such as Wights, Wraith, Ghouls, Spectres, Vampires and such) and certain weapons and spells that

drain energy levels from living creatures. This spell opens a channel to the Outer Plane according to the caster's Immortal, possibly offsetting the effect of the energy attack. A protected creature struck by such an attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a loud thunderclap. The protected creature suffers normal physical damage (hit points) from the attack, but does not suffer from any drain of Strength, Levels or constitution, regardless of the amount the unattacking creature would have drained with that single attack. An attacking undead creature suffers 2d6 points of damage from the Immortal energy (just like powerful turning); a draining wizard or weapon receives no damage. This is proof against only one such attack, dissipating immediately whether or not the saving throw is successful. If the saving throw is failed, the recipient suffers double the normal physical damage (that what the attacker causes), in addition to the loss of Strength, Constitution, or Levels that normally occurs. The protection lasts for 1 turn per level of the caster of the spell or until the protected creature is struck by a draining energy attack. This spell can't be cast on Limbo.



Neutralize Poison Create Poison

Range: Touch
Duration: Permanent
Casting Time ; 5
Effect: A creature, container, or object.
Save: None / **special**

Cleric 4, Healer 2, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4, Master 4, Shadow Elf Shaman 5, Shaman 4, Shamani 4 spell.

This spell will make poison harmless either in a creature, a container (such as a bottle), or one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning (Note: many poisons have an incubation period longer than 10 rounds!!). The spell will affect any and all poisons present at the Time it is cast, but doesn't cure any damage (and will thus not revive a poisoned victim who has died of wounds). A revived person will be as if the poisoning did not take place at all.

The reverse of this spell, **Create Poison**, may be cast, by touch, on a creature or container. A Creature must make a Save vs., poison or be immediately slain by the poison. If cast on a container, the spell poisons its contents: no Save applies, even for magical containers or contents, such as potions. Of course when someone drinks those poisoned contents, he gets a Save. Using **Create Poison**, or poisoning in any case, is usually a Chaotic and Evil act. The poison has an incubation Time of 1 round after consuming and will bring 25 damage (5 points per round) if the Save was successful.

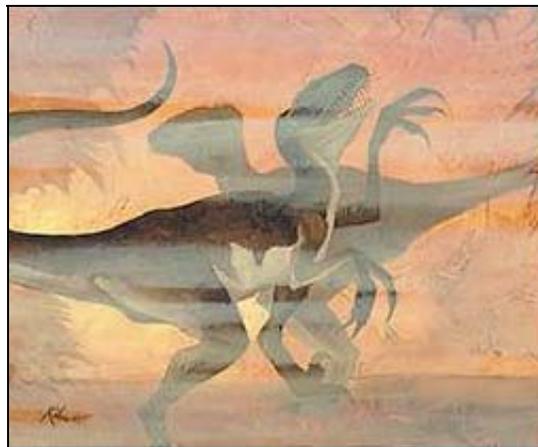


Obscurement

Range: 0
Duration: 4 r / level
Casting Time ; 5
Effect: cloud; 10ft / level square, 10' high.
Save: None

Druid 2 spell.

This spell causes a misty vapor to rise around the caster. It persists in the locale for four rounds per level of the caster and reduces all visibility of all types of vision (including, infravision, Ultravision, and normal vision—but not Second Sight, See invisible, or Treusight) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level; a 10'x10' area at 1st level, a 20'x 20' at 2nd level. A 30'x 30' at 3rd level and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (Gust of Wind, or wind strength 6+), can cut the duration of the obscurement spell by 75%. This spell does not function underwater.



Obscure

Range: Caster only
Duration; 1 Turn per level of the caster
Casting Time: 2
Effect: Creates a huge misty cloud
Save: None

Cleric 4, Exorcist 3, Humanoid Shaman 3, Dervish 3, Master 2, Shadow Elf Shaman 3 spell.

This spell (a stronger variant of the Obscurement spell) causes a misty vapor to arise from the ground or water around the caster, forming a huge cloud. The cloud is 1' high per level of the caster and is 10' in diameter for each level. For example, a 20th level caster could cast an Obscure 20' tall and 200' diameter (100' Radius). The cloud has no ill effects except to block vision. The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind. Tactics: Helps hide a ship (or other object) when evading pursuit or conceals its approach.



Most often used in the Sea of Dread where fog is common. Underwater it makes the water murky, with similar effects. This fog or murky water will not be dispelled by strong winds, but a streaming or flow of the wind can be seen in the fogparticles.

Omniscient Eye

Range: Caster only
Duration; 1 Turn + 1 r / level
Casting Time: 7
Effect: the caster
Components; A special Ointment for the eyes that is composed of rare powders and herbs costing a minimum of 100 gp per single application.
Save: None

Cleric 4, Exorcist 3, Dervish 3 spell. Uncommon

This divination enhances the caster's vision by allowing sight through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blending, and normal invisibility equal to 70% plus 1% per level, less 2% per level spell. Thus a 7th level priest has a 70% + 7% - 4% = 73% chance, to spot a wizard concealed by the 2nd level spell invisibility. The



Omniscient Eye does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects or creature information like alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting or illusionary magic. Thus, the Omniscient Eye can be deceived by careful camouflage, concealment, smoke, or other pure physical precautions. Other phenomena that may bypass this spell's power include Invisibility to Mortals, mental invisibility (I let you believe that something can't be seen), true transparency, or extradimensional objects or creatures.

Otherworld

Range: Touch
 Duration: Special
 Casting Time: 1 Turn
 Effect: Being touched
 Save: None

Cleric 6, Exorcist 6, Druid 6 spell.

This spell places the caster or another touched individual in a special dual existence in respect to the Prime Plane and Limbo. The affected being exist temporarily in the same body in these Planes at once, and its perception is extended to both. This allows the affected being to more effectively combat Creatures with a similar dual link (many Undead), and the affected being can see them clearly, converse with them if desired, and engage in combat with them on more equal terms.

A being in Otherworld state is not affected by energy drains or other special abilities on the prime Plane, but still takes normal physical damage when struck and can be affected by magical spell or abilities in Limbo. Likewise, the affected being need not have magical weapons to hit these creatures. Those killed while in otherworld state have a 75% chance of being totally destroyed or trapped on the prime plane and unable to pass to Limbo and beyond. And thus can't be raised, resurrected, or reincarnated. Only a carefully worded wish or temporal magic can call the soul back to the body from a mere second prior to dying moment.. otherwise they often reappear as undead spirits or ghosts of various sorts. The Otherworld spell can only be cast in the dark. Any sunlight, be it natural or magical, breaks the spell immediately and forces the affected being back to unitary existence in the Prime Plane.

The Duration of this spell is affected by te time disruption between the two planes and the caster must make wisdom checks each period in the table on the Prime Plane to prevent the spell from collapsing, and forcing forces the affected being back to unitary existence in the Prime Plane. No matter what, the time disruption causes the spell to end after 36 turns on the Prime Plane.



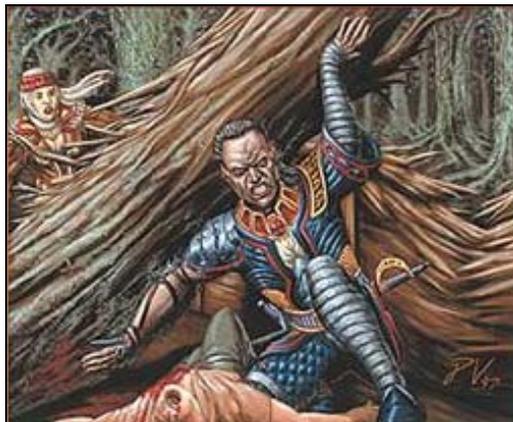
Time Passed		Wisdom Check
Prime Plane	in Limbo	
0-1 T	4.5 T = 45 min	-1
2T	1.5 Hr= 9 T	-2
3T	3 Hr	-3
4T	6 Hr	-4
5 T	12 Hr	-5
6T=1 Hr	1 Day	-7
12 T = 2 Hr	1 Day 18 Hr	-9
18 T = 3 Hr	2 Day	-11
24 T = 4 Hr	2 Day 9 Hr	-13
30 T = 5 Hr	2 Day 16 Hr	-15
36 T = 6 Hr	3 Day	-18

Oxen Strength

Range: Caster only
 Duration: 1 Hr + 1 Turn / level
 Casting Time: 6
 Effect: Caster
 Components: A bit of hair from any strong herbivore, such as an ox or buffalo.
 Save: None

Druid 3 spell. Very rare

This spell temporarily increases the strength of the caster by +1 per level of the caster to a maximum of 20 (+4). The druid gains an innate toughness that prevents muscle strain or physical injury from exertion and also an unarmored Armor Value of 2, the equivalent of toughened leather.



Page Guardian

Range: touch
Duration: 1 day / level
Casting Time: 5
Effect: 1 book, or scroll or item bearing words.
Component: A special ink made from rare components that cost at least 500 gp, and a virgin Unused and fresh) Hawk feather that must be used to draw the single sigil that the document bears as proof of this spell's dweomer.
Save: None

Cleric 5 spell. rare

The Page Guardian is a rare and potent Spell. It protects an entire library when cast on a single volume. Whenever a creature (of higher than animal intelligence (4)) approaches within 100 feet of the ensorcelled document when the caster is not within this area, a Page Guardian is conjured forth from the script to attack the intruders. The spell can lay dormant for years until being triggered, after which the Page Guardian lasts for a number of days equal to the level of the caster at the moment of casting the spell. The Page Guardian is normally a nondescript humanoid figure whose lower limbs fade off to wispy trails. However, if this spell is cast upon a document that features illustrations, the Page Guardian's appearance mimics that of the most prominent drawing. A



Page guardian adopts some of its dweomer from the writings from which it rises. Thus, it may possess special attacks and defences depending upon the exact nature of the document. For example, a Page Guardian that rises from a scroll of protection is invulnerable to the same source that the scroll would ward off. A Page Guardian from a scroll of protection from swords suffers no damage from any sword, no matter its enchantments. A Page Guardian from a spellbook can cast up to five random spells, launching each spell but once (at the casting level of the caster at the moment of the casting). The DM decides what abilities are received by the Page Guardian should this spell be cast upon other magical books, such as those that increase ability scores (a continuous increase in that ability each round or Turn after arising would be possible), or a manual of the Golems (appearing like one of the Golems described within the document will be probably). A common error among opponents of the Page Guardian is that it can be damaged by the destruction of the source writing. This is ntrue, because when the Page guardian rises, it automatically absorbs any enchantment upon the document; it erases clean from which it sprang. A Page Guardian attacks until all intruders within sight are slain (even if the caster returns to the affected area). However, it does not leave the chamber in which it source writings are located. If no foes are left, the Page Guardian slowly fades back to the documents that spawned it. Thereafter, the magic fades away after a number of days equal to the level of the caster at the moment of casting this spell. If in the meantime other intruders enter the area, the Page Guardian will arise anew with full hit points and abilities, until the full duration has been passed, even if it was defeated earlier. It is thus possible to be attacked several times by the same Page Guardian within the duration of the spell due to this continuous rising. A rising will take only one round. When the Page guardian finally fades away, it will leave the books unprotected bur intact with all enchantments on it (if any). The sigil will also remain, but has no magic within it. If this spell is made permanent by a magic-user, it will never fade away completely but will arise every time until its source writing is destroyed. This is rarely done as it is still cheaper to cast this spell without the expensive permanency.

Page Guardian; AC0, AV depend on material source; Paper AV 0, Leather AV 2, Bone or Wood AV4, Metal AV6, stone AV 9, MV 90/ 30', HD 5, Hp 5d12, THAC0 13, #Att 1, Dm 1d12 +AV Page Guardian, Special attacks and defences, Size Medium, Int; 9, AL N, ML 12 Fearless, XP 175 + 125/ special ability, spell or defence.

Part Water

Range: 20 yards / level
 Duration; 1 Turn /level
 Casting Time: 1 Turn
 Effect: Special
 Component; Holy Symbol
 Save: None

Druid 6 spell.

By employing a Par Water spell, the caster is able to cause water or similar liquid to move apart, thus forming a through. The depth and length of this through created depends on the level of the priest. A through 3 feet deep per level of the caster, 20 yards wide, and 20 yards per level of the caster long is created. Thus at 12th level, the priest would part water 36 feet deep, 20 yards wide by 240 yards long. These measurements are always calculated from the surface of the liquid source, not from the bottom. If the water is deeper, this spell will not affect water beyond these ranges. If the distance is longer, the through is just a dead end (another spell could be cast there to lengthen the through). The through remains in existence as long as the spell lasts or until the priest who cast it opts its to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell will create an air cylinder from the caster upwards, with a diameter of 3 feet per level of the caster and a height of 20 yards per level of the caster (or shorter if it reaches the water surface). If cast directly at a water elemental or similar water-based creature, the creature takes 4d8 points of damage and must save vs. spells or flee in panic for 3d4 rounds. All creatures in the through at the moment of collapsing suffer 1 point of damage per level of the caster (20 max) and must save vs. spells or are knocked unconscious and drown in the reappearing water.



Pass Plant

Range: caster only
 Duration; 1 Turn / level or until Teleported
 Casting Time: 5
 Effect: Short range Teleportation
 Save: None

Humanoid Shaman 5, Druid 5, Dervish 5, Master 6 spell.

With this spell, the caster can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the caster. The range a caster can teleport varies by the type of the tree, as follows. This spell is different to the equally named Elven spell in such a way that the caster may teleport only once, but its distance is much greater. When the duration ends while the caster is within a tree, he will be ejected from the tree in a violent way. He lands 2d4' from the tree in a random direction. He will sustain 1 damage per level of the caster and remains unconscious, for 1 round per level of the caster.

Type Tree	Range Effect
Tree of Life	Unlimited
Elven Home Tree	Mystara Outer or Inner World
Karwana Malumba	Anywhere within ring
Oak	1200 yards
Ash	720 yards
Yew	600 yards
Elm	540 yards
Linden	480 yards
Deciduous	420 yards
Coniferous	360 yards
Other trees	240 yards

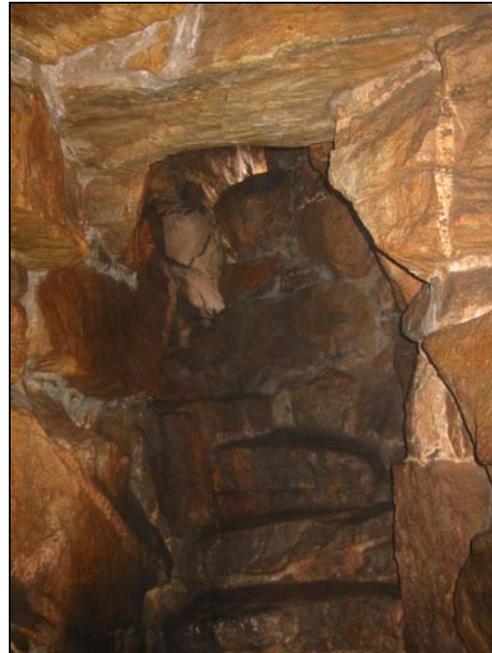


Pass-Wall

Range: 120'
Duration: 3 turns
Casting Time: 1 turn
Area of Effect: Creates a hole 10' deep.
Save: None

Dervish 5 spell.

This spell causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The stone will reappear at the end of the duration, and anything still in the hole will be fossilized and becoming part of the wall. No resurrection in any form will be possible on the victim (if more than 1 pound flesh did stick out of the wall, the victim could be Cloned though). The hole may be directed horizontally, vertically or diagonally as the caster wishes at the moment of casting.



Pass Without a Trace

Range: Touch
Duration: 1 Turn per level of the caster
Casting Time: 1
Effect: Leaves no trace
Save: None

Cleric 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Shaman 1 spell.

With this spell, the caster enables himself or someone else to move without leaving any prints of his passage. The character could walk across a dusty floor or cross fresh snow without leaving prints. The spell doesn't conceal anything other than prints. A caster passing through bushes would leave broken twigs behind. A Detect Magic spell cast within three turns of the use of this spell will reveal any prints as will a Treusight spell.

Pass Without Trace, 10' Radius

Range: Touch
Duration: 1 turn/level of caster
Casting Time: 1 round
Area of Effect: Radius 10' around caster
Save: None

Druid 3 spell.

Identical in function to Pass Without Trace, Pass Without Trace, 10' radius affects everyone within 10' of the caster. The effect moves with the caster, so creatures must stay within 10' of the caster to continue to avoid leaving tracks. A creature who leaves the area of effect can then be tracked normally. Creatures moving into the area of effect after casting are unaffected. A sprig of pine burned to ash is scattered in a circle upon casting.



Personal Reading

Range: Caster
Duration: Special
Casting Time: 2 turns
Area of Effect: One creature
Save: None

Cleric 1, Healer 1, Dervish 1 spell.

This spell allows the Cleric to mathematically analyze personal information about one human or Demihuman character and learn valuable facts about that character. To cast this spell, the Cleric must know the subject's real name (the name the subject was given as a child) or the date and place of the character's birth. The Cleric analyzes this information and is able to build a rough picture of the character's life history and personal specifics. The "historical" information discovered through this spell is generally vague. For example, the Cleric might learn that the subject was born in the woods and moved to the city only after hardship made his life untenable. Specific information is up to the Immortals. They might provide some or all of the following information.

- The subject's character class or career
- The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent," etc.)
- The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)
- The subject's success or failure in his profession
- The subject's prevailing character traits or mannerisms

If the Cleric casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the Cleric to determine whether the name of the subject is correct—a reading giving information that conflicts with what the Cleric already knows should be a clue that the name is incorrect. The subject need not be present during the casting. The Cleric can cast the spell without ever having met the subject. This spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" will mean something different when applied to an Ogre). This spell will categorically fail on creatures that have no concept of a personal name.



Pillar of Borogar

Range; 30 yards
Duration 1 r / level
Casting Time; 7
Area of effect; special
Component; Small Cylinder of clay
Saving Throw; none

Dwarf Cleric 4 spell, rare

This spell, first bestowed upon the legendary high Priest Borogar, causes a pillar of packed earth and stone to erupt upwards from the ground. The pillar rises from a surface of earth, stone, sand or clay, but not from any other substance. The height of the pillar is controlled by the caster, and can be raised and lowered at will (in the same manner as an elevator is controlled) . the pillar canbe controlled while the caster is on top of the pillar or beside it, as long as the caster is horizontally seen within 30 feet of the pillar. The pillar can attain a height of 10 feet per level of the caster, and can rise and fall at a maximum of 60 feet per round. The pillar's width is normally 10 feet in diameter (roughly measured), but can be increased to 20 feet by reducing the maximum height to half. Altering the pillar's diameter in this way takes one round. The pillar rises only vertically—not horizontally or diagonally(i.e. it works more or less like a levitation spell). The pillar can break through flooring wood or roofing slate of no greater than 1 inch thickness. Thus, the pillar can be used as a vertical battering ram against thin materials. Any creature in between the pillar and any other surface will suffer 3d4 crushing damage, but may save vs. spell to jump away and cling to the edges of the pillar (either falling down or fingers crushed (dx -1 and 1d6dm). the Pillar of Borogar can be used to create a small, temporary islet in a marsh or shallow pool of water, if the pillar can be raised from the ground below the water to reach the surface. The pillar must begin, not from the upper level of the submerged ground but from 10 feet lower, where the earth is more solid and not muddy (in the case of a rock floor this of course does not count. The pillar can be destroyed by casting a transmute rock to mud spell at its earthen base, by a water elemental attack, by precipitation equal to a downpour or tropical storm, or by any other means that turns the pillar's earthen base to muck and mire. The Pillar of Borogar can be made permanent, but then a Transmute Mud to Rock spell is needed. The Pillar then ofcourse can't be lowered or raised, and will be like a normal rock pillar.



Pinespear

Range: Touch
 Duration: 2 rounds +1 r / level
 Casting Time ; 6
 Effect: 1 normal spear or staff.
 Save: None

Druid 1, Dervish 1 spell.

This spell turns a normal staff into a magical one. Once the spell is cast, the Druid's staff grows a pinecone-shaped blade at its tip, essentially making the staff a spear. If cast on a spear, the cone grows around the metal tip, causing no damage to the weapon. The Pinespear grants a +1 bonus to attack rolls and inflicts basic damage +1 Dice +1(1d6 spear becomes 1d8+1). This damage is inflicted in place of the target's normal damage). Its wielder ignores long range penalties when throwing the weapon. A Pinespear inflicts double damage to plantlike creatures, including Treants, Shambling Mounds, Archerbush and such. Note, that a Pinespear is considered a stake when attacking vampires. The caster must use a piece of Pine wood together with the spear or staff, it will be consumed in the casting of the spell. The weapon will stay in existence for as long as it doesn't succumb to a Anti magic effect or being dispelled.



Plane Shift

Range; Touch
 Duration Instantaneous
 Casting Time; 8
 Area of effect; Creature touched (special)

Component; A small, forked metal rod— exact size and material type dictating the destination Plane.

Saving Throw; none
 Cleric 5, Exorcist 5, Humanoid Shaman 6 spell, rare

When the Plane shift spell is cast, the priest or some other creature moves to another Plane of existence. The recipient of the spell remains in the new Plane unless sent forth by other means. If several persons link hands, in a circle, up to eight can be affected by the plane Shift at the same time. The Dm determine which material and what material the material component fork must be to reach which Plane. Only Outer Planes directly connected to the Astral Plane can be reached by this spell.



Plane Type	Research Cost	Research Time	Rod Cost
Elemental, Ethereal	500 / 1500 gp	1 wk / 6 wk	100 gp
Outer, Astral	1000 / 3000 gp	2 wk / 3 mnt	300 gp
Other Reality, dimension	5000 / 15,000 gp	2 mnt / 1 yr	400 gp
Pocket Dimension	+ 2000 gp	+ 1 mnt	--
Prime	750 / 3000 gp	3 wk / 9 wk	250 gp

In case of Planes stacked upon eachother, the other planes can only be reached through a Planar conduit like the River Styx, The River Oceanus, The Tree Yggdrasil, or by casting this spell again on that plane to reach a next plane. An unwilling creature must be touched (succesful attack roll) in order to be sent; in addition, the creature is allowed a saving throw vs. spells. If the saving thriw is succesful the effect opf the spell is negated. Note that pin point accuracy is rarely achieved; arriving spread apart from eachother a random distance from an intended destination is common. The metal rod is not expended in the casting of the spell. Foeked rods keyed to certain planes may be difficult to come by as decided by the DM. this spell may be cast on an (perferably flying) vessel, but the cost for the rods will then be increased a tenfold to enable the whole ship and all on it to Phase out. In the table the numbers before the slashes are the cost and time required for Planes that are generally known by the caster and overall world. The number behind the slashes are used when little or nothing is known about these Planes. The price of rods are the typical prices for constructing a single rod, provided that the proper materials are available. rods of extremely rare materials can cost considerable more. the dm decides on this. The values of pocket dimensions are added to the Plane they are connected to. For example, a pocket dimension connected to the ethereal plane woukd cost 2500 gp and take 5 weeks to research. The costs of the rod remain 100 gp.

Placate Plants

Range: 10 yards / level
Duration; special
Casting Time ; 7
Effect: special
Save: special

Druid 3, Dervish 3 spell.

This spell (also called Fertilizer) serves two functions: if it is cast in an area with only normal plants, it increases the amount of nutrients found in the soil, allowing the plants to grow faster, bear more fruit, and prosper in otherwise adverse conditions. If the soil is depleted (after several crops, for instance, the spell feeds the plants while the soil recovers its natural nutrients. In this manner, the area of effect is a 40' square per level of the caster, the duration is a month, and there is no save. The spell's other function works on dangerous plants and plantlike creatures. It placates their hunger so they won't attack. Shambling Mounds, Archerbush, Killer Trees, and the like remain peaceful for 4 rounds +1 round per level of the caster. In this manner, the spell affects 2 Hit dice per level of the caster, so a 9th level Druid can placate two 8 HD Shamblers for 13 rounds. The plants are entitled to a save spells to resist. Druids generally use this spell in conjunction with Speak with Plants to establish peaceful relations with the plant communities near their homes. Sometimes the spell is used in conjunction with the creation (naturally and magically) of new plants (example: Divining Vine). (-200SFP)



Plant Door

Range: caster only
Duration; 1 Turn / level
Casting Time: 5
Effect: Opens a path through growth.
Components; Piece of Charcoal, Holy symbol
Save: None

Humanoid Shaman 4, Druid 4, Dervish 5, Master 5 spell.

For the duration of this spell, no plants can prevent the caster's passage, no matter how dense. Even trees will bend or magically open to allow the caster to pass. The caster can freely carry equipment while moving through such barriers, but no other creature can use the passage (except when it is carried by, or holds on to the caster). Note that a caster can hide inside a large tree after casting this spell. The caster can't see what is happening while he is in the tree.



Plant Fist

Range: 140'
Duration; 1 round / level
Casting Time: 7
Effect: Animate and control plants.
Save: special

Master 7 spell.

This spell is rarely used by Masters because at its end the plants involved die. Plant-like monsters such as Treants are not affected by this spell. The Master can cause 3 trees, 10 saplings or medium-sized bushes, 20 shrubs, or 36 small plants to animate and obey his will. The plants can be made to entangle or whip a single target, preventing spellcasting, slowing movement to half rate, and causing all physical attacks by the target to be at -3 to hit and -1 to damage. The plants will bludgeon and constrict for 3d4 damage in any round in which the target creature doesn't directly fight them. In each round of directly fighting the plants, a target lessens the damage it suffers to 1d4 points and has a chance to break free for 1 round. If a Save vs. spells is successful, the target breaks free. The plants will re-entangle the target on the second round after freedom is gained. The Master can end the spell at will: once stopped, it can't be started up again. He need not concentrate upon the plants to maintain it.



Poloroidic Pregnancy

Range: touch
Duration: permanent
Casting Time: 6
Area of effect: 1 creature
Save: negates

Cleric 6, Healer 6, Exorcist 6 spell.

This spell will speed up the pregnancy of a woman from 9 stages to 9 hours (1 hour for each stage left until birth). The pregnant woman must make a Constitution check when its Time to give birth. Success indicates that the birth is successful, failure indicates that child dies and the woman suffers a permanent -1 reduction to Constitution. The Clerics of the verility Immortals are doing their damndest to hunt down and destroy those who research or even use this spell, it is a violation of their creed. This spell is also know by mages, and apparently even created by them, it is rare to an Immortal to grant this spell to his Clerics if he is not Entropic.



Polymorph Self

Range: caster only
Duration; 6 Turns + 1 Turn / level
Casting Time: 1 Turn
Effect: Caster may change shapes
Save: None

Shamani 5 spell.

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal or less than the caster's Hit Dice/level. His AC, hp, and saves do not change. Special abilities and immunities of the new form are not gained, but physical abilities are acquired. For example; a caster polymorphing into a Frost Giant has its Strength and the ability to throw boulders, but not the immunity to cold. A Caster polymorphed into a Dragon could fly but would not be able to use any breath weapons or spells, and if changed into a Geonid would gain the ability to roll up, and would gain its Armor Value, but could not give their



Damage or roll ability. Spells can't be cast while into a different form. The spell lasts for the given duration or until dispelled, or killed. This spell will not enable the caster to take the form of a specific individual. The form of the creature taken will always look the same with the same basic traits as the caster (i.e. the caster has a white streak in his hair, or has lost an eye, or would have some other distinctive markings like a big nose, scars, etc.). For example, a caster with blond hair and a lost left finger, turned into a frog would become a common frog with yellowish-blond spots and a lost left finger, or as Horse, he would be a sand colored blonde horse with a damaged left hoof, if changed in to a fish, he

would have a blond fin and would be able to breathe underwater (but not in air)and his left fore-fin would miss apart. The caster can't take on another appearance, sex or relative age in the creature he wants to turn into, and every Time he takes on the same creature he will look exactly the same (except for new corporal changes in the caster). During the duration



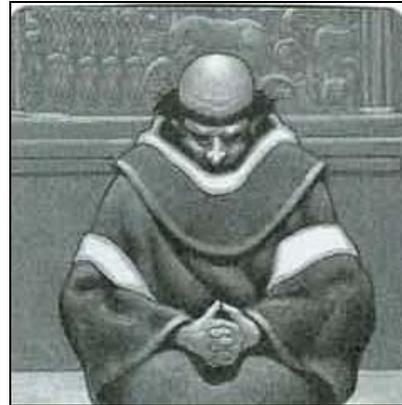
the caster can shift between forms, the changing of one form into another takes 1 round (minus 1 initiative segment if the caster has the skill quick-casting). If the caster is assuming the shape of his totem animal each two Turns as such will count as 1 Turn only.

Prayer

Range: caster only
 Duration; 1 Turn / level
 Casting Time: 3 rounds
 Effect: caster only
 Components; Silver holy symbol, prayer beads or a similar device.
 Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Dwarf cleric 3, Dervish 3 Quest spell.

This spell improves the morale of friendly creatures by +2 and gives the Cleric a +2 bonus on all attack rolls. It will only affect the Cleric him or herself and he or she to be affected must stand still and pray in solitude for the blessing of the Immortal in Question. When the Cleric has acted in some way to offend the Immortal the prayer is negated for this character only. The Cleric also gains the Mastery of one weapon he uses in combat (chosen by the Immortal) one level higher than he normally has, and thus increasing hit and damage accordingly. Any special abilities belonging to the weapon Mastery are granted accordingly. And the Cleric can use them as long as the spell lasts. The Cleric can't use this spell to learn to become him or herself better in weapon Mastery or to learn someone else. The spell is only successful if the Cleric truly has to fight for his Immortal or the faith or something other important. Directly after the duration of the spell has passed, has the Cleric forgotten all about the heightened level of Mastery or even that he had any. In fact Cleric never know that they are raised a level in weapon Mastery, only outsiders see and know this (especially other weapon Masters) and reported this to the Cleric, and thus it is known now.



Precipitation

Range: 10 yards / level
 Duration; 1 T
 Casting Time: 4
 Effect: 30 ft cylinder up to 60 ft high
 Component; Holy Symbol
 Save: None

Druid 1 spell. Clerics 1 spell of Some water /Time immortals, uncommon

This spell precipitates a light rain out of the air, drizzling on everything in the immobile area of effect. Small flames (candles) are extinguished (unless protected). Small fire (torches and campfires) gutter and smoke for a round after the drizzling stops. Bonfires and most magical fires are unaffected.

Large magical fire effects (Fireball, Agannazer's scorcher, Wall of Fire, Flamestrike, etc.) cast into the area of effect during the rain are reduced in damage by 2 points of damage per die (minimum damage 1 / die) and create a warm for that obscures vision in an area 60 feet in diameter. This lasts for 1d4+1 rounds, half that in a breeze (wind 3+), and but one round in a strong wind (7+). The precipitation spell has double effect in humid climates, causes only slight dampness in arid climates, produces sleet a temperatures near freezing, and light snow if the temperature is below freezing (only thin layer of snow 1/2 inch thick).



Pressure Resistance

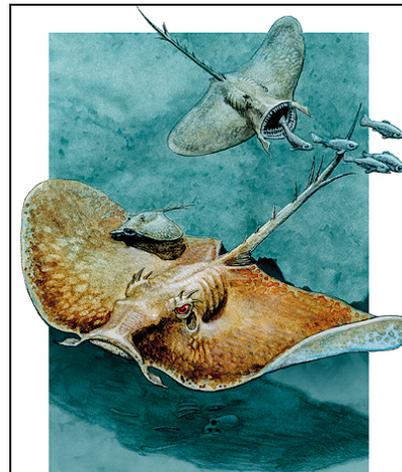
Range: touch
 Duration; 1 Turn + 1 Turn / level
 Casting Time: 4
 Effect: creature touched
 Component; Holy Symbol
 Save: None

Clerics of Sea, Water / Time Immortals spell. uncommon

This spell increases the recipient's resistance to the crushing force of water pressure, allowing him or her to function at greater depths underwater. The spell's recipient can safely dive to twice his normal depth.

Race	Limit
Bird	50 ft
Land animals	150 ft
Surface animal	250 ft
Halfling	350 ft
Human	400 ft
Elf	450 ft
Orc	500 ft
Lizardmen	550 ft
Dwarf	600 ft
Sea Animals	750 ft
Undead	1000 ft
Devilfish	1500 ft
Kraken	2500 ft
Other Giant Sea monsters	4500 ft
Lowlife	Unlimited

For example, an unassisted human can normally withstand the effects of pressure to a maximum of 400 feet underwater. A human protected with this spell could safely dive to a depth of 800 feet. The recipient will notice when the limit is reached. When this spell is somehow dispelled underwater, the recipient will be instantly vulnerable to the crushing of the water and could die in mere moments. Damages are 1d8 / 50 feet beyond the limit for the race. This spell does not enable water breathing. Most aquatic races know this spell, and some may have an ability with similar effect but unlimited duration to themselves.



Priest Lock

Range: Touch
Duration: Permanent
Casting Time: 4
Effect: 1 portal up to 2 square feet / level
Save: None

Cleric 2 spell, rare

By means of this spell, a priest can place a magical protection on any window, door or portal. The door will open for anyone who speaks the password that was put into place by the priest who Priest Locked the door. The password can be a single word or several sentences. The priest has almost complete freedom in choosing the password, including the language (but not the dialect or intonation) in which it must be spoken. The password works only if it is spoken in the language designated by the priest. The language does not need to be the native tongue of the spellcaster, but he or she must at least be able to speak the password. A Priest locked door can be opened by breaking, or a successful Knock or Dispel Magic. The priest can negate the spell by speaking the password in reverse. This allows the priest to change the password without the need to cast this spell again (only the initial caster can do this). The caster must set a duration that the door, once opened, will remain unlocked, up to the caster's level in rounds or less. The priest can also place a



time delay on the release of the door, which can't exceed 6 rounds (1 minute). For example; a priest casts Priest Lock on the door to her room. She specifies in the spell that the door will be released two rounds after the password has been spoken and the door will remain unlocked for five rounds after that. The password is a phrase in Dengar (Rockborn) the dwarven language, which is not her native tongue.

Predict Weather

Range: caster only
Duration: 12 Hours
Casting Time: 1 round
Effect: Gives knowledge of coming weather
Save: None

Cleric 2, Exorcist 3, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Shadow Elf Shaman 2, Shaman 1, Shamani 1 spell.

This spell enables the caster to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the caster : a 20th level caster would learn the weather coming in the next 12 hours within a 10 mile radius. The spell doesn't give any control over the weather, merely predicting what is to come. Only with the other spell Weather Prediction 3rd level) the caster is able to predict the weather to come in a much longer period. Shaman who cast this spell will know the weather in a radius of 2 miles. A Shadow Elf Shaman can use this spell only in the vast underground caves, and not above ground. Above ground races can't use this spell underground.



Prevent Nausea Cause Nausea

Range: touch
Duration: 6 turns / level 6 rounds / level
Casting Time: 1
Area of effect: 1 creature
Save: none

Cleric 1, Healer 1 spell.

This spell will prevent the woman from getting nausea for the Duration of the spell. This spell is used with the woman in labor, and helps to keep the woman in question conscious. It helps also during the Pregnancy when the woman has morning sickness, or nausea caused by any form of disease, but it will only remove the nausea, and not the disease. In effect it will make the disease a bit more durable.

The reverse of this spell will cause nausea to the victim, male or female. The victim will suffer no more ill effects than a severe nausea, as if eaten too much and must throw up any moment.

For the duration of the spell the victim must make a Con. check each round or indeed throw up, and regurgitate all eaten and drunk the last 3 hours. The victim his Intelligence is lowered by 1 during the nausea for the use of Intelligence checks only. A Cure disease will not remove the effects of this spell.



Produce Fire Quench Fire

Range: Caster Only 60'
Duration: 2 Turns / level 40' diameter spherical area
Casting Time: 3
Effect: Creates fire in Hand
Save: None

Humanoid Shaman 2, Druid 2, Dervish 2, Master 3, Shaman 1, Shamani 2 spell. **Druid 3, Master 3 spell.**

This spell causes a small flame to appear in the caster's hand. It doesn't harm the caster in any way, and shed's light as if a normal torch. The flame can be used to ignite combustible materials touched it (a Lantern, Torch, Oil, etc.) without harming the Magical flame. While holding the flame the spell-caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but leaves 1 round after leaving the caster's hand. Any fire it ignites during that round or before remains burning, and will give damage as per normal fire(1d4 / round for small fires, 1d6 / round for average fires, etc.). This spell has no effect when cast under water.

The Masters of the Hin (only) also know the reverse of this spell: Quench Fire, but they must choose for the reversed spell when meditating, not upon casting, as if it is a separate spell. This version has the same duration as the normal Produce Fire, but can affect a 40' diameter spherical area up to 60' distant from the Master. It may be mentally invoked or relaxed as many times as desired during the spell duration. Each switch from "active" to "inactive" involves a round of transition during which the magic is "inactive", but the active magic may be exercised any number of times without exhausting it;

only the expiration of the duration of the spell or a Dispel Magic will do that. Quench Fire is usually used to instantly extinguish any fire, normal or magical in the area of effect. Volume doesn't Matter, although fires extending beyond effective spell range will be only put out within the spell's sphere (and can be easily re-ignited). Heat and corrosive effect are not lessened by this spell, nor will it repair fiery damage. Quench fire may be invoked in an area and left active, to prevent fires of all sorts. A Fire Ball spell, for example, cast into the protected area would vanish without any effect and being lost forever. The same spell cast into an inactive protected area would have full flame and blast effects, although is the Quench Fire was activated on the round following, any fires begun by the fireball, even among paper, straw, or other highly flammable substances, would be instantly snuffed out. This spell can be used against great fires to lessen the effect or improve the total work to extinguish it. In effect it will quench 40 FP in the whole fire.



Produce Ice

Range: 60 yards
Duration: 2 r / level
Casting Time: 8
Effect: cube, 1 ft / level on a side
Save: special
Component: A Scale of a white Dragon
Cleric 5 spell of Water / Time immortals.

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, it will have no effect. The caster can affect a cubic area of 1 foot per level to a side, so a 12th level caster affects 12 feet x 12 feet cube. This can have several effects; first of all, any creature caught in the area of effect at the moment of the casting of this spell when the temperature is lowered suffers 2d4 + 1 point per level of the



caster damage (2d4+12 for a 12th level caster) or half that with a successful saving throw vs spells. Any fires in the area are suppressed and may (50% chance) be extinguished. Creatures entering the area of effect after the initial creation of ice will suffer no damage, although the air will be noticeable dry and cold. However, the ice formed by this spell coats all surfaces and may cause creatures to slip and fall. Any creature moving in the area of effect must make a saving throw vs. spells or fall, losing their further actions for the round and being prone up to his next round. The ice lasts at least 2 rounds per level of the caster, and then begins to melt at whatever rate local temperatures decree. If cast on a body of water, this spell creates an iceberg of the stated dimensions (of which 2/3rd will be below the water surface). A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most airbreathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, and so on) may survive being frozen, at the DM's discretion.

Protection from Amorphs

Range: Touch
Duration: 5 r / level
Casting Time: 6
Effect: creature touched
Component: A mixture of rare salts sprinkled over the creature to be affected.
Save: none

Cleric 3 spell, very rare.

This spell abjuration protects the recipient from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, gelatinous cubes, and slithering trackers. To qualify as an amorphous creature, the monster must have an amorphous body and attack through acids or other body secretions of some kind. Most are native to the Prime Plane and are formless, primordial beings, as opposed to creatures such as elementals. The creature cannot stand the touch of the barrier surrounding the protected creature, and its natural attacks



automatically fail. Ranged attacks by these creatures also fail. If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected. The spell can't be cast underwater or in heavy rain, it also is washed away upon entering large areas of water or heavy rainfall (or waterfall), as many Amorphs live in wet surroundings this spell is weaker than expected. Some extraplanar beings are affected by the Protection from Amorphs spells, in particular certain minions of Jubilex, the faceless lord. Likewise, some Prime Plane creature will not be affected, such as Mimics (malleable but not amorphous), and Algols (like green slime but is a colony of animated algae rather than primordial ooze).

Protection from Charm

Range: Touch
Duration: 5 r / level
Casting Time: 5
Effect: Creature touched
Component: Holy Water
Save: None

Cleric 2 spell, very rare.

This spell adds a bonus of +1 per four levels of the caster to the recipient's saving throws against charm spells and all related effects. These include spells such as Suggestion and Magic Jar; items such as Potion of ...Control, and spell-like effects, such as the Gaze of a Vampire or the song of a Harpy or bard. It is not affective against Charm attacks that aklow no saving throw (immortal often). A saving throw of 1 fails regardless of the bonuses conferred by this spell the maximum benefit allowed by this spell is +3 at 12th level.

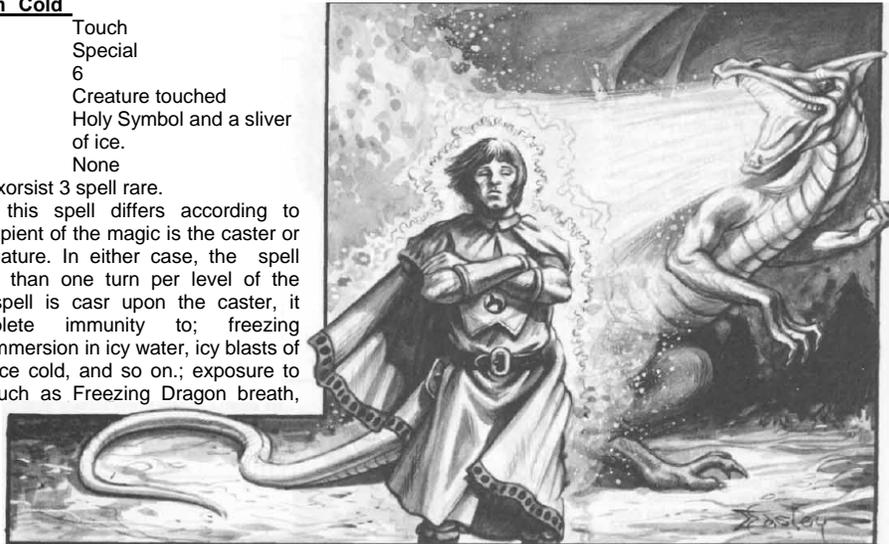


Protection from Cold

Range: Touch
Duration: Special
Casting Time: 6
Effect: Creature touched
Component: Holy Symbol and a sliver of ice.

Save: None
Cleric 3 spell, Exorsist 3 spell rare.

This effect of this spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per level of the caster. If the spell is casr upon the caster, it confers complete immunity to; freezing temperatures (immersion in icy water, icy blasts of wind, outer space cold, and so on.; exposure to magical frost such as Freezing Dragon breath, Frost Magic, Wall of Ice, Ice Storm, Chill Metal (reverse Heat Metal),



Cone of Cold, Winter Wolf Breath, Ice Toad and Brown Mold, Cold radiation, and so on. The invulnerability lasts until the spell has absorbed 12 points of ice or cold damage per level of the caster, at which time the spell is negated. If the spell is cast upon another creature, it gives invulnerability to normal freezing temperatures (up to - 25° C), gives a bonus of +4 to saving throws vs. cold attacks, and reduces damage sustained from magical cold attacks by 50%.

Protection From Disease

Range: Touch
Duration: 1 turn/level
Casting Time: 6
Area of Effect: Creature touched
Save: None

Healer 3, Exorcist 2, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

By means of this spell, the caster bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he/she may already have. This spell doesn't cure disease it merely prevents its transfer. When a person is subject to this spell, a glowing light appears on the subject's palm. This is to assure the person has this protection on. Therefore, a person he/she can't say "Let's have sex, I have the protection on", while not having it. A scoop of mold (a generic form of penicillin), has to be swallowed by the target during the casting of the spell.



Protection from Elementals

Range: Touch
Duration: 5 r / level
Casting Time: 1 r
Effect: 10 ft radius
Component: A piece of substance that came from neither the Prime Plane or any of the Elemental Planes.
Save: None

Cleric 4, Exorcists 4 spell Rare

This spell covers a group of related effects. The one element desired is selected when the spell is memorized. It creates a globe of protection, that protects all within from the direct attack of one type of elemental creature. The sphere is centered on and mobile with the creature touched. If more elemental creatures attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the effect. Otherwise, the effect of the spell varies with the caster's level. Two factor's rule the degree of protection. First the total number of HD hedged out is 2 HD per level of the caster, to a maximum of 24 HD at 12th level.

Second, as the caster grows more powerful, stronger elemental creatures can be hedged out. Thus an 8th level caster can keep out elemental creatures with a total of 16 HD or less, as long as the creatures have less than 8 HD each.

At 7th level, creatures of the memorized element with less than 8HD can be hedged out.

At 9th level, the protection is extended to creatures of the memorized element with 16 HD or less.

At 12th level, the protection is further extended to creatures of the memorized element with less than 24 HD. Further, the protection hedges out any type of elemental creature with 16 HD or less; thus a 12th level priest who memorizes the air elemental version of this spell gains the ability to keep out Earth elementals of 16 HD or less well.

At 15th level, protection is further extended to any elemental creature with 24 HD or less. Elemental creatures with more HD, or exceeding the total HD limit, can pass the barrier. For example, if a 9th level priest sphere is attacked by three 8 HD elementals, one penetrates the barrier. A sphere attacked by a single 24 HD elemental is penetrated as well.

Note that attacks by elemental creatures based on their element are blocked as well (heat, cold, wind, etc.), but other attacks might not be (water will still drown, and stones will still smash). Thus, while an Efreet could not affect protected creatures with its wall of fire spell, it could shoot a bow, if it had one. Spells affecting elementals also include many similar elemental-based creatures. Examples;

Air; Djinn, Fundamentals, Haouu, Invisible Stalkers, Plasm,

Earth;Xorn, Fundamentals, Gorgon, Medusae, Horde, Kryst, Plasm

Fire; Efreet, Fundamentals, Fire Salamander, Phoenix, Plasm

Water; Water Weirds, Fundamentals, Hydrax, Plasm, Frost Salamander, Undine



Protection from Evil Protection from Good

Range: caster
Duration: 6 turns
Casting Time: 1
Effect: Caster only
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Shamani 1 spell. **Cleric 1, Humanoid Shaman 1 spell.**

This spell creates an invisible Magical barrier all around the caster's body (less than an inch away). All attacks against the caster are penalized by a -1 to their hit rolls, and the caster gains a +1 to all saves while the spell lasts. In addition, "enchanted" "creatures can't even touch the caster! If a Magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon—a lycanthrope, for example—is not an "enchanted" creature. The attacks thus completely prevents all from attacks from those creatures unless they use missile weapons.



If the caster attacks anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the caster, but the other adjustments still apply until the spell duration ends. If a Magic missile is shot at the caster protected by this spell, the caster may save per missile for no effect.

This spell creates an invisible Magical barrier all around the caster's body (less than an inch away). All attacks against the caster are penalized by a -1 to their hit rolls, and the caster gains a +1 to all saves while the spell lasts. In addition, "enchanted" "creatures can't even touch the Magic-User ! If a Magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon—a Lycanthrope, for example—is not an "enchanted" creature. The attacks thus completely prevents all from attacks from those creatures unless they use missile weapons. If the caster attacks anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the caster, but the hit roll and save adjustments still apply until the spell duration ends. If a Magic missile is shot at the caster protected by this spell, caster may save per missile). If successful, the missile will have no effect.

Protection from Evil 10' radius Protection from Good 10' radius

Range: caster
Duration; 12 Turns
Casting Time: 4
Effect: barrier 20' diameter
Save: None

Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4 spell. **Cleric 4, Humanoid Shaman 4 spell.**

This spell creates an invisible Magical barrier all around the caster, extending 10' in all directions. The spell serves as a protection from "evil" attacks (attacks of monster's of evil alignment). Each creature within the barrier gains a +1 to all Saves, and all attacks against those are penalized by -1 to the attackers hit roll, while the spell lasts. In addition, "enchanted" creatures can't attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or Magical attacks however. An "enchanted" creature is Magically summoned, conjured, animated or controlled (as with a Charm Person spell) or can only be hit by a Magical weapon. Creatures that can be hit by silver weapons are not enchanted. If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent that creature from attacking by melee, but the bonus to saves and penalty to THACO will still apply.



This spell creates an invisible Magical barrier all around the caster, extending 10' in all directions. The spell serves as a protection from "Good" attacks (attacks of monster's of Good alignment). Each creature within the barrier gains a +1 to all Saves, and all attacks against those are penalized by -1 to the attackers hit roll, while the spell lasts. In addition, "enchanted" creatures can't attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or Magical attacks however. An "enchanted" creature is Magically summoned, conjured, animated or controlled (as with a Charm Person spell) or can only be hit by a Magical weapon. Creatures that can be hit by silver weapons are not enchanted. If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent that creature from attacking hand-to hand, but the bonus to Saves and penalty to hit rolls will still apply.

Protection from Fire

Range: Touch
Duration; Special
Casting Time: 6
Effect: Creature touched
Component; Holy Symbol
Save: None

Druids 3, common, Cleric 3, Exorcist 3 spell rare Uncommon for Clerics of Sea, Water / Time Immortals.

This effect of this spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per level of the caster. If the spell is cast upon the caster, it confers complete immunity to; normal fires, like torches, bonfires, oil fires and the like.; exposure to magical fires such as Fiery Dragon breath, Fire Magic, Wall of Fire, Fire Ball, Fire Seeds, Fire Storm, Flame Strike and the Fire part of Meteor swarm, hell hound or Pyrohydra breath, and so on. This spell will not affect Elemental Fire or Phoenix Fire in any way. The invulnerability lasts until the spell has absorbed 12 points of ice or cold damage per level of the caster, at which time the spell is negated. If the spell is cast upon another creature, it gives invulnerability to normal Fires, gives a bonus of +4 to saving throws vs. fire attacks, and reduces damage sustained from magical fire attacks by 50%. A sea Priest (only) can cast this spell on inanimate objects, such as a ships hull or sails. When cast on objects, its duration is one hour, plus one turn per level of the caster. This spell does not protect from heat (like sunburn, magma heat, and similar), and Melting Breath of a Brown Dragon.

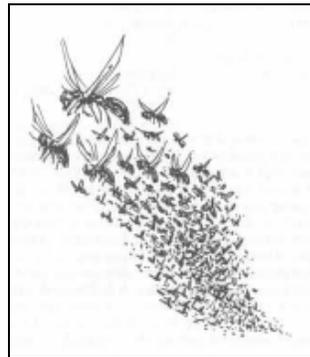


Protection from Insects

Range: Touch
Duration; 3 r / level
Casting Time: 6
Effect: Creature touched
Component; Ground insect bodies
Save: None

Cleric 3 spell, very rare

This spell prevents bodily contact between the protected creature (the caster or a willing recipient) and normal insects. It completely hedges out swarming attacks of common insects, such as those summoned by Summon Insects, and Insect Plague, but also natural swarms like ant wars. Attacks by giant-sized (or intelligent) insects suffer a -2 penalty to their attack rolls. Saving throws for the protected creature against their attacks receive a +2 bonus. The spell does not affect monsters and insects of a magical nature.



Protection from Lycanthropes

Range: Touch
Duration: 5 r / level
Casting Time: 4
Effect: 5 ft radius / level
Component: Dried
Wolvesbane,
crumbled and
scattered on
the protected
creature during
the casting of
the spell.
Save: None



Save:

Cleric 4 spell Rare

This spell covers a group of related effects. The one lycanthrope race desired is selected when the spell is memorized. It creates a globe of protection, that protects all within from the direct attacks of one type of

lycanthrope creature. The sphere is centered on and mobile with the creature touched. The globe keeps out 49 HD of that type of Lycanthrope (round up) . If more Lycanthropes attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the effect. Otherwise, the effect of the spell varies with the caster's level.

At 7th level, Lycanthropes of the memorized kind with less than 4HD can be hedged out. (ex. Wererats)

At 9th level, Lycanthropes of the memorized kind with less than 8HD can be hedged out. (ex. Werewolves, Wereboars, were tigers, Werefoxes, Werebears)

At 12th level, all attacking Lycanthropes of every type are hedged out, up to the limit, instead of just one type. Further, the protection also works against all other natural shapechangers, as well, such as Doppelgangers, Gold Dragons, Druids with shapeshift powers, and those under the influence of Polymorph spells.

The spell can't be cast underwater or in heavy rain, it also is washed away upon entering large areas of water or heavy rainfall (or waterfall).

Protection from Mammals

Range: Touch
Duration: 3 r / level
Casting Time: 6
Effect: Creature touched
Component: Animal hair, Chip animal bone,
and drop animal blood. (any
type)
Save: None

Cleric 2 spell, very rare.

This spell prevents bodily contact between the protected individual and small,swarming mammals. Other attacks by normal and giant-sized mammals suffer a -2 penalty to Attack rolls, and any saving throws these require of the protected creature are at a +2 bonus. Monsters and animals of a magical nature are not affected by this spell.



Protection from Lightning

Range: Touch
Duration: 1 Turn / level
Casting Time: 4
Effect: Protects against Lightning
attacks
Save: None

Humanoid Shaman 4, Druid 4, Dervish 4, Shaman 4 spell.

Any recipient of this spell is immune to a given amount of electrical damage. The caster's level determines the amount of damage; for each level of the caster, 1d6 of damage is negated. Subtract the number of dice from the number of dice of damage that would be done to him. Tactics: Cast onto a ship if magically produced Lightning might be used against the vessel.



Protection from Poison

Range: Touch
Duration: 1 Turn / level
Casting Time: 3
Effect: Gives one creature immunity to all poison.
Save: None

Cleric 5, Healer 3, Exorcist 5, Humanoid Shaman 3, Druid 2, Dervish 3, Shadow Elf Shaman 3, Shaman 3 spell.

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and Cloudkill spells. This protection extends to items carried (thus protecting food, water, potions, etc., against a Spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saves vs. poisonous breath weapons (such as Green Dragon Breath), but not Petrification Breath (such as a Gorgon's).



Protection from Serpents

Range: Touch
Duration: Special (24 Hr)
Casting Time: 1 T
Effect: Creature touched
Component: Relatively large amount of ash from a fire in which a snake has been cremated
Save: None

Shaman, Humanoid Shaman 2 spell, primitive cultures common, else very rare.

This spell protects the subject from normal serpents. Nonmagical and unintelligent snakes simply ignore the creature's presence. Giant, Undead, Magical or intelligent snakes and snakelike beings such as Nagas, can still attack, but at a -2 penalty. Relatively large amount of ash from a fire in which a snake has been cremated are required, because, as the spell is cast, the shaman smears the ash over the creature's body. The spell ends if the ash is washed off, or after 24 hours in any case. If the ash is removed from a part of the subject, the exposed portion is again vulnerable to snake bites. Alternate versions of this spell exist, used by shamans in regions where snakes are not the most threatening of venomous creatures. For example, among desert shamans, a protection from scorpions is used, smearing scorpions' ashes over the subject to grant protection against the creatures. Protection from Scorpions also partially protects against manscorpions. One other known versions is Protection from Spiders, which provides also protection against spider like creatures.

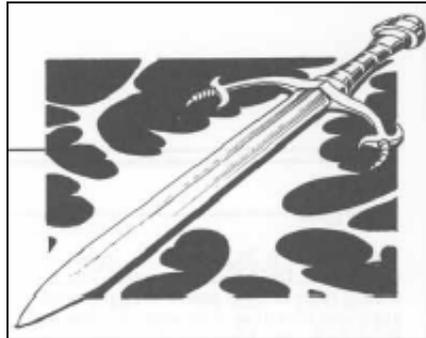


Protection from Silver

Range: Touch
Duration: 1 Hr / level
Casting Time: 3
Effect: Creature touched
Component: Animal hair, Chip animal bone, and drop animal blood. (any type)
Save: None

Cleric 1 spell, very rare.

This spell is discovered in the Outer Planes, as most Demons are especially vulnerable to silver weapons. Protection from Silver does away with that vulnerability for the duration of the spell. If a protected creature is attacked with a silver weapon, the weapon is treated as if it were just a normal blade (or mace, or whatever it is). Glantrian Clerics from New Averogne discovered this spell in Hades and brought it to Mystara, where it was eagerly desired by Lacanthropic creatures.



Protection from Petrification

Range: 0
Duration: 1 r / level
Casting Time: 6
Area of Effect: One creature touched / level
Components: A jellyfish tentacle.
Saving Throw: None
Cleric 3 spell

This spell gives a +4 bonus on all saving throws versus any petrification (but not paralyzation or similar which use the same saving throws) attack for each creature touched.

Puffball

Range: Touch
Duration: 2 rounds / level of caster
Casting Time: 4
Area of Effect: 1 mushroom, etc.
Save: Special
Druid 1, Dervish 1 spell.



A character who casts puffball on a normal mushroom, truffle, or toadstool (up to 6 inches in diameter) transforms the fungus into a magical puffball, which the character may drop or throw. A normal throwing or melee roll is required to hit the target but penalized by 2 due to its awkward size/shape. The puffball bursts upon landing, releasing a cloud of spores 10' in diameter. Those caught in the spore cloud must save vs. poison or suffer an attack of coughing and choking. Victims can make no attacks and lose all Dexterity bonuses to AC and Saves. The cloud dissipates in 1d3+1 rounds; residual effects still afflict characters one round after they escape the cloud or it fades. The spell's effects do not affect undead or similar non-breathing creatures. If no one throws (or drops) the missile by the time its duration expires, the enchantment is lost. The caster sprinkles the material component—a pinch of ground puffball—over the fungus to be enchanted.



expires, the enchantment is lost. The

Purify Food and Drink

Range: 10'
Duration: Permanent
Casting Time: 1
Effect: Makes Food and Water safe to consume
Save: None

Cleric 1, Exorcist 1, Humanoid Shaman 1, Dervish 1, Master 1, Shadow Elf Shaman 1, Shamani 1 spell.

This spell will make spoiled or poisoned food and drink safe and usable. It will purify one ration of preserved food, or 6 waterskins of water, enough food to feed a 12 people. If cast at mud, it will cause the dirt to settle, leaving a pool of pure, clear water. The spell will also decrease the amount of Alcohol points (ap) a drink has by 50%. The spell can't affect any living creature, yet it will drive insects and vermin on the food 10' / level of the caster away. Tactics; Used on ships' stores if and if necessary, especially on long voyages.

Purify Food and Clear Water Putrify Food and Water

Range: 10'
Duration: Permanent
Effect: Makes Food and Water safe to consume
Casting Time: 1
Save: None

Healer 1, Druid 1 spell. (Only this version can be cast underwater.) uncommon. Most other priests use Purify Food and Drink which has a wider range of liquids to affect.

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of preserved food, or six waterskins of water, enough food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature. It can also be used to clear Mud, ink, or other obscuring substances from a 20' diameter globe. It makes the area into clear water which doesn't obscure vision. It can also be used to remove any water-based poisons from its area of effect. It has no effect on a Obscure spell.

The reverse of this spell, Putrify Food and Water makes clean, pure water, dirty and contaminated water, or edible food spoiled and rotten, unsuitable for consumption. Up to 1 cubic feet per level of the caster can be affected. If still



consumes, the person will have severe stomach cramps within 3 Turns, and trying to regurgitate all taken. He'll be sick for at least 8 hours (THAC0 -3, Saves -2, Skills -1).

Pyrotechnics

Range: 160 yards
Duration: special
Casting Time: 6
Area of Effect: 10 or 100 times a single fire source

Components: a fire source Vocal *Incendio incendia*

Saving Throw: None

Druid 3 spell uncommon

A Pyrotechnics spell draws on an existing fire source to produce either of two effects, at the option of the caster at the moment of the casting.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area that also have an unobstructed line of sight to the effect, for 1d4+1 rounds unless the creatures roll a successful saving throw vs. spells. The fireworks fill a volume ten times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conform to the shape of a confined area) that totally obscures vision beyond two feet. The smoke fills a volume 100 times that of the fire source. The spell uses one fire source within the area, which is immediately extinguished when this spell is cast. An extremely large fire could be used as a source, and it is only partially (-5% / 5' radius fire) extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a Fire Elemental) used as a source suffers 1d4 +1 point per level of the caster damage. This spell does not function underwater, or in airless circumstances. Chances of igniting combustible materials is fully decreased to nil.



Quest

Remove Quest

Range: 30'
Duration: special
Casting Time: 2
Effect: Compels one living creature.
Component: Vocal *Imperio Impero negato*
Save: Negates

Cleric 5, Exorcist 6, Humanoid Shaman 5, Druid 5, Dervish 5, Shaman 5, Shamani 6 spell.

This spell forces the victim to perform some special task or Quest, as commanded by the caster. The victim may make Save vs. spells; if he succeeds, the spell doesn't affect him. A typical task might involve slaying a certain monster, rescuing a prisoner, obtaining a magical item for the caster, or going on a pilgrimage. If the task is impossible or suicidal to the victim's perceptions at the moment of the casting, the spell has no effect. Once the task is complete, the spell ends. The spell enforces the victim to undertake a task, but doesn't force him or her to like it. Once the task is accomplished, the victim might wish to exact revenge on the Cleric, just depending on the circumstances of the adventure. Any victim refusing to go on the Quest is cursed until the Quest is continued. (cursed like the Minor Curse spell). If the target accepts and carries out the quest, a major past offense against the granting faith will be forgiven, and the resulting piety loss restored. If this loss had triggered a divine curse that curse may now be removed.



The reverse of this spell, Remove Quest, may be used to dispel an unwanted Quest or Quest related curse. The chance of success is 50%, modified by 5% for every level of the caster different from the level of the caster of the original Quest. Thus, an 11th level Cleric attempting to remove a Quest cast by a 13th level Cleric has only a 40% chance of success; a 36 level Cleric attempting to remove a Quest cast by a 20th level Cleric has a 130% chance

(reduced to 99% to provide for a 1% chance of failure). There always exists a 1% chance of failure. If the Quest is placed the "victim" by the same Immortal as the caster does the spell will always fail, until the quest is fulfilled.

Radiance

Range: 140'
 Duration: 6 Turn
 Casting Time: 1
 Effect: Controls light intensity in a 40' diameter sphere.
 Save: None

Master 1 spell.

This spell, once cast, continues despite departure, slumber or unconsciousness, or subsequent spellcasting of the Master casting it. It can be ended by a Dispel magic or by the will of the caster, who can manipulate light within the spell's area of effect; to total darkness, to blinding light, or at any level in between. The light can be changed as often as desired and can blind or stun creatures into a round of inactivity and "to hit" penalties of up to -3 when blinded, and conceal or reveal things clearly. Creatures with infravision can't be confused by such light alterations; they will still be able to detect the positions of other creatures and objects. Radiance created by this spell can be as strong as sunlight or any hue and intensity in between. This spell is the basic component for Bola's of sunlight, and Undead will react in fear to it, or can even die by its radiation (i.e. Vampires).



Rainbow

Range: 120 yards
 Duration: 1 r / level
 Casting Time: 7
 Effect: special
 Components: Holy symbol, and a vial of Holy Water and a Rainbow (if no rainbow is present in the vicinity, the caster can substitute a diamond of at least 1000 gp value, specially prepared with a Bless and Prayer spellwhile in sight of any rainbow. Both disappear when cast.
 Save: None

Druid 5 spell.

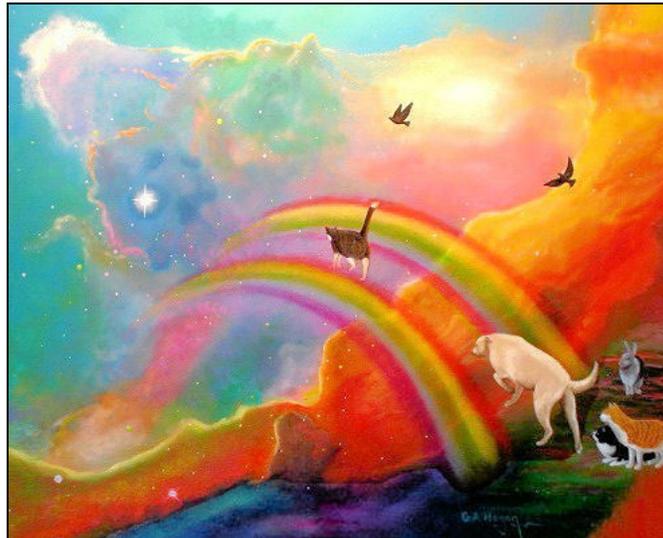
To cast this spell, the priest must be in sight of a rainbow of any soet, or have a special component (see below).the Rainbow spell has two applications, and the priest can choose the desired one at the time of the casting. These applications are as follows;

Bow: The spell creates a shimmering, multilayerd short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty of unskilled weapon mastery. It is magical; each of its shimmering missiles is the equivalent of a +2 missile, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to four times per round, each at -1 on the initiative. Each time a missile is fired, one hue leaves the bow, corresponding to the color of the arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows;

- Red; Fire dwellers, or users, and fire elemental creatures.
- Orange; Earth elemental creatures, constructs of clay, stone, sand, earth, or similar.
- Yellow; Vegetable opponents (Plants, Funghi).
- Green; Aquatic Creatures, Water Elemental creatures.
- Blue; Aerial creatures, electricity-using creatures and air elemental creatures.
- Indigo; Acid using creatures or poison using creatures.
- Violet; Metallic or regenerating creatures.

When the bow is drawn, a arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that already been used is asked for, then the next arrow in the order of the spectrum appears.

Bridge: The caster causes the rainbow to form a seven hued bridge up to three feet wide per level of the caster. It must be at least 20 yards long and can be as long as 120 yards, with an angle of no more than 45°, according to the level of the caster. The bridge is always a shaped like a regular rainbow and can't bend to any side.



Rain shield

Range: 0
Duration: 2 Turns / level
Casting Time: 1
Effect: 3 ft diameter.
Save: special

Cleric 1 spell. Very rare.

This spell causes an invisible, slightly convex barrier about three feet in diameter to appear five feet above the caster's head. The rainshield shelters the caster from rain or other liquids falling from above. It can freely be penetrated by solid materials (including hail, but not snow) or magical effects that are not liquid. With conscious effort, the caster can move the Rainshield from its position directly overhead to a better angle for stopping the wind-blown rain, or even directly in front or to the side to impede a direct liquid based attack (this takes 3 initiative segments to do). The limited area the Rainshield protects may allow splashes to strike the caster even if the major part of an attack is diverted. Others standing near the caster might share the benefits at the DM's discretion, but essential protection is the caster's, and the Rainshield cannot be deliberately positioned give more benefit to another.



Raise Dead

Range: 120'
Duration: Permanent
Casting Time ; 1 hour / day the corpse is dead before using this spell. 5

Effect: Depending on the Immortal: one body of a Demi-Human-oid or animal or one Undead

Save: None
Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Dervish 5 Quest, Master 6, Dwarf Cleric 6, Shadow Elf Shaman 6 spell.

This spell enables a Cleric or Shaman to raise any Human, Humanoid, Dwarf, Halfling, but not Fairies, Elves, Forest Folk (or any other creature disallowed by his or her Immortal) from the Dead. Some Immortals like Rafiel enabled that Elves could be raised, but the cost is great, as they lose double the amount of constitution due the strain. The body must be present, and if parts are missing (or in far mutilated state) the character might be disabled in some way, as missing parts will still be missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The victim must make a Constitution check or be drained 1 Constitution point permanently in the process (Elves, when allowed are always drained 1 constitution, and if failed, even two points). This is due to the great ordeal the Soul must go through to be called back from Limbo, through a Gate, into the Prime Plane again, and then into its own corpse. The Constitution check is not allowed when the corpse is somehow still Sick, Poisoned, Burned, or incomplete (not including normal Wounds) prior to the Raising, the Constitution drain will then be automatic. A character can be Raised back to the Living no more than his biological adult constitution. Constitution gained (or lost) by any means are not counted in this formula. The victim is actually pulled from the Plane of Limbo back through a minor Gate towards the body. There is always a chance that the victim doesn't want to be raised at all, and then the spell will fail unless the victim fails a Save vs. spells (based on the statistics when still living), regardless of the power of the caster.

Slay Living

60'

Negates



There is a difference in the Time a corpse can be raised by a Cleric or a Shaman, therefore consult the table. The Time it takes for a caster to raise a corpse depends on the Time it was dead (and thus how far it was away in the Plane of Limbo). This period is a great ordeal to the caster and he must rest for at least one day before being able to act normally. In the mean Time the Cleric attacks at -6, saves at -4 and uses all abilities and skill checks at half normal. Also he will be unable to concentrate—and thus unable to cast spells needing concentration and thus unable to remember for spells. The recipient becomes alive with 1 hp, and can't fight, cast spells, use skills or abilities, carry heavy loads, or move more than half walking speed. These penalties disappear only after 2 weeks of complete bedrest, but this healing can't be speeded with normal curing magic (only a Cure-All spell will enable this). A character's adult constitution (what you rolled by creating the character) is an absolute limit to the number of times the character can be revived by Raise Dead or Raise Dead Fully. Lost constitution can be regained but chances of raising not.

Normally the Lawful priests should be disinclined enough to use spells of resurrection and of animation of the dead, since they are the most delicate to use (together with wishes and restorations), in how interfering with their own divine authority in the sphere of highest competence, or that of the sovereignty over the souls of the dead. Every cleric cannot himself claim the right of deciding if an individual must continue to live after death, since this is the duty of the Immortals, who judges the life of the creature based on its actions and to the fidelity of its beliefs and decides the fate of their soul a time spent in the Afterworld. True, those clerics that worship patron Immortals of necromancy and destruction don't have any scruples about animating the dead and use them for the cause of Entropy, nor to revive those slain in battle if this can help them to bring further death and destruction. However, the clerics of the majority of the Immortals are respectful of the power of the Immortals in the afterlife and usually waits for a response by the

Immortal before attempting to bring the dead back to life, giving time to the Immortal to judge the soul of the deceased and of deciding his fate. In fact, they believe that if the soul was sent to the paradise or hell of the Immortal worshipped by the deceased, he can no longer be brought back to life, and therefore whichever attempt automatically fails (in how the Immortal doesn't permit them from going against his decision, and therefore not grant the power of reviving the individual). If instead the soul was judged impure or unprepared to enter eternal peace (or in torment), then the Immortal welcomes the attempt of returning to life the deceased, for giving him a new possibility of realizing his own fate and redeeming himself. Note on age: the age should be expressed as a percentage based on the maximum age achievable by the race of the deceased.

It is however worth remembering a precept that for any cleric: he is normally always authorised to try to revive a follower belonging to the same vocation or to the same church, but is never required to try to revive a follower of another religion, given that as a rule an Immortal doesn't permit to followers of other Immortals to try to recall the souls of their faithful. It is considered a grave insult as well as an attempt of meddling in the value judgement of an Immortal, and this could not only invalidate the attempt of resurrection, but also and above all bring retaliation on the part of creatures in the service of the Immortal against those that have dared change the divine judgement.

For this before attempting to revive a follower of any faith, whichever cleric asks the permission of his own patron and to that of the deceased through a special ritual, and only in the case of a favourable response can proceed (often occurring when the two Immortals are allied, as between Ixion and Valerias, Ilsundal and Ordana, Asterius and Koryis, and so on). Naturally the priests of extremely chaotic Immortals and devoted to the practise of necromancy don't have all these scruples, but in these cases it's more probable that the cadaver becomes animated with energy from the Sphere of Entropy, rather than brought back to life.

The probability that the spirit of a follower can be returned to life is based on the concept that the more powerful he has been in life and the more of his destiny he has completed in the eyes of the Immortal, the more he deserves the permanence of the everlasting afterlife. The formula to use (unless the DM arbitrarily decides) is as follows (d%):

$100 - \text{age} - \text{level} = \% \text{ of success of Raising.}$

Example: for a human (max average 100 years) counts the same age of the dead, but for a dwarf (max average 300 years) divide the age attained by 3 to understand how long he has lived in respect to the maximum destined for him. Possible bonuses/penalties to consider:

+5% if of the same alignment of the cleric (Good or Evil; Chaotic, Lawful or Neutral).
+10% if of identical alignment to that of the Immortal of the cleric.
-10% if of opposite alignment to that of the Immortal of the cleric.
-50% if devoted to an Immortal enemy of that of the cleric.

The spell can often (depending on the Immortal) only be cast in temples of the same or aligned faith. And often the corpse to be raised must even have been a follower to the same faith or general course (i.e. alignment, behavior and such) to be raised at all. The temple (and thus the Faith) must be paid an amount of 2500 gold pieces per level of the Cleric casting the spell.

The best thing the caster could do is: repair the corpse with magics as far as possible, Speak to Death prior to the casting of this spell, use friends or relatives and together pray for the character to be raised, and then use all magics possible to repair the corpse further. This way the character could be more easily shown the way to the portal towards his corpse and he has more Time to prepare itself and thus less chances to be handicapped somehow (the failed Constitution check).

When the Time of 115 days and 165 Hr is passed, the character's Soul has is to far away for the Caster to reach the Soul. Sometimes a Soul can enter the Plane of Eternal Rest sooner than this time and thus making it impossible for the corpse to be raised at all, even when it is dead less than the Time the Cleric can cross to call the Soul back.

Danger!! There is always a risk that a another spirit will possess the corpse veining to be the character, and there is a risk that the character will not come alone, either in the corpse or following the Soul. These entities could be anything, and are mostly very unfriendly.

Remember that there are always a lot of legal and other circumstances that could bring difficulties in the usage of this spell. As an example: A Fighter dies in battle, and his will speak of that his belongings should be given away according to his last will. But what will happen if the fighter is Raised and wants his favorite sword back. Legally he is no longer the owner, since he died. Even when he has been raised to life again. What if that fighter was married to a beautiful wife. She would become widowed as soon as he died, and could be remarried again (even if she was unwilling, but somehow forced to do). The Fighter could not return as if nothing had happened and reclaim his wife and belongings. The new husband of the fighter's wife and owner of all his former belongings has all the right to claim the belongings as he is now wed with the wife, and could (and often is) negative about returning the belongings. And thus he will even win the lawsuits coming forth out of these actions. And then there is the religious question, as the fighter died. He is now dead, but is the fact that he has been raised not a different form of Undead. Imagine that all the people saw the fighter die heroically, and several months later, a friendly Cleric finds the body and decides to raise the fighter. People will become shocked at the sight of the fighter, and probably even chase him away. But even if they would accept him, is a Vampire than nothing more than an other form of Raised Dead. Imagine this; a group of adventurers invades the lair of a Lich. Several months later, the Lich sues the characters for all theft, destruction and murder (on his pets), and could even win his case if he was a normal citizen of that town or country, A Lich that behaves normally is actually no more than a Magic User, and would that be a reason to try to slay it?? There are a lot more circumstances when the border of Dead and Undead is crossed legally. It is rarely that a country has rules and laws according these circumstances. So beware. Or you would become a cast out because you created Undead according to the local population. **Somefaith have regulations about Raise Dead for followers or non-followers. Example; the Church of Darokin forbids Raise Dead to Followers (as theyre called by the Immoertals themselves) and allow only to non-followers as an example of Immortal might, usable in attempts to convert the raised one to the faith. Other faiths use this spell only on followers, as only they are worthy of this power.**

This spell may also be cast at any Undead creature within range. The creature will be slain unless it makes a Save vs. spells with a -2 penalty. However, a Vampire than affected is only forced to retreat into his coffin, in gaseous form (and other Stronger Undead have their own resistances), to rest. Undead with more than 7 Hit Dice take only 3d10 damage in the use of the spell, The victim may make a Save vs. spells for ½ damage.

If the target died with at least one divine curse, his resurrection chance is rolled with a 10% penalty. A strongly pious character (II or higher), on the other hand, gains a 10% bonus to his resurrection check,

Read also the chapter "Beyond Limbo" in this book.

See the Table.

Time Passed		Minimum casting level needed to Raise a Corpse			
In Prime Plane	in Limbo	All Cleric	Human Shaman	All Cleric	Human Shaman
		Raise Dead		Raise Dead Fully	
0-1 T	4.5 T = 45 min	8	19	17	22
2T	1.5 Hr= 9 T	8	19	17	22
3T	3 Hr	8	19	17	22
4T	6 Hr	8	19	17	22
5 T	12 Hr	8	19	17	22
6T=1 Hr	1 Day	8	19	17	22
3 Hr	2 Day	8	19	17	22
6 Hr	3 Day	8	19	17	22
10 Hr	4 Day	8	19	17	22
15 Hr	5 Day	8	19	17	22
21 Hr	6 Day	8	19	17	22
28 Hr=1 Day+4 Hr	7 Day	8	19	17	22
36 Hr=1 Day +12 Hr	8 Day	8	19	17	22
45 Hr=1 Day+21 Hr	9 Day	8	19	17	22
55 Hr=2 Day+7 Hr	10 Day	8	19	17	22
66 Hr= 2 Day+18 Hr	11 Day	8	19	17	22
78 Hr= 3 Day+6 Hr	12 Day	8	19	17	22
91 Hr= 3 Day+19 Hr	13 Day	8	19	17	22
105 Hr=4 Day+ 9 Hr	14 Day	8	19	17	22
120 Hr=5 Day	15 Day	9	19	17	22
135 Hr= 5Day+16 Hr	16 Day	9	19	17	22
153 Hr= 6 Day+9 Hr	17 Day	9	19	17	22
171 Hr=7 Day+3 Hr	18 Day	9	19	17	22
190 Hr= 7 Day+22 Hr	19 Day	9	19	17	22
210 Hr= 8 Day+18 Hr	20 Day	10	20	17	22
231 Hr= 9 Day+15 Hr	21 Day	10	20	17	22
253 Hr= 10 Day+13 Hr	22 Day	10	20	17	22
276 Hr= 11 Day+12 Hr	23 Day	10	20	17	22
300 Hr= 12 Day+12 Hr	24 Day	10	21	17	22
325 Hr= 13 Day+ 13 Hr	25 Day	11	21	17	22
351 Hr= 14 Day+ 15 Hr	26 Day	11	21	17	22
378 Hr=15 Day+ 18 Hr	27 Day	11	22	17	22
406 Hr= 16 Day+22 Hr	1 Month=28 Day	11	22	17	22
435 Hr= 18 Day_3 Hr	29 Day	12	Can't	17	22
465 Hr= 20 Day+9 Hr	30 Day	12	Can't	17	22
496 Hr= 21 Day+ 16 Hr	31 Day	13	Can't	17	22
528 Hr= 22 Day	32 Day	13	Can't	17	22
561 Hr= 23 Day+ 9 Hr	33 Day	13	Can't	17	22
595 Hr= 24 Day+ 19 Hr	34 Day	13	Can't	17	22
630 Hr= 26 Day+ 25 Hr	35 Day	14	Can't	17	22
666 Hr= 27 Day+18 Hr	36 Day	14	Can't	17	22
705 Hr= 29 Day+ 7 Hr	37 Day	15	Can't	17	22
741 Hr= 30 Day+ 21 Hr	38 Day	15	Can't	17	22
780 Hr= 32 Day+ 12 Hr	39 Day	15	Can't	17	22
820 Hr= 34 Day+ 4 Hr	40 Day	16	Can't	17	22
861 Hr= 36 Day+ 26 Hr	41 Day	16	Can't	17	22
903 Hr= 37 Day+ 15 Hr	42 Day	17	Can't	17	22
946 Hr= 39 Day+ 10 Hr	43 Day	17	Can't	17	22
990 Hr= 41 Day+ 6 Hr	44 Day	18	Can't	17	22
1035 Hr= 43 Day+ 3 Hr	45 Day	18	Can't	17	22
1081 Hr+ 45 Day+ 1 Hr	46 Day	19	Can't	17	22
1128 Hr= 47 Day	47 Day	19	Can't	17	22
1176 Hr= 49 Day	48 Day	20	Can't	17	22
1225 Hr= 51 Day+ 1 Hr	49 Day	20	Can't	17	22
1275 Hr= 53 Day+ 3 Hr	50 Day	21	Can't	17	22
1326 Hr= 55 Day+ 6 Hr	51 Day	21	Can't	17	22
378 Hr= 57 Day+ 10 Hr= 2 Month + 1 Day+ 10 H	52 Day	22	Can't	17	22
1431 Hr= 59 Day+ 15 Hr	53 Day	22	Can't	17	22
1485 Hr= 61 Day+ 21 Hr	54 Day	23	Can't	17	22
1540 Hr= 64 Day+ 4 Hr	55 Day	23	Can't	17	22
1596 Hr= 66 Day+ 12 Hr	2 Month= 56 Day	24	Can't	17	22
1653 Hr= 68 Day+ 21 Hr	57 Day	24	Can't	17	22
1711 Hr= 71 Day+ 7 Hr	58 Day	25	Can't	17	22
1770 Hr= 73 Day+ 18 Hr	59 Day	26	Can't	17	22
1830 Hr= 76 Day+ 6 Hr	60 Day	26	Can't	17	22
1891 Hr= 78 Day+ 19 Hr	61 Day	27	Can't	17	22
1953 Hr= 81 Day+ 9 Hr	62 Day	28	Can't	17	22
2016 Hr= 84 Day= 3 Month	63 Day	28	Can't	17	22
2080 Hr= 86 Day+ 16 Hr	64 Day	29	Can't	17	22
2145 Hr= 89 Day+ 9 Hr	65 Day	29	Can't	17	22

Time Passed		Minimum casting level needed to Raise a Corpse			
In Prime Plane	in Limbo	All Cleric	Human Shaman	All Cleric	Human Shaman
		Raise Dead		Raise Dead Fully	
2211 Hr= 92 Day+ 3 Hr	66 Day	30	Can't	17	22
2278 Hr= 94 Day+ 22 Hr	67 Day	31	Can't	17	22
2346 Hr= 97 Day+ 18 Hr	68 Day	31	Can't	17	22
2415 Hr= 100 Day+ 15 Hr	69 Day	32	Can't	17	22
2485 Hr= 103 Day+ 13 Hr	70 Day	33	Can't	17	22
2556 Hr= 106 Day+ 12 Hr	71 Day	34	Can't	17	22
2628 Hr=109 Day+ 12 Hr	72 Day	35	Can't	17	22
2701 Hr= 112 Day+ 13 Hr= 4 Month+ 13 Hr	73 Day	35	Can't	17	22
2775 Hr= 115 Day+ 15 Hr	74 Day	36	Can't	17	22
2850 Hr= 118 Day+18 Hr	75 Day	Can't	Can't	17	22
3010 Hr= 124 Day+10 Hr	76 Day	Can't	Can't	17	22
3087 Hr= 128 Day+15 Hr	77 Day	Can't	Can't	17	22
3165 Hr= 131 Day+ 21 Hr	78 Day	Can't	Can't	17	22
3244 Hr= 135 Day+ 4 Hr	79 Day	Can't	Can't	17	22
3324 Hr= 138 Day+ 12 Hr	80 Day	Can't	Can't	17	22
3405 Hr= 141 Day+ 21 Hr=5 Month+ 1 Day+ 21 Hr	81 Day	Can't	Can't	17	22
3487 Hr= 145 Day+ 7 Hr	82 Day	Can't	Can't	17	22
3570 Hr= 148 Day+ 18 Hr	83 Day	Can't	Can't	17	22
3654 Hr= 152 Day+ 6 Hr	3 Month= 84 Day	Can't	Can't	17	22
3739 Hr= 155 Day+ 19 Hr	85 Day	Can't	Can't	17	22
3825 Hr= 159 Day+ 9 Hr	86 Day	Can't	Can't	17	22
3912 Hr= 163 Day	87 Day	Can't	Can't	17	22
4000 Hr= 166 Day+16 Hr	88 Day	Can't	Can't	17	22
4089 Hr= 170 Day+ 9 Hr= 6 Month+ 2 Day+ 9 Hr	89 Day	Can't	Can't	17	22
4179 Hr= 174 Day+ 3 Hr	90 Day	Can't	Can't	17	22
4270 Hr= 177 Day+ 22 Hr	91 Day	Can't	Can't	17	22
4362 Hr= 181 Day+ 18 Hr	92 Day	Can't	Can't	17	22
4455 Hr= 185 Day+ 15 Hr	93 Day	Can't	Can't	17	22
4549 Hr= 189 Day+ 13 Hr	94 Day	Can't	Can't	17	22
4644 Hr= 193 Day+ 12 Hr	95 Day	Can't	Can't	17	22
4740 Hr= 197 Day+ 12 Hr= 7 Month+ 1 Day+ 12 Hr	96 Day	Can't	Can't	17	22
4837 Hr= 201 Day+ 13 Hr	97 Day	Can't	Can't	17	22
4935 Hr= 205 Day+ 15 Hr	98 Day	Can't	Can't	17	22
5034 Hr= 209 Day+ 18 Hr	99 Day	Can't	Can't	17	22
5134 Hr= 213 Day+22 Hr	100 Day	Can't	Can't	17	22
5235 Hr= 218 Day+3 Hr	101 Day	Can't	Can't	17	22
5337 Hr= 222 Day+9 Hr	102 Day	Can't	Can't	17	22
5440 Hr= 226 Day+ 16 Hr= 8 Month+ 2 Day+ 16 Hr	103 Day	Can't	Can't	18	23
5544 Hr= 231 Day	104 Day	Can't	Can't	18	23
5649 Hr= 235 Day+9 Hr	105 Day	Can't	Can't	18	23
5755 Hr= 239 Day+ 19 Hr	106 Day	Can't	Can't	18	23
5862 Hr= 244 Day+ 6 Hr	107 Day	Can't	Can't	18	23
5970 Hr= 248 Day+ 18 Hr	108 Day	Can't	Can't	18	23
6079 Hr= 253 Day+ 7 Hr= 9 Month+ 1 Day+ 7 Hr	109 Day	Can't	Can't	18	23
6189 Hr= 257 Day+ 21 Hr	110 Day	Can't	Can't	18	23
6300 Hr= 262 Day+ 12 Hr	111 Day	Can't	Can't	18	23
6412 Hr= 267 Day+ 4 Hr	4 Month= 112 Day	Can't	Can't	18	23
6525 Hr= 271 Day+ 21 Hr	113 Day	Can't	Can't	18	23
6639 Hr= 276 Day+ 15 Hr	114 Day	Can't	Can't	18	23
6754 Hr= 281 Day+ 10 Hr= 10 Month+ 1 Day+ 10 Hr	115 Day	Can't	Can't	18	23
6870 Hr= 286 Day+ 6 Hr	116 Day	Can't	Can't	18	23
6987 Hr= 291 Day+ 3 Hr	117 Day	Can't	Can't	18	23
7105 Hr= 296 Day+ 1 Hr	118 Day	Can't	Can't	18	23
7224 Hr= 301 Day	119 Day	Can't	Can't	18	23
7344 Hr= 306 Day	120 Day	Can't	Can't	18	23
7465 Hr= 311 Day+ 1 Hr= 11 Month+ 3 Day+ 1 Hr	121 Day	Can't	Can't	18	23
7587 Hr= 316 Day+ 3 Hr	122 Day	Can't	Can't	18	23
7710 Hr= 321 Day+ 6 Hr	123 Day	Can't	Can't	18	23
7834 Hr= 326 Day+ 10 Hr	124 Day	Can't	Can't	18	23
7959 Hr= 331 Day+ 15 Hr	125 Day	Can't	Can't	18	23
8085 Hr= 336 Day+ 21 Hr= 12 Month/1 Year+ 21 Hr	126 Day	Can't	Can't	19	24
8212 Hr= 342 Day+ 1 Hr	127 Day	Can't	Can't	19	24
8340 Hr= 347 Day+ 12 Hr	128 Day	Can't	Can't	19	24
8469 Hr= 352 Day+ 21 Hr	129 Day	Can't	Can't	19	24
8599 Hr= 358 Day+ 7 Hr	130 Day	Can't	Can't	19	24
8730 Hr= 363 Day+ 18 Hr= 12 Month+ 27 Day+ 18 Hr	131 Day	Can't	Can't	19	24
9226 Hr= 383 Day+ 10 Hr	132 Day	Can't	Can't	19	24
9359 Hr= 389 Day+ 23 Day	133 Day	Can't	Can't	19	24
9493 Hr= 395 Day+ 13 Hr= 13 Month+ 3 Day+ 13 Hr	134 Day	Can't	Can't	19	24
9628 Hr= 401 Day+ 4 Hr	135 Day	Can't	Can't	19	24
9764 Hr= 406 Day+ 20 Hr	136 Day	Can't	Can't	19	24
9901 Hr= 412 Day+13 Hr	137 Day	Can't	Can't	19	24
10038 Hr= 418 Day+ 7 Hr	138 Day	Can't	Can't	19	24

Time Passed		Minimum casting level needed to Raise a Corpse			
In Prime Plane	in Limbo	All Cleric	Human Shaman	All Cleric	Human Shaman
		Raise Dead		Raise Dead Fully	
10177 Hr= 424 Day+ 1 Hr= 14 Month+ 4 Day+ 1 Hr	139 Day	Can't	Can't	19	24
10317 Hr= 429 Day+ 21 Hr	5 Month= 140 Day	Can't	Can't	19	24
10458 Hr= 435 Day+ 18 Hr	141 Day	Can't	Can't	19	24
10600 Hr= 441 Day+ 16 Hr	142 Day	Can't	Can't	19	24
10743 Hr= 447 Day+ 15 Hr= 14 Month+27 Day+ 15 Hr	143 Day	Can't	Can't	19	24
10887 Hr= 453 Day+15 Hr	144 Day	Can't	Can't	19	24
11032 Hr= 459 Day+ 16 Hr	145 Day	Can't	Can't	19	24
11626 Hr= 484 Day+ 10 Hr= 16 Month+ 8 Day+ 10 Hr	146 Day	Can't	Can't	20	25
11773 Hr= 490 Day+ 13 Hr	147 Day	Can't	Can't	20	25
11921 Hr= 496 Day+ 17 Hr	148 Day	Can't	Can't	20	25
12070 Hr= 502 Day+ 22 Hr	149 Day	Can't	Can't	20	25
12220 Hr= 509 Day+ 4 Hr= 17 Month+ 5 Day+ 4 Hr	150 Day	Can't	Can't	20	25
12371 Hr= 515 Day+ 11 Hr	151 Day	Can't	Can't	20	25
12523 Hr= 521 Day+ 19 Hr	152 Day	Can't	Can't	20	25
12676 Hr= 528 Day+ 21 Hr	153 Day	Can't	Can't	20	25
12830 Hr= 534 Day+ 14 Hr= 18 Month+2 Day+ 14 Hr	154 Day	Can't	Can't	20	25
12985 Hr= 541 Day+ 1 Hr	155 Day	Can't	Can't	20	25
13141 Hr= 547 Day+ 13 Hr	156 Day	Can't	Can't	20	25
13298 Hr= 444 Day+ 2 Hr	157 Day	Can't	Can't	20	25
13456 Hr= 560 Day+ 16 Hr= 19 Month+ 16 Hr	158 Day	Can't	Can't	20	25
13615 Hr= 567 Day+ 7 Hr	159 Day	Can't	Can't	20	25
13775 Hr= 573 Day+ 23 Hr	160 Day	Can't	Can't	20	25
14496 Hr= 604 Day= 20 Month+ 16 Day	161 Day	Can't	Can't	21	26
14685 Hr= 611 Day+ 21 Hr	162 Day	Can't	Can't	21	26
14821 Hr= 617 Day+ 13 Hr= 21 Month+ 1 Day+ 13 Hr	163 Day	Can't	Can't	21	26
14985 Hr= 624 Day+ 9 Hr	164 Day	Can't	Can't	21	26
15150 Hr= 631 Day+ 6 Hr	165 Day	Can't	Can't	21	26
15316 Hr= 638 Day+ 4 Hr	166 Day	Can't	Can't	21	26
15483 Hr= 645 Day+ 3 Hr= 22 Month+ 1 Day+ 3 Hr	167 Day	Can't	Can't	21	26
15651 Hr= 652 Day+ 3 Hr	6 Month= 168 Day	Can't	Can't	21	26
15820 Hr= 659 Day+ 4 Hr	169 Day	Can't	Can't	21	26
15990 Hr= 666 Day+ 6 Hr	170 Day	Can't	Can't	21	26
16833 Hr= 701 Day+ 9 Hr= 23 Month+ 1 Day+ 9 Hr	171 Day	Can't	Can't	21	26
17005 Hr= 716 Day+ 3 Hr	172 Day	Can't	Can't	21	26
17178 Hr= 715 Day+ 18 Hr	173 Day	Can't	Can't	21	26
17352 Hr= 723 Day	174 Day	Can't	Can't	21	26
17527 Hr= 730 Day+ 7 Hr= 24 Month/2 Year+ 2 Day+ 7 Hr	175 Day	Can't	Can't	22	27
17703 Hr= 737 Day+ 15 Hr	176 Day	Can't	Can't	22	27
17880 Hr= 745 Day	177 Day	Can't	Can't	22	27
18058 Hr= 752 Day+ 10 Hr	178 Day	Can't	Can't	22	27
18237 Hr= 759 Day+ 21 Hr= 25 Month+ 3 Day+ 21 Hr	179 Day	Can't	Can't	22	27
18417 Hr= 767 Day+ 9 Hr	180 day	Can't	Can't	22	27
18598 Hr= 771 Day+ 23 Hr	181 Day	Can't	Can't	22	27
18780 Hr= 782 Day+ 12 Hr	182 day	Can't	Can't	22	27
18963 Hr= 790 Day+ 3 Hr= 26 Month + 6 Day+ 3 Hr	183 Day	Can't	Can't	22	27
19147 Hr= 797 Day+ 19 Hr	184 Day	Can't	Can't	22	27
19332 Hr= 805 Day+ 12 Hr	185 Day	Can't	Can't	22	27
19518 Hr= 813 Day+ 6 Hr= 27 Month+ 1 Day +6 Hr	186 Day	Can't	Can't	22	27
19705 Hr= 821 Day+ 1 Hr	187 Day	Can't	Can't	22	27
19893 Hr= 828 Day+ 21 Hr	188 Day	Can't	Can't	22	27
20082 Hr= 836 Day+ 18 Hr	189 Day	Can't	Can't	22	27
20272 Hr= 844 Day+ 16 Hr= 28 Month+ 4 Day+ 16 Hr	190 Day	Can't	Can't	23	28
20463 Hr= 852 Day+ 15 Hr	191 Day	Can't	Can't	23	28
20655 Hr= 860 Day+ 15 Hr	192 Day	Can't	Can't	23	28
20848 Hr= 868 Day+ 16 Hr= 29 Month+ 16 Hr	193 Day	Can't	Can't	23	28
21042 Hr= 876 Day+ 18 Hr	194 Day	Can't	Can't	23	28
21237 Hr= 884 Day+ 21 Hr	195 Day	Can't	Can't	23	28
21433 Hr= 893 Day+ 1 Hr	196 Day	Can't	Can't	23	28
21630 Hr= 901 Day+ 6 Hr= 30 Month+ 5 Day+ 6 Hr	7 Month= 197 Day	Can't	Can't	23	28
21828 Hr= 909 Day+ 12 Hr	198 Day	Can't	Can't	23	28
22027 Hr= 917 Day+ 17 Hr	199 Day	Can't	Can't	23	28
22227 Hr= 926 Day+ 3 Hr= 31 Month+ 2 Day+ 3 Hr	200 Day	Can't	Can't	23	28
22428 Hr= 934 Day+ 12 Hr	201 Day	Can't	Can't	23	28
22630 Hr= 942 Day+ 22 Hr	202 Day	Can't	Can't	23	28
22833 Hr= 951 Day+ 9 Hr= 31 Month+27 Day+ 9 Hr	203 Day	Can't	Can't	23	28
23037 Hr= 959 Day+ 21 Hr	204 Day	Can't	Can't	24	29
23242 Hr= 968 Day+ 10 Hr	205 Day	Can't	Can't	24	29
23448 Hr= 977 Day	206 Day	Can't	Can't	24	29
23655 Hr= 985 Day+ 15 Hr= 33 Month+ 5 Day+ 15 Hr	207 Day	Can't	Can't	24	29
23863 Hr= 994 Day+ 7 Hr	208 Day	Can't	Can't	24	29
24072 Hr= 1003 Day	209 Day	Can't	Can't	24	29

Time Passed		Minimum casting level needed to Raise a Corpse			
In Prime Plane	in Limbo	All Cleric	Human Shaman	All Cleric	Human Shaman
		Raise Dead		Raise Dead Fully	
24282 Hr= 1011 Day+ 18 Hr= 34 Month+ 3 Day+ 18 Hr	210 Day	Can't	Can't	24	29
24493 Hr= 1020 Day+ 13 Hr	211 Day	Can't	Can't	24	29
24705 Hr= 1029 Day+ 9 Hr	212 Day	Can't	Can't	24	29
24918 Hr= 1038 Day+ 6 Hr= 35 Month+ 2 Day+ 6 Hr	213 Day	Can't	Can't	24	29
25132 Hr= 1047 Day+ 4 Hr	214 Day	Can't	Can't	24	29
25347 Hr= 1056 Day+ 3 Hr	215 Day	Can't	Can't	24	29
25563 Hr= 1065 Day+ 3 Hr= 36 Month/3 Year+ 1 Day+ 3 Hr	216 Day	Can't	Can't	25	30
21780 Hr= 1074 Day+ 4 Hr	217 Day	Can't	Can't	25	30
25918 Hr= 1079 Day+ 22 Hr	218 Day	Can't	Can't	25	30
26217 Hr= 1092 Day+ 9 Hr= 37 Month+ 9 Hr	219 Day	Can't	Can't	25	30
26437 Hr= 1101 Day+ 13 Hr	220 Day	Can't	Can't	25	30
26658 Hr= 1110 Day+ 18 Hr	221 Day	Can't	Can't	25	30
26880 Hr= 1120 Day= 38 Month	222 Day	Can't	Can't	25	30
27103 Hr= 1129 Day+ 7 Hr	223 Day	Can't	Can't	25	30
27327 Hr= 1138 Day+ 15 Hr	8 Month= 224 Day	Can't	Can't	25	30
27552 Hr= 1148 Day= 39 Month	225 Day	Can't	Can't	25	30
27778 Hr= 1157 Day+ 10 Hr	226 Day	Can't	Can't	25	30
28005 Hr= 1166 Day+ 21 Hr	227 Day	Can't	Can't	25	30
28233 Hr= 1176 Day+ 9 Hr= 40 Month+ 9 Hr	228 Day	Can't	Can't	26	31
28462 Hr= 1185 Day+ 22 Hr	229 Day	Can't	Can't	26	31
28692 Hr= 1195 Day+ 12 Hr	230 Day	Can't	Can't	26	31
28923 Hr= 1205 Day+ 3 Hr= 41 Month+ 1 Day+ 3 Hr	231 Day	Can't	Can't	26	31
29155 Hr= 1214 Day+ 19 Hr	232 Day	Can't	Can't	26	31
29388 Hr= 1224 Day+ 12 Hr	233 Day	Can't	Can't	26	31
29622 Hr= 1234 Day+ 6 Hr= 42 Month+ 3 Day+ 6 Hr	234 Day	Can't	Can't	26	31
29857 Hr= 1244 Day+ 1 Hr	235 Day	Can't	Can't	26	31
30093 Hr= 1253 Day+ 21 Hr	236 Day	Can't	Can't	26	31
30330 Hr= 1263 Day+ 18 Hr= 43 Month+ 3 Day+ 18 Hr	237 Day	Can't	Can't	26	31
30568 Hr= 1273 Day+ 16 Hr	238 Day	Can't	Can't	26	31
30807 Hr= 1283 Day+ 15 Hr= 43 Month+ 23 Day+ 15 Hr	239 Day	Can't	Can't	26	31
31047 Hr= 1293 Day+ 15 Hr	240 Day	Can't	Can't	27	32
31288 Hr= 1303 Day+ 16 Hr	241 Day	Can't	Can't	27	32
31530 Hr= 1313 Day+ 18 Hr= 45 Month+ 3 Day+ 18 hr	242 Day	Can't	Can't	27	32
31773 Hr= 1323 Day+ 21 Hr	243 Day	Can't	Can't	27	32
32017 Hr= 1334 Day+ 1 Hr	244 Day	Can't	Can't	27	32
32262 Hr= 1344 Day+ 6 Hr= 47 Month	245 Day	Can't	Can't	27	32
32508 Hr= 1354 Day+ 12 Hr	246 Day	Can't	Can't	27	32
32755 Hr= 1364 Day+ 19 Hr	247 Day	Can't	Can't	27	32
33003 Hr= 1375 Day+ 3 Hr= 4year/48 Month+ 3 Day+ 3 Hr	248 Day	Can't	Can't	27	32
33252 Hr= 1385 Day+ 12 Hr	249 Day	Can't	Can't	28	33
33502 Hr= 1395 Day+ 22 Hr	250 Day	Can't	Can't	28	33
33753 Hr= 1406 Day+ 9 Hr= 49 Month+ 6 Day+ 9 Hr	251 Day	Can't	Can't	28	33
34005 Hr= 1416 Day+ 21 Hr	9 Month= 252 Day	Can't	Can't	28	33
34258 Hr= 1427 Day+ 10 Hr	253 Day	Can't	Can't	28	33
34512 Hr= 1438 Day= 50 Month + 10 Day	254 Day	Can't	Can't	28	33
34767 Hr= 1448 Day+ 15 Hr	255 Day	Can't	Can't	28	33
35023 Hr= 1459 Day+ 7 Hr= 51 Month+ 3 Day+ 7 Hr	256 Day	Can't	Can't	28	33
35280 Hr= 1470 Day	257 Day	Can't	Can't	28	33
35538 Hr= 1480 Day+ 18 Hr	258 Day	Can't	Can't	28	33
35797 Hr= 1491 Day+ 13 Hr= 52 Month+ 7 Day+ 13 Hr	259 Day	Can't	Can't	29	34
36057 Hr= 1502 Day+ 9 Hr	260 Day	Can't	Can't	29	34
36318 Hr= 1513 Day+ 6 Hr= 53 Month+ 1 Day+ 6 Hr	261 Day	Can't	Can't	29	34
36580 Hr= 1524 Day+ 4 Hr	262 Day	Can't	Can't	29	34
36843 Hr= 1535 Day+ 3 Hr	263 Day	Can't	Can't	29	34
37107 Hr= 1546 Day+ 3 Hr= 54 Month+ 6 Day+ 3 Hr	264 Day	Can't	Can't	29	34
37372 Hr= 1557 Day+ 4 Hr	265 Day	Can't	Can't	29	34
37638 Hr= 1568 Day+ 6 Hr= 55 Month+ 6 Hr	266 Day	Can't	Can't	29	34
37905 Hr= 1579 Day+ 9 Hr	267 Day	Can't	Can't	29	34
38173 Hr= 1590 Day+ 13 Hr	268 Day	Can't	Can't	29	34
38442 Hr= 1601 Day+ 18 Hr= 56 Month+ 5 Day+ 18 Hr	269 Day	Can't	Can't	30	35
38712 Hr= 1613 Day	270 Day	Can't	Can't	30	35
38983 Hr= 1624 Day+ 7 Hr= 57 Month+ 7 Hr	271 Day	Can't	Can't	30	35
39255 Hr= 1635 Day+ 15 Hr	272 Day	Can't	Can't	30	35
39528 Hr= 1647 Day	273 Day	Can't	Can't	30	35
36580 Hr= 1524 Day+ 4 Hr	262 Day	Can't	Can't	29	34
36843 Hr= 1535 Day+ 3 Hr	263 Day	Can't	Can't	29	34
37107 Hr= 1546 Day+ 3 Hr= 54 Month+ 6 Day+ 3 Hr	264 Day	Can't	Can't	29	34
37372 Hr= 1557 Day+ 4 Hr	265 Day	Can't	Can't	29	34
37638 Hr= 1568 Day+ 6 Hr= 55 Month+ 6 Hr	266 Day	Can't	Can't	29	34
37905 Hr= 1579 Day+ 9 Hr	267 Day	Can't	Can't	29	34
38173 Hr= 1590 Day+ 13 Hr	268 Day	Can't	Can't	29	34

Time Passed		Minimum casting level needed to Raise a Corpse			
In Prime Plane	In Limbo	All Cleric	Human Shaman	All Cleric	Human Shaman
		Raise Dead		Raise Dead Fully	
38442 Hr= 1601 Day+ 18 Hr= 56 Month+ 5 Day+ 18 Hr 38712 Hr= 1613 Day	269 Day 270 Day	Can't Can't	Can't Can't	30 30	35 35
38983 Hr= 1624 Day+ 7 Hr= 57 Month+ 7 Hr 39255 Hr= 1635 Day+ 15 Hr 39528 Hr= 1647 Day	271 Day 272 Day 273 Day	Can't Can't Can't	Can't Can't Can't	30 30 30	35 35 35
39802 Hr= 1658 Day+ 10 Hr= 58 Month+ 6 Day+ 10 Hr 40077 Hr= 1669 Day+ 21 Hr	274 Day 275 Day	Can't Can't	Can't Can't	30 30	35 35
40353 Hr= 1681 Day+ 9 Hr= 59 Month+ 1 Day+ 9 Hr 40630 Hr= 1692 Day+ 22 Hr 40908 Hr= 1704 Day+ 12 Hr	276 Day 277 Day 278 Day	Can't Can't Can't	Can't Can't Can't	30 30 30	35 35 35
41187 Hr= 1716 Day+3 Hr= 5 Year/60 Month+ 8 Day+ 3 Hr 41467 Hr= 1727 Day+ 19 Hr	279 Day 10 Month= 280 Day	Can't Can't	Can't Can't	30 31	35 36
41748 Hr= 1739 Day+12 Hr= 61 Month+ 3 Day+ 12 Hr 42030 Hr= 1751 Day+ 6 Hr	281 Day 282 Day	Can't Can't	Can't Can't	31 31	36 36
42313 Hr= 1763 Day+ 1 Hr= 61 Month+ 27 Day+ 1 Hr 42597 Hr= 1774 Day+ 21 Hr 42882 Hr= 1786 Day+ 18 Hr	283 Day 284 Day 285 Day	Can't Can't Can't	Can't Can't Can't	31 31 31	36 36 36
43168 Hr= 1798 Day+ 16 Hr= 63 Month+ 6 Day+ 16 Hr 43455 Hr= 1810 Day+ 15 Hr	286 Day 287 Day	Can't Can't	Can't Can't	31 31	36 36
43743 Hr= 1822 Day+ 15 Hr= 64 Month+ 2 Day+ 15 Hr 44032 Hr= 1834 Day+16 Hr	288 Day 289 Day	Can't Can't	Can't Can't	31 32	36 Can't
44322 Hr= 1846 Day+ 18 Hr= 64 Month+ 26 Day+ 18 Hr 44613 Hr= 1858 Day+ 21 Hr 44905 Hr= 1871 Day+ 1 Hr	290 Day 291 Day 292 Day	Can't Can't Can't	Can't Can't Can't	32 32 32	Can't Can't Can't
45198 Hr= 1883 Day+ 6 Hr= 66 Month+ 6 Day+ 6 Hr 45492 Hr= 1895 Day+ 12 Hr 45787 Hr= 1907 Day+ 19 Hr= 67 Month+ 3 Day+ 19 Hr 46083 Hr= 1920 Day+ 3 Hr	293 Day 294 Day 295 Day 296 Day	Can't Can't Can't Can't	Can't Can't Can't Can't	32 32 32 32	Can't Can't Can't Can't
46380 Hr= 1932 Day+ 12 Hr= 68 Month+ 12 Hr 46678 Hr= 1944 Day+ 22 Hr	297 Day 298 Day	Can't Can't	Can't Can't	32 33	Can't Can't
46977 Hr= 1957 Day+ 9 Hr= 68 Month+ 25 Day+ 9 Hr 47277 Hr= 1969 Day+ 21 Hr	299 Day 300 Day	Can't Can't	Can't Can't	33 33	Can't Can't
47587 Hr= 1982 Day+ 10 Hr= 70 Month+ 2 Day+ 10 Hr 47889 Hr= 1995 Day+ 9 Hr 48192 Hr= 2008 Day	301 Day 302 Day 303 Day	Can't Can't Can't	Can't Can't Can't	33 33 33	Can't Can't Can't
48496 Hr= 2020 Day+ 16 Hr= 71 Month+ 4 Day+ 16 Hr 48801 Hr= 2033 Day+ 9 Hr	304 Day 305 Day	Can't Can't	Can't Can't	33 33	Can't Can't
49107 Hr= 2046 Day+ 3 Hr=6 Year/72 Month+2 Day+ 3 Hr 49414 Hr= 2058 Day+ 22 Hr	306 Day 307 Day	Can't Can't	Can't Can't	33 34	Can't Can't
49722 Hr= 2071 Day+ 18 Hr= 72 Month+ 27 Day+ 18 Hr 50031 Hr= 2084 Day+ 15 Hr	308 Day 309 Day	Can't Can't	Can't Can't	34 34	Can't Can't
50341 Hr= 2097 Day+ 13 Hr= 73 Month+ 25 Day+ 13 Hr 50652 Hr= 2110 Day+ 12 Hr	310 Day 311 Day	Can't Can't	Can't Can't	34 34	Can't Can't
50964 Hr= 2123 Day+ 12 Hr= 74 Month+ 23 Day+ 12 Hr 51277 Hr= 2136 Day+ 13 Hr 51591 Hr= 2149 Day+ 15 Hr	312 Day 313 Day 314 Day	Can't Can't Can't	Can't Can't Can't	34 34 34	Can't Can't Can't
51906 Hr= 2162 Day+ 18 Hr= 76 Month+ 6 Day+ 18 Hr 52222 Hr= 2175 Day+ 22 Hr	315 Day 316 Day	Can't Can't	Can't Can't	34 35	Can't Can't
52539 Hr= 2198 Day+ 3 Hr= 77 Month+ 14 Day+ 3 Hr 52857 Hr= 2202 Day+ 9 Hr	317 Day 318 Day	Can't Can't	Can't Can't	35 35	Can't Can't
53176 Hr= 2215 Day+ 16 Hr= 78 Month+ 3 day+ 16 Hr 53496 Hr= 2229 Day	319 Day 320 Day	Can't Can't	Can't Can't	35 35	Can't Can't
53817 Hr= 2242 Day+ 9 Hr= 79 Month+ 2 Day+ 9 Hr 54139 Hr= 2255 Day+ 19 Hr	321 Day 322 Day	Can't Can't	Can't Can't	35 35	Can't Can't
54462 Hr= 2269 Day+ 6 Hr= 80 Month+ 1 Day+ 6 Hr 54786 Hr= 2282 Day+ 18 Hr	323 Day 324 Day	Can't Can't	Can't Can't	35 36	Can't Can't
55111 Hr= 2296 Day+ 7 Hr= 81 Month+ 7 Hr 55438 Hr= 2309 Day+ 22 Hr	325 Day 326 day	Can't Can't	Can't Can't	36 36	Can't Can't
55765 Hr= 2323 Day+ 13 Hr= 81 Month+27 Day+ 13 Hr 56093 Hr= 2337 Day+ 5 Hr 56422 Hr= 2350 Day+ 22 Hr	327 Day 328 Day 329 Day	Can't Can't Can't	Can't Can't Can't	36 36 36	Can't Can't Can't
56752 Hr= 2364 Day+ 16 Hr= 83 Month+ 8 Day+ 16 Hr 57083 Hr= 2378 Day+ 11 Hr	330 Day 331 Day	Can't Can't	Can't Can't	36 36	Can't Can't
57415 Hr= 2392 Day+ 7 Hr= 84 Month+ 6 Day+ 7 Hr 60160 Hr= 2506 Day+ 16 Hr	332 Day 333 Day	Can't Can't	Can't Can't	36 Can't	Can't Can't

No Soul will reside longer than 332 days in Limbo. On the moment of this 333rd Day he automatically stumbles upon the Gate to Eternal Rest Unless he has become a Minion or Master of Chaos, or is completely devoured in Limbo.

Only Special Artifacts can call back a soul from beyond the Gate to Eternal Rest, but a new Corpse must be (re-) created or Cloned.

The only known Artifact able to do this is the Death Stone where souls exchange places with each other.

As Can be seen no corpse over 115 days and 15 Hours (2775 Hr) dead can be raised with this spell.

The reverse of this spell, Slay Living, creates a Death ray that will kill any one living creature within 60' and in sight. The victim may make a Save vs. Death Ray to avoid the effect. A Lawful Cleric will only use a Finger of Death in a life-or-death situation.

When this spell is used against an Undead of Hit dice 10 or more (Phantom, Haunt, Spirit, Nightshade, Special, etc.) it is cured for 3d10 damage. **A Lawful Cleric will use a Slay Living only in a life-or-death situation.**

Raise Dead Fully

Range: 60'
Duration: Permanent
Casting Time ; 1 Turn / day the corpse is dead before using this spell. 5
Effect: Depending on the Immortal: one body of a Demi-Human-oid or animal or one Undead
Save: None

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 7, Dervish 7 Quest, Master 7, Shadow Elf Shaman 7 spell.

This spell enables a Cleric or Shaman to raise any creature allowed by his or her Immortal from the Dead. There is an Difference in the Time a corpse can be raised by a Cleric or a Shaman, therefore consult the table. The Time it takes for a caster to raise a corpse depends on the Time it was dead (and thus how far it was away in the Plane of Limbo). This period is a great ordeal to the caster and he must rest for at least one day before being able to act normally. In the mean Time the Cleric attacks at -6, saves at -4 and uses all abilities and skill checks at half normal. Also he will be unable to concentrate—and thus unable to cast spells needing concentration and thus unable to memorize spells. Any Demi-Human-oid recipient awakens immediately with no wounds (full hp), and is able to fight, use abilities, spells known (rarely since in Limbo Time goes a lot faster and most memorized spells are used up already), etc. without any penalties—except those existing at the Time of death. For example, a victim cursed or diseased at death would still suffer the affliction when Raised Dead Fully. If any other creature is the recipient, the guidelines of the Raise dead spell are used. (Time limitations, rest needed, etc.)

The spell can often (depending on the Immortal) only be cast in temples of the same or aligned faith. And often the corpse to be raised must even have been a follower to the same faith or general course (i.e. alignment, behavior and such) to be raised at all. The temple (and thus the Faith) must be paid an amount of 5000 gold pieces per level of the Cleric casting the spell. The victim must make a Constitution check or be drained 1 Constitution point permanently in the process (elves when allowed are always drained 1 constitution, and if failed even three points). This is due to the great ordeal the Soul must go through to be called back from Limbo, through a Gate, into the Prime Plane again, and then into its own corpse. The Constitution check is not allowed when the corpse is somehow still Sick, Poisoned, Burned, or incomplete (not including normal Wounds), the Constitution drain will then be automatic. A character can be Raised back to the Living no more than his biological constitution belonging to his age. Constitution gained (or lost) by any other means are not counted in this formula. The victim is actually pulled from the Plane of Limbo back through a minor Gate to wards the body. There is always a chance that the victim doesn't want to be raised at all, and then the spell will fail unless the victim fails a Save vs. spells (based on the statistics when still living), regardless of the power of the caster. The spell actually uses a mixture of Cure-All, Regenerate and Raise Dead in a Strengthened form, thus enabling the repair of the corpse during the casting of the spell. The victim is actually pulled from the Plane of Limbo back through a minor Gate towards the body. There is always a chance that the victim doesn't want to be raised at all, and then the spell will fail unless the victim fails a Save vs. spells (based on the statistics when still living), regardless of the power of the caster.

The best thing the caster could do is: repair the corpse with magics as far as possible, Speak to Death prior to the casting of this spell, use friends or relatives and together pray for the character to be raised. This way the character could be more easily shown the way to the portal towards his corpse and he has more Time to prepare itself and thus less chances to be handicapped somehow (the failed Constitution check).

When the Time of 2506 days and 16 Hr are passed, the character's Soul has found the Gate to the Plane of his Immortal (or better said: the Plane of his or her Eternal Rest). The character can here rest forever or until the Time is ripe so that he can be reincarnated into another body. The character is difficult to track down or almost impossible to take back to the world of the living when somehow followed him into the domains of the dead there. Sometimes a Soul can enter the Plane of Eternal Rest sooner than 80 months and thus making it impossible for the corpse to be raised at all, even when it is dead less than the Time the Cleric can cross to call the Soul back.

If cast at an Undead creature of 7 hit Dice or less, the creature is immediately destroyed (no Save). An Undead creature of up to 12 Hit Dice must make a Save, with a -4 penalty to the roll, or be destroyed in a similar way (as destructive as possible). An Undead of more than 12 hit Dice takes 2d30 damage, but may make a Save vs. spells to take ½ damage.

Danger!! There is always a risk that a another spirit will possess the corpse veining to be the character, and there is a risk that the character will not come alone, either in the corpse or following the Soul. These entities could be anything and are mostly very unfriendly.

Read also the chapter "Beyond Limbo" in this book. See the Table above (in Raise Dead). The circumstances of raising the Dead are minutely described in the Raise Dead spell above. If the target died with at least one divine curse, his resurrection chance is rolled with a 10% penalty. A strongly pious character (II or higher), on the other hand, gains a 10% bonus to his resurrection check,

The reverse of this spell, Obliterate, creates a Death ray that will affect any one living creature within 60' and in sight, just as the normal form affects Undead (destroy 7 Hit Dice or less, et al.).

A Lawful Cleric will use a Obliterate only in a life-or-death situation. If cast at an Undead creature of any type, obliterate has the same effect as a Cure-All would have on a living creature (curing all but 1d6 damage, or curing Blindness, or Feeblemind, etc.).

Obliterate

60'



Read Languages

Range: caster
Duration; 2 Turn=20 Minutes
Casting Time: 1
Effect: Caster only
Component; Holy symbol
Save: None

Cleric, Exorcist, Healer 1 spell. Very rare

This spell will allow the spell caster to read, not speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends. Remember that reading a text or scroll takes Time and this can very easily pass beyond the limits of the duration of the spell. Books or multiple pages of text will almost always fall in this category. To understand these several Read Languages spells must be cast after each other while studying the texts. This will take several hours at the least and up to several weeks at the most. An average would be: 1 scroll =10 rounds (8 rounds), 1 piece of paper =5 rounds (2 rounds), 1 book =2d12 rounds x pages (8 rounds x pages), 1 square' of writing =5 Rounds (2 round). These numbers will be lowered by 1 Round per Int. bonus (or raised by 2 round per Int. penalty), with a minimum as given in parentheses.



Recover Trail

Range: Special
Duration: Special
Casting Time: 4 + Special
Area of Effect: Special
Save: None

Druid 1 spell.

A caster who has lost a quarry's trail while using the tracking skill can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell can't track a creature that has teleported or plane shifted, for example). If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a print, broken twig, or other sign previously overlooked, indicating to correct trail. The spell has a success chance of 60% + 2% per level of the caster. This spell will immediately negate a Pass Without Trace spell if cast directly for that purpose, otherwise it will still function normally to allow tracking along the disguised trail.



Reflecting Pool

Range: 10 yards
Duration; 1 r / level
Casting Time: 2 Hr
Effect: Special
Component; The oil extracted from such nuts as the Hickory and the walnut, refined, and dropped in three measure upon the surface of the pool. (a measure need be no more than a single ounce of oil)
Save: None

Druid 4 spell.

This spell enables the caster to once a 24 hours at maximum cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the caster. The effect is to create a scrying device similar to a Crystal Ball. The scrying can extend only to those Planes of existence that are coexistent with or border on the prime Plane; Elemental Planes, Limbo, Styx, Oceania, Yggdrasil, Ethereal. General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own (current) Plane are given by the DM according the rukes of usage of a crystal Ball. The following spells can be cast through the Reflecting pool, with a 5% / level chance to operate correctly; Detect Magic, Detect Poison, Detect Snares and Pits, Detect Water, Detect Disease. Each additional detection attempt requires a full round of concentration, regardless of success. Infravision, if available, operates normally through the Reflecting Pool measured from the location scryed upon. The image is nearly always hazy enough to prevent the reading of a script of any type.



Regenerate **Whither**
 Range: Touch
 Duration: Special
 Casting Time: 3 r
 Effect: Creature touched
 Component: Prayer Device and Holy water. **Prayer device and Unholy Water**
 Save: None

Cleric, Exorcist, Healer 7 spell. Very rare
 When a Regenerate spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, skin and organs grow back. The process of regeneration requires but one round if the severed members are present and are touching the creature, 2d4 Turns (20 to 80 minutes=120 r to 400 r) otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per level of the caster, the recipient must roll a successful constitution check to survive this spell.



The reverse, **Whither**, causes the member or organ touched to shrivel and cease functioning in one minute, dropping of into dust in 2d4 Turns. Creatures must be touched for the harmful effect to occur and thus need a successful THACO. This spell does not work against creatures with a natural Regeneration power.

Regenerate Critical Wounds **Degenerate Critical Wounds**

Range: Touch
 Duration: 72 hours / level
 Casting Time: 8
 Effect: Creature touched
 Component: Holy symbol
 Save: None

Cleric, Exorcist, Healer 5 spell. Very rare
 This spell heals 3d4+6 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 3d4+6 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 72 Hr (4 days) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.



The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer 3d4+6 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

Regenerate Light Wounds **Degenerate Light Wounds**

Range: Touch
 Duration: 24 hours / level
 Casting Time: 5
 Effect: Creature touched
 Component: Holy symbol
 Save: None

Cleric, Exorcist, Healer 1 spell. Very rare
 This spell heals 1d4+1 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 1d4+1 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 24Hr (1 day) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.



The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer 1d4+1 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

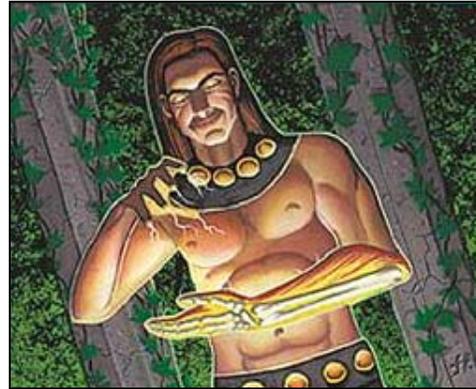
Regenerate Serious Wounds**Degenerate Serious Wounds**

Range: Touch
 Duration; 48 hours / level
 Casting Time: 7
 Effect: Creature touched
 Component; Holy symbol
 Save: None

Cleric, Exorcist, Healer 4 spell. Very rare

This spell heals 2d4+3 points of damage at a rate of 1 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached full hit points or has regenerated the full 2d4+3 Hp. If the recipient is subject to a subsequent curative spell (including another Regenerate wounds spell), drinks a potion of healing, or uses other magical healing powers, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 48 Hr (2 days) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.

The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer 2d4+3 points of damage at the rate of 1 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature dies. Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in.

**Regenerate Heal****Degenerate Heal**

Range: Touch
 Duration; 1 Week / level
 Casting Time: 1 r
 Effect: Creature touched
 Component; Holy symbol
 Save: None

Cleric, Exorcist, Healer 7 spell. Very rare

This spell heals damage at a rate of 4 hp per round. If the recipient is at full hit points when the spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reached within 4 hp of his or her full hit points. If the recipient is subject to a subsequent Regenerate wounds spell, the original Regenerate wounds spell ends immediately. If the regenerative power is not used within 1 week (7 days) per level of the caster., then it ends without further effect. Healing gained from the spell before it ends is retained. The Regenerate wounds spells (and their reversed forms) affect only those creatures affected by Cure Light wound spells, and the Healing (injury) is only as permanent as that provided by a Cure (cause) light wounds spell.

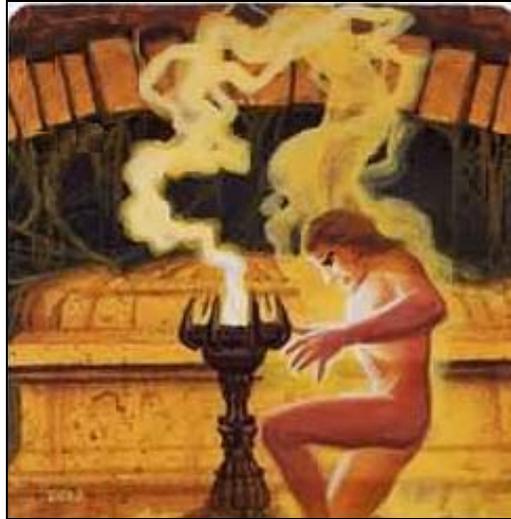
The reverse, **Degenerate Critical Wounds** spell, causes the recipient to suffer damage at the rate of 4 hp per round. This degeneration begins after the creature at least regains 1 hp from any cause. The degeneration stops when the spell has runs its course or the creature is reduced to 4 Hp or less (it can severely weaken but not slay the subject). Creature with natural regeneration powers are thus lowered in regeneration by 1 hp / r one round after the natural regeneration kicked in. it causes no other harm to the recipient in the form of disease, insanity and so on.



Reincarnation

Range: 10'
 Duration: Permanent
 Casting Time: 1 round / level-HD of reincarnated body.
 Effect: Creates a new body
 Save: None
 Healer 7, druid 7 spell.

To cast this spell the Magic-user must have a part (however small) of a dead body. The spell magically creates a new body, and the life force which was once in the dead body returns (from Limbo or even beyond) and inhabits the new one. To know what sort of body is created see the following tables. If the life force is reincarnated as a different race, all details of the new race apply, instead of the old. For example; a Human Cleric or healer reincarnated as an Elf, will still be a Cleric but also an Elf and as such must follow its new experience table. (Always read the New Race in "In the Line of Duty"). The victim's xp do not change and as such can chance the level of experience. If the victim is reincarnated in a monster body, the victim's alignment helps determine the type of monster which appears; a Character will not be reincarnated in the body of a monster that doesn't have his alignment. Any victim reincarnated into a monster body without experience (marked in the table with an *) become the basic version of the monster and doesn't gain levels of experience. The player must then play as the new creature, or retire from play with that character, or (perhaps) be reincarnated again when slain. The character must reroll all corporeal statistics as hp and all abilities other than Wisdom and Intelligence. A rerolled Charisma can't become lower than half that of the original. Races in Blue need water to survive or will drown. Green colored races are reborn from nature magic and become Fairies.



Reincarnation Results				
Body Type Appearing	Type of Monster Appearing			
	1d20	Lawful	Neutral	Chaotic
Human	1	Blink Dog *	White Ape *	Bugbear
Human	2	Gnome	Any Bear *	Gnoll
Human	3	Brutemen	Centaur	Kobold
Human	4	Hsiao	Griffon *	Manticore *
Human	5	Pegasus *	Lizardman	Orc
Human	6	Treant	Pixie	Troglodyte
Dwarf	7	Brownie	Sprite	Wood Imp
Dwarf	8	Dryad	Leprechaun	Pooka
Elf	9	Sidhe	Woodrake	Troll
Elf	10	Rockman	Geonid	Kopru
Shadow Elf	11	Gyerian	Hutaakan	Gatorman
Aquatic Elf	12	Cayman	Kna	Red Orc
Halfling	13	Lupin	Rakasta	Nagpa
Halfling	14	Phanaton	Pegataur	Aranea
Original Race	15	Chameleonman	Sharkkin	Tabi
Original Race	16	Turtle	Cryion *	SnapperTortle
Original Race	17	Merrow	Sis'thik	Yellow Orc
Monster (roll 2nd Table)	18	Triton	Pachydermion *	Hobgoblin
Monster (roll 2nd Table)	19	Sky Gnome	Nixie	Goblin
Monster (roll 2nd Table)	20	Faenare	Mandrake	Ogre

(colored Red) becomes attuned to the Nagpa Curse (read the Nagpa in Creature Catalogue) and can never be returned to another race (this creature is immune to Raise Dead-Fully and Reincarnation Magic, as it is reborn automatically). The Aranea (Colored Orange) reincarnated as a Spider creature takes over the first seen Demi-Humanoid race as its alias (read the Aranea in Creature Catalogue). Reincarnation follows the same Time limits as a Raise Dead Fully Spell. See there.

If the target died with at least one divine curse, the new incarnation will be the least desirable one (e.g., a kobold, if the target used to be an elf, or a stag, if the target was a

hunter), and may, at the DM's option, also suffer an additional curse from table 6. A strongly pious target (Devoted or higher) may roll twice on the reincarnation table, and take the best result.

Remove Charm

Range: 3'
 Duration: permanent or 1 turn / level
 Casting Time: 8
 Effect: any one living creature
 Save: Negates

Healer 7 spell.

When the Cleric casts this spell upon a creature within range (this can be by touch or sight, but the caster must be able to determine the placement of the recipient). This spell will remove any charm cast on the recipient, even when they are placed on that character without his knowing, cast as a spell by a higher level caster than the Remove Charm spell, placed on the character by a natural ability (like a Vampire Charm, the charming ability of a Werewolf, etc.), or any other way. This spell can also be cast on a character prematurely of a charm effect when the caster assumed that the recipient could be charmed within the duration of the spell (if cast this way it will last 1 turn /level of the caster at most). The spell



will be affected by any anti-magic or Dispel Magic, even if the caster normally could not dispel the magic due to insufficient power. When this spell is cast, no other protective spell can be cast on the recipient without failing.

Remove Fear **Cause Fear**

Range: Touch 120'
 Duration: 2 turns
 Effect: any one living creature
 Casting Time: 1
 Save: Negates

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Shadow Elf Shaman 1, Shaman 1 spell. When the Cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature has been affected by a Fear spell or effect which doesn't normally allow a Save, the remove Fear spell can be useful. If the Cleric casts the spell on someone afflicted by a magical fear effect, the victim gets to make a Save vs. spells adding a bonus to the roll equal to the Cleric's level of experience (up to a maximum of +6). If the Save is successful, the victim's fear is negated. Regardless of the Cleric's level or any bonuses, a roll of 1 will always fail.

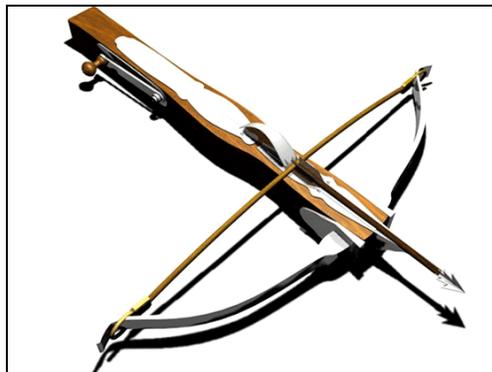
The reversed form of the spell, **Cause Fear**, will make any one living creature flee for two turns. The victim may make a Save vs. spells to avoid the effect after one round. This reversed spell effect has a range of 120'. Creatures with higher than animal intelligence that are affected by this spell will not run into the side of a cliff, over a cliff, into a fire, etc., in the process of fleeing away from the caster. If they encounter such an obstacle, they will alter their path and proceed along the edge or perimeter of the obstacle, still attempting to put as much distance as possible between themselves and the caster.



Renew

Range: touch
 Duration: Permanent
 Casting Time: 10 round or later 10 days for magical items
 Effect: One item
 Save: None

Cleric 2, Healer 2, Exorcist 3 spell. This spell enables a Cleric to repair one damaged item. Rips in fabrics, smashed pots, broken arrows, blades, poles, etc., are made whole. At 10th level the Cleric is capable of repairing broken magical items, but this spell can't be used to restore charges.



Repel Insects

Range: 0
 Duration: 1 T / level
 Casting Time: 1 r
 Effect: 10 ft radius
 Components: Any one of the following; Several crushed marigold flowers, a white crushed leek, seven crushed stinging nettle leaves, or a small clumb of resin from a camphor tree.
 Save: None

Druid 4 spell. When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet from the caster when the spell is in effect. Giant insects with Hd less than 1/3rd the caster's level are also repelled. (to 2 HD for 7th to 9th level casters, to 3 HD for 10th to 12th level, and so on). Insects with more HD can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spells. Those that do sustain 1d6 points of damage from passing through the magical barrier. The spell does not prevent arachnids, myriapods, and similar creatures, it only affects true insects.



Repel Lightning

Range: 120'
 Duration: Instantaneous
 Casting Time: 1
 Effect: Changes the area of any lightning strike.
 Save: Special

Master 4 spell.

This spell can be invoked upon the approach of a natural or magical lightning discharge. It instantly deflects the 20' diameter strike sphere of a descending bolt to a new location or changes the path of a magical bolt as follows: the Master rolls 1d10; a result of 1 means the lightning is shifted 10' in a direction desired by the Master, a roll of 2 means a 20' deflection and so on. Any result of 7 or more means that the Master can control the discharge so accurately as to place it precisely as desired within the range of the Repel



Lightning spell, including hurling it right back at its source. Anything struck on the way will take normal damage, but the utterance of a Repel Lightning always means that the Master is protected, therefore a Master could deflect a bolt away from other creatures nearby onto himself and suffer no damage. Lightning has normal effects on objects where it strikes even after being deflected, and is not robbed of any of its power to damage. If two or more creatures attempt to control a Lightning bolt in different directions, it will break up and dissipate without going anywhere (a rare occurrence). Only on the direct spot will damage occur. The lightning balls sometimes created during thunderstorms can't be deflected, as they are much to Chaotic to control. The Lightnings caused by the severe lightning storms are much more difficult to deflect, and the Master rolls on a 1d6 instead a 1d10. The Lightnings caused by a Crystal storm can't be deflected.

Repel Non-Living Material

Range: 120'
 Duration: 1 r/ level
 Casting Time: 1
 Effect: Repels non-living material of all types.
 Save: Special

Master 5 spell.

This powerful magic affects Undead and all non-living material, even once alive substances such as leather or corpses. It is usually directed against weapons or armor to repel creatures bearing them away from the Master to the limits of the spell range, but it can also be used to scatter small objects such as coins or keys. Creatures can struggle against the repulsive force of the spell if they gain traction. Aerial or levitating creatures are helpless until they reach the ground. Struggling creatures are allowed a Save against the spell. If successful, this allows them to remain stationary. If they save successfully the next round, they can move towards



the Master at half normal movement speed, but must save again on the following round and will be forced back if they fail to save at any Time., rallying only if they successfully save again. The Master can end the repulsion by will but need not concentrate to maintain it and can even undertake other spell casting while it continues.

Master Level	Repelling Velocity	Max Weight
10	10'/r	50 LBS
11	12'/r	60 LBS
12	14'/r	70 LBS
13	16'/r	80 LBS
14	18'/r	90 LBS
15	20'/r	100 LBS
16	22'/r	110 LBS
17	24'/r	120 LBS
18	26'/r	130 LBS
19	28'/r	140 LBS
20	30'/r	150 LBS
21	32'/r	160 LBS
22	34'/r	170 LBS
23	36'/r	180 LBS
24	38'/r	190 LBS
25	40'/r	200 LBS
26	42'/r	210 LBS
27	44'/r	220 LBS
28	46'/r	230 LBS
29	48'/r	240 LBS
30	50'/r	250 LBS
31	52'/r	260 LBS
32	54'/r	270 LBS
33	56'/r	280 LBS
34	58'/r	290 LBS
35	60'/r	300 LBS

The velocity at which non-living objects move varies with the level of the Master (see Table). A cloud of coins or gems hurled by a Master at creatures by use of this spell could will do any creatures 2d4 damage. There is even a chance that coins in pouches or worn on thongs can break free or fall out of their container when acted upon by this magic. The spell can

also be used to stir up a large amount of dust, sand or other debris, and thus creating a dust storm, with only a vision of 2", and a chance of blinding as equal to a natural sandstorm. The spell can even be used to slowly remove loose sand, dust, or alike, upon a object by blowing it away. The spell will dig than 1"/level away from the affected area. This use of the spell can only be done with loose dust or sand, as soon as it becomes wet, solid or rocky (containing rocks heavier than what the caster could repel) it can't be repelled anymore.

Resist Acid and Corrosion

Range: touch
Duration: 1 r / level
Casting Time: 5
Effect: creature touched
Save: None

Cleric 2, Exorcist 2 spell. uncommon

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they still can damage his gear. More intense acids and corrosives (black dragon breath, Acid Arrow, Stomach contents of greater creatures, and the natural attacks of various oozes, puddings, slimes and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save and one-quarter damage with a successful saving throw.



Resist Fire / Resist Cold

Range: touch
Duration: 1 r / level
Casting Time: 5
Effect: Creature Touched
Component: a drop of mercury
Save: None

Cleric 2, Healer 2, Exorcist 2, Druid 2, Humanoid Shaman 2, Shadow Elf Shaman 2 spell. Rare

This spell is other than the normal Resist Cold and Resist Fire, as it affects only one creature touched, however it is enabling the caster the need of having either one of the resisting effects with only one spell to memorize. When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster at the moment of the casting. The spell grants total immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, the fiery part of meteor swarms, Draconic fiery breath, frost brand sword's ice storms wand of frost, or Draconic cold breath. In all these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one half damage. If the saving throw is successful, the creature sustains only one quarter damage. The resistance lasts for one round for each level of the caster. A recipient of this spell who is suffering from hypothermia, frostbite, or some other malady related to cold or fire will be protected from further harm for the spell duration, but the magic will not negate adverse effects already suffered.



Resist Turning

Range: touch
Duration: 1 T / level
Casting Time: 5
Effect: 30 ft diameter circle around creature or object touched.

Save: None

Cleric 2, Healer 2, Exorcist 3 spell. Uncommon for Priest of Entropy, unknown to others.

While this spell is in effect, all undead within a 30 feet radius of the affected object or creature gain a resistance to being turned (or commanded) by the clerics and paladins of any other religion other than the caster. The spell can be centered on an object or creature, including the caster. The base resistance is 20%, plus 5% for every 2 levels of the caster (see table). The resistance roll is secretly made by the DM, before each turning attempt is made. A priest can continue attempting to turn or command the resisting undead

Level	Resistance
4-5	60%
6-7	65%
8-9	70%
10-11	75%
12-13	80%
14-15	85%
16-17	90%
18+	95%

creatures each round until either the resistance is overcome or the turn roll indicates failure. A Priest who encounters this type of resistance instinctively recognizes the general nature of the resistance as a greater force of influence over these undead, but not necessarily its strength (or be it controlling other undead or magic). In other words, the priest will realize success is possible, but not how likely his or her own success might be.



Resist Injury

Range: 0
Duration: 3 r / level
Casting Time: 1 Turn
Effect: Caster
Components: Holy Symbol
Saving throw: None

Savage priests or barbarian clerics 3, Humanoid Shaman 3 spell. Very rare (almost forgotten ancient ritual spell)

This spell negates the effects of damaging, even fatal wounds for its duration. For example, a dagger can be thrust through the priest's heart, yet he or she can function normally. Two points of damage per level of the caster can be negated, as well any extra damage or effects from critical hits. This spell is often used in rituals; its exceptionally long casting time makes it less useful for immediate encounters. The casting is a matter of metal preparation and emotional state.



Resist Cold

Range: caster
Duration: 6 Turns
Casting Time: 1
Area of Effect: All creatures within 30'
Save: None

Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1, Master 1, Shadow Elf Shaman 1, Shaman 1 spell.

This spell causes all creatures within 30' of the caster to withstand freezing temperatures of -30° or less without harm. Temperatures of lower than -30° are treated as if 30° higher. In addition, those affected gain a bonus of +2 to all Saves against cold attacks. Furthermore, any damage from cold is reduced by 1 point per die of damage (but with a minimum of 1 damage per die). The effects will move with the caster (this does include a cold Dragon Breath). A recipient of this spell who is suffering from hypothermia, frostbite, or some other malady related to cold will be protected from further harm for the spell duration, but the magic will not negate adverse effects already suffered.



Resist Fire

Range: 30'
Duration: 2 Turns
Casting Time: 3
Effect: Any one living Creature.
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 2, Druid 2, Dervish 2, Master 2, Sh. Elf Shaman 2, Shaman 2 spell.

For the Duration of this spell, normal fire and heat can't harm the spell's recipient. The recipient also gains a +2 bonus on all saves against magical fire (Dragon's Breath, Fireball spells, etc). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will always inflict at least 1 damage, regardless of adjustments). Dragon Breath is reduced by 1 point per Hit Die of the creature. This spell will not affect Elemental Fire or Phoenix Fire in any way. A recipient of this spell who is suffering from heatstroke, sunburn, or some other malady related to fire will be protected from further harm for the spell duration, but the magic will not negate adverse effects already suffered.



Restore

Range: Touch
Duration: Permanent
Casting Time: 3 r. 7
Effect: Restores 1 level lost to Energy Drain
Save: None

Cleric 7, Healer 6, Exorcist 6, Humanoid Shaman 7, Druid 7, Dervish 7, Master 7, Shaman 7 spell.

This spell restores one full level of Energy (experience) to any victim who has lost a level because of Energy drain (for instance, from a vampire's attack). It doesn't restore more than one level, not does it add a level if no level has been lost. Furthermore, the Cleric casting this spell loses one level of experience, as if struck by a Wight when the spell is cast; however, the Cleric's loss is not permanent, and the Cleric need only rest for 40 minus his or her level in days to regain the lost experience. This loss will not be regained as long as the caster doesn't rest continuously. It is clearly that the caster can't use this spell on him or herself, since the level added by use of this spell will be the same as the one that is drained by it.

The reverse of this spell, **Life Drain**, drains one level of experience from the victim touched, just like the touch from a Wight or Wraith. Casting the reversed spell causes no experience level loss to the Cleric, nor does it require any rest afterward, but it is a Chaotic and evil act, avoided by Lawful Clerics. Some Immortals (mostly those from Entropy, allow their Clerics and Shaman to add the drained level to their own, complete with hp. This will not restore lost levels, but places another one (with its corresponding hp) on the Cleric or Shaman.

Life Drain



Restore Earth

Range: Touch
Duration: 1 r / level
Casting Time: 1 r
Effect: Special
Components: A piece of clay with iron filings mixed into it, which is then shaped to resemble the original appearance of the structure to be repaired.
Saving throw: None
Dwarven cleric 4 spell, Very rare

This spell, a more powerful version of Stone Shape, allows a Dwarven Cleric to heal damage to an earthen structure. Once the spell is cast, the structure restores itself toward its original condition over time. The spell remains in effect for as many rounds as the cleric has levels of experience. The spell heals damage to stone, earth, or metal ore or metal at the rate of 1 point of structural damage per round (i.e. 5 hp) when the spell fades, it leaves behind a permanent repair (unless the structure



is damaged again, of course). The spell can't restore a castle wall that has been battered into rubble or an iron gate that has been smashed to pieces. It however, will repair tunnels and walls, pillars and floors or ceilings of natural or constructive or magical nature. The clay component can be repaired before the casting of the spell, and a special skilled craftsman can and may be used to perform the constructive part of this piece of art. It will however later totally be absorbed into the structure to be repaired. The spell also restores the SFP by 1 point per level of the caster. With the casting of this spell only to restore SFP's the spell component must be pressed on the ground to be absorbed, together with the magic. It can be a strange sight seeing stones, or stone parts, to reattach and returning to their former positions. However, this spell can't help large blocks (over 1' in any dimension) to become part of the structure as before. These must be manually placed on the position later where the magic will "lock" them into their place, as long this is done in 1 day per level of the caster.

Restore Strength

Range: Touch
Duration: Instantaneous
Casting Time: 5
Area of Effect: creature touched
Save: None
Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2 spell. uncommon

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores it to its normal strength and stamina. The spell is useful in countering the effects of Chill touch, Ray of enfeeblement, Ray of Fatigue, Touch of Shadows or Ropers, or any similar spell or effect. An individual who suffers an incapacitating physical injury receives no benefit. Strength or stamina reduced by pure natural causes such as exposure, disease, or exertion is not restored. The subject remains at the restored strength and endurance only until these are drained or otherwise reduced again.



Revelation

Range: Special
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Special
Save: None

Cleric 7 Quest, Exorcist 7 Quest spell.

The revelation spell grants the Cleric extraordinary divination powers. The next abilities that are effective to a range of 240 yards. The Cleric gains True Seeing as per spell. The Cleric can see and identify all Cleric spell effects in the area (assume a line of sight in a 60° arc). The Cleric is instantly aware of any creature's attempt to lie to him. The Cleric can communicate with animals, creatures, and monsters of all types. He can communicate with any number of creatures, but may converse with only one at a Time. The Cleric can communicate telepathically with humanoids. The Cleric may use a suitable item as a crystal ball once per hour. He gains a +20% bonus to all rolls to determine success.



Reverse Time

Range: 30 yards
Duration: 1d4 r
Casting Time: 6
Area of Effect: 1 creature
Components: An etched silver arrow of no more than 3 inches long and worth no less than 500 gp basic value bent into a circle. The arrow is destroyed in the casting.

Save: Negates
Cleric 6 spell of Time / water Immortals.

This spell is similar to the wizard spell Time Stop. When Reverse Time is cast, time stops within a 30 feet diameter of the subject. All creatures and items in the area of effect stand, motionless, rivers stop running, and arrows hang suspended into the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if he is within the area of effect, unless he is the subject of the spell. An unwilling subject is allowed a saving throw vs. spells; if successful,



the spell is immediately negated. Otherwise, the victim is forced to relive all actions taken in the previous 1d4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. At the end of the spell's duration, normal time resumes and all creatures in the range of effect immediately continue their activities, picking right where they started. Keep in mind that natural things like water or flowing mud, falling stones are withheld at the rim of the range of effect and thus increase their effect for the number of rounds time was withheld. Example a river flowing, and stopped in time due this spell will cause a doubling in volume for each round the spell was in effect, as if the water was held by a dam. At the end of the duration, it would seem this dam did disappear suddenly, with all effects. Consider the following example; a party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's wizard. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but still it is alive in the third round, when it uses a magic missile to kill the ranger. At this point, the priest casts Reverse Time on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds. While everyone else freezes, the Dragon goes into reverse. The magic missiles zoom back to the dragon (and it regains the ability to recast the spell), it unbites the thief (removing damage from that character) and then inhales its fiery breath (leaving the wizard alive and uncooked). The dragon is then reversed one more round before it encounters the party. The spell then ends and the actions resume. The dragon must now roll for surprise since it is encountering the party for the first time (unless it was aware of their approach before) the party is immune to surprise since it was fighting the beast previously. All damage suffered to the beast since these actions were caused by the group and not the beast.

Reversion

Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: 10-ft. radius sphere
Saving Throw: None

Cleric 7 Quest, Exorcist 7 Quest spell.

By casting this spell, the priest reverses certain recent events in the area of effect. The spell affects only creatures friendly to the priest. The magic takes effect immediately after the spell is completed rather than at the end of the round. The reversion spell affects only creatures and characters. Equipment and magical items are not affected. All damage suffered by the priest's allies during the previous turn is undone. This includes energy drains, poison, and all special attack forms unless these resulted in instantaneous death. Death from cumulative physical damage is undone, however. Any creature brought back to life by the reversion spell is not required to make a constitution check. Any spells cast by the priest's allies during the previous turn are restored and can be used again. This does not apply to magical or spell-like effects from magical items or scrolls. Material components consumed in spellcasting during this time are also restored. Casting this spell ages the priest one year.



Revitalize Animal

Range: Touch
Duration: Permanent
Casting Time: 4
Area of Effect: One animal
Save: None

Druid 1 spell.

This spell allows the caster to heal an animal by transferring life force (hp) from himself to the animal. If the animal is touched with one hand, it regains 1d4 hp, just as if it had received a cure light wounds spell. Touching the animal with both hands restores 2d4 hp. In either case, the caster temporarily loses the number of hp that the animal regains. The caster will recover his lost hp 1-4 hours later (if he transferred 3 hp, he recovers 3 hp in 1-4 hours). The caster's recovery of these hp has no effect on the restored animal. During the 1-4 hours before the caster recovers his transferred hp, he feels weak and dizzy, making all attack rolls at a -1 penalty during that Time. Should the caster die during that 1-4 hour period, the recovery process stops immediately and no hp are recovered. The animal can't recover hp beyond the normal. For instance, an animal that normally has 10 hp, but has been reduced to 6 due an injury, can't receive more than 4 hp from this spell. Also, the caster will have at least 1 hp remaining after using this spell; if the caster has 6 hp, he won't transfer more than 5 to a damaged animal. Revitalize animal works on animals only; it has no effect on Demihuman-oids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hp from an animal.



Revive Spirit

Range: 10 yards
Duration: instantaneous
Casting Time: 1 Turn
Area of Effect: one spirit
Components: the mixture of rare herbs and minerals cast 10 sp if bought on the market, or can be gathered in one day by an individual with the herbalism skill at 50% chance anywhere but underwater, in the desert or at barren landscapes, such as the mountains or poles.

Save: None

Shaman 3 spell. uncommon

The caster arranges a circle of small fires around the place where the target spirit is (enclosing an area no more than 20 yards across), and, while chanting, burns on them a mixture of rare herbs and minerals. As the casting begins a dark green smoke curls from the fires, enveloping the area in a sweet, olive fog, which dissipates in one round after the spell is completed or the casting is aborted. The effect of the spell is to completely restore the health of any one injured spirit within the circle all lost soul points are recovered by the spirit or the soul. The spell takes a great toll on the casting shaman, however, as he takes 1d6 damage from the effort alone. If both strength and constitution checks are failed, one point of constitution is permanently lost.



Ring of Hands

Range: Caster
Duration: 2d10 rounds
Casting Time: 5
Area of Effect: Special
Save: None
Cleric 1, Exorcist 1, Humanoid Shaman 1 spell.

This is a cooperative magic spell. It requires a minimum of two Clerics and can accommodate a maximum of ten. Each Cleric must cast Ring of Hands on the same round. At the end of the casting, the Clerics involved join hands, thus completing the spell. If any Cleric breaks the circle, the spell immediately ceases. The Clerics may not move from their locations but are free to speak. They may not cast spells while the ring is formed. The ring of hands forms a protective barrier around the Clerics and everything within their circle. For each Cleric, assume a 5' circumference of the circle; thus, three Clerics would create a circle of 15' circumference. For each Cleric, the circle can accommodate 4 persons. The barrier functions as a Protection from Evil spell. Attacks by evil creatures suffer a -1 penalty for every Cleric forming the circle. Saves made by the Clerics or anyone in the circle against attacks from such creatures receive a +1 bonus for every Cleric in the circle. Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the Clerics and those within the circle, although melee attacks against such creatures by those within the ring break the barrier. Because the Clerics casting the spell can't move and must hold hands, they don't receive any Dexterity bonuses to AC. Furthermore, opponents gain a +2 bonus on attack rolls against the Clerics, since there is little they can do to avoid a blow. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the Clerics intervene.

The reverse of this spell, Ring of Woe, functions as detailed above except the effect applies to good creatures as would a Protection from Good spell.



Ripen

Range: 5 yards
Duration: instantaneous
Casting Time: 4
Area of Effect: Special
Save: None

Druid 1 spell.

This spell affects either a single mature tree or all smaller plants covering a 10' diameter plot of ground around the targeted destination. It causes the affected plants to immediately produce the normal amount of fruit (nuts, seeds, or whatever) they bear at the height of the harvest season. Thus, an apple tree will be laden with ripe apples, a patch of grain will mature, etc. a given tree or area of ground can do this once per season, and the spell will not work outside the plant's normal growing season (Spring, Summer, Autumn). Thus if it already brought produce the last season the spell will not work. This spell is sometimes used to punish local farmers who took too much from the area so they can't pick what has already been grown and picked for at least a whole season. Any produce not picked, harvested eaten within 24 hours withers and dies, rots away and returns to the ground. When the produce is harvested, it will cause the affected area a SFP of 600, but when not harvested it will only cause SFP 50.



Rockburst

Range: 10 yards / level
Duration: 1 r
Casting Time: 5
Area of Effect: 1 cubic foot / level
Save: special

Dwarf cleric 2 spell.

This spell allows the caster to cause a boulder or rockpile of 1 cubic foot per level of the caster to suddenly explode, propelling jagged shards in all directions. If the desired spell focus is larger than the volume the priest can affect, only part of it flies about. Shrapnel endangers all beings within 20 feet of the spell focus. Beings within 10 feet must save vs. spells for half damage. Beings



between 10 feet and 20 feet are allowed a second saving throw. If these rolls are successful, they avoid all damage (due to luck, dodging, and cover). If only one roll is successful, they take half damage. The presence of cover or armor does not automatically lessen damage due to the unpredictability of ricochets, bounces, and the like. The shrapnel does a base damage of 1d4+1 points per level of the caster (i.e. 1d4+1 points of damage per cubic foot of rock). In rare cases, the explosion might remove enough rock to cause an avalanche or cave-in, but such results cannot be deliberately caused with this spell (unless the DM allows this). The sound of the explosion is audible to 500 yards underground, (minus 10 feet per door).

Robe of Healing

Range: Touch
Duration: 1 hour
Casting Time: 1 round
Area of Effect: One robe
Save: None

Cleric 7 Quest, Healer 6 Quest, Exorcist 7 Quest spell.



This spell enchants the Cleric's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the worn robe, a wounded creature is cured of 1d4+4 hp. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the robe of healing.

Rock Chant: Purifying Fire

Range: 0
Duration: Permanent
Casting Time: 1d4 hours
Area of Effect: 1 item
Components: coke and phlogiston (from the Plane of Fire) or fire elemental essence, both of which are consumed as fuel for the spell's fire.

Saving Throw: None

Dwarf Cleric Level: 6 spell

This chant destroys the magical power of a metal item by bathing it in cleansing flame. The chant alters the color of the forge-fire from orange to an odd mix of orange and purple; this change indicates that the chant has succeeded. No matter how flammable an item might be, it does not burn while held in the purifying fire. The chant functions just as a dispel magic does, but it disenchantes the affected item completely and without the need for a percentage die roll to determine success. A purifying fire chant always removes all charges or enchantments from an item; it cannot selectively remove harmful powers while retaining beneficial ones.



Rock Chant: Bloodiron

Range: 0
Duration: Special
Casting Time: 3d4 turns
Area of Effect: 1 lb. metal
Components: The iron to be affected, plus the blood of the lead chanter. Blood

Saving Throw: None

Dwarf Cleric Level: 3

This spell creates a magical thirst for blood in a weapon, giving it the ability to inflict great wounds on any creature it strikes. Whenever a blow is struck with a bloodiron blade, it inflicts an additional +2 hp damage by keeping the wounds it causes from closing properly. The spell lasts until the weapon is blooded in combat and then resheathed; if not resheathed after a battle, the bloodiron weapon requires the user to make a Wisdom check every round it is held. If the check fails, the wielder is compelled to attack the nearest living creature, friend or foe. Wounds caused by bloodiron do not regenerate (giving the chant its other name, "trollsbane"). Bloodiron chants have no effect on blunt weapons or on magical weapons of any kind. Dwarves often cast bloodiron on crossbow bolts, creating deep wounds that are difficult to heal. Casting bloodiron requires that the forge-priest to cut himself with the weapon to be enchanted; giving his blood to the bloodiron magic causes 2d8 hp damage to the forge-priest. This damage is healed as normal.



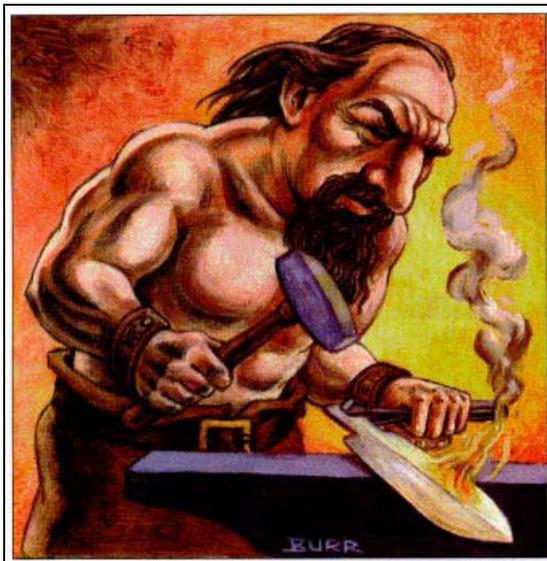
Rock Chant: Eversharp

Range: 0
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 1 weapon
Components: a pin made of silver (10 gp value)

Saving Throw: None

Dwarf Cleric Level: 2 spell

This chant magically enhances and maintains the sharpness of a single edged weapon, which must be kept on the anvil for the entire duration of the spell's casting. However, the spell does not provide any other benefit; the weapon can still rust, break, pit, crack, and melt, and eversharp chants do not grant any bonuses to attack or damage rolls. Once protected, the weapon need never be sharpened.



Rock Chant: Miner's Chant

Range: 0
Duration: 12 hours
Casting Time: 1d4 turns
Area of Effect: 1d6 dwarves
Saving Throw: None

Dwarf Cleric Level 1 Any Dwarf. rare

While not strictly a smith's chant, the miner's chant is often conducted at the forge by a forge-priest before a group of miners goes off to the tunnels and begins a day's work. The chant is an invocation of blessings and protection, but it also hardens and improves the miner's tools, increasing their effectiveness and decreasing the chance of their becoming blunted. Miners operating under the influence of the miner's chant can operate without fatigue and dig 50% faster while they do so.

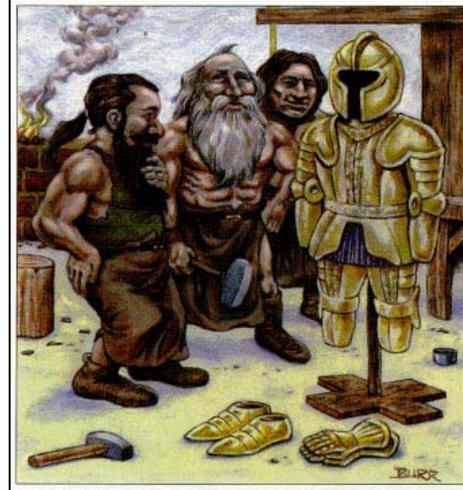


Rock Chant: Stainless

Range: 0
Duration: Permanent
Casting Time: 3d4 turns
Area of Effect: 1 lb. metal
Components: the sacrificed platinum
Saving Throw: None

Dwarf Cleric Level 1

This chant grants any metal an enduring bright shine, (akin to chrome) and protects the metal against corrosion and decay. However, it is rarely used because of its cost. Imbuing metal with a stainless chant requires the sacrifice of a weight of platinum equal to the weight of metal to be protected. Thus, a 4 lb. long sword requires the sacrifice of 1,000 gp worth of platinum (100 pp) to protect the blade. Once protected, no rust, acid, or decay, even that produced by a rust monster or black pudding, can destroy the weapon. Even the strange black metals of the Shadow elves are rumored to gain greater resistance to sunlight when treated with this chant. The use of this chant is generally reserved for clan heirlooms, chieftain's weapons, and other important metalwork. Naturally, metals not normally subject to corrosion—such as gold, mithril, and platinum—are not treated with this spell.



Rock Chant: Hammer

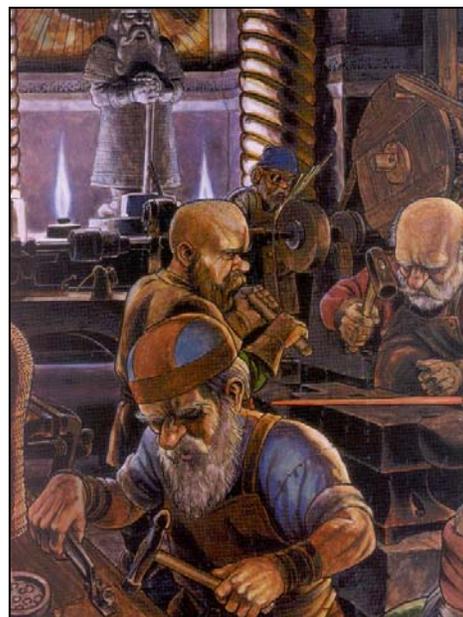
Range: Touch
Duration: Special
Casting Time: 1 turn
Area of Effect: One dwarf
Components: a hammer, an anvil, and a forge's fire.

Hammer chants must be conducted in a forge consecrated to the dwarven gods; human or elven smithies, makeshift forges, and abandoned holdings are unsuited to the successful completion of this chant.

Saving Throw: None

Dwarf Cleric Level 1 Any Dwarf. rare

Using this chant, up to seven dwarven priests and/or dwarven blacksmiths, armorers, or weaponsmiths may combine their abilities so that one of them casts other chants at an enhanced level. If no priest is present, the chant may still be completed successfully, but the casting time doubles. The target of the spell is usually the master smith (granting him the power to lead other magical chants) or the highest-ranking priest. All dwarves taking part in the hammer chant must have the Singing Skill. The highest-ranking priest or master smith stands at the forge, hammering out time on the anvil, while the others work the bellows and tend to other forging tasks. The dwarf who keeps time is the leader of the chant and becomes the focus of the chant's magic. The leader gains one effective level for each three levels or Hit Dice of the dwarven smiths chanting at their work, to a maximum gain of six levels. While the priest gains no additional memorized priest spells, the priest may gain access to additional chants that were previously unavailable to him. Upon completing the hammer chant, the group can immediately begin another chant, which then gains the benefit of the increased effective level provided by the hammer chant. If a hammer chant is attempted during battle, the chanting dwarves lose all Armor Class bonuses for shield or Dexterity while chanting. If any of them loses his concentration (when struck a blow, or distracted by noise or magic), the hammer chant ends immediately.



Rock Chant: Suregrip

Range: 0
Duration: Permanent
Casting Time: 3d4 turns
Area of Effect: 1 lb. metal
Components: a scrap of spiderweb from any sort of spider and a thin ribbon of zinc / tin alloy.

Saving Throw: None

Dwarf Cleric Level 1

This chant makes a weapon or shield stick to its wielder's hand until he voluntarily releases it, making it impossible for the wielder to be disarmed by an opponent or to drop the weapon. Even spells like fumble have no effect against a hero using a weapon protected by the suregrip chant.



Rock Chant: Stokers Chant

Range: 0
Duration: 1 round/level
Casting Time: 1-3 turns
Area of Effect: 1 dwarf
Components: a dragon's fire-sac, the portion of its lungs that generates its breath weapon, shaped into a set of bellows. The component is not consumed by the casting of the chant.

Saving Throw: None

Dwarf Cleric Level: 2

The stoker's chant is just as often used among smelters as among smiths, but is included here as an example of another type of dwarven chant. The stokers are dwarves who feed the fires that release metal from ore. This chant allows them to double the heat in their smelter, increasing the speed with which they process ore. All functions of the smelter happen twice as quickly. When used by a cantor of 9th level or higher, the stoker's chant creates a special metal called forge-gold, which a knowledgeable smith can alloy with mithril or even adamantite to make it workable at lower temperatures. Mithril or adamantite alloyed with forge-gold can be worked in an ordinary forge without the need for dragon bellows, silver tongs, or the other specialized tools required for high temperature metalwork.



Rock Chant: Bellows Breath

Range: 0
Duration: 8 hours
Casting Time: 1-6 turns
Area of Effect: 1 fire
Saving Throw: Special
Components: a raven's feather and a small leather set of bellows.

Dwarf Cleric Level 3

By creating a wind to fan the flames, this chant dramatically increases the size of any existing fire. Bellows breath also enhances any other fire spell, increasing that spell's damage by +1 point per die. The chant's magical wind scatters ashes and might put out a fire or dispel the target fire spell, as determined by a turning attempt against "Special" rolled by the highest level priest participating in the chant. (If only smiths are using the chant, they have no chance to succeed.) If the check succeeds (turn or destroy), the fire stays lit and its heat increases to the level required to forge mithril and adamantite. If the check fails, the fire is blown out.



Rooted Wrath

Range: 10 yards / level
Duration; 1 round / level
Casting Time ; 1 round
Effect: 5' radius / level
Save: None

Druid 5 spell.

This spell is a more powerful version of the Entangle spell, it imbues the surrounding vegetation with mobility. For every level of the caster, one 10' long limb of wood grapples an attacks the caster's foes. Vines, roots, branches, and the like can be affected. Each limb is AC 5 AV1, has 10 hp, THACO 17, and at the caster's discretion either causes 1d6 damage or grapples the victim, rendering him motionless unless he makes a Strength check penalized by one for each second level of the caster to break free. The limbs suffer only half damage from bludgeoning weapons. Each limb can attack one creature, so up to one creature per level of the caster can be attacked. Multiple limbs can attack a single victim, requiring multiple Strength checks from the victim. After the spell fades, the surviving limbs return to their former positions, releasing all foes.



Rooting

Range: Touched by bare feet
Duration; Special
Casting Time ; 1 Turn
Effect: the caster
Save: None

Druid 3 spell.

When cast, this spell transforms the caster's bare feet into roots that burrow deep into the ground. By absorbing nutrients from the soil, the caster can go without regular food or drink for one day for every two levels of the caster. Therefore, a 6th level Druid could go without eating for three days. It takes one hour to absorb a day's worth of nourishment, so that same Druid must stay rooted for the spell to work. The druid also takes on a more plantlike appearance with branches and leaves, but these will instantly disappear when the Druid decides to uproot him or herself. The spell goes unnoticed in areas with rich soil, but it severely depletes barren areas (such as scrub plains, or savannas). Therefore the Druids use this spell sparingly. It takes the Druid one round per Hour left to uproot, in this Time he is easily attacked since he can't move, turn or such, all abilities are lowered by 4 until he is completely free. When he is free his feet turn normal after another round. First after that he will be able to walk. SFP 300.



Rune of Impregnable Defense

Range: 60 yards

Duration: 1 month

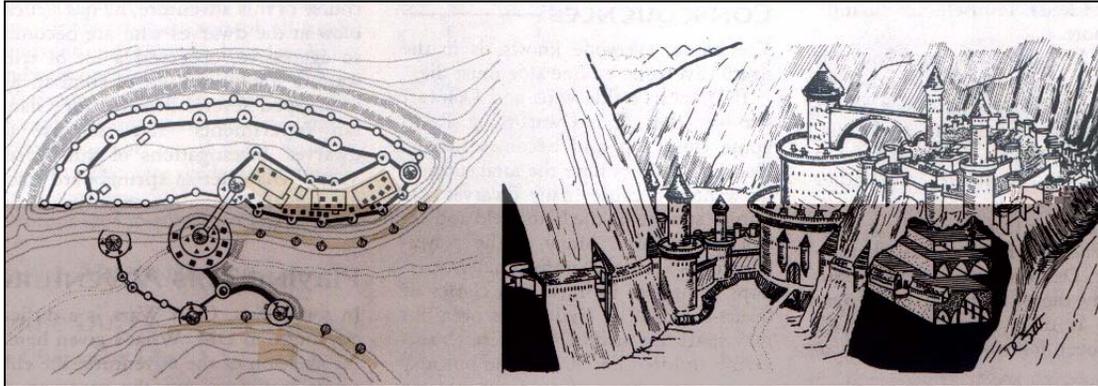
Casting Time: 12 Turns

Area of Effect: Special

Components: A golden writing stylus with a diamond point (at least worth 5000gp), which is used to inscribe the rune, and the holy symbols of all clerics involved in the combine circle (these components are not consumed).

Save: Special

Dwarf cleric 7 spell. Very rare



This spell is used to strengthen the fortifications of a dwarven stronghold by increasing the resistance of a castle wall, gate, portcullis, drawbridge, or other defensive structure against physical or magical attacks. The spell is cast by a circle of dwarven clerics linked by a combine spell. Next, a large rune is inscribed on the surface to be protected in the last turn of the spellcasting. The rune is created to protect a surface of up to 2500 square feet in area (such as a 50 foot by 50 foot section of a castle wall surface). The rune is invisible after the spell is cast, but can be detected by a Detect magic spell and can be seen by See invisible. The protection of the rune is not permanent; it expires after one month, and the rune fades away if the spell is not renewed. To renew the rune's power, a dwarven cleric of at least 7th level experience must cast a Glyph of Warding spell upon the rune before it fades; the rune is thus renewed and remains in effect for another month. The dwarves must constantly renew the runes protecting a stronghold every month on a regular schedule, or else the runes fade away and become useless. This powerful rune protects a surface from the attacks of battering rams, siege machines, stones hurled by catapults or giants, ballistae missiles, or other such physical attacks that inflict structural damage. All physical attacks inflict no damage to the surface. A section of castle wall or stone tower protected by this rune cannot be undermined and collapsed by sappers, because the rune maintains the strength and integrity of the structure and its underlying foundation. This rune also provides protection from many magical attacks. An attack that inflicts structural damage, such as a lightning bolt, disintegrate spell, or a horn of blasting inflicts only half damage if a successful saving throw vs spells is made. The saving throw made by the structure is that used by a 19th level or greater dwarven cleric. Thus if an earthquake spell strikes a structure protected by this rune, the earthquake's damage is reduced by 50% if a saving throw of 7 or better is rolled. Also, if a saving throw vs. spell is made against a passwall spell, the spell does not take effect. The rune has one additional protective function. If a prayer spell is cast upon the rune by a dwarven cleric, any structural damage suffered by the protected surface repairs itself at the rate of 2 points per round. The repair continues for as long as the prayer spell is in effect. It is possible for the rune to be destroyed or dispelled, of course. If the surface upon which the rune is inscribed is utterly destroyed, the rune is also destroyed, and no repair can take place if a Prayer spell is cast upon the rune. A section of castle wall reduced to rubble or a drawbridge smashed apart also loses its protective rune. A dispel magic spell cast by a high level spellcaster might possibly dispel the rune. Again, the rune is treated as if cast by a 19th level cleric or greater.

Rune of Power

Range: Touch
Duration: permanent until discharged
Casting Time: 1 r
Area of Effect: Special
Components: Holy symbol, to trace the Rune
Save: Special

Dwarf cleric 5 spell. Very rare

This special type of magical inscription, more powerful than a Glyph of warding but less powerful than most Symbols, was once the heart of ancient dwarven magic, usable by all dwarves (with different degrees of power and reliability—modern dwarves do not have this power anymore). Adventurers who have explored some of the remotest depths and mountain caverns report that either there are dwarven monasteries (clerical communities) or that a few dwarven clans or bands retain the use of rune magic. Runes of Power as used by Dwarven Clerics throughout the world are described here. They increase in power according to the level of the dwarf casting them. A successful saving throw vs. spells enables a creature violating a Rune of power to escape its effects. The priest casting the rune sets the exemption conditions; that is, the situations or creatures that won't cause the Rune of Power to operate. Otherwise, any being passing, entering or opening the surface on which the Rune of Power is inscribed suffers its harmful effects. Touching or attacking the Rune of Power itself also activates it. A Rune of power can be set to avoid discharging when creatures of certain races, alignments, or faith, and sizes try to pass it. It cannot be set to avoid specific levels, Hit Dice, or classes of creatures, and cannot be combined with other Runes, Glyphs, or Symbols. Runes of Power can be drawn to any size larger than the caster's hand, and their trigger lines can be extended to encompass any size of protected area on a single surface. Dispel Magic spells can remove Runes of Power. Most Runes duplicate or resemble the effects of wizard spells. Some runes of power are named by the first caster of it and take immediate effect. The most widely-known of these killing runes are;

Alhalbrin; This Rune melts metal on all items that contact or pass it, within 3 rounds of its activation. The metal receives a saving throw vs. magical fire (with a penalty of -3 if not elven chain or magical in nature). Whether the metal melts or not, it grows hot, doing any being in contact with it 1d4 points of damage each round. It will cool down to normal if not molten in 1d4 r after the round of activation of the Rune.

Faerindyl; This Rune of Power causes a flaming sphere to come into being out of the protected surface. The flaming sphere rolls directly away from the protected surface with a movement rate of 180'/60'. It passes around all immovable objects in its path, bursting only when it contacts a wall or other surface larger than its own 10 foot radius. Creatures within 5 feet of the sphere must save vs. spells or suffer 1d4 points of heat damage. Beings struck by the sphere must save or suffer 2d4 points of damage. Objects in contact with the sphere must save vs. magical fire or be burned. Where the sphere bursts, all creatures within 15 feet of the center of the sphere must save vs. spells or take 3d6 fire damage. The flaming sphere is quite different in behavior and effects from the wizard spell of the same name. The only way of stopping a Flaming Sphere is with a wall of Fire (with which it merges), any wall of Force or solid wall spell (which causes it to burst), or a Dispel magic. Otherwise, it flows around and through obstacles, including creatures in its path.

Sabras; This Rune of power creates a miniature blade barrier effect, across (and in line with) the protected surface on which the rune of power was inscribed. It lasts for only one round, but does 4d6 damage to all creatures within 10 feet of the protected surface (a successful save vs. spells allows a dexterity check; if successful the being escapes with no damage, if failed, the creature takes only 2d6 damage).

Thundaril; This forceful rune of power acts as a Polymorph Other spell on creatures activating it. Unlike the wizard spell of the same name, intelligence retention are automatic. Otherwise, (equipment, class skills, and the like) the change functions as the wizard spell. The priest casting the rune sets the form to be changed into. Dwarven priest seem to like populating areas with snails, slugs and toads.

Velurdyn; This rune of power acts as a Reverse Gravity spell, flinging all beings within 20 feet of it (when activated) upward for 30 feet, and then immediately back downward. Creatures unable to fly suffer falling damage (according to height) and impact damage if there is a ceiling within this 30 feet. In some cases stalactites, piercer monsters, or even artificial spikes have been set into ceilings to further augment such a trap.

Bhelaerak; Acts as the wizard spell glasssteel, affecting 10 Lbs of weight per level of the caster (it makes steel fragile on impact).

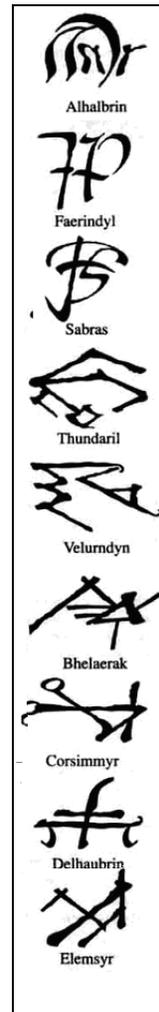
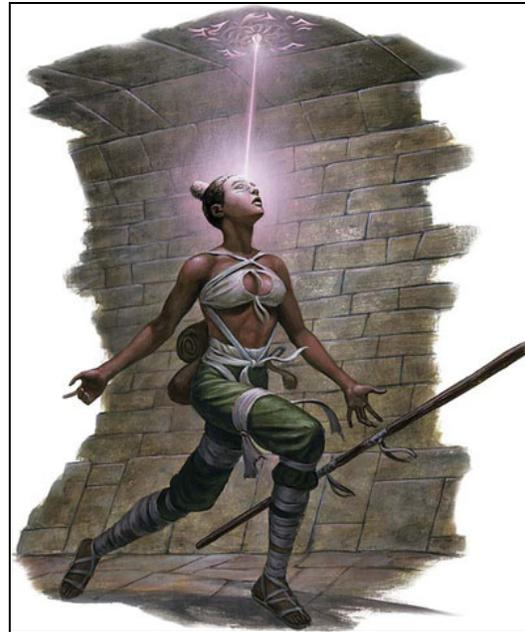
Corsimmyr; Acts as the wizard spell Passwall (opens a 10' cube and closing it later).

Delhaubrin; Acts as the wizard spell Shatter (shatters fragile objects).

Elmsyr; Acts as the wizard spell Invisibility, affecting a single individual living or unliving object. If an invisible creature launches an attack it immediately becomes visible.

Lost runes of power

Legends persist of runes once known to the dwarves that were far more powerful than the current existing ones. A single rune of power was used to level the ancient city of Murghom, long ago. Mages warn that although such runes definitely existed, no dwarven clan controls such power now—or recent dwarven history would be far different.



Sacred Guardian

Range: Touch
Duration: 1 day/level
Casting Time: 1
Area of Effect: Creature touched
Component; Rose Petal that has been kissed by recipient
Save: None

Cleric 1, Healer 1, Exorcist 1, Druid 1, Dervish 1 spell.

By use of this spell, a Cleric becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the Cleric and the recipient. The recipient may be on a different plane of existence than the Cleric. When this spell is cast by a Cleric of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the Cleric know the person's location through the use of this spell.

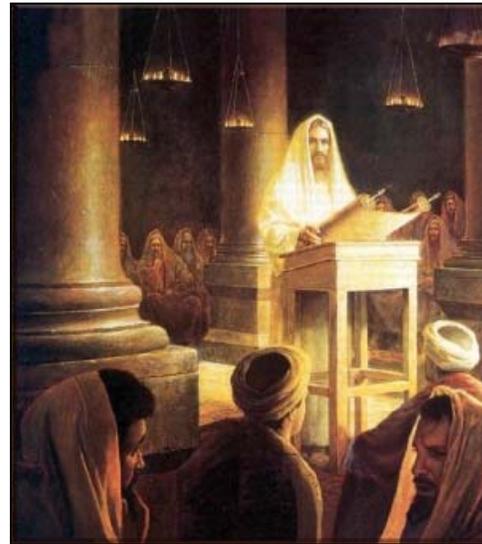


Sanctify Defile

Range: 10 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: 10 yard x 10 yard square/Cleric
Component; Holy Symbol, small silver mirror
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2 spell.

This cooperative spell allows the Clerics to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single Cleric or a group of Clerics. After casting sanctify, the affected area is imbued with the Immortal's majesty. For followers of that Immortal, the area radiates a holy aura. These followers gain a +2 bonus to save against all fear- and charm-based powers (a +2 to morale). Persons of the same alignment as the caster but of different faiths gain a +1 to Saves (+1 to morale). The effect applies only as long as the characters remain in the sanctified area. Creatures intent on harming the Cleric or his followers suffer a -1 on save vs. fear and charm (-1 to morale) when on sanctified ground. Undead creatures within the area are easier to turn; any Cleric standing on sanctified ground turns undead as if he were one level higher. Although this spell can be cast by a single Cleric, it is most effective when cast by several Clerics at once. The duration of the spell is equal to one round per level of the caster. When several Clerics cast the spell, the level of the most powerful Cleric is used, with two rounds added for every contributing Cleric. Thus, one 8th level and three 6th level Clerics would give the spell a duration of 14 rounds (8+2+2+2). Sanctify is often used to protect the grounds of a temple or encourage men defending a castle.



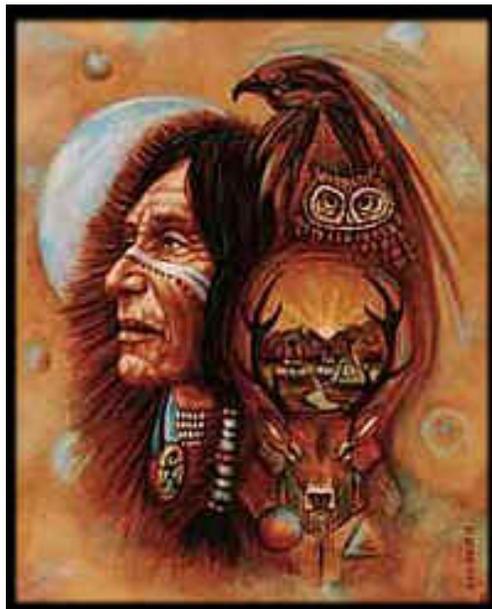
The reverse of this spell, defile, functions in an identical manner with respect to saves for charm and fear. However, Clerics standing on defiled ground who attempt to turn undead do so at one level lower than their current level.

Sanctify Shamani-wise

Range: touch
Duration; permanent
Casting Time ; 1 Turn
Effect: special.
Save: None

Shamani 4 spell.

This spell is employed by the Shamani during the performance of various mystical rites and is vital to some of the most important ceremonies held by the various tribes. In game terms, its effects are minimal outside of that role save that it can be employed in the same manner as a Bless to make weapons strike creatures normally harmed only by magical weapons or to give an object a magical aura that can be seen with a detect magic spell. Unlike the Minor Blessing, however, the Sanctify enchantment is permanent when used in this manner. It can be used on items only on items.



Scribe

Range: Touch
 Duration: permanent
 Casting Time ; 1 round
 Effect: variable.
 Save: None

Cloistered cleric 1 spell.

Via this spell, if the Cleric's handwriting happens to be poor, is greatly enhanced. Furthermore, he or she can write as twice as rapidly as normal and still produce high-quality copying of a text or map. This spell enables a Cleric also to copy magical scrolls as long as they are higher than 7th level of experience. The scribe spell can be used when writing down the text of magical scrolls. It decreases the chance of error by 25 % (see Scribe Magic User sub class) in the copying of any and all text. The scribe spell will stay in effect as long as the Cleric continues to copy or compose a text, with the limit of eight hours of such writing in any case. Any interruption of the copying will ruin the spell from that point forward. The Cleric still needs all materials normally needed to make the scrolls (and as thus it will be difficult—not impossible—for them to copy special magical scrolls, because they use special magical inks) like ink, quill, parchment, book, scroll and perhaps what has to be copied.



Scroll

Range: Touch
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One scroll
 Saving Throw: Special

Cloistered Cleric Level: 4

This is a more advanced version of the Scribe spell. Via this spell, the cleric can compose a magical scroll of a spell he or she knows with a 40% smaller chance of error. The scroll spell cannot be used in combination with a scribe spell. Alternatively, the scroll spell can make the cleric write the scroll faster (double normal speed), but then the reduction in the chance for an error is cancelled.



Sea Fury

Range: 120 yards
 Duration: 1 Turn
 Casting Time: 7
 Area of Effect: Causes waves of great force
 Save: None

All Cleric 7, Exorcist 7, Humanoid Shaman 7, Druid 7, Dervish 7 spell, but granted by Water / Time Immortals only. This powerful spell causes a section of sea to churn and creates underwater currents of devastating force. The caster can affect an area according to the following table. Within the area of effect, all small dwellings are reduced to rubble, and larger constructions (unless magically protected) are cracked open. Earthen formations (hills, Cliffslides, etc.) form rockslides. Creatures in the area of effect are immediately swept out in a random



direction suffering 4d10 damage. Ships on the surface are flung out of the area of effect and take 1d20 +20 points of Hull damage. Some Mages say that the usage of this spell depletes the Earth power and could result in disastrous effects. The Seismic Force points of this spell according to them is 75. For more information about this consult your local Earth Elemental. The SFP are lowered to 25 if the effect doesn't reach the ocean floor.

Cave or cavern—	Collapses roof
Cliffs—	Crumble, causing landslide
Ground—	Flushed away open, causing the following fractions of creatures to fall in and drown:
	Size S: 1 in 4 Size M: 1 in 6 Size L: 1 in 8
Tunnel—	Caves in
Small growth—	No effect
Trees—	1 in 3 are uprooted and fall
All structures—	Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble

Seasons

Range: Touch

Level Caster	Area of Effect
17	60' square
18	65' square
19	70' square
20	75' square
21	80' square
22	85' square
23	90' square
24	95' square
25	100' square
26	105' square
27	110' square
28	115' square
29	120' square
30	125' square
31	130' square
32	135' square
33	140' square
34	145' square
35	150' square
36	155' square

Duration: 1 Turn
 Casting Time ; 6
 Effect: Undead within a 60' radius indoors, or Undead within a 180' outdoors.
 Save: none

Druid 6 spell.

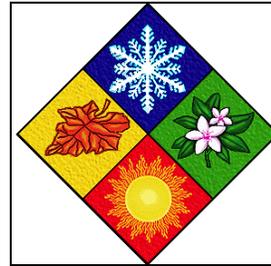
This spell is used to destroy or Neutralize Undead monsters. The season of the year determines its effect, which is not under the Druid's control.

Spring This causes 1d8 damage per round of exposure to all Undead in the area of effect (no Save). Humanoid Undead reaching 0 Hp are "revived"—that is, Raised from the dead at their lowest possible level of experience or Hit Dice, and with no relevant memories of their past (they actually become normal men or monster as equal to their species. The spell actually calls forth a free lost Soul from Limbo and replaces it with the Soul of the Undead if any. Incorporeal Undead are banished to Limbo and are forced to stay there for a day (Limbo Time) per level of the caster. Undead which are corporeal and contain a Soul are affected as the spell intended. Revived creatures become servants of the Druid as if Charmed. The duration of this charm will last as according normal charm person table.

Summer This creates an area of blinding magical sunlight, burning Undead creatures exposed to the area of effect at the rate of 1d8 damage/round of exposure (no save). A vampire caught in this light will flee immediately(no save) and not return until fully rested.

Autumn Each Undead caught in the area of effect must make a Save per round of exposure. A failed Save causes an Undead to wither, dropping various parts of its body (if material) or fading away (if immaterial). Each failed Save reduces any Undead's Hp by 25% (rounded down). This spell actually causes Time stored in the Undead to flow faster than normal and so affect the rate of rotting or fading the "corpse" goes through. This spell will not affect Undead who are not affected by Time like: Poltergeists, Apparitions, Nightshades, Discords, Masters of Chaos, Spirits (Druj, Odic, Revenant) are only affected temporarily (for at least one day per level of the Cleric). Shades are destroyed as per spell, but their Soul returns to their Demon Rulers Plane and he could send them again towards the caster if he intends to do so (or could go there himself—this spell is dangerous to use).

Winter Each Undead caught in the area of effect must make a Save each round of exposure. A failed Save causes the an Undead to go dormant until the next full moon, even when this is very soon. The spell in effect freezes Time inside the Undead and thus halting it. The spell goes in effect slowly enough for the Undead to lay down. The "sleeping" Undead can't be affected by any other material or nonmaterial or magical object or effect that doesn't affect Time. Only weapons or spells that affect Time can affect the Undead (this Includes Artifacts). When the Undead "Awakes" he is fully active again as if slept normally like a mortal.



Seeking

Range: 100 yards
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 1 missile / 3 levels of the caster, max. five
 Save: None

Cleric 2 (by special Immortals only), Humanoid Shaman 2, Druid 2 spell.

The seeking spell takes the normal laws of momentum and gravity, and then twists them slightly in a way that is favorable to the caster of the spell. The caster can ensorcel a number of normal, non-enchanted missiles no larger than a javelin, equal to one-third his level, to a maximum of five missiles. When they have been enchanted, the caster may either use them or distribute them to his or her companions. When shot or hurled at a target, the missiles unerringly seek the target. They will hit nothing else but that target. The missiles can go around objects of corners if the target was visible when the spell was cast, but the missiles can't pass through solid obstructions. For example, if the target closes a door, the missiles slam into the door and can't be removed until the spell wears off. The normal range can be extended to the distance of the target creature as long as the opponent uses only ordinary methods of escape. If the target plane shifts, teleports, blinks, or uses some other means of instantaneous transport, the missile can no longer home in on its target. It falls to the ground, useless. This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. If the person firing the arrow or bullet can see the target, he can fire for normal damage without fear of damaging comrades.

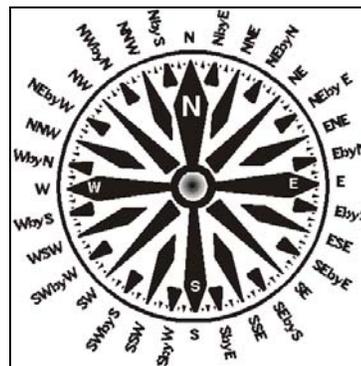


Sense Direction

Range: 0
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: caster
 Save: None

Druid 1 spell. Very Rare

This spell tells the druid which cardinal direction he or she faces. The spell also reveals the caster's depth underground or altitude above ground. In the Prime Plane this spell orientates according magnetic North, in other Planes the spell preferably uses magnetic orientation, but when this is not available or chaotic non-constant, then it will use the point of arrival in this Plane.



Sense Spirit

Range: 10 yards / level
Duration: Instantaneous
Casting Time: 1 r
Area of Effect: 1 entity
Component; A small crystal worth at least 10 sp, held in the active hand during casting. It can be reused.
Shaman 2 spell. Uncommon
Save: None

Bycasting this spell upon a specific spirit (or object or creature inhabited by one), the shaman can discern what type of spirit it is. If cast on a spirit, however, it reveals any facts that the DM considers relevant—generally, information about spirit's nature and purpose. The information revealed is game detail; the shaman can't codify, name or classify the spirit. Rather, the shaman can tell that it is a powerful spirit, courageous and noble, or a great and extremely ancient animal spirit. The shaman may also get hints about the spirit's intentions—hostile spirits will be recognized as predatory, angry, or belligerent, for example. If cast on a creature native to the Prime Plane, the spell can confirm that it is not a spirit and has or has not a soul; if cast on an extraplanar or Undead being, the spell gives an uncertain or indeterminate response.



Sharpleaf

Range: 5 yards
Duration: 1 Turn / level
Casting Time: 5
Area of Effect: 3 leaves / level
Components; Leaves and sap from a hardwood tree which is sprinkled on the leaves affected.
Save: None

Druid 1 spell. Very Rare

When cast, this spell causes leaves of any kind to become rigid and razor sharp, effectively becoming knives. These sharp leaves can be wielded or thrown (10' / 20' / 30'), causing 1d3 if a successful attack roll is made. The leaves can also be crushed and crumbled before the casting, then serving as caltrops doing 1d2 points of damage to unprotected feet. Three leaves per level of the caster can be affected. If Mistletoe, or already thorny leaves are used as an object of this spell, the damage becomes that of a dagger (1d4). These are basic damages a person with weapon mastery in the knife or dagger uses the weapon mastery statistics instead.



Shatter Stone and Mineral

Range: 60 yards
Duration: Instantaneous
Casting Time: 8
Area of Effect: Special
Component; Miniature Stone hammer
Save: Negates

Druid 5 spell. Very Rare

This spell causes metal or stone objects, totaling no more than 5 Lbs weight per level of the caster, to explode into shards of sharp projectiles. Items to be affected get a saving throw vs. crushing blow at -1 to the roll for every three levels of the caster (magical items receive bonuses as according to their magical charge as normal). Creatures standing within 5'+ 1/5 Lbs weight of the shattered item are hit by shards of the item. Shards inflict 1 point of damage / 5 Lbs weight of the item. Damage taken is reduced by Armor Value.



Shellskin

Range: touch
Duration: 4 r + 1 r / level
Casting Time: 7
Area of Effect: creature touched
Save: None

Aquatic Humanoid shaman 4 uncommon, Humanoid shaman 4 (orc) spell. Very Rare

By means of this spell, the caster fills the skin of an affected creature with a chitinous substance, which hardens to form a layer of armor. The Base Armor Value of the protected creature becomes 2, plus an additional +1 AV for every five levels if the caster, as per table. In addition, the affected creature makes all saving throws against non-magical attacks at +1. the affected creature loses 2 points of dexterity and its movement rate is affected as if the creature carries 100+50 cn per level of the caster.



Shillelagh

Range: touch
Duration: 4 r + 1 r / level
Casting Time: 2
Area of Effect: 1 normal oaken club
Components: Holy Symbol and a Shamrock Leaf (vocal; Get a Shillelagh under ye arm)
Save: None

Druid 1 spell. Leprechaun shaman.

This spell enables the caster to change his own oaken cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 1d4+1 points of damage (as a normal magic club +1. the spell causes no damage to the staff or cudgel and thus can be targeted multiple times by this spell. The caster must wield the Shillelagh, of course as weapon. A Shillelagh is a weapon preferably used by the Leprechauns and Clurichauns.



Shape Wood

Range: Touch
Duration: Permanent
Casting Time: 1 round
Area of Effect: 9 cubic ft +1 cubic ft / level
Save: None
Druid 3 spell.

By means of shape wood, the caster can reform wood. For example, the character can cast it upon any appropriate-sized piece of wood to fashion a wooden weapon, make a rough door, or even create a crude figurine. The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect. While a character might form a wooden coffer from a tree stump or a door from a wooden wall, the result doesn't bear high-quality detail. If a shaping has moving parts, there is a 30% chance they do not work. The alteration endures permanently, at least until the wood rots or is physically destroyed. The caster blows a pinch of fine sawdust, over the wooden subject, to lock it in shape (if not done it returns to original shapes in 1 day).



Shift Sand

Range: 30'
Duration; 6 r + 1 r / level
Casting Time ; 5
Effect: moves 25 cubic' of sand / round
Save: None

Cleric 6, Dervish 3 spell.

This spell causes sand to flow like water, but at the bidding of the caster. It can be used to excavate a ruin, open a passage, uncover an object, or tunnel an emergency shelter. If the flowing sand is directed at a monster or human, it causes no more inconvenience than would an ordinary flow of water (similar to standing in a small stream). Once the spell duration has ended, the sand behaves normally,



flowing naturally with gravity. If the sand is thoroughly wetted first (Create Water spell or equivalent), the shifted sand may retain its shape until the sand dries (which is mostly one day, but could be more). Remember that if the sand becomes subject to more water, it starts to flow like mud according gravity!!.

Shimmer

Range: caster only
Duration; 1 Turn / level
Casting Time: 2
Effect: Causes the Shaman to shimmer
Save: None

Shaman 2 spell.

This spell surround the Shaman with a shimmering aura. This gives a bonus of +2 on Saves vs. Death Ray, Wands, and paralysis and Turn to Stone, and Spells. Attacks on the Shaman are made wit a -2 penalty to hit. This spell can't be used together with other protection spells.



Ship Flight

Range:

Duration:

Casting Time ;

Effect:

Save:

Cleric 7 spell. rare

Alphatian Clerics developed this spell primarily for use with their skyships (their immortals grates this spell already in their own Old-Alphatia Dimension). When it is cast, the caster must name a specific destination (which he doesn't need have visited before) or direction (if he is merely exploring and wants to see the most interesting and unusual sites). When cast, this spell ensures that all skyships fully within range (including a single skyship or a whole fleet of them, and even their aerial mounts and flying devices) will reach that destination or follow that course, barring complete disaster. If a fleet is separated, the individual ships will arrive at the destination nonetheless. The spell will function regardless of any helmsman's intervention. It can conveniently take the course deemed the safest, the shortest, the most scenic, etc. as requested by the caster and set by its Immortals. Of course what an Immortal

Block Ship Flight

100 yard radius / level

until dispelled or destination reached.

7

guides to a destination or reveals the best course among several

None



considers safe and scenic could prove dangerous anyway. Passengers on an enspelled ship who are unwilling to reach its destination may save vs. spells to recognize that ship's true course. To break the spell, a passenger must either cast a Dispel Magic spell, or destroy that ship completely. The remaining alternative is simply leave the ship. This spell requires the drawing of a magical circle with 8 Runes around the mizzenmast after nightfall. If the sky is overcast, drummers must be used to ensure its success. The ship rotates around its central axis while the caster specifies the conditions of the spell. The moon, planets, or stars will create a shadow of the mast over the Runes. When the shadow reaches the proper rune, the later flashes briefly and the circle disappears. The rune indicates the direction the ship should take. Only a Detect Magic reveals the presence of a Ship Flight spell.

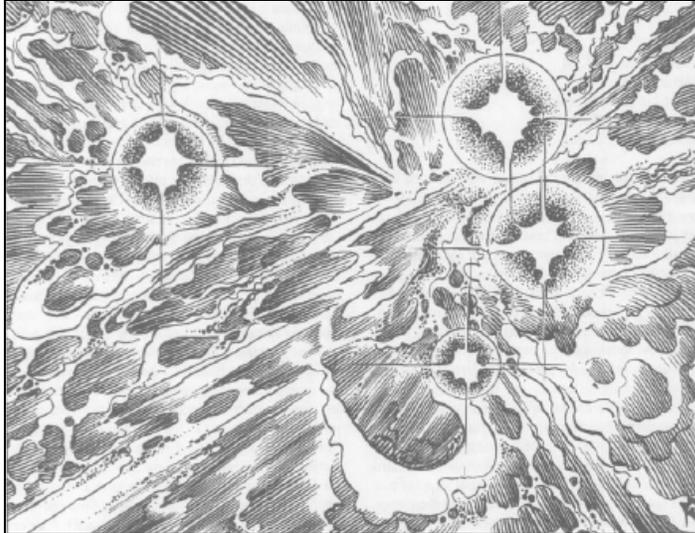
The reversed form of the spell, Block Ship Flight, must be cast at the highest point of a given location (a tower, a tree, a mountain peak, etc.). It prevents a skyship or equivalent airgoing vessel, such as a flying carpet or mounted creature (Dragons are exempted from the effect but their riders aren't) from discovering the location guarded by the spell—unless the Ship Flight had already been cast on an incoming vessel before the Block Ship Flight came into action. For example, a Block Ship Flight had already been cast on a town's church could be set to prevent any skyship from locating that town. However, that spell could not prevent a skyship from locating the province in which the town lays, nor could it distract a skyship whose Ship Flight had been cast 2 days before and was guiding the ship and its crew to that very town, the spell will cause an unguided visitor to fly by and fail to recognize either the value or the nature of what lies below (the landscape isn't invisible—it is simply uninteresting!). Block Ship Flight doesn't affect visitors on' or on the sea, as long as they remain off a skyship or its equivalent. The versed spell is used frequently to conceal secret outposts, wizard towers and the like.

Shooting Stars

Range; 120 Yards
Duration; Instantaneous
Casting time; 1 r
Area of effect; 40 yards radius
Saving Throws; halves

Cleric 7 Quest, Exorcist 7 Quest, Druid 7 Quest spell

A priest casting Shooting Stars creates a violent turbulence in the air above the area of effect, from which a number of fiery-orange, electrically charged miniature fire balls erupt and shower onto the ground. Within the area of effect, all creatures suffer 6d10 points of combined fire and electrical damage. A successful saving throw vs. spells at a -4 penalty indicates half damage. In addition, four large shooting stars materialize within the area of effect. The priest can individually target these at specific creatures. If creatures are not specified, the targets are randomly selected from the creatures in the affected area.. each shooting star causes 48 points of damage upon impact (no saving throw is allowed). Any creature within 10 feet of the point of impact suffers 24 points of fire damage (save vs. spells for half damage).



Shout

Range: 120'
Duration; Instantaneous
Casting Time ; 5
Effect: Special (varies)
Components; Vocal *Sonus*
Save: Special

Cleric 5, Exorcist 5, Humanoid Shaman 5, Master 6 spell.

This spell drains 1 hit point from the Master when ever used. The lost hit point may be regained by normal rest but can't be restored by the use of magic, short of a Wish spell. The magic affects all nearby creatures. The Master can't choose to exclude certain beings from the spell effect if they are within the range. The Mater rolls 1d6 and adds his current level as a Master to arrive at the score for the Shout spell just cast. This score is compared to the level or Hit Dice of all creatures within range t determine the effects of the spell on each creature as follows;



Creature's score exceeds Shout Score:

No effect.

Scores Equal:

Creature stunned for 1 round, can't attack, speak , move, or cast spells; ongoing creature spellcasting ruined.

Shout Score 1-3 greater:

Creature stunned for 1-3 round, as above.; all held weapons or items will be dropped. Creatures of 5 HD or less also deafened for 1-2 Turns.

Shout Score 4-6 greater;

Creature instantly unconscious; will collapse and can't be revived for 2d4 rounds; will also be deafened for 1d4+1 Turns. Creatures of 10 HD or greater are allowed a Save vs., spells; if successful, they are not rendered unconscious but flee involuntarily out of spell range, dropping all held items. Spells and weapons can't be used during flight. The flight can't be ended by spell or opposed will until out of spell range. Once out of range, creatures are no longer affected and can turn and charge back at the Master if they wish. Both flight and return will be at normal movement rates.

Shout Score 7 points or more greater:

Creature rendered unconscious, and may not be revived for 3d4 rounds (no Save allowed). Revived creatures will be deafened for a further 3d4 Turns, and confused (as per 4th level Magic User spell) for 18 rounds. Non-living objects and Undead are unaffected by a Shout spell.

Shrieking Walls

Range: Touch
Duration: 1 day / level
Casting Time: 1 turn
Area of Effect: 20'-cube
Save: None

Cleric 5, Exorcist 5, Humanoid Shaman 5, Druid 5 spell.

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than ½ cubic' or weighing more than 3LBS) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 1d4+1 rounds. The walls do not undergo any physical change. The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them Time to leave the room or cover their ears. Silence, 15' radius protects against the effects. Creatures who remain in the room during the 2nd or subsequent rounds of the shrieks who have not protected their hearing are penalized as follows: Creatures whose levels or HD are greater than the level of the caster are stunned for 2d4 rounds. Creatures whose levels or HD are less than or equal to the level of the caster become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened Casters have a 20% chance of miscasting any spell with a verbal component.



Siege Wall

Range; 480 yards
Duration; Special
Casting time; 1 Turn
Area of effect; 1 building
Saving throws; None

Cleric 7 Quest, Exorcist 7 Quest spell

A Siege Wall uses magical energy to fortify all external areas of a fortified building, such as walls, battlements, drawbridges, and gates. External surfaces to be protected must be contiguous. Creatures assaulting the protected building have their movement rates reduced by half when trying to scale the exterior surfaces (scaling ladders, and so on). Damage caused by war machines is reduced by 2 die levels. (Thus, if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled.) Damage caused by crushing engines is rolled at -2 to the damage roll. The siege wall expires if the building is destroyed it lasts a maximum of 24 hours.

Attackers suffer a -2 penalty to damage rolls for missile fire. Damage caused by war machines is reduced by 2 die levels (if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled). Damage caused by crushing engines is rolled at -2 to the damage roll. Hits or hit points of crushing engines are reduced by half. All enemies attacking a building protected by siege wall who enter an enclosed wall space are out of command unless they are in the line of sight of their commander, regardless of his control diameter. All exterior areas of the fortification have their hit points or Hits doubled. This spell costs 20 FSP/level.



Silence

Range: 120'
Duration; Special
Casting Time ; 5
Effect: One creature
Components; Vocal *Silencio Individium*
Save: Special

Healer 5, Master 3 spell. uncommon

This special sort of Silence spell affects only one creature concentrated upon during casting by the Master. The creature is allowed a Save against the spell; if made, the Silence never comes into being and the spell is wasted. If failed, the creature is utterly silenced, sounds can't reach it or radiate from it, it can't speak, cast most spells, or use most magical items; nor does movement make any sound. Other creatures near the affected being, or even touching it are unaffected by the magic. The silenced creature, intelligent or not, gets an additional Save against the spell each round. After the initial Save, +1 is added to each Save until one succeeds and the spell is broken. The Master need not remain present or concentrating upon the affected creature after the spell is cast and may well undertake other spellcasting. This spell can only be made permanent by a Mage.



Silence 15' radius

Range: 180'
Duration; 12 Turns
Casting Time ; 5
Effect: Sphere of silence 30' across.
Components; Vocal *Silencio Quietes*
Save: Special

Cleric 3, Healer 2, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3, Shadow Elf Shaman 2, Shaman 2 spell.

This spell makes the area of effect totally silent. Conversation and verbal spellcasting in this area are impossible for the duration of the spell. No noise whatsoever issues from or enters the affected area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast upon a mobile object or creature. If cast on a creature, the victim must make a Save vs. spells or the spell will move with the creature (as if locked on it). If the Save is successful, the spell remains centered about a foot behind the position of the subject creature at the instant of the casting in the area in which it was cast, and the victim may move out of the area. This spell provides a defense against sound-based attacks, such as Harpy song, Faere songs, Horn of Blasting, Nixy charm songs, etc.



Silverbeard

Range: 0
Duration; 1 Turn / level
Casting Time ; 4
Effect: caster only
Components; Holy symbol
Save: none

Dwarf Cleric 1 spell. rare

By means of this spell, the priest temporarily transforms his beard into refined silver. In addition to the stunning visual impact of this spell effect (+1 Ch to dwarves), a Silverbeard serves as an unusual shield in combat situations. If the priest is unarmored, Silverbeard confers a basic Armor Class of 8 instead of 9 (deduce dexterity adjustment from this number instead) for the duration of this spell. If armor of any sort is worn, the spell confers a Armor Value bonus of +1 for the duration of the spell. Repeated use of this spell gradually transforms the natural color of the priest's beard to silver (1% per spell cast). When his beard has fully toned to silver, his hair can be affected by this spell also, but this does not affect the spell effects in any form. Female dwarven priest lose the visual impact (as they have mostly no beards), but due to their longer hair, the spell will have full normal effect. The hair of female priest will turn silver as with a male dwarven beard. Male casters without beards or short-haired or even bald female casters have no use for this spell.



Silent Move

Range: Touch
Duration; 6 Turns
Casting Time: 3
Effect: Enables Silent movement
Save: None

Shaman 5 spell.

This spell lets any character Move Silently and Hide in Shadows as a Bratak (thief) of the same level. If cast on a Bratak or thief, it increases the Bratak's Move Silently and Hide in Shadows scores by 30%.



Sink into the Earth

Range: 0
 Duration; special
 Casting Time ; 8
 Effect: special
 Save: none
 Components; A miniature shovel and a bit of earth.
 Druid 5 spell.Very rare



The druid casting this spell can choose to sink himself or one nonliving object into the earth for a distance of up to 5 feet per level of the caster, measured from the point at which the object rests upon the earth. The object or the druid so sunk can come back to the surface at will or automatically so when one day per level of the druid has past. While sunk, the druid or object or other creature is completely safe from burrowing creatures or movements in the earth. In addition, the living creatures sunk enter a state of hibernation, requiring no food, water or air for the duration of the spell. If a cave or other opening lies beneath the object when this spell is cast, the object drops through the roof of the cave and lands on the floor, taking no damage, whereupon the spell continues where it left off. In earlier times there were rumors that this spell could be greatly enhances, sinking whole buildings or cities. Any knowledge about this version of the spell became lost in the year 500 BC, when many magic seemed to disappear on the world.

Siren Song

Range: 300'
 Duration; 1 Turn
 Casting Time ; 2 r
 Effect: Special
 Components; seaweed
 Save: Negates
 Sea Clerics 2 Uncommon, Clerics 2 spell.very rare



The victim of this spell hears haunting, beautiful music and is overwhelmed by a desire to find the music's source. The sound is illusionary and is, therefore, impossible to find. The affected creature wanders aimlessly in the area of effect looking for the source of the music. The desire is so all consuming that the creature ignores the need of food and treasure, though not obvious dangers. The creature can be caught by hidden dangers, of course, and many who wade off or swim out into the sea risk drowning or attack. The creature fights all attempts at constraint by either friend or foe. In the first round

of combat, the creature is surprised, striking last in the round, and fights at -2 to attack and damage rolls.; thereafter, it foghts at -1 to attack and damage rolls but otherwise normally. Should the creature be injured in combat or forced out of the area of effect,the spell is negated and the creature returns to normal immediately. To use this spell, a spellcaster need not be underwater, but must be within 60 feet of the sea(or floating river) or the spell will not work. Also, the creature affected by the spell must be in the area of effect when the spell is cast. This area encompasses a globe with a radius of 60 feet plus 30 feet per level of the caster. Those who wander into the area of effect after the casting are unaffected. The creature is allowed a saving throw vs. spells that is modified by the creature's intelligence adjustment. The more intelligent the creature, the more beautiful the music seems. The caster can affect one creature for every three levels of experience attained.

Int	Save Adj.
0-4	+2
5-7	+1
9-12	0
13-15	-1
16+	-2

Size Control

Range: Touch
Duration: Permanent
Effect: any one living creature
Casting Time: 5 rounds
Save: None

Healer 5 spell.

When the Cleric casts this spell on a creature affected by a Growth or Shrink spell, potion or other magical size influencing effect, it will cause the recipient to slowly (thus not requiring a system shock) restoration of the normal size of the recipient, or parts thereof. This spell will also negate the effects of a curse, as long as it only affects size. This spell will not remove the curse itself, however, and thus the size effect could re-affect the recipient again (but not before 1 hour per level of the caster has passed). This spell another effect also. When the caster performs some healing skill or operation and locates some foreign material body within the creature performed upon, he could shrink the object permanently to better remove it. Also he could shrink equipment or enlarge it so it could be better used in the healing skill or operation. This includes a sword, shrunk so that it could be used as a scalpel, etc. Any item that is touched by any other character will be restored to its original size immediately (the caster could include one other person with a healing skill for every 5 levels of the caster which could help in the procedure, and touch the materials without dispelling the spell effect). This will also happen after 1 hour per level of the caster has passed since the spell was cast. In the mean Time can the caster influence the current size of any object used in the healing skill as long he concentrated upon it for 1 round. The spell can't be used offensively, even in operation, and when the caster even tries to use the spell or the items affected as such it will immediately be dispelled, and the caster will become paralyzed for 1 hour per level of the caster.



Sleep

Range: 240'
Duration: 4d4 Turns
Casting Time: 1
Effect: 2d8+level / HD of caster of HD of living creatures.
Save: None

Healer 2, Master 2 spell.

This spell will put creatures to sleep For up to 16 Turns (2.5 Hours). It will only affect creatures with 4+1 Hit Dice or less—generally, small or man-sized (no being bigger than an ogre=10feet). All the creatures to be affected must be within a 40'x40' area. The spell will not work against Undead or very large creatures, such as Dragons. Any sleeping creature may be awakened by force (such as a slap or a kick), but not by vibrations, sound(except when the sound brings damage). A sleeping creature (excluding large beings) may be killed with a single blow of any edged weapon, regardless of its hp. The total number of hit dice of monsters affected will be equal to 2d8+level or Hit Dice of the caster. These victims get no Save.



Slow

Range: 240'
Duration: Special
Casting Time: 6
Effect: caster + one other
Component: *Vocal Impedenta*
Save: Negates

Healer 2 spell.

This spell allows the caster, and one creature touched to perform actions at half speed for up to an half hour (3 Turns). Those affected move at up to half normal speed and make half the normal of missile or hand-to-hand attacks (the first after 1 full round then 1 round nothing is done as the victim reinstalls itself towards another action, and then the second attack, and so on). This spell doesn't affect the rate at which Magic works, so the casting of spells and the usage of any Magical items (such as wands, rods, staffs, etc.) can't be slowed up (this excluded the Magical bonus to weapons, but it does include special effects like slicing or disintegration). As long as the spell is in function no Magical function can be used, and a spell caster must succeed an Intelligence (Clerics, Healers, Shamani, Shaman, etc. use Wisdom) checks with a -2 penalty to speed up speech and gestures to be able to cast any spell. Otherwise the spell will be disturbed. The recipients also get a -1 to their surprise rolls as their improved speed makes it more easily to surprise. The victims may make a Save vs. spells to avoid the effect. This spell is often used at wounded characters to slow their bloodloss rate, which could result in a case of Life or Death. The caster can end this spell after one round of concentration, further it will remain in effect as long as the unconscious, willing creature remains within 240' of the caster. When the spell is cast at an unwilling creature it will remain in effect 3 turns at most.



Slow Poison

Range: Touch
Duration: 1 round (cumulative) / level
Casting Time ; 3
Effect: Character touched
Components: Holy Symbol, a bud of garlic crushed and smeared on the wound, or eaten if the poison was ingested

Save: None
Cleric 2, Healer 1, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2 spell.

This spell slows the effects of any poison for a limited Time. When the spell dissipates the victim suffers the poison's full effect unless a Neutralize Poison spell is cast. The spell duration increases by 1 round cumulative per level of the caster. (level 1 = 1 round, level 2= 3 rounds, level 3 = 6 rounds , etc.). Even High level Paladins or Avengers can cast Slow poison.



Slow Rot

Range: Touch
Duration: 1 week/level
Casting Time: 1 round
Area of Effect: Special
Components; A pinch of Sugar
Save: None

Cleric 3, Healer 2, Druid 2, Dervish 2 spell. uncommon
This spell increases the amount of Time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind. The caster can affect as much as 100 cubic' of plant material per level. Thus, even a low level Cleric could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell doesn't prevent pests (such as Birds, Rats or insects) from eating the food.



Snake Charm

Range: 60'
Duration; 2-5 rounds or 2-5 Turns
Casting Time ; 2
Effect: Charms 1 HD of snakes / level
Save: None

Cleric 2, Humanoid Shaman 2, Druid 2, Dervish 2, Master 2, Shaman 2 spell. rare

With this spell, a Cleric may charm 1 Hit Dice of snakes for each experience level he has, and no Save is allowed. A 5th level Cleric could charm one 5HD snake, five 1HD snakes, or any combination totaling 5HD or less. The snakes affected will rise up and sway, but will not attack unless attacked



themselves. If the Cleric uses the spell on snakes attacking him, the spell's duration is 1d4+1 (2-5 rounds; otherwise, it lasts 1d4+1 (2-5) Turns. When the spell wears off the snakes return to normal (but with normal reactions; they will not be automatically hostile).

Snapdragon

Range; 80 yards
Casting Time; 6
Duration; 3 r / level
Area of effect; 20ft radius
Components; Holy symbol and a single snapdragon flower.

Saving throw; special
Cleric 3 spell, rare

This spell is named after the little flower whose petals can be manipulated like jaws. Upon casting this spell, all blooming plants in the area of effect become animated and carnivorous. They writhe and stretch, biting at creatures passing through the area. They also shoot their pollen at creatures within the area of effect, in imitation of a Dragon's use of its breath weapon. Creatures passing through this spell take 2d4 points of damage from plant bites each round they are within the area of effect. Flowers shoot pollen at creatures in the area of effect, causing disabling sneezing and choking effects that prevent any other action than staggering about at half current movement rate for as long as the creature remains in the area of effect and 1d4+1 rounds thereafter. A successful saving throw vs. spell reduces damage from the bites that round to 1d4, and negates the pollen attack for five rounds. Creatures remaining longer in the area than this, or leaving and the reentering must make another saving throw to avoid its effects.

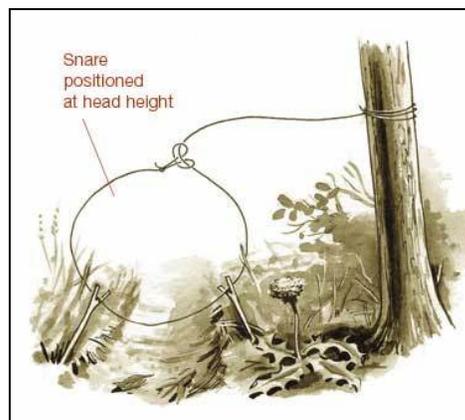


Snare

Range: Touch
Duration: Until triggered
Casting Time: 3 rounds.
Area of Effect: 2-ft. diameter + 2 in./level
Components'; Snakeskin, piece of sinew from a strong animal to weave into the cordlike object from which he will make the snare, otherwise only the caster's holy symbol is needed.

Save: None
Cleric 3, Humanoid Shaman 3, Druid 3, Dervish 3, Master 3 spell. uncommon

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the snare spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared). If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head / neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour—22 after two hours, 21 after three, 20 after four—until six full hours have elapsed. At that Time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).



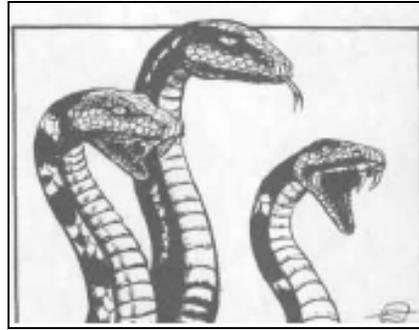
Speak With Animals

Range: Cleric only
 Duration; 6 Turns
 Casting Time ; 2
 Effect: Allows conversation within 30'.
 Save: None

Cleric 2, Healer 4, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2, Master 2, Shaman 2 spell.

When casting this spell, the Cleric must name one type of animal (such as Lupus = wolves). For the duration of the spell, the Cleric may speak with all animals of that type if they are within 30'; the effect moves with the caster. The Cleric can speak to any normal or giant forms of the specific animal type, but only to one type at a Time. The caster can not use this spell to speak to intelligent animals and fantastic creatures. The creatures spoken to usually

have favorable reactions (+2 bonus to the reaction roll), and they can be talked into doing a favor for the Cleric if the reaction roll is high enough. The animal must be able to understand the request and must be able to perform it.



Speak With the Dead

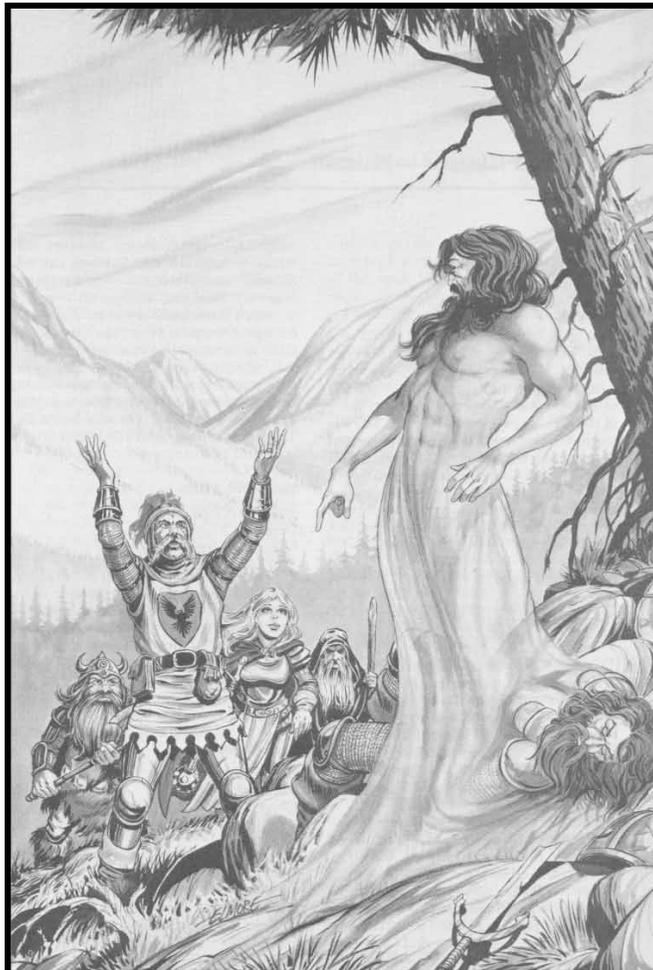
Range: 10'
 Duration; 1 round / level
 Casting Time ; 3 rounds
 Effect: caster may ask 3 Questions.

Components; Holy symbol, Burning Incense
 Save: Special

Cleric 3, Healer 3, Exorcist 4, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

By means of this spell, a Cleric may ask several Questions of a deceased spirit if the body is within range. The spirit will always reply in a tongue it once used, and due the mindlink created is similar to that of the caster. If there is no similarity, the caster can only converse with gestures, or art, but whatever language is used, it can only offer information of things up to the Time of its death, or about things happening in Limbo.

If the Spirits alignment is the same as the Cleric's, clear and brief answer will be given; however, if the alignments differ, the spirit may reply in riddles. The length of time the creature is dead is a factor that determines the amount of questions that can be asked and answered. This also depends on the strength (i.e. level) of the caster. The dead tend to give extremely brief and limited answers (often cryptic) and take most questions literally. A dead creature with an alignment that is different than that of the caster may make a save vs. spells (DM seeks Level for saves) to refuse to give the requested answer or lie, else the spirit is forced to respond truthfully. The priest needs his Holy Symbol and burning incense (therefore it will not work under water) in order to cast the spell.



Caster Lvl	1-6	7-8	9-12	13-15	16-20	21+
Maximum Time Dead	7 day	28 day	12 month	10 year	100 year	1000 year
Time Questioned	1r	3r	1T	2T	3T	1Hr
Number Questions	2	3	4	5	6	7

Speak With Monsters**Babble**

Range:	Cleric only	60'
Duration;	1 round / level	1 Turn / level
Casting Time ;	6	
Effect:	Allows conversation any monster	
Save:	None	Negates

Cleric 6, Healer 6, Exorcist 7, Humanoid Shaman 6, Druid 6, Dervish 6, Master 3, Shaman 6 spell.

This spell gives the caster the power to ask questions of any and all living and Undead creatures within 30'. Even unintelligent monsters will understand and respond to the Cleric (except those with no mind like lowlife, constructs, or animated creatures, like Zombies or Skeletons). Those spoken to will not attack the Cleric while engaged in conversation, but may defend themselves or flee if attacked. The Cleric may ask only one question each round, and the spell lasts one round per level of the caster.

The reverse of this spell, Babble, has a 60' range a duration of 1 turn/lvl caster, and affects one creature within range. The victim may make a save vs. spells to avoid the effect, but with a -2 penalty to the roll. If he fails the save, the victim can't communicate with any other creature for the duration of the spell. Even hand motions, writing notes, telepathy, and all other forms of communication will seem garbled. This doesn't interfere with the victim's spellcasting (if any), but doesn't prevent him from using any magical items which are activated by command words—the command words are turned into gibberish.

**Speak With Plants**

Range:	Cleric only
Duration;	3 Turns
Casting Time ;	4
Effect:	Allows conversation with all plants within 30'.
Save:	None

Cleric 4, Healer 6, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4, Master 4, Shamani 4 spell.

This spell enables the Cleric to talk to plants as though they were intelligent. The Cleric may request a simple favor, and the plants will grant it if it is within the plants' power to understand and perform.

This spell may be used to allow the Cleric and party to pass through otherwise impenetrable undergrowth. It will also allow the Cleric to communicate with plantlike monsters such as treants.



Spell Turning Enhanced

Range: caster only
Duration: 1 Turn / level
Casting Time: 8
Effect: Turns 1d4 spells back at casters.
Save: None

Cleric 7, Exorcist 7, Shaman 7 spell. uncommon

This spell reflects 1d4 spells back to their caster while the Shaman remains unaffected. It counters the spell of a caster casting a spell within range. A Cleric can only counter Clerical spells while a mage can only negate magical spells, but a shaman, Deathmaster, Shadowelf, can counter any spell cast within range. It is also can't be used to counter a spell cast by a higher level caster. Chance of failure is the same as for a Dispel Magic spell; 5%/ level difference between the Casters. Only spells are affected, not spell-like powers from items or monsters(i.e. Eye rays of a Beholder). If two Shamans are protected by this spell and one casts a spell against the other, the spell will bounce between them until one of the Spell Turning spells expires or moves. The spell is unreliable in combat (the caster must have initiative that round for t to be effective, and is almost never sure which spell [int.check to see if a Casters is casting a spell which is "known" by the Spell Turning caster or not and as thus recognized], if any, an opponent may be readying) and is used primarily to enchant such items as a Dynamo of Flying.



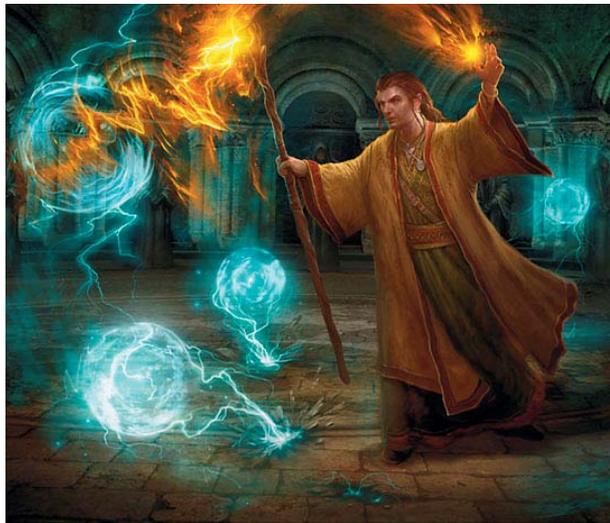
Spell Turning

Range: 10' / level
Duration: 1 r
Casting Time: 5
Effect: Reflects one spell upon the caster

Cleric Spell level 5

This spell counters one spell cast by a wizard (or cleric) within range. It must be cast the same round as the target's spell is cast. It will not turn any spell of a higher level than the caster knows, or spells cast by magical item. The magic user's version affects only magical spells: the clerical version affects only clerical spells. Spell Turning cannot be used to counter a spell cast by a higher-level spellcaster. Chance of failure is the same as for Dispel Magic: 5% per level of difference between the spellcasters. Spell Turning has no effect on spell-like powers of monsters, or on any spells which would not normally affect a living subject--Form spells, Create Air or Purify Food and Water, and so on. This spell

is unreliable in combat (the caster must gain initiative that round for it to be effective, and is never sure which spell, if any, an opponent may be readying, and is used primarily to enchant such items as a Dynamo of Flying.



Sphere of Security

Range: 0
Duration: 1 hr.
Casting Time: Special
Area of Effect: 10-foot radius
Saving Throw: None

Cleric 7, Exorcist 7, Quest Spell

Sphere of Security protects the priest who casts the spell and his companions within the area of effect. Enemy creatures within the area are unaffected. The sphere grants affected creatures a +2 bonus to Armor Class, 50% magic resistance, and a +2 bonus to saving throws against magic. Casting this portion of the spell requires 1 round. In addition, the priest can specify additional specific protection effects from the List of Protection Scrolls in Appendix 3 of the DMG. Each additional protection lengthens casting time by 1 round. The priest can create one additional effect per five experience levels, to a maximum of four effects.



Spike Growth

Range: 60 yds.
Duration: 3d4 turns + 1 turn / level
Casting Time: 6
Area of Effect: 10-ft. square/level
Components: Holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Saving Throw: None
Druid Level: 3 rare

Wherever any type of plant growth of moderate size or density is found this spell can be used. The ground-covering vegetation or roots and rootlets in the area become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, a creature suffers 2d4 points of damage, and must also roll a saving throw vs. spell. If this saving throw is failed the creature's movement rate is reduced by ½ of its current total but a creature's movement rate cannot be less than 10'/3'). This penalty lasts for 24 hours, after which the creature's normal movement rate is regained. Without the use of a spell such as true seeing, similar magical aids, or some other special means of detection (such as detect trans or detect snares and pits), an area affected by spike growth is undetectable as such until a creature enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.



Spike Stones

Range: 30 yds.
Duration: 3d4 turns + 1 turn/level
Casting Time: 6
Area of Effect: 10-ft. square/level, 1 spike/sq ft..
Component; A group of four tiny stalactites.
Saving Throw: None

Druid Level: 5 rare

The spike stones spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running creatures suffer two attacks per round. Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer any normal falling damage.



Spiral of Degeneration

Range: 0
Duration: 1 hr.
Casting Time: 1 rd.
Area of Effect: 50-ft. diameter
Saving Throw: Special
Cleric 7 Quest, Exorcist 7 Quest spell. Of Air / Thought or Entropic immortals. rare

This potent spell affects all creatures hostile to the priest within the area of effect. The Power granting the spell causes the spell's effects to manifest in one of two ways: the Chaos variation or the Thought variation. In the Chaos variation, the fabric of reality is altered to change events. Magical items become dysfunctional because the fabric of magical reality is changed. In the



Thought variation, the thoughts of those affected by the spell are distorted and altered so that they are unable to function coherently and effectively. Magical items become dysfunctional because the thoughts of their users are warped to either convince them that the items cannot function or block thought so that proper commands cannot be given.

The effects are the same for both variations. Each round there is a 50% chance that a degeneration effect will occur in the area of effect. When this occurs, two events take place.

First: spellcasters lose one spell from each level of spells currently memorized (for example, a spellcaster who has memorized three spells each from 1st through 3rd level loses one spell from each level for a total of three lost spells). Lost spells can be regained normally through rest and memorization.

Second: magical items are affected in the following ways: Weapons and armor lose one level of enchantment (a sword +3 becomes a sword +2, and so on). Magical items with charges (wands, rods, staves, etc.) are drained of 1d10 charges. Magical items without pluses or charges must make a saving throw vs. spell (using the saving throw of their owner) or become nomagical. Potions lose all magic and each scrolls loses one randomly determined spell. Permanent magical items (swords, boots, armor, and so on) temporarily lose all special effects until the spell expires or until the items leave the area of effect and for 1d10 rounds thereafter. Single-use and charged items are permanently affected by this spell. For example, a potion destroyed by this spell remains useless even after the spell ends. Within the area of effect, magical communication is impossible due to thought blocks and chaotic effects. A reverse of the Tongues spell operates continuously in the area of effect. Telepathic communication (for example, with a familiar) is also impossible. No communication magic functions; any spellcaster trying to cast such a spell is stunned for 1 round per level of the spell attempted. In the Chaos variation of the spell, the center of the area of effect moves 10 feet per round. The direction is randomly determined using 1d8 roll and compass points (1 = N, 2 =NE, 3 =E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 NW). The radius of the spell effect always includes the caster; reroll any contrary result.

Spirit Animal Form

Range: Touch
Duration: 1d10 days
Casting Time: 1 hr.
Area of Effect: Person touched
Saving Throw: None
Shamani Level: 3 rare

This spell is most commonly used on warriors in the pursuit of some heroic deed. Spirit Animal form can be cast upon the self or another willing person. After entering a trance that lasts at least one hour, the subject changes into a typical member of his or her spirit animal's species. For all intents and purposes, the subject becomes that animal, receiving all of its normal attributes and abilities, save that intellect is retained. The transformed person uses the spirit animal's combat tables, but the saving throw tables appropriate to his human form. Everything worn or carried becomes part of the animal form, and is still with the subject upon returns to normal form. The spell lasts 1d10 days, and neither the caster nor the subject has any control over when it will expire. This spell cannot be used to assume the form such as thunder birds. If such an attempt is made, the receiver assumes the form of a similar form of creature-in the case of thunder birds, for example, an eagle.



Spirit Bind

Range: 10 vds
 Duration: Special
 Casting Time: 1 rd.
 Area of Effect: 1 corpse
 Saving Throw: Neg.

Clerics Exorcists Shaman Humanoid
 shaman Level: 3 Uncommon

When cast near the corpse of a newly dead individual, this spell hinds an individual's life force to its physical remains, preventing a spirit's departure to the afterlife. The (presumably unwilling) spirit of the deceased is allowed a saving throw vs. spell to resist the effect (made as if still alive). The casting priest imposes a -1 penalty to the save for every 3 levels of experience he or she has attained (-2 penalty at 7th level, -3 at 10th level, to a maximum of -6 at 19th level). Spirit bind must be cast on the body of the recently deceased within one round per level of the caster. Thus a 10th level priest can hind the spirit of an individual who was dead for up to a turn. If successful, the spirit-hound corpse takes on a pale silvery or mauve radiance, Normal animals and even monsters of Low Intelligence involuntarily shun this necromantic aura. While under the effects of this spell, a cadaver becomes immune to the normal effects of rot and decay. Spirit bind can thus be employed to preserve a body for a subsequent raising or resurrection, for which the spirit bound individual is considered to have been dead for less than a day. (in effect the person seems to be dead just ago). Because of this the character does not need to roll a constitution check to see if he suffered a constitution drop due to the raise dead spell. However, this spell is more often

Spirit Release

put to much darker ends by death priests. Note that, for the deceased, being spirit-bound is not a pleasant experience. The spirit may not be aware of its current location or the passage of time (or so good-aligned priests who employ this spell may like to think), but it is most certainly aware of being trapped or constrained. Once bound to its body, a spirit is much easier to coerce with threats of permanent imprisonment and to interrogate with speak with the dead spells. Some sages speculate spirit bind may also be involved in the loathsome creation of a flesh golem. While immune to normal decay and dissolution (and the ravaging of animals and dumb monsters), the spirit-bound corpse is in no way protected from destruction. Should its body be destroyed, the spirit is bound to the area instead. Such a restless, quasi-liberated spirit might become a noncorporeal undead (such as an apparition, banshee, haunt, or ghost.—but not wraith or spectres as these still have a direct link to limbo). A spirit imprisoned in this manner can be released by casting the reverse of this spell, or dispel evil (dispel magic and remove curse are ineffective). Because of the considerable dangers for the subject and moral quandaries involved, good-aligned priests are reluctant to employ spirit bind except in the most dire emergencies.

The reverse of this spell, spirit release, severs a spirit's ties with the material world. Unwilling non-corporeal undead are allowed a saving throw vs. spell effect, subject to the same penalties as spirit bind. If failed, the undead spirit departs for Limbo and is effectively dispersed. Note that neither version of this spell affects corporeal undead (Ghoul, Lich, Vampire), nor Undead with a link to Limbo(wight, wraith, spectre, poltergeist, etc), nor do they affect extraplanar creatures.



Spirit Sending

Range: 240'
Duration: 6 Turns
Casting Time: 3
Effect: Lets Shaman view distant places
Save: None

Shaman 3 spell.

The Shaman enters a deep trance and projects his spirit to the desired location. The Spirit travels at the rate of 240' per round. The Shaman's Spirit can pass through solid objects but not through magical protected areas. The Shaman's Spirit may see normally but can't speak, hear, or perform any action that affects the normal world, other than watch. The Shaman may, however, engage in physical combat with any Spirits in the vicinity. In Spirit combat the Shaman has the same hp, damage rolls, and THACO as the physical form. If slain in Spirit combat, the Shaman's Spirit becomes trapped in the Spirit World.

The Shaman's Spirit is visible only to those who make a successful Spirit Lore skill check. Other Spirits can always see his Spirit and they may prevent the return to his body, effectively capturing and taking it to the Spirit World. At the end of the spell, the Spirit returns automatically to the Shaman's body, except when defeated in the Spirit World. The Shaman can also return to his body at any Time before then, but may not leave again without another Spirit Sending spell. While the Shaman is in Spirit form, his body is vulnerable to attack, but the Shaman's Spirit guide will recall the Shaman's Spirit, should the unattended body be endangered in any way.



Spirit Storm

Range: 90'
Duration: Instantaneous
Casting Time: 7
Effect: Storm of Spirit Energy in a 10' diameter sphere
Save: Halves damage

Shaman 7 spell. Very rare

This spell enables a Shaman to unleash a storm of Spirit Energy in the form of a 10' diameter sphere. The sphere flies from the caster's hand and travels for up to 90' before dissipating. The storm causes 1d6 damage for every two levels of the caster. It causes this damage to all it touches. For example, a 14th level Shaman would cause 7d6 damage. Each victim within the storm may roll a Save vs. Spells; if successful the spell will only inflict half damage.



Spirit Walk

Range: caster only
Duration: 1 hour / level
Casting Time: 5
Effect: Enables Shaman to enter the Spirit World
Save: None

Shaman 5 spell. uncommon

On casting this spell the Shaman is able to enter a trance and send his spirit to the spirit world. This spell must be cast within a Yurt. The Shaman's Spirit then ascends the Yurt pole to the Spirit World Limbo).

The Shaman may stay in the Spirit World for one Prime Plane hour per level of the Shaman (To see time in Limbo look at the Raise Dead table). Even though the caster's body is left behind, while in the Spirit World the Soul of the Shaman has access to any weapons and items normally carried, and has normal hp, spells and abilities, the Shaman may take another creature along. For example, a 17th level Shaman could take another four people with him. As with the Spirit Sending spell, the Shaman's unattended body is vulnerable to attack. In the event of the threat of danger to the Shaman's body, the Shaman's Spirit returns instantly to the body (with all current hp as within the Spirit World).



Spiritual Hammer

Range: 10' +1' / level
Duration: 20 rounds
Casting Time ; 9
Effect: special.
Save: None

Cleric 2, Healer 2, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 2 spell.

This spell brings into existence a field of force shaped like a hammer, one that seems almost eager to strike any opponent within its range. As long as the spell lasts, the Spiritual Hammer can be directed against any number opponents, one at the Time, in much the same manner that any regular weapon can be used. The Spiritual Hammer strikes as a magical weapon with a +1/6levels of the caster to a maximum of +3. The damage done is that of a normal war hammer (1d6).



Spiritual Wrath

Range: 300 yards
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Save: 1/2

Cleric 6, Exorcist 6 spell. Very rare

This powerful cooperative spell is rarely invoked since it requires the concerted effort of 6 or more high-level Clerics. The casting effort severely weakens the Clerics, discouraging casual use of this spell. To cast the spell, six or more Clerics must be within a 15' radius. Each Cleric must cast spiritual wrath at the same Time. Before beginning the spell, the Clerics must decide upon the area of effect. The spell causes 10d6+1d6 damage per Cleric casting the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect are allowed a save vs. spell to reduce the damage to half. The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult (2d12). The force of this spell often raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds. The spell's area of effect is determined by the number of casters. Each Cleric contributes 10' to the radius of the spell. Six casters would create a spell with a radius of 60'. No more than 12 casters can cooperate to cast this spell (maximum of 22d6 damage and a 120' radius area of effect). The spell is difficult to cast, physically taxing the casters so much that each suffers 3d10 damage from the effort. There is no save allowed to avoid this damage.



Splinter Wood

Range: 60 yds.
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 wooden item
Saving Throw: Neg.
Druids Level: 3 spell Very rare

This spell causes one wooden object to explode violently into thousands of splinters. The druid can affect up to one spear shaft in volume per level (one axe handle, seven arrow shafts, or 1 pounds of wood). An item with a volume greater than the caster can affect suffers no harm. Otherwise, the item is allowed an item saving throw vs. crushing blow with a -1 penalty for every four levels of the druid (magical items have bonuses, DM!!) Any creature within a certain distance takes damage from the flying splinters. The affected area depends on the size of the splintered object: 2 feet, plus 1 additional foot per 20 pounds mass. The splinters cause damage equal to 1 hit point per 7 pounds of wood. Thus, a spear shaft inflicts 1 point of damage to any creature holding it or within 2 feet. Damage caused by the splinters is reduced by a Armor Value. A creature's Dexterity is reduced by 1 point for every 5 points of damage inflicted by this spell until such time as all splinters are removed. This takes one round per point of damage received. (Splinters inflicting less than 5 points of damage need not be removed.) Additionally, creatures without great helms or eye protection have a 5% chance of being blinded for 2d4 rounds.



Spring

Range: 3 yards / level
Duration: variable
Casting Time ; 1 round
Effect: special.
Save: None

Druid 2 spell. rare

The Druid can use this spell to create a spring of water with a flow rate of 2 to 12 gallons per minute, depending on the dryness of the region. If there is groundwater within range (this is mostly the case), it is detected and drawn to the surface at the spot chosen unless its path is blocked by solid rock, lava, or similar—a large open space like a cave will slowly be filled and thus greatly reduce the expel of groundwater to the surface. There is an overall delay of 1 turn for every 10' the water must travel. In a dry country, the spring could flow for just 24 hours, and at a much lower rate. When there is no water within 100 yard per level of the caster deep in the ground the spell will not work. The spell effects the area with a SFP of 10 x the flowing rate, except when used to reopen a blocked natural spring. In thermal regions a fountain could be created if enough SFP's are already available, this water will be above boiling temperature and will thus affect the local region greatly, the water will then also be often spoiled with chemical remains of volcanic origin. This can 15% also happen with any water called forth, this water will then be poisonous naturally.

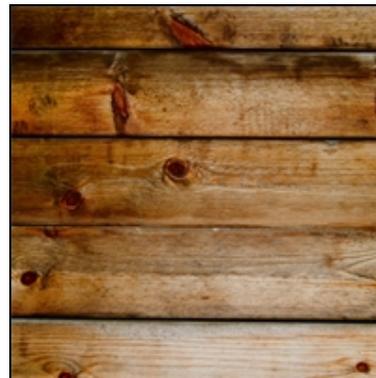


Squeaking Floors

Range: 30 yards
Duration: 1 hour/level
Casting Time: 3
Area of Effect: 10' square/level
Save: None

Cleric 3, Exorcist 3, Humanoid Shaman 3 spell. uncommon

A surface affected by Squeaking Floors squeaks loudly when any creature larger than a normal rat (larger than ½ cubic' or weighing more than 3 Lbs) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10' (a 9th level Cleric could affect a square whose sides are 90' long). The squeaks can be heard in a 100' radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds. Who successfully Moves Silently reduces the radius to 50'. Those able to avoid direct contact with the affected surface will not activate the squeaking floor.



Stalker

Range: 30 yds.
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

Cleric 7, Druid 7 Quest spell, of Matter / Earth or Nature (Elven) Immortals. rare

A priest casting this spell conjures 1d4+2 plantbased creatures that are identical to Shambling Mounds of 11 Hit Dice. These creatures aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the priest for seven days unless dismissed. If the stalkers are summoned for guard duty, however, the duration of the spell is seven months. In this case, the stalkers can only be ordered to guard a specific site or location. The stalkers have the Shambling Mound resistance to fire only if the terrain is suitable (marshy, close to a body of water, etc.).



Starshine

Range: 10 yards/ level
Duration: 1 turn / level
Casting Time: 6
Area of Effect: 10-ft square / level

Components; Several stalks from an amaryllis plant (especially Hypoxis) and several holly berries.

Saving Throw: None

Druid Level: 3, rare

A starshine spell enables the caster to softly illuminate an area as if it was exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the stars are actually evoked lights. This spell does not function under water.

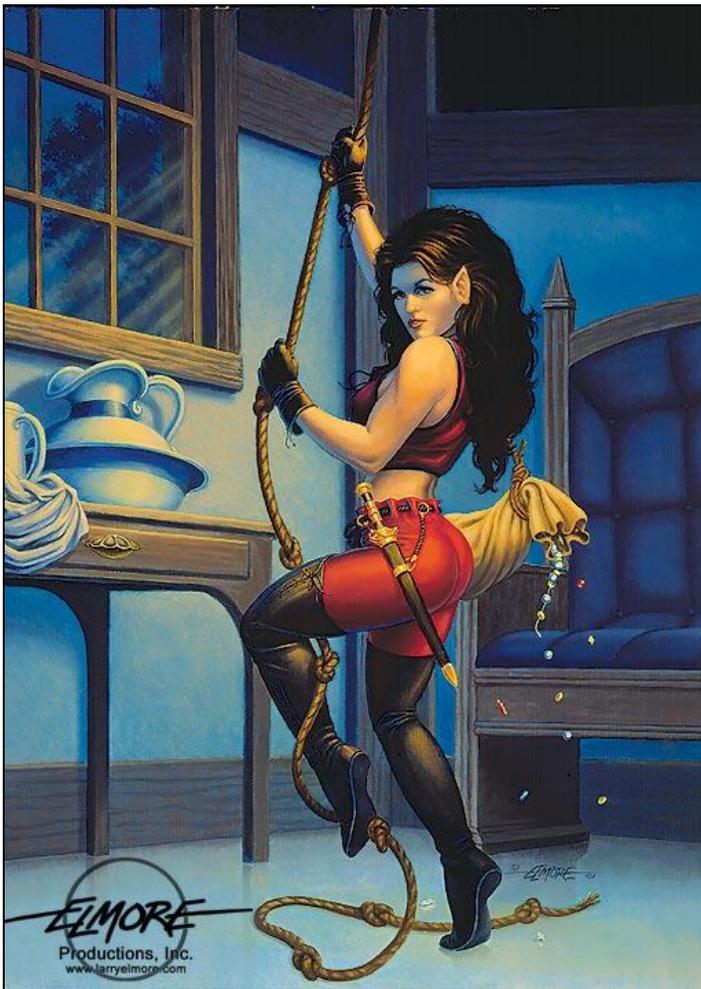


Stealth of Brandobaris

Range: 0
Duration: 1 turn
+ 1 r / level

Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Component; Holy symbol.
Master Level 3

When this spell is cast, the priest temporarily gains the ability to Move Silently, Climb walls and Hide in Shadows as a thief of equal level. Dexterity and racial adjustments apply, as do armor penalties. If the caster is a specialty priest of Brandobaris, the chance of success when using either skill is instead increased by 20%. Stealth of Brandobaris is canceled if exposed to a successful dispel magic or similar power. All Halfling immortals (not only Brandobaris) grant this spell.



Sterilize

Range: Special
Duration: 1 hour / level
Casting Time: 7
Effect: One room, or enclosed area of up to 10 cubic' / level

Save: None
Cleric 7, Healer 7, Druid 7 spell.

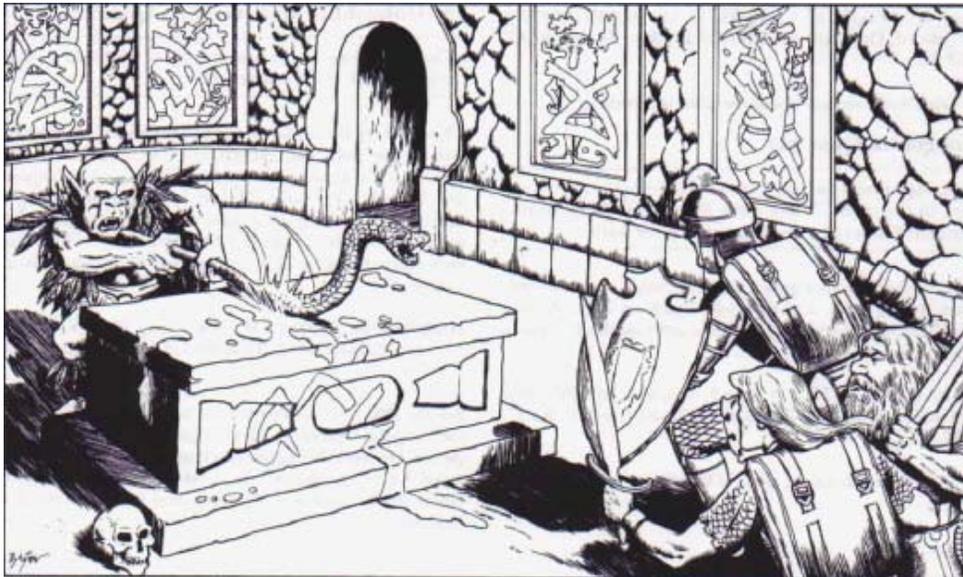
This spell will cleanse any room or enclosed area of up to 10' cubic/level of the caster of any infection, or rid an area of Mold, Slime, or other nasty creatures of up to 5HD. These creatures will be repelled from the area magically and do not want to return to it as long as the spell is still active. This spell will not affect creatures larger than a common dog. Thus it will affect giant rats and Giant bats, common cats, but not wolves, human etc. The spell will only function in an enclosed space and when the area affected doesn't affect the connecting walls and ceiling—because the caster's level is to low to affect that area—it will be dispelled instantly.



Sticks to Snakes Snakes to Sticks

Range: 120'
Duration: 2r/level
Casting Time ; 7
Effect: 1d4 sticks +1 stick / level in a 10' cube

Save: None
Components: A small piece of bark and several snake scales. Vocal; *Serpensortia*
Cleric 3, Exorcist 3, Humanoid Shaman 4, Druid 4, Dervish 4, Shaman 4 spell.



This spell turns several sticks into snakes. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (for example, a spear held by an orc must fail the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell.

Only sticks within the area of effect are changed. The snakes may be poisonous (of a kind poisonous snake known to the caster (5% chance per level). They obey the Cleric's commands, but will turn back into sticks when slain or when the duration ends. The Snakes will drown in 1d4 rounds. The Aquatic version creates Water Snakes, but they will "drown" in 1d4 rounds out of the water. But that version of this spell may also be cast on seaweed. The statistics of the snakes are as followed.:

Typical snake AC 6, AV0, HD1, Hp1d8, THAC019, Dm1d4, MV90'/30', sv F1, ML12, TT nil, AL N, SA poison, SD nil, XP 10, (13 if poisonous). Choose type of snake for type of poison.

The reverse, snakes to sticks changes normal-sized snakes to sticks for the same duration, or it negates the sticks to snakes spell according to the level of the priest countering the spell (for example, a 10th level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Stone to Flesh

Range: 120'
Duration: Permanent
Casting Time: 7
Effect: One creature.
Components: Vocal *Petrificus*
Ferulea
Save: None

Cleric 6, Healer 4, Shadow Elf Shaman 6 spell.

This spell is usually used to restore a character turned to stone (by Gorgon Breath, Beholder Eye Rays, Basilisk Gaze, Medusae Bites, Magical spell or effect, for example). This spell can never be reversed. This spell will always fail if the stone material was never alive before. Thus it will not work as a Magic-User spell Stone to Flesh, but can only be used to restore victims to petrifying effects. If a petrified victim is broken, then the spell will negate all parts of that characters body it's Petrification, where after a normal resurrection can be applied, as the soul of the character was freed instantly (as if killed) on the breaking of the body. The breaking of hair, applications like armor, weapons and such of coarse, but also arms, legs, toes, ears, noses, fingers will of coarse not kill a character, but the lost body part can't be recovered without extensive surgery, special magic (i.e. a Wish for example). Non corporeal items broken of the petrified victim can't be turned to normal by this spell, only if they are still part of the 'statue'.

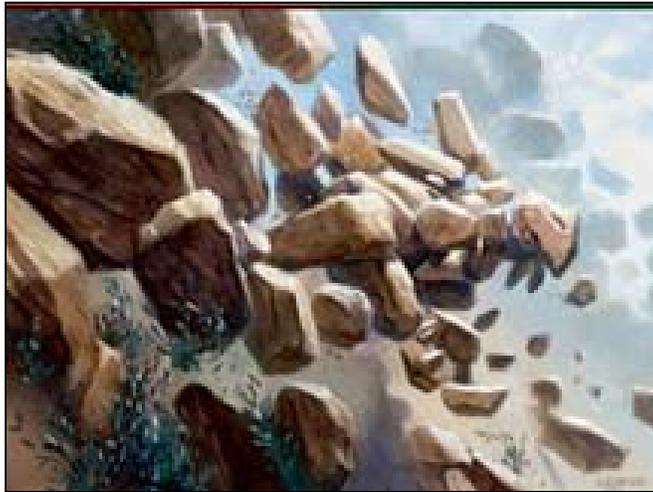


Stone Trap

Range: 10 yds./level
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: 1 cu. ft./level
Components: A speck of grit, a drop of water, an eyelash from any creature, and a pebble.
Saving Throw: Special

Dwarf cleric Level: 4

This spell renders stone invisible and moves it to a mid-air location (within range) chosen by the caster. It levitates in place, sometimes for years, until the spell is released either by will of the caster, or by the caster's death. This spell is often used to devise a trap, holding boulders as deadfalls above archways (including castle or delve entrances), vault doors, thrones, bathtubs, beds, or other strategic areas. Release can be accomplished by the utterance of a word or phrase, (often a phrase spoken in the original spellcasting). The spell also might be keyed to specific conditions, like the 2nd-level wizard spell magic mouth (in other words, "when the lock on the door is broken or picked" and so on). When the spell is triggered, the stone turns visible as it falls, inflicting 2d4 points of damage per level of the caster. Each creature in the area must make a saving throw vs. spell. Success allows a Dexterity check, A successful Dexterity check indicates the creature escapes damage completely, while a failed check means the creature takes half damage. Skilled dwarves often fashion false stone ceilings of smooth-finished stones and raise them overhead to serve as stone traps. A true seeing effect reveals the levitating stone clearly, but if the caster has prepared it with enough skill (using shaped stone blocks, or carved ornaments such as gargoyle-heads or vault arches), the viewer may not recognize the viewed stone as any sort of trap. The levitating stone does radiate magic, faintly-but then, many dwarven delves radiate magic from most of their stone surfaces, if spells have been used in their shaping or subsequent use. A suspicious thief can find the trap at half his or her normal Find Traps skill, and a successful Remove Traps check (also at half the usual chance) can bring down the stone without harm to the thief.



Stoneblend

Range: Touch
Duration: Special
Casting Time: 4
Area of Effect: Creature touched
Components: Holy symbol and a pinch of dust. And the recipient must be dressed in dull or drab colors (browns, blacks, and/or grays) that do not clash with the surrounding environment.
Saving Throw: None

Dwarf cleric Level: 1

This spell enables the recipient to blend against stone walls so as to be effectively invisible for as long as he or she holds still. The creature must press its body against the stone wall when the spell is cast. Careful observation of the exact area in which the concealed creature stands allows a 5% chance for visual detection. Tactile or other physical inspection of the specific region immediately reveals the presence of the creature and ends the spell. The spell also requires.



Stonefall

Range: 120 yds.
Duration: 1 rd.
Casting Time: 7
Area of Effect: 3 cu. ft./level
Component: A handful (at least three) of finger-joint-sized or larger stones or pebbles.
Saving Throw: Special
Dwarf cleric Level: 4

This spell causes rocky materials present in an area to fall suddenly in one of four fashions. If this spell is cast within three rounds after a stonefire spell is cast by a Dwarf priest, the fiery damage of that spell is added to the striking damage of this one. * If cast underground it causes stalactites to fall or starts a cave-in. A fall of stalactites forces the intended target creature to make 1d6 Dexterity checks (these represent the number of falling stalactites; if fewer stalactites are available, reduce the number of checks). Each failed check results in a hit for 2d6 points of damage. Exposed fragile items must make saving throws vs. crushing blow if in the affected area. This sort of attack is relatively unlikely (roll 1 on 1d6) to cause a more general cave-in. If it does, the next effect occurs as well. *A deliberate cave-in causes 4d8 damage to all below it (save vs. petrification for half damage). If the situation makes it possible for a cave-in to miss intended target creatures, the priest must make a successful attack roll (at +5 bonus to the attack), as if attacking directly. A miss means the creature scrambled adroitly enough to avoid all damage. If cast indoors, it causes a ceiling collapse. An indoor ceiling collapse causes only 3d8 points of damage Save TS for half, but damage to breakable items in room and the space above the ceiling must be considered. Beings that fall down suffer falling damage as normal; but a successful save lowers the damage by half. If cast in open air, it causes one fist-sized stone to fall rapidly out of the sky and strike the intended creature, causing 3d4 points of damage (the creature is allowed a saving throw vs. spell to avoid the missile and all damage).



Stoneskin

Range: Touch
Duration: Special (24 hrs. maximum)
Casting Time: 4
Area of Effect: 1 creature
Components: Granite and diamond dust sprinkled on the recipient's skin.

Saving Throw: None
Dwarf cleric Level: 4 Very rare spell

When this spell is cast the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a sword of sharpness cannot affect a creature protected by stoneskin, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as fireball, magic missile, lightning bolt, and so forth have their normal effects. The spell blocks 1d4 attacks, plus one attack per 2 levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a stoneskin spell cast by a 9th level caster would protect against from five to eight attack. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage. This spell is subject to considerable abuse by player characters. Multiple stoneskins placed on a single creature are not cumulative. If two or more stonerkin spells are cast on the same

creature, roll normally for the number of attacks each spell protects against. If a new spell protects against more spells than does the present one, the recipient gets the benefit of the increased protection: otherwise, there is no effect. The caster does not necessarily know how many attacks the spell can shield him from. Stoneskin protects only against blows, cuts and slashes directed at the recipient. It does not protect against falls, magical attacks, touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or nonmagical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid constriction, and suffocation). Sfonestkin lasts for 24 hours or until the spell has absorbed its allotment of attacks.

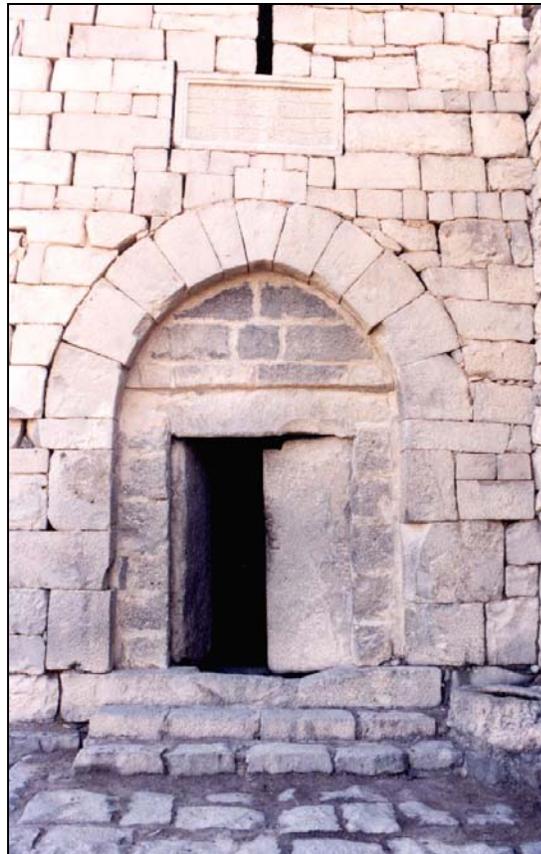


Stone Shape

Range: Touch
Duration: Instantaneous
Casting Time: 1r
Area of Effect: 3ft cube+ 1 cu ft/level
Components: Soft clay that must be worked into roughly the desired shape of the object (duration 1T/Cu ft), and then touched to the stone when the spell is uttered. Herre they are merged and the shape by mental commands improved.

Saving Throw: None
Cleric, Dwarf Cleric, Druid 3 spell

By means of this spell, the caster can form an existing piece of stone into a shape that suits his or her purposes. For example; a stone weapon can be made, a special trapdoor fashioned, or a crude idol sculptured. By the same token, it enables the caster to reshape a stone door, perhaps so as to escsape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can thus be formed, stonedoors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 50%-art/sculpting skill check success(if not having this skill roll charisma check-5) they do not work.



Stone Tell

Range; Touch
Duration; 1 T
Casting Time; 1 T
Area of Effect; 1 Cu yard
Components; A drop of mercury and a bit of clay.
Saving Throw; None
Cleric, Dwarf Cleric, Druid 6 spell.

When the priest cast a stone tell spell upon an area, the very stones create a face with mouth, speak and relate to the caster what was touching them, as well as telling what is covered, concealed, or simply behind them. The stones relate complete tactile descriptions, if asked. Note that a stone's perspective, perception, and knowledge say hinder this divination. Such details, if any, are decided and played by the DM!!.



Stonewood

Range; Touch
Duration; Permanent
Casting Time; 8
Area of Effect; Special
Components; A gemstone of at least 500 gp value and a small piece of hardwood.
Saving Throw; None
Druid Level: 5 very rare spell

This spell bestows the strength of stone on a given volume of wood without otherwise altering its appearance or weight. A wooden door or wall, for example, would have the sturdiness (and saving throws) of stone. The stonewood spell affects a maximum of 100 square feet of wood per level of the caster, to a thickness of 1 foot (or any equivalent numerical combination). Only one wooden object can be strengthened per casting.



Storm of Vengeance

Range; 400 yards
Duration; 1 turn = 10 min. = 60 r
Casting Time; Duration
Area of Effect; 120-yard radius circle
Save; Special

Cleric 7 Quest, Exorcist 7 Quest spell. This Spell can only cast by Clerics of at least 20th level and at least 100 Pip.

This spell requires the Cleric to concentrate and cast the spell for the full duration of the spell. The casting Time and duration are simultaneous; both activities occur in the same turn.

In the 1st round of casting, the Cleric summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder appear within the storm; creatures in the area of effect must make a save or be deafened for 1d4 turns.

On the 2nd round, Acid rains down in the area, inflicting 1d4+1 damage/r. No save is allowed.

On the 3rd round, The caster calls 6 lightning bolts down from the cloud. Each is directed at a target by the Cleric (all may be directed at a single target or they may be directed at six separate targets). Each lightning bolt strike causes 8d8 damage (a successful save ½ damage).

On the 4th round, Hailstones rain down in the area, causing 3d10 damage (no save).

On the 5th through 10th (and final) rounds, violent rain and wind gusts reduce visibility to five'. Movement is reduced 75%. Missile fire and spellcasting from within the area of effect are impossible. The acid from the 2nd round is now diluted and has no further effect.

The sequence of effects ceases immediately if the Cleric is disrupted from spellcasting during the 1 turn duration of the spell. The Cleric may opt to cancel the effects at any Time.



Strength

Range: caster only
Duration: 1 turn / 6 levels
Casting Time: 3
Effect: caster gains Strength 18
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

This spell will increase the Strength of the caster temporarily to 18, thus enabling him or her to make strenuous efforts more easily. The caster can lift objects or creatures more easily, thus enabling fast transport in case of emergency. This spell is also handy when an deranged character must be restrained somehow. The spell is not created to be used offensively, but can clearly be used as such. Remember that the Immortal of the Healer will not always respect those actions.



Strength of Mind **Weakness of Mind**

Range: touch
Duration: 12 Turns
Casting Time: 5
Effect: +4 bonus to Saves vs., magical spells and effects.
Save: None

Shaman 5 spell.

This spell gives a bonus of +4 to Saves vs., Death Ray, Magic Wands, Paralysis or Turn to Stone, or Spells. The bonus will count only to the effect calling for one of these Saves, when an effect calls for a Save other than these the bonus doesn't count. This spell can't be used together with other Save improving spells.

The reverse of this spell decreases the victim's Saves (the same as mentioned in the normal version of the spell) by -4; no Save is allowed to the victim, but the caster must make successful hit roll to plant the spell on the victim. The spell will fail if the victim is protected by a Protection From evil or Good effect.



Strength of One

Range: 10 yards
Duration: 2d6 rounds
Casting Time: 3
Area of Effect: One creature+1creature/2 levels
Save: None

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

By casting this spell on a group of Lawful creatures, the Cleric imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the Cleric at the Time of casting. Only Demihuman-oid creatures of man-size or smaller can be affected. The characters can be a mixed group of Lawful alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group. Prior to casting, one creature is designated the keystone. There can never be more than one keystone in a group, even if another creature has equal Strength. Upon completion of the spell, all affected characters gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's original natural unaugmented Strength is conferred on the group. This bonus supersedes any bonus a character might normally receive. Thus, a warrior with 16 Strength (a +1 bonus to damage) who benefits from this spell with a keystone who has Strength 18 (+3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus. Affected creatures gain no improvements to THACO, bend bars/lift gates, or other functions of Strength. The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.



Strength of Stone

Range: Touch
Duration: 3 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None
Components: A chip of granite and a hair from a giant.

Dwarf Cleric or Druids of Kagyar Level: 1 uncommon
This spell grants supernatural strength to the recipient by raising his or her Strength score by 1d4 points, or to a minimum of 16, whichever is higher. Both the caster and the recipient must be in contact with solid stone or earth when the spell is cast. The spell lasts for 3 rounds plus 1 additional round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

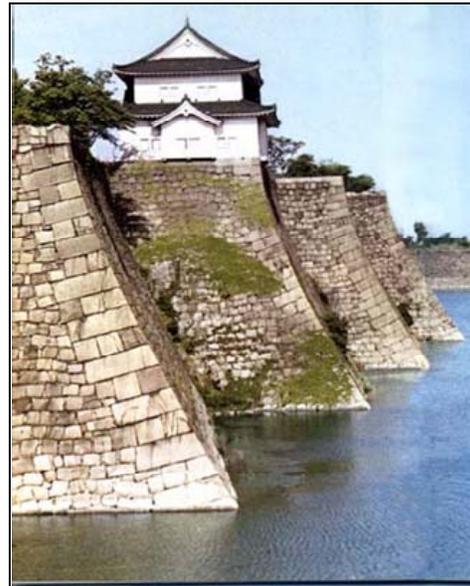


Strengthen Stone

Range: 10 yards
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 1 building or wall
Components: A diamond chip worth at least 500 gp, or 50 cn of Corborundurum, must be crushed and sprinkled on the construction.
Save: None

Druid 5 spell.

Strengthen stone can reinforce any stone construction (house, tower, wall segment, aqueduct, etc.), against physical damage. A +4 to the structure's Save against any kind of damage, from siege engines to natural earthquakes. The stone object gains a Save vs. the earthquake spell. The spell may be cast only once on any stone object. If a character casts this spell on a stone Golem or other stone beings, the creature receives a -1 bonus to its AC and adds a +1 bonus to its Saves for the duration of the spell. Strengthen stone has no effect on Earth Elementals or Galeb Duhr.



Striking

Range: 30'
Duration: 1 Turns
Casting Time: 5
Effect: 1d6 bonus to damage on 1 weapon
Save: none

Cleric 3, Healer 3, Exorcist 3, Humanoid Shaman 3, Druid 3, Dervish 3 spell.

This spell allows any one weapon to inflict 1d6 additional damage per attack (like a magical staff of Striking). The weapon will inflict this extra damage with every successful blow for as long as the spell lasts. This bonus doesn't apply to attack rolls, but only to damage rolls. If the Cleric casts this spell on a normal weapon, the damage may then damage creatures which are normally affected only by magic weapons, the weapon will do 1d6 damage per strike (regardless of the normal damage of the weapon). When the spell is cast on a missile weapon it will stay on the missile shot, and if that is recovered somehow, and the spell is still in effect, it will give still the same damage for as long as the duration lasts.



Succor

Range: Touch
Duration: Special
Casting Time: 1 day
Area of Effect: Creates 1 item
Components: The cost of preparing the special item (for either version of the spell) varies from 2000 to 5000 gp due to local circumstances (DM!!)
Saving Throw: None
Cleric Level: 7

By casting this spell, the priest creates a powerful magic aura in some specially prepared object, a string of prayer heads, a small clay tablet, an ivory baton, and so on. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic.

Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he reads or breaks the item. When this is done, the individual and all items worn and carried (up to his or her maximum encumbrance limit) are instantly transported to the sanctuary of the priest, just as if the individual were capable of speaking a word of recall spell. No other creatures are affected, even those carried by the affected. Not even familiars. The more costly items can transport the subject from one plane to another, if the Immortal allows that. The same factors that can prevent or disturb the operation of plane shift or teleport spells can also prevent the usage of this spell.

The reverse of this spell **Summon Priest**, causes the living priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by his summons. This decision is made at the instant the transportation is to take place. However, if he chooses not to go, then the opportunity is gone forever and the spell is wasted.



Summon Animals

Range: 360' indoors, 360 yards outdoors
Duration: Permanent
Casting Time: 7
Effect: Any or more living Creature.
Save: None

Humanoid Shaman 4, Druid 4, Dervish 4, Master 4, Shamani 4 spell.

With this spell, the caster can summon any or all normal animals within range. Only normal nonmagical creatures of animal Intelligence are affected, including Mammals, Reptiles, Amphibians, etc. The spell doesn't affect lower Lifeforms like Insects, Anthropoids, or higher Lifeforms like Humans, Humanoids(some Monkeys fall in this group and are thus unaffected). The total Hit Dice of animals responding will equal the level of the caster. Treat normal animals(Frogs, Mice, Squirrels, Small Birds, etc.) as 1/10 Hit Dice each. Animals affected will come at their fastest movement rate, and will understand the caster's speech as long as the spell is in effect. They will befriend and help the caster, to the limits of their abilities and understanding. If harmed in any way, a summoned animal will normally flee, the spell broken for that specific animal. However, if the caster is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if it fails a morale check. This spell may also be used to calm hostile animals encountered while adventuring. Elves never use this spell while hunting normal food animals, though they do use it to get information about monsters that crawl out of their lairs, and so on. If the Spellcaster's party contains a character with the Animal Lore skill, the DM may allow the Spellcaster to know in advance at least one type of animal that is available within the spell range. The caster does not have to request an animal type that is mentioned, but he will certainly receive animals of that sort if that is what he desires.



Summon Elemental

Range: 240'
Duration: 6 Turns
Casting Time: 7
Effect: Summons one 16 HD Elemental
Save: None

Druid 7, Dervish 7 spell. uncommon

This spell allows the caster to summon any one elemental (AC-2, AV by sort, HD16, Damage 3d8). When a caster casts this spell on the Prime Plane, the Magic opens a vortex on both Planes (both the Material Plane and the Prime Plane) and creates a tiny wormhole connecting them. The wormhole is very small—less than an inch across—and it pulls at a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spell caster, and forms a new temporary body from material nearby. To form a new body, the Elemental life force can only use material its familiar with; a Water elemental must have water, an Earth Elemental must have Earth, and so forth. When the Magic ends, the creature's life force goes back to its Plane through the still existing (on the same spot) wormhole, and the wormhole and both vortices disappear. When seen from the Elemental Plane, the creature affected by the spell is slowly ripped through the tiny vortex and arrives with its own body on the Prime Plane. When the spell ends the reverse effect will take place, thus forcing the creature back through the vortex and closing it directly behind (even when dispelled). Only one of each type of Elemental (Earth, Air, Fire, Water) can be summoned by the same caster in one day. The Elemental will perform any tasks within its power (carrying, attacking, etc.) An Elemental may try to slay its summoner (but this is not always the case), or may attack anyone in its path. An Elemental may be returned to its home Plane simply by the use of a Dispel Magic or Dispel Evil spell. This spell can't be cast on any other Plane than the Prime. An Air, Fire, or Earth elemental must stay in touch with the corresponding element Air must touch the surface, Earth the ground, and Fire underwater volcanoes. The difference

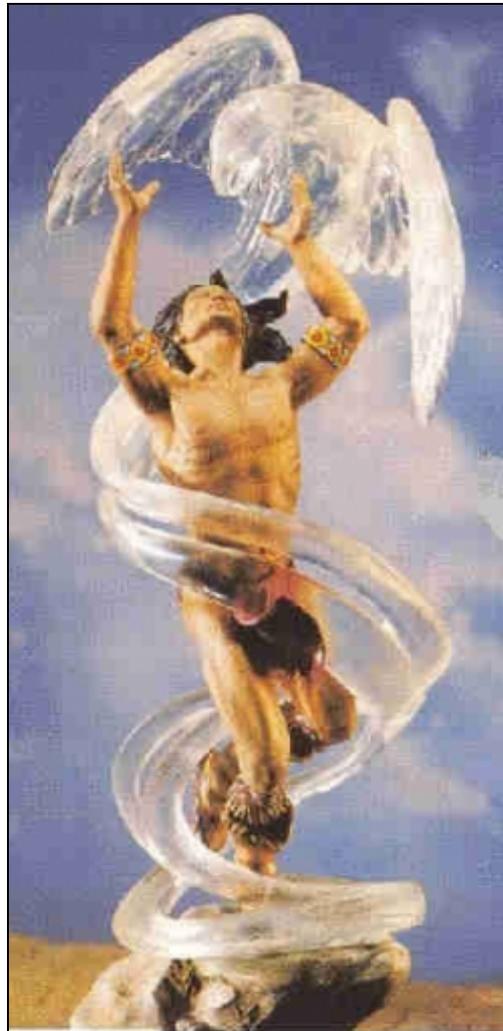
with this spell and a normal conjure elemental is not only the casting Time and the lack of concentration needed, but also that the elemental is summoned and not conjured, which means that the elemental may refuse to go (then he needs a Save vs. spells to escape the pull, and the caster must concentrate 1 round more to try to summon another elemental), and when arrived is not necessarily evil or aggressive. Also can this spell not be used to summon the so-called Para-elementals. The Elementals summoned in lose 2HD per round as long as they remain underwater. An Water Elemental will give no problems of course.

Summon Greater Animal Spirit

Range: 240'
Duration: 12 Turns
Casting Time: 6
Effect: Summons 1 Greater Animal Spirit
Save: None

Shaman 6 spell.

With this spell a Shaman can summon one greater animal Spirit with Hit Dice equal to half the Shaman's level (round fractions up). The Spirit will perform any tasks within its power: transporting the Shaman, fighting, acting as a guide or spy, etc. The Spirit returns to The Spirit World once it has been reduced to 0 hp. Apart from its duration and the Spirits affected, this spell is the same as the Summon Lesser animal Spirits spell. The Spirits resemble the Shaman's totem animal but with a humanoid form. The same spirits are summoned each Time the spell is cast (even when they are defeated somehow before). Casting multiple summon spells extends the duration of the original spell; this doesn't summon additional Spirits. However, if cast after the original spell has expired, it will again summon the spirits. Summoned Spirits may change into large animals of their species, but they will refuse to fight in this form, always shifting back to their Humanoid forms if attacked.



Summon Herd

Range: 6 miles
Duration: 6 Turns
Casting Time: 4
Effect: Calls herd within range
Save: None

Shaman 4 spell.

With this spell, the Shaman can summon any animal herd within range. Only normal, nonmagical animals are affected. The Shaman may choose the type of herd to be summoned or may just decide to summon the nearest one. Animals affected come at their fastest movement rate. They are not friendly and may flee if attacked or chased. This spell is most

often used to gather animals together for the purposes of hunting, or to recover a herd that has stayed too far. If the Spellcaster's party contains a character with the Animal Lore skill, the DM may allow the Spellcaster to know in advance at least one type of animal that is available within the spell range. The caster does not have to request an animal type that is mentioned, but he will certainly receive animals of that sort if that is what he desires.



Summon Insects

Range: 30 yds.
Casting Time: 1 rd.
Duration: 1 rd/level
Area of Effect: 1 creature
Components: Holy symbol, a flower petal, and a bit of mud or wet clay.

Saving Throw: None

Druid, Dervish Level: 3

The summon insects spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to. The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the creature fights with a -2 penalty to its attack roll and a +2 penalty to its Armor Class. If the creature attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the creature's concentration is ruined and the spell is lost. The insects disperse and the spell ends if the creature enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1-round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if the caster moves or is disturbed. It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.



Summon Lesser Animal Spirit

Range: 120'
Duration: 6 Turns
Casting Time: 5
Effect: Summons 3 Lesser Animal Spirits
Save: None

Shaman 5 spell.

With this spell the Shaman can summon three Lesser Animal Spirits whose total Hit Dice is equal to or less than half the Shaman's level (round up). The Spirits resemble the Shaman's totem animal but with a humanoid form. The same spirits are summoned each Time the spell is cast (even when they are defeated somehow before). Casting multiple summon spells extends the duration of the original spell; this doesn't summon additional Spirits. However, if cast after the original spell has expired, it will again summon the spirits. Summoned Spirits may change into large animals of their species, but they will refuse to fight in this form, always shifting back to their Humanoid forms if attacked. The Spirits will perform any tasks within their power Transporting the Shaman and his companions, Fighting, etc. If reduced to 0 hp, the spirits return to the Spirit World



Summon Midwife

Range: 30 yards/level
Duration: none
Casting Time: 1
Area of effect: 1 creature
Save: none
Cleric 1, Healer 1, Exorcist 1, Humanoid Shaman 1, Druid 1, Dervish 1 spell.

This spell will summon the nearest midwife. The midwife will get the summons. She is under no obligation to respond to the summons, but very few midwives will ignore it unless unfortunate circumstances prevail. She will come as fast as she can, somehow sensing or knowing where she is needed and what kind of articles (or spells if she is a Caster) she will need. Of course will she refuse to come if no pregnancy of her interest is available at the site of casting.



Summon Spectral Death

Range: 10 yds.
Duration: 1 day/level maximum
Casting Time: 9
Area of Effect: Tracks 1 creature
Saving Throw: None

Evil Clerics Level: 6 uncommon, neutral Clerics very rare

This evil spell summons a Spectral Death (also called Soul Eater), a billowing cloud creature of negative energy, (possibly some sort of creature of chaos from limbo) to find and slay a creature described to it by the caster. (It cannot otherwise be commanded to fight for the caster.) When it is summoned, the priest must have cast a Protection from Evil spell, he within a protective circle, or have a special item used to control the Spectral Death. Otherwise, it attempts to slay its summoner and return from whence it came. A Soul eater is intelligent and will accomplish its mission by any means it can. It appears as a cloud of Glowing darkness and can assume any shape desired. Once assigned a victim, it will not stop until either the victim, or itself, is defeated. The Spectral Death returns to its own plane whenever the spell lapses, its mission is fulfilled, it is banished (by means of Abjure, Dispel Evil, Holy Word, or some similar method), or the priest is slain. If the Spectral Death cannot complete its mission within 1 day per caster level, (if it is slain by somebody else, or if it is defeated) and none of the foregoing have occurred it relentlessly tracks its summoner. If it confronts its summoner, it attacks in a rage, striking as a 20 Hit Die creature and inflicting 3d6 points of damage with each successful hit. When raging, the Spectral Death is 50% resistant to any attempt by the summoner to banish it back to its home plane (the quasi-elemental Plane of Vacuum). This is adjusted by 5% per level (or Hit Die) difference. The Spectral Death has 20 Hit Dice for this purpose, thus its resistance to a 15th level caster is 75%.



Soul Eater

Spectral Death: AC 0: MV fly 180'/60' (A); HD 10*; THACO 11 ; #AT 2 claws; Dmg 1d10/1d10; SA Wisdom drain (save vs. death each hit or lose 1 point); SD hit only by magical weapons, turned as "special" undead creature has no flank or rear; SZ M (5' dia.); ML 9; Save C10, Int average (8-10); AL NE; XP 1750

Those slain by the Spectral Death are forever dead no means short of a full wish can restore them. Raise dead, Reincarnation, resurrection, regeneration and similar means of revivification all fail. An individual who lost Wisdom but survived the attack regains lost wisdom at a rate of 1 point per full (24hr) day. The creature looks like a cloud of billowing black vapor surrounded by a faint green-black nimbus. If the Soul Eater's Hit points are reduced to 0, a second time, it will dissolve into a formless cloud and drift away.

Surface Sojourn

Range: Touch
Duration: 3 hrs./level
Casting Time: 1 rd.
Area of Effect: 1 creature
Components: Holy Symbol and a snail shell
Saving Throw: None

Aquatic Sea elf Druids 1 and clerics 1 and Aquatic Humanoid shaman 1 spell very rare

Surface Sojourn affects only water-dwelling beings that are capable of existing on land for short periods of time, but who favor aquatic environments. Examples of eligible races include aquatic elves, Sharkin, Kopru, Merrow Kna, Nixy, and Sahuagin. For the duration of this spell, the recipient can exist on land without the attendant discomfort, penalties, restrictions, or the like that doing so normally entails. During such Sojourns, the affected creature is enveloped in a thin mantle of water that keeps its skin moist.

Sustarre's Transformation

Range: 5 yds./level
Duration: Special
Casting Time: 1 r.
Area of Effect: 1d4 creatures in a 60-ft. cube
Components: Mistletoe
Saving Throw: Special
Druid 1 spell very rare

This potent transformation will polymorph one or more living creatures (as per the polymorph other spell), causing them to take root and turn into trees unless a successful saving throw vs. polymorph is made. Up to twice the caster's level in Hit Dice can be affected, and the caster must select which creatures will be affected. Creatures that successfully save are slowed for 1d4 rounds. A single creature saves at 4, two save at -2, and three or four save at -1. The effect cannot be dispelled, but a remove curse from a caster of higher level than the druid will release a trapped creature. The caster can release any such trapped creature at will.

Summon Undine

Range: 60'
Duration: 1 day / level
Casting Time: 4
Effect: Servant fetches one item or creature
Save: None
Cleric 6, Healer 6, Exorcist 6, Humanoid Shaman 6, Druid 6, Dervish 6 spell. By Aquatic Immortals only.



With this spell, the Cleric summons one Undine, a very intelligent being from the Plane of Water, which appears immediately. The Cleric must then describe one creature or item to the servant, or else the bond will be broken and the servant may depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves, trying to find the item or creature and bring it to the Cleric, after which the bond is broken and the servant is free to leave. The servant will take as much Time as needed, up to the limit of the duration. The Undine has Strength 18 and can carry up to 5000 cn. However, it can't pass a Protection from... spell effect. If it can't perform its duty within the duration of the spell, the servant becomes insane, and returns to attack the caster. This spell can't be cast above water.

Summon Undead

Range: 60 yds.
Duration: 1 turn / level
Casting Time: 9
Area of Effect: Special
Saving Throw: negates
Cleric 6 spell, uncommon. Because it enlists the service of powerful and malicious Undead, Summon Undead is granted only by Evil Immortals.

1d20	Undead	# appearing
1-8	Ghouls	4d6
9-12	Ghasts	2d6
13-14	Wights	1d6+1
15	Wraith, Mummy	1d4
16	Spectre, Ghost, Banshee	1d3
17	Special	1
18-20	No Undead in range	0

This spell summons one or more undead into the general vicinity of the priest. The creatures answer the summons within 1d6+6 rounds. Upon their arrival, lesser undead will usually seek to eliminate the priest at once unless he (or she) is suitably fortified behind protection from evil. More powerful, intelligent undead may attempt to parley with the priest, but they will invariably end the conversation and attack once their initial curiosity has been satisfied. A priest must be prepared to command, cajole, entice, or destroy whatever creature has been called into his service. Whenever possible, the DM should choose what kind of undead answers the priest's summoning, based on the caster's current surroundings, level of ability, and alignment. Alternatively, the DM can roll 1d20 and consult the table. Special Undead might include Crypt things, or any other Undead creature exists in range. In truly rare circumstances (for instance, if this spell is cast near an undead creature's lair), this spell might attract the attention of a more powerful Undead, like as a Death Knight, Vampire, or even a Lich or Nightshade. These beings will seldom



arrive in a predictable fashion and are most likely to demand some form of nasty retribution or lavish sacrifice to appease. The summoned undead remain in the vicinity of the priest for at least a turn per level of the caster and can be commanded to assist the priest in his or her endeavors (including, possibly, attacking the caster's opponents), unless fortified by a Resist Turning spell the undead summoned forth by this spell can be turned (or commanded) as normal by priest other than the caster.

Summon Weather

Range: 5 miles or more
Duration: 6 turns per level of the caster
Casting Time: 8+ wind Strength
Effect: brings weather to the caster's area
Save: None

Humanoid Shaman 6, Druid 6, Dervish 6, Master 5, Shaman 6 spell.



When the caster casts this spell, some known nearby weather condition is pulled to the caster's location. The caster doesn't have control of the weather, merely summons it. Only a caster of 25th level or greater can summon severe weather conditions (Hurricane, Severe heat wave, etc.)/ the range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. A 20th level caster could summon weather from up to 10 miles away. Special weather can't be summoned as these are selfaware (Crystal Storm) or magical disturbances (Teleport/Time/Lightning storms), etc. As indicated by the spell description, the duration and area of effect of the magically created weather are dictated by the nature of the conditions called for by the caster. Based on general knowledge and the information in the spell description, the caster should not attempt to summon any weather condition that could not conceivably occur during the current time of year; if he does, the DM is entitled to disallow the request and consider the spell ruined. Weather conditions that prevailed before the spell was cast will resume when the duration expires. The "trend of the weather to come" will be apparent to any character that observes the changing conditions, not just to a character with a weather sense skill.

Sunray

Range: 10 yds/level
Duration: 1rd. + 1d4 rds.
Casting Time: 4
Area of Effect: 5-ft-radius (special)
Components: An aster seed and a piece of aventurine feldspar (sunstone).
Saving Throw: Special

Druids of Energy / Fire immortals Level: 7

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10-foot diameter area of effect must roll successful saving throws vs. spell or he blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4+1 rounds. Undead caught within the sunray's area of effect receive 8d6 points of damage, one-half if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray can result in the total destruction of those undead specifically destroyed by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead but no saving throw is allowed.



Superheroism

Range: Touch
 Duration: 3 rds./level
 Casting Time: 9
 Area of Effect: Creature touched

Components: Holy symbol.
 Saving Throw: None

Cleric exorcists Level: 6 Very rare spell
 This spell affects 0-level individuals and warriors only. It confers a temporary increase in life energy levels upon any such individual with fewer than 13 experience levels. The exact number of levels /or Hit Dice gained is given on the table. The extra HD have 1d10 hit points per HD instead the normal class/race related hit points. The recipient fights as though at the experience level bestowed by the magic. Any damage sustained is taken first from the magically gained hit points and Hit Dice. The magic lasts for one round per caster level, after which any remaining bonus energy levels or hit points are lost.

Level Recipient	Bestowed	
	Levels	HD
0	6	5
1-3	5	4+1
4-6	4	3+2
7-9	3	2+3
10-12	2	1+4
13+	0	0

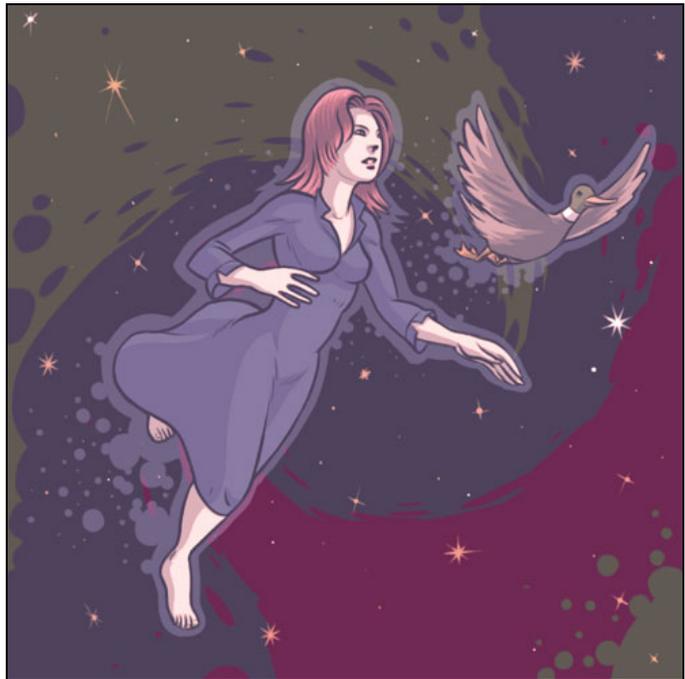


Survival

Range: touch
 Duration: 1 Hr / level
 Casting Time: 8
 Effect: protects one creature against all non magical damage from the environment.

Save; None
 Cleric 6, Healer 7, Exorcist 6, Humanoid Shaman 6, Druid 7, Dervish 6, Master 7, Shaman 7 spell.

This spell protects the recipient from adverse conditions of all types, including normal (thus not magma) heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell doesn't protect against magical or massive damages of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damage caused by natural conditions on other Planes of existence. For example, a Cleric might use this spell: in a desert or a blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in a vacuum; or on the elemental Plane of Fire, to protect against conditional fire damage.



Suspended Animation

Range: Touch
Duration: Special
Casting Time: 7
Area of Effect: Creature touched
Component; A rare herb that must be prepared with exacting care. The treatment costs at least 2000 gold pieces and requires 1d3 days of the priest's time and attention.
Saving Throw: None
Clerics Level: 4 uncommon



By using this spell, the caster can place one willing subject in a state of suspended animation. The victim's breathing, heartbeat, and other vital processes slow to the point of nonexistence, although he or she seems to be deeply asleep, not dead. A caster of 7th to 10th level can maintain the suspended animation for up to one week plus one day per level; a caster of 11th to 15th level can maintain the state for up to one month plus one week per level; and a caster of 16th level or higher can place someone in suspended animation for one year plus one month per level. This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (including lycanthropy, geas, and mummy rot) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month spent in suspended animation, the subject recovers one hit point. The caster can awaken the subject at any time within the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest can pre-specify an amount of time within the spell duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same Immortal to be awakened. The subject is completely helpless and can be killed by a single blow. However, if attacked without being slain, the subject receives a saving throw vs. spell each round to emerge from his suspended animation. The creature is extremely groggy and disoriented if disturbed in this fashion, suffering a -2 penalty to all die rolls for 1d6 turns; a creature that awakens in the normal or prescribed fashion is disoriented for only one round. Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the suspended animation. For each week that the subject is in suspended animation, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is attempted

Swim

Range: Touch
Duration: 1 hr. + 1 turn/level
Casting Time: 5
Area of Effect: 1 creature/2 levels
Components; A small pumice stone for each recipient.
Saving Throw: None

Seafaring Cleric 2 of Water / Time immortals
This spell gives an untrained swimmer the ability to swim as if having the swimming skill at full raste=DX. If cast on a skilled swimmer, the recipient swims with a +2 bonus to his or her Constitution for purposes of determining duration. One creature for every two experience levels of the spell's caster (round up) can be affected.



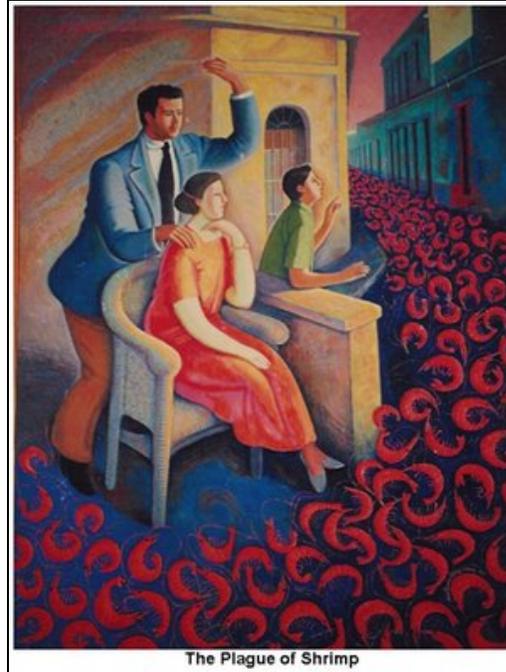
Swimming Doom

Range: 120'
Duration: 1 Round / level
Casting Time: 7
Effect: Creates a 20' by 20' insect horde.
Save: Negates

Cleric 7, Humanoid Shaman 7, Druid 7 spell, of aquatic Immortals only.

This spell Magically creates a huge swarm of 1000 stinging and biting underwater insects, appearing anywhere within 120' of the caster (as chosen by the caster). They fill an area at least 20' x 20' and can be ordered to fill an area of 60' x 60'. It obscures vision and drives off creatures 3 HD or less (no save). The Swimming Doom can move at up to 60' /20". if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the caster moves more than 120' away. The insects always attack everyone and everything in their path, inflicting 1 damage per 10 insects, to a total of 100 points per round to each creature caught in the effect (no Save). Normal attacks (such as fire) can damage the horde slightly, but even a Fireball spell will only slay 100 of them (reducing the damage accordingly). The Swimming Doom can be destroyed by a Dispel Magic spell (at normal chances for success), but it can penetrate a Protection from Evil effect, and can move over most obstacles at the normal movement rate. The insects conjured are always crawling or swimming water insects and similar creatures, like water flees, and Shrimps (they can,

however, jump up to 4', and climb nearly all surfaces with ease). This spell has almost no effect if cast above water. It will summon those shrimps normally living in shallow water, but these are so low in number that the area of effect is reduced to 2'x 2' and can be ordered to fill an area of 6' x6'. The number of shrimps will then be 100 at most, and could even be much less. These shrimps can never be found more than 30' away from water, and thus can never be conjured there.



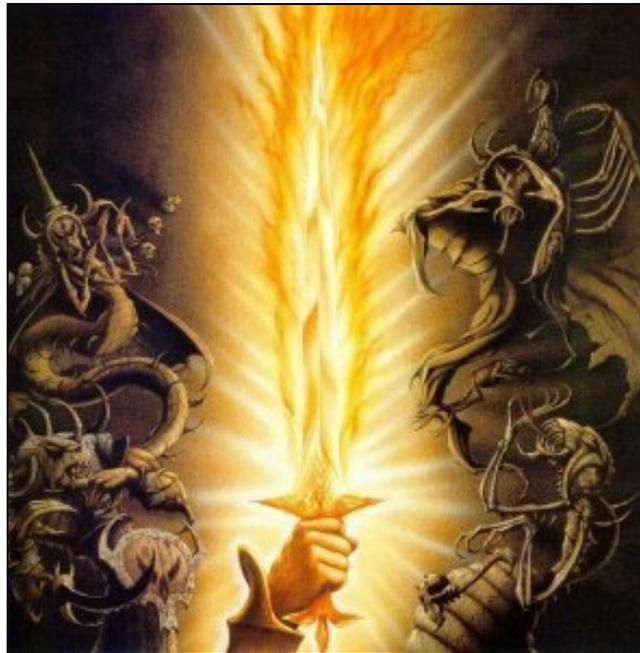
The Plague of Shrimp

Sword of Fire

Range: caster
Duration: 12 Turns
Casting Time: 5
Effect: Causes a flaming sword to appear in the Shaman's hand
Save: None

Shaman 5 spell.

On casting this spell. A Sword of fire appears in the Shaman's hand. The Sword is magical and has 1d8 +bonuses to hit and damage equal to the caster's level divided by 8 (round down). The Sword will set alight inflammable substances; it can also harm Undead and Spirits. The Shaman may cause the Sword to appear and disappear at will, enabling the caster to cast spells and carry out other activities during the duration of the spell.



Symbol

Range: Touch
Duration: Special or Permanent
Casting Time: Quickly; 3 or Carefully; 1 turn
Area of Effect: Creates 1 Magical Rune, effect; 60'.
Radius
Components: Quickly; a small amount of mercury and phosphorus.
Carefully; are mercury and phosphorus, p us powdered diamond and opal worth at least 5,000 gp each.
Saving Throw None or neg.
Cleric Level: 8

This spell allows the caster to scribe any of the potent runes (a written Magical Drawing) of great power described below. A symbol can be quickly scribed in the air or on some surface, or carefully inscribed on a surface. The Rune may be placed on an object (such as a door or wall) or be placed in mid-air. The Rune can't move, it will remain at that point when the surface moves (possibly floating in mid-air). All symbols look like normal writing symbols with no Magical charge within (even with a Detect Magic).



Sorts:

There are several kinds of symbols; the caster must select one when the spell is Touch memorized.

A quickly scribed symbol has a casting time of 3. The resulting rune becomes active immediately. It lasts one turn per caster level and glows faintly while it lasts. Only the Lesser symbols can be used in this manner. Greater Symbols cannot.

A carefully inscribed symbol has a casting time of one turn. The symbol is inactive when finished and remains so indefinitely until triggered. Once triggered it becomes active and glowing, usually lasting one turn per caster level. Some symbols can burn out more quickly. For example, a symbol of death ends when it has slain 80 hit points worth of creatures, or after one turn per level of the caster, whichever comes first.

Triggering:

To be effective, a symbol must always be placed in plain sight and in a prominent location; covering or hiding the rune renders the symbol ineffective. As a default, a symbol is triggered whenever a creature does one or more of the following, as selected by the spell caster: Reads, Touches, or Passes over, through or under the symbol (which must be placed within 5' of the target to affect it), or touches the object on which the Rune is Inscribed (i.e. makes minute vibrations caused by the Energy of living creatures as soon as they touch a free standing object, or an statuary object within 5' of the symbol); looks at the rune; or passes through a portal bearing the rune. In this case, "Reading" the rune means any attempt to study, identify, or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 60 feet of the rune.

The caster can set special triggering conditions of his own. These can be as simple or elaborate as the caster desires. Special conditions for triggering a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. For example, a Symbol can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

A symbol's triggering conditions are defensive. A touch-triggered symbol remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a symbol cannot be placed on a weapon and set to activate when the weapon strikes a foe. Once cast, a symbol's triggering conditions cannot be changed.

The caster ignores the effects of his own symbols, and cannot inadvertently trigger them. When scribing a symbol quickly, the caster can instantly attune any number of creatures to the symbol, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the caster is aware of their presence.

When creating a carefully inscribed rune, the caster can specify a password or phrase that prevents a creature using it from triggering the symbol. The caster also can attune any number of creatures to the symbol, but this can extend the casting time. Attuning one or two creatures takes negligible time: attuning a small group (up to 10 creatures) takes an hour. Attuning an entire household (up to 25 creatures) takes a day. Attuning larger groups takes proportionately longer, as the DM sees fit.

Effect:

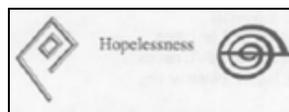
When triggered a symbol affects all creatures within a 60-foot radius, except for the caster and any individuals attuned to it. If a symbol has a passphrase, anyone using it remains immune to that particular rune's effects so long as the individual remains within 60 feet of the rune. An individual who leaves the radius and returns must use the passphrase again. Once triggered the Rune's effect takes place immediately (no Save). There is one exception; a Magic-User, and any other creature which can cast Magical spells, may make a Save vs. spell if the symbol is merely touched or read (rather than passed). If the save is successful, the symbol has no effect on that creature. A symbol remains active until its duration expires: creatures that subsequently meet an active symbol: triggering conditions suffer its effects. The symbols described below are the most commonly known.

Lesser Symbols:

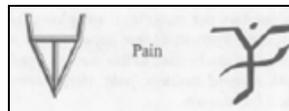
Fear: This symbol can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the 4th level wizard spell, Fear. If scribed in the air, this symbol imposes a 4 penalty to saving throws against the fear effect. If the rune is carefully engraved on a surface, the saving throw penalty increases to -8.. Victim runs away from symbol at 3x running rate (con. check end 3rd round / each 2nd rounds, or sustain heart attack) for 30 rounds.



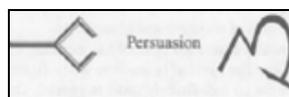
Hopelessness: All creatures within the radius must attempt saving throws vs. spell, at a -4 penalty if the rune is carefully engraved on a surface. If the saving throw fails, the creature suffers from hopelessness for 3d4 turns. It submits to simple demands from foes, such as to surrender or get out; the effect is similar to the 3rd-level wizard spell, suggestion. If no foes are present to make demands, there is a 25% chance that the creature takes no other action than to hold its ground. If the creature remains free to act there is a 25% chance it will retreat from the rune at its normal movement speed. In either case, the creature can defend normally if attacked.



Pain: Creatures within the radius suffer wracking pains that reduce Dexterity scores by two points and impose a -4 attack penalty. Both effects last 2d10 turns. This symbol can be scribed quickly or carefully engraved on a surface.

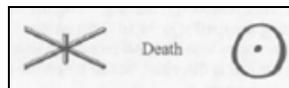


Persuasion: This symbol can be quickly scribed or carefully engraved on a surface. Each creature within the radius must attempt a saving throw vs. spell, at a 4 penalty if the rune is carefully inscribed on a surface. If the saving throw fails, the creature becomes the same alignment as the caster for 1d20 turns. During this time, an affected creature becomes friendly to the caster as though subjected to the 1st level wizard spell, charm person.

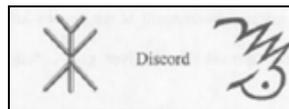


Greater Symbols:

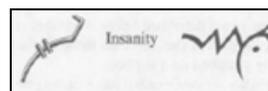
Death: One or more creatures within the radius, whose total hit points do not exceed 75, are irrevocably slain as though struck by the 6th level wizard spell, Death spell. It doesn't effect creatures with 76 hp or more. This symbol must be carefully engraved on a surface. The corpse remains on the spot.



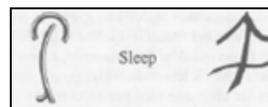
Discord: All creatures within 60 feet immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, they are 50% likely to attack each other, or is otherwise confused, or the spell is dispelled. Bickering lasts 5d4 rounds, fighting lasts 2d4 rounds. Symbol permanent until Dispel Magic. This symbol must be carefully engraved on a surface.



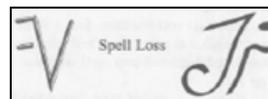
Insanity: One or more creatures within the radius, whose hit points do not exceed 120, become insane and act as though affected by the 4th level wizard spell, Confusion. and can't attack, cast spells, or use special abilities or items. Victim can walk, but must be carefully tended or becomes a hazard for himself and surroundings. Effect permanent until Dispel Magic spell or by a Cure Insanity, Cure All, Heal, Restoration, or Wish spell is used to remove the affliction. This symbol must be carefully engraved on a surface.



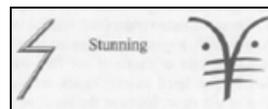
Sleep: Creatures within the radius fall into a catatonic slumber if they have 8+1 Hit Dice or less (characters are affected if 8th level or less). The victim falls asleep, and can't be awakened. The victim will awake normally in 10+1d10 hours or if a Dispel Magic is used. Sleeping creatures cannot be awakened for 1d12+4 turns. This symbol must be carefully engraved on a surface.



Spell Loss: Any Caster who reads, touches, or passes this symbol loses one memorized spell, if any, chosen at random if more than one spell is memorized. The spell is simply forgotten, not discharged, or "stolen" to be stored elsewhere. Unlike other symbols, Mages do not get a save to avoid the effects: The Rune is specially designed to affect them. Any other creature within the radius immediately loses 1d4 spells from memory. The DM should determine which spells are lost randomly. Creatures with no memorized spells are unaffected. Creatures that have some memorized spells, but not enough to satisfy the loss, suffer no effect beyond the loss of all memorized spells. This symbol must be carefully inscribed.



Stunning: One or more creatures within the radius, whose total hit points do not exceed 160, are stunned for 2d6 Turns as with the Power Word: Stun spell. Stunned creatures drop what they are holding and cannot take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like powers, fight, or move freely. Movement is limited to one-third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus. This symbol must be carefully engraved on a surface.



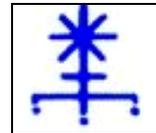
Entrap Any being who touches or passes over this symbol must save vs. spells or be swallowed—imprisoned within an extradimensional space to which the Rune is the entrance. This imprisonment lasts for 1 turn / level of the caster of the symbol or until freed. Imprisonment will not harm a victim unless he is badly wounded and in need of aid when entrapment occurs; victims can breath normally and are at a comfortable temperature and humidity(based on the average Human, or equal to those of the caster). A symbol of this sort can trap any number of beings at once, although entrapped beings will not know of one another's presence, and will not be able to attack, communicate, or enact Magic upon each other. An entrapped victim may be freed by casting a Successful Dispel Magic upon the Rune, or by spilling a potion of freedom over it—although if multiple creatures are imprisoned, there is no way of ensuring the desired one will be freed will either of these methods (a wish if properly applied will). Freed creatures reappear on the Rune—a particular entrap symbol can affect a specific individual only once—and have no knowledge what has happened to them. If a Disintegrate spell is used on the surface the Rune is placed on, this sort of symbol will be destroyed—along wit any entrapped creatures within. If a creature has some extradimensional space brought with him, both spaces will cease to exist and the unlucky victim will land in some Outer Plane or in the Astral Plane itself.



Teleport The Rune resembles the Magic user spell;Teleport in all respects. The victim will be teleported to some by the caster of the symbol predestined destination, just as per normal Teleport spell, but without any chance for failure. This spell needs that the caster teleports to the destination beforehand (within 1 month), the spell will then copy the last teleportation the caster made.



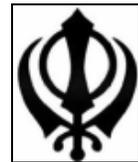
Polymorph The Rune resembles the Magic user spell; Polymorph Other in all effects. The victim is polymorphed into some by the caster predestined creature. This last until Successfully dispelled.



Charm The victim is charmed as per Charm Person spell, and wants to be true friends with the caster of the symbol. This effect is clearly only when the victim sees the caster (picture, Image, or real), or until someone speaks unfriendly about the caster and using its name. This spell will last until successfully dispelled.



Geas The victim is geased as per normal Geas spell to do something predestined by the caster. This Geas will last until removed or the Geas is solved. The caster must clearly specify all need to know to fulfill the geas as normal by casting a Geas, this will mentally be given to the victim. Else the Geas will fail.



A successful dispel magic removes the effects of a symbol from a creature, unless the symbol's effect is instantaneous (death, spell loss) or the description specifies another remedy (insanity).

Permanent Symbols:

A symbol can be rendered permanent with the 8th level wizard spell permanency, provided the rune is carefully engraved upon a permanent, non-portable surface such a wall or door. A permanency spell indefinitely extends a symbol's basic duration of one turn per caster level. When triggered a permanent symbol usually glows for about a turn each time it is activated but there is no limit to the number of times it can be triggered. If the symbol can affect only a limited number of hit points of creatures, the limit applies each round. For example a permanent symbol of death can slay 80 hit points of creatures every round.

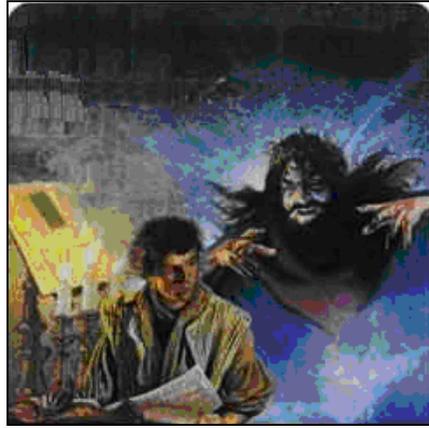
The rune itself can be removed with a successful Erase spell or a successful dispel magic targeted solely on the rune. The destruction of a surface upon which a symbol is inscribed destroys the rune, but also triggers its effects.

Sympathetic Magic 1

Range: 0
Duration: 1 rd./level
Casting Time: 1 rd.
Area of Effect: 1 creature or object
Components: Some material focus associated with the creature or object. This can be, for example, a lock of hair, fingernail parings, a sliver of wood or metal, and the like. The material is destroyed in the casting.

Saving Throw: None
Cleric Level: 3 very rare

This spell allows the caster to make a divination about a specific person or thing, if some portion of the subject is available to the caster. The caster can roughly perceive the current location and condition of the subject (dead or alive, healthy or wounded, etc.). If a creature is strongly aligned with good or evil, this is also learned. If the subject is on another plane, out-of-phase, in another dimension, traveling in time, or similarly absent only this fact is perceived. This divination is blocked by any magic of equal level or greater that wards against divinations.



Sympathetic Magic 2

Range: 0
Duration: 3 rds./level
Casting Time: 1 rd.
Area of Effect: 1 creature or object
Component; Part of the subject the priest holds. This can be, for example, a lock of hair, fingernail parings, a sliver of wood or metal, and the like. The material is destroyed in the casting.

Saving Throw: None
Cleric Level: 5 very rare

This spell, like sympathetic magic 1, allows the caster to make a divination about a specific person or thing, if the caster has a fragment of material associated with the subject. The caster can roughly perceive the current location and condition of the subject (dead or alive, healthy or wounded, etc.). If a creature is strongly aligned with good or evil, this is also learned. If the subject is on another plane, out of-phase, in another dimension, traveling in time, or similarly absent sympathetic magic II allows more precise divination about location and state. The caster can, in addition, exercise control over a creature that is the subject of the spell in a way similar to the 3rd-level wizard spell suggestion, though this influence is lost if the caster tries to force the creature to endanger itself. This power can be used only in the present, and cannot change the past or shape the future.



Tame Animal

Range: 10 yds.
Duration: Permanent
Casting Time: 9
Area of Effect: 1 animal
Saving Throw: None

Shaman, humanoid shaman Level: 6 uncommon.

This spell allows the shaman to take an animal as a tame and loyal pet. In order to do this, the shaman must perform some act that earns the creature's gratitude, casting the spell immediately following. The beast must be of animal-level intelligence, and cannot be magical or fantastic. Examples of such services include: freeing the animal from a snare or trap, or defending the ~ whistled for, running to fetch help on another command, attacking with its hooves, etc.), while notoriously stupid beasts-like sheep-an master only a single command.



Tanglefoot **Selective Passage**

Range: 240 yards
Duration: 2 turns/level
Casting Time: 2 turns
Area of Effect: 100 sq. yards/level
Save: None

Cleric 4, Druid 4, Dervish 4 spell. rare

This spell temporarily doubles the movement cost of one region of ground. Units allied to the Cleric are unaffected and movement is made at normal cost; only enemy units suffer the penalty. A variety of effects result from the spell depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc. When casting this spell, the Cleric must have an uninterrupted line of sight to the terrain to be affected. The Cleric can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of Tanglefoot. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. Detect magic will reveal that the area is magically affected.

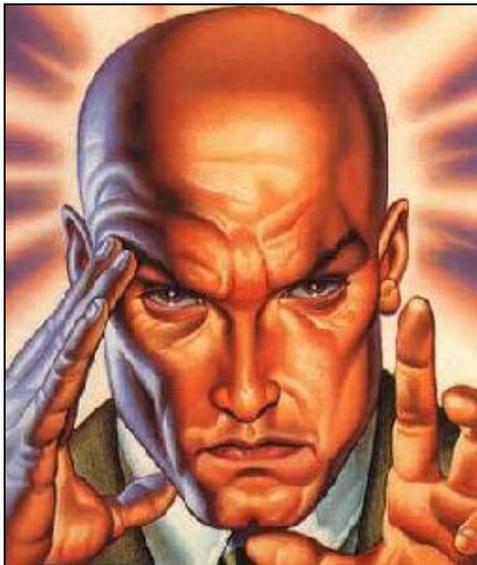
The reverse of this spell, **Selective Passage**, cuts the movement cost of an area in half (round fractions up) for friendly units.

Telepathy

Range: 30 yds.
Duration: 1 turn + 2 rds./level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

Clerics 3 of Air/Thought immortals Level: rare

This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language. Telepathy does not give either participant access to the other's thoughts, memories, or emotions. Participants hear only thoughts that the other participant actively sends. Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed. A priest can establish separate telepathic channels to multiple individuals.



Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes telepathy with Aka the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Aka and Zymor, but Aka and Zymor cannot communicate with each other. Balfas, however, can send a thought so that only one of the two participants receives it. If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

Teleport

Range: 10'
 Duration: Instantaneous
 Casting Time: 2 rounds
 Effect: Transports one creature with all equipment carried

Component: Vocal *Mobilicorpus*
 Save: Negates

Shaman 5 spell.

This spell instantly transports the caster or other recipient to any unoccupied ground-level destination on the same level of existence! An unwilling victim may make a Save vs. spells to avoid the effect. The recipient arrives at the destination with all equipment carried. The destination can not deliberately be one known to be occupied by a solid object, or above ground level. The chance of arriving safely depends on how carefully the caster has studied the destination area. Any creature teleporting into a solid object is instantly killed.



For each teleport, the DM rolls 1d100. And follows the next table.

Casual knowledge means that the caster has been there once or twice, or is visualizing the aiming point through Magical means.

General knowledge means that the caster has been to the area often, is his home or study or has spent several weeks studying the area Magically (via Crystal Ball, etc.).

Exact Knowledge means the caster has made a highly detailed personal study of the landing point (this takes several months, or is granted by special Magical means temporarily). Unknown speaks for itself. If this spell is cast on Outer Planes it loses one dimension (as all other non-Immortal or extra-planar objects or beings) and becomes in function, duration and effect equal to a normal fly spell.

Table 1 Knowledge of Destination				
Unknown	Casual	General	Exact	Result
01-10	01-50	01-80	01-90	Success (use table 2)
11-40	51-75	81-90	91-95	1d10 x 10' too high (can be in Solid Matter = instant Death)
41-80	76-95	91-95	96-98	1d10 x 10' too low (can be in Solid Matter = instant Death)
80-00	96-00	96-00	99-00	Exact with Magical Disruption (use table 3)

Table 2 Displacement on success (never into solid Matter, but loose Matter will be displaced)				
1d8	Unknown	Casual	General	Exact
1	1d20' North	1d12 feet North	1d6 feet North	1d4 feet North
2	1d20' North-East	1d12 feet North-East	1d6 feet North-East	1d4 feet North-East
3	1d20' East	1d12 feet East	1d8 feet East	1d4 feet East
4	1d20' South East	1d12 feet South-East	1d8 feet South-East	1d4 feet South-East
5	1d20' South	1d12 feet South	1d6 feet South	1d4 feet South
6	1d20' South-West	1d12 feet South-West	1d6 feet South-West	1d4 feet South-West
7	1d20' West	1d12 feet West	1d6 feet West	1d4 feet West
8	1d20' North-West	1d12 feet North-West	1d6 feet North-West	1d4 feet North-West
9-12	Exact	Exact	Exact	Exact
13	Temporal displacement 1d4 days back in Time.			
14	Temporal displacement 1d4 days forward in Time.			
15	Psychic winds causes the teleported to become lost for 3d10 days in the Astral and or Ethereal Plane.			
16	Energy displacement drains 1d4 power from the Magical objects (if total then item disintegrates –Artifacts are immune)			
17	Energy displacement gains 1d4 power to the Magical items (charges–Artifacts are immune)			
18	Too much Dimensional travel wears out the Planar borders, preventing travel for 1d4 days on that Plane			
19	Mind wipe, all memorized spells are lost			
20	A unstable hole to another Dimension or Plane opens up for 10d10 rounds, and causes Dimensional pulling winds (25% chance) in a 100' radius (save Breath -1 /10 nearer to the rift or be pulled in.			

Table 3 Magical disruption	
1d100	Effect
1	Teleported successfully but drained of all active Magic
2	Teleported successfully but drained of 1d4 levels
3	Teleported successfully but drained of 1d20 hp
4	Teleported successfully but lost all items
5	Teleported successfully but lost 1d4 items randomly
6	Teleported successfully but lost 1 Magical item randomly
7	Teleported successfully but temporarily slowed (as per normal spell)
8	Teleported into the Ethereal Plane (overlapping Prime Plane destination)
9	Teleported only all items to the destination area
10	Teleported only 1d4 Magical items randomly to the destination area
11	Teleported all metals only to the destination area
12	Teleported all Gold, Silver, Platinum, etc. only to the destination area
13	Teleported all gems only to the destination area
14	Teleported but also with all area 10' around the caster (including earth, stone etc.)
15	Teleported Soul to Limbo (thus Death, the body remains behind and the soul acts like a normal body in Limbo)
16	Teleported to a random destination 1d100 x 10 miles from the original destination on the same Plane of existence
17	Teleported to an alternate universe where some or all will be different to the caster

18	Teleports	1d4	Astral Hounds in front of the caster
19	Teleports	1	Lesser Demon in front of the caster
20	Teleports	1d4	Lesser Demons in front of the caster
21	Teleports	1	Greater Demon in front of the caster
22	Teleports	1d4	Earth Elementals in front of the caster
23	Teleports	1d4	Water Elementals in front of the caster
24	Teleports	1d4	Fire Elementals in front of the caster
25	Teleports	1d4	Air Elementals in front of the caster
26	Teleports	a party of 2d4	adventurer Diaboli in front of the caster
27	Teleports	1	Soul Eater in front of the caster
28	Teleports	1d10	Earth Fundamentals in front of the caster
29	Teleports	1d10	Water Fundamentals in front of the caster
30	Teleports	1d10	Air Fundamentals in front of the caster
31	Teleports	1d10	Fire Fundamentals in front of the caster
32	Teleports	1d10	Plasms in front of the caster
33	Teleports	1d4	Giant Plasms in front of the caster
34	Teleports	1	Nightwing 1d100' from the caster
35	Teleports	1	Nightcrawler 1d100' from the caster
36	Teleports	1	Nightwalker 1d100' from the caster
37	Teleports	a large amount of	Ethereal Goo (10cubic feet per level of the caster) in front of the caster
38	Teleports	the mass of 1000 gp of	Gold ore in front of the caster
39	Teleports	the mass of 1000 gp of	Gold ore in the place of the teleported caster
40	Teleports	the mass of 1000 sp of	Silver ore in front of the caster
41	Teleports	the mass of 1000 sp of	Silver ore in the place of the teleported caster
42	Teleports	the mass of 1000 cp of	Copper ore in front of the caster
43	Teleports	the mass of 1000 cp of	Copper ore in the place of the teleported caster
44	Teleports	the mass of 1000 pp of	Platinum ore in front of the caster
45	Teleports	the mass of 1000 pp of	Platinum ore in the place of the teleported caster
46	Disintegrates	10 cubic feet	around the place of the arriving caster
47	Disintegrates	10 cubic feet	around the place of the teleported caster
48	Teleports	1	random creature around the caster to the destination
49	Teleports	1d4	random creatures near the point of destination towards the caster
50	Exchanges	1	random creature at the point of destination with the caster
51	Exchanges	1d4	random creatures at the destination point with the caster (he appears at one of their random positions)
52	Teleports	the destination area (10 cubic feet)	around the caster as intact as possible
53	Teleports	the destination area (10 cubic feet)	at the place of the teleported caster
54	Opens a Vortex	to the Elemental Plane of	Fire
55	Opens a Vortex	to the Elemental Plane of	Air
56	Opens a Vortex	to the Elemental Plane of	Earth
57	Opens a Vortex	to the Elemental Plane of	Water
58	Opens a Vortex	to the Outer Plane of	Ice
59	Opens a Vortex	to the Outer Plane of	Entrem
60	Opens a Vortex	to the Outer Plane of	Old-Alphatia
61	Opens a Vortex	to the Pocket Plane of	Pandius
62	Opens a Vortex	to the Dimension of	Myth
63	Opens a Vortex	to the Dimension of	Nightmares
64	Opens a Vortex	to the Outer Plane of	Pyts
65	Opens a Vortex	to the Outer Plane of	Mirage
66	Opens a Vortex	to the Outer Plane of	Draesten
67	Opens a Vortex	to the Outer Plane of	Brynn
68	Opens a Vortex	to the Astral Plane	
69	Around the teleported	caster appears a smell of	thousands of flowers for 1d4 hours
70	Around the teleported	caster appears a smell of	heavy acrid chemicals for 1d4 hours
71	Around the teleported	caster appears a smell of	heavy burned smoke for 1d4 hours
72	Around the teleported	caster appears a smell of	a lot of rotting flesh for 1d4 hours
73	Around the teleported	caster appears a smell of	much sweet honey and similar sweets for 1d4 hours
74	Around the teleported	caster appears a smell of	sour milk for 1d4 hours
75	Around the teleported	caster appears a smell of	rotting fish for 1d4 hours
76	Around the teleported	caster appears a smell of	leather work for 1d4 hours
77	Around the teleported	caster appears a smell of	ozone for 1d4 hours
78	Around the teleported	caster appears a smell of	musty moist air for 1d4 hours
79	Around the teleported	caster appears a smell of	alcohol for 1d4 hours
80	Teleported to the	destination together with	1d20 Frogs, Lizards or similar vermin
81	Teleported to the	destination together with	a swarm of mosquitoes
82	Teleported to the	destination together with	1d10 unarmed skeletons
83	Teleported to the	destination on a large	pink Cow
84	Teleported to the	destination in clothing of	the opposite sex (the original clothing is exchanged with someone elsewhere)
85	Teleported to the	destination in a hula-hoop	with a jester hat and a large bone rattle in hands
86	Teleported to the	destination area after an	"herald" introduced caster by name, alignment, profession, and status
87	Teleported to the	destination area after a	loud fanfare introduced the caster for 1d10 rounds.
88	Teleported to the	destination area while	blast of light bursts in the corresponding area's
89	Teleported to the	destination area	accompanied by a fireball like effect around the caster of equal level as the caster.
90	Caster is Magically	imbued that one of his	items become truly Magical (effect DM!)
91	Caster raised	one level of	experience
92	Caster gets	a special ability(DM)	
93	Caster has	one random ability score	raised 1-3 points for level of the caster in days.
94	Caster gets	a cigar	
95	Caster gets	a large orange	pumpkin
96	Caster gets	a small illuminate	sphere (radiating light in 2 feet radius)
97	Caster loses	his sanity temporarily	(1d20 Turns)
98	Caster becomes	insane (until cured)	
99	A permanent	one-way vortex from	origin to destination area is created
00	A permanent	vortex from origin to	destination area, and visa-versa (will collapse if ever affected by anti-Magic)

Thief's Lament

Range: 10 yards/level
Duration: 1 hour/level
Casting Time: 3
Area of Effect: 5' cube/level
Save: Negates

Cleric 3, Healer 4, Exorcist 5 spell.

A thief entering an area enchanted with thief's lament suffers a great reduction in his thieving skills. The thief is allowed a save to resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in shadows are reduced by 2% / level of the caster. A score falling below zero can be brought up by using special implements (known to the Thief class), or else simply every try fails, whatever the amount of trying. The spell affects a cube whose sides equal the caster's level times five' (a 10th level caster could affect a cube whose sides equal 50').

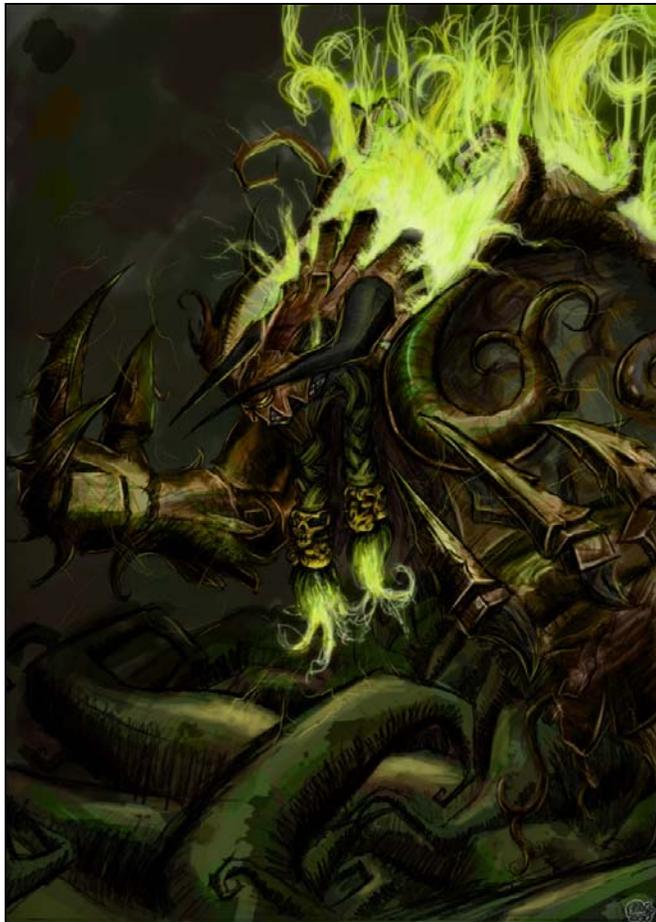


Thorn Growth

Range: caster
Duration: 5 r + 1 r / level
Casting Time: 6
Effect : The caster
Save: None

Druid 3 spell. rare

Thorn Growth is a more powerful version of the Barkskin spell. When this spell is cast, the Druid's skin assumes the coloration and texture of wood, and grows 1 inch long thorns. For the duration of the spell, the caster will have AV4, inflicts an extra 1d3 damage with each unarmed attack (including Grapples) and gains to saves +1 for every 5 levels. This bonus doesn't apply plant control magic, Fire or other effect that could normally damage plants and wood. When affected by this spell, the caster can be the source of a Hail of Thorns spell, which will function normally, although this ends the Thorn Growth spell immediately. The caster must swallow a Blessed Thorn upon casting this spell. The recipient becomes vulnerable for plant affecting spells and Magic, like Plant Death, Plant control (even that of a Treant), and fire. Any fire will now give 3 more rounds the same damage unless flushed with a large amount of water. The recipient will float in water and can't dive for more' than his Strength (he has to make a Strength check/round penalized by his current depth until failed). When his Strength check fails he will shoot straight up with a speed of 10'/3' per' depth reached before shooting up. This speed is so high that the character will shoot ½ the distance reached up above the water before falling back.

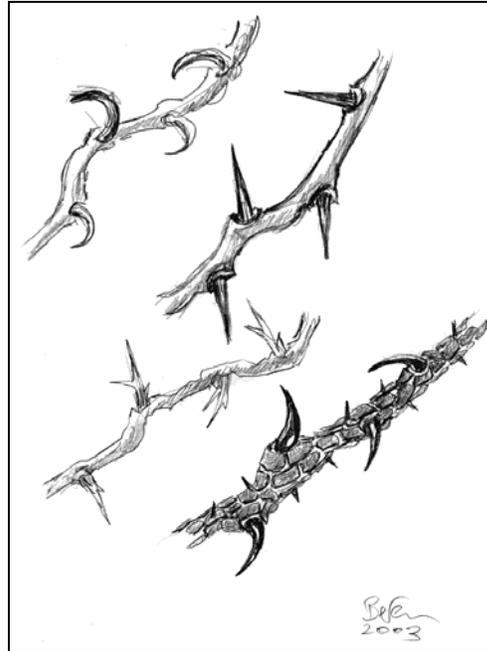


Thornspear

Range: Touch
Duration: 2 rounds
Casting Time: 1
Effect : Creates a temporary weapon
Save; None

Druid 1, Master 1 spell. rare

With this spell, a Master creates a shimmering, spear-shaped thorn or splinter of force, which can be wielded or thrown (normal to-hit chances do apply) as a spear. It will vanish into nothingness at the end of two rounds, whether it has been used or not. It is solid and can be used by any creature. Its thrusting strike does 2d6 damage, and can even pierce armor, stone, stout wood, and other normally impervious objects. Actually the armor Value of the object is totally negated. Only a magical armor Value (as that of Dragons, or a Bark-, Stone-, Snow-, Ice- or other "...skin" spell) or a natural one may partially (only 25%) be of use against the damage. This Thorn spear can be made permanent, and will radiate a faint dweomer of alteration magic. The weapon can be used effectively against enemies hiding behind a solid object, yet still known to hide there. The Thornspear will penetrate the solid barrier as if not existing. The weapon can't be further enchanted to improve damage done, or improve the chances to hit, but a character with mastery in the spear, and/or using a Spearthrower will be better in to-hit and damage or even improve the range it can be thrown at.



Thornwrack

Range: Touch
Duration: 1 thorn / level
Casting Time: 8
Area of Effect: 1 person
Components: a few Jackalope hairs
Save: Negates.

Druid 5 spell. uncommon

Thornwrack causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears each round, inflicting 1d3 damage, until all the thorns have appeared. When the number of thorns exceeds the subject's level/HD, a victim still conscious becomes immobilized by the pain, unable to take any action. One round after the last thorn erupts from the victim's flesh, the first one disappears. The thorns continue receding at a rate of one per turn. Immobilized subjects can move again once the number of thorns falls below their HD/level. For instance, say the body of a 4th level character has seven thorns. After 4 turns had passed, only 3 thorns would remain, so the victim would no longer be immobile. Cure spells can restore hp but do not eliminate the thorns. Dispel magic will end the spell but prevents existing thorns from receding. A Cure All spell cancels the Thornwrack, eliminates all existing thorns, and cures all damage. Without the benefit of magical remedies, the spell ends when the last thorn has receded.



Thought Broadcast

Range: 30 yds.
Duration: 1 turn + 3 r / level
Casting Time: 7
Area of Effect: 1 creature
Component;

Saving Throw:

Neg.

Clerics of Air/Thought Immortals Level: 4

This spell turns the subject into a thought broadcaster. For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts, making it impossible for that being to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that its thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their

sauce. This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one gains any knowledge about how the spell is cast. If the broadcaster is invisible or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," and so on). A being Hiding in Shadows will be automatically detected, while attacks against an invisible broadcaster suffer a-2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster. The subject must have an Intelligence score of 1

or more to become a broadcaster, and must have a normal mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw.



Thought Capture

Range: 0
Duration: Instantaneous
Casting Time: 4
Area of Effect: 10 yds.
Saving Throw: None

Clerics of Air/Thought Immortals Level: 1

One of the more bizarre contentions held by priests of the School of Thought is generally scoffed at by outsiders. The theory states that once a thought has occurred in someone's brain, it exists as a freestanding mental object. This thought object usually remains inside the brain of the creature that created it, but sometimes it escapes (this supposedly explains why people forget things). When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially created the thought) can pick it up again simply by hump

ing into the invisible, free-floating thought. According to the theory, this is the reason that people can regain a lost thought by going back to the location where the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this, thought capture seems to be extremely strong evidence for this theory. This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle &om the point of view of a warrior who died there, or he might gain information about the victor of the battle. The DM dictates the information provided to the priest, and thus can use this spell to provide players with important background information or can add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle. The priest gains one thought object per casting of the spell. The spell can be cast a number of times in the same locale, with the priest gaining a different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.



The Thothian Enchantment

Range: Special
Duration: Special
Casting Time: Special
Area of Effect: Binds the life force of a powerful mortal being to an object, imparting the being's magical abilities to the object.
Save: Special
Cleric 7 spell, extremely rare.



This very rare spell was invented by a skillful Thothian priest, King Haptuthep. His dream was to create a vessel powerful enough to carry him to the realms beyond the Skyshield and back. He spent a great part of his life putting the spell together, but the Alphatian empire accidentally thwarted the pharaoh's plans with a surprise invasion. King Haptuthep fled his coastal domain while his capital and palace were shamelessly sacked, and the unused magical papyrus were lost. King Haptuthep later became a lich in order to continue his struggle against the invaders. His followers were able to retrieve some of the papyrus, but they could not locate the first sheets. Haldemar of Haaken acquired these lost sheets in 1959 AY, during the war between Thyatis and Alphatia, and the remainder were taken by him from King Haptuthep's secret lair in 2000 AY. It is not known whether other copies exist elsewhere. The first few sheets could conceivably have been reproduced in Thyatis or Alphatia, while copies of the last might be found in some forgotten lair of King Haptuthep.

The spell conjures the soul of a powerful, mortal being in order to confer a large object with intelligence and some magical abilities akin to that of the conjured creature. The object becomes attuned to the thoughts of the caster. The spell was originally written with a greater sky wyrm in mind, but it could be, modified to affect other types of creatures. The spell can be cast either by a wizard (9th level spell), or by a cleric of Haptuthep's ideology (7th level spell).

The first part of the spell invokes the life force of the creature in order to seal the magical abilities within the object. The last part compels the creature's psyche to become one with the object in order to give it sentient thought. This second part is by far the more difficult to master, because the sigils used by Haptuthep are both sophisticated and cursed. In order to understand and use the second part, the caster temporarily becomes a gate between the Prime Material Plane and the Plane of Nightmares. By holding someone by the hands and gazing in his eyes, the caster can send that person to the other plane and eventually bring him back.

The spell bestows upon the caster a limited prescience that enhances his psychic perception. This grants a better understanding of the hieroglyphs, the sensing of emanations from the Plane of Nightmares in the Prime Material Plane, and the comprehension of other languages. The caster, however, cannot use any spells, magical items, or magical abilities during the time of the enchantment.

Since the spell deals with the very fiber of Chaos, Intelligence checks (or Wisdom checks for clerics) are needed at random times to avoid temporary insanity. Check once every 2d12 hours. Temporary insanity lasts 1d4 hours. Assume a failed check wastes half a day of work. Each time the caster fails an Intelligence check, his Intelligence score drops one point. Three consecutive failures to avoid temporary insanity will cause the caster to spoil the enchantment. He then phases into the Plane of Nightmare and remains permanently insane. Only a wish or a cureall spell can cure the insanity if the caster is later retrieved from the Plane of Nightmares. The caster may recover Intelligence at the rate of one point for every five successful Intelligence checks. The caster also gets a +3 bonus on Intelligence checks if he is sleeping or deliberately not working on the enchantment at the time of the check.

Completion of the spell requires 30 days of work (assume the caster can work for 12 hours each day) minus a number of days equal to the caster's initial intelligence score. The caster may interrupt his work for any length of time, but he must keep checking against temporary insanity until the enchantment is completed. The spell automatically succeeds if the caster hasn't become permanently insane by the end of the enchantment time. Upon completion, the spell binds the caster's and creature's souls to the object of interest.

The creature may alter the shape of the object in the process, and the caster gains the ability to mentally control the final object through the bound creature's mind. The creature can physically move any original part of the object that is mobile (e.g., doors, levers, windows, traps, and other mechanical parts). If the object was capable of movement, the creature can then control the object's path. Conflicts of personality may occur between the creature and the caster, just as with intelligent weapons. Should the caster die, the object will lose its powers and the creature's soul will be freed, going to Limbo. If the object is destroyed, the caster dies instantly and the creature's soul is consumed. The enchantment is permanent and cannot be broken by a mortal wish.'

Use in Play

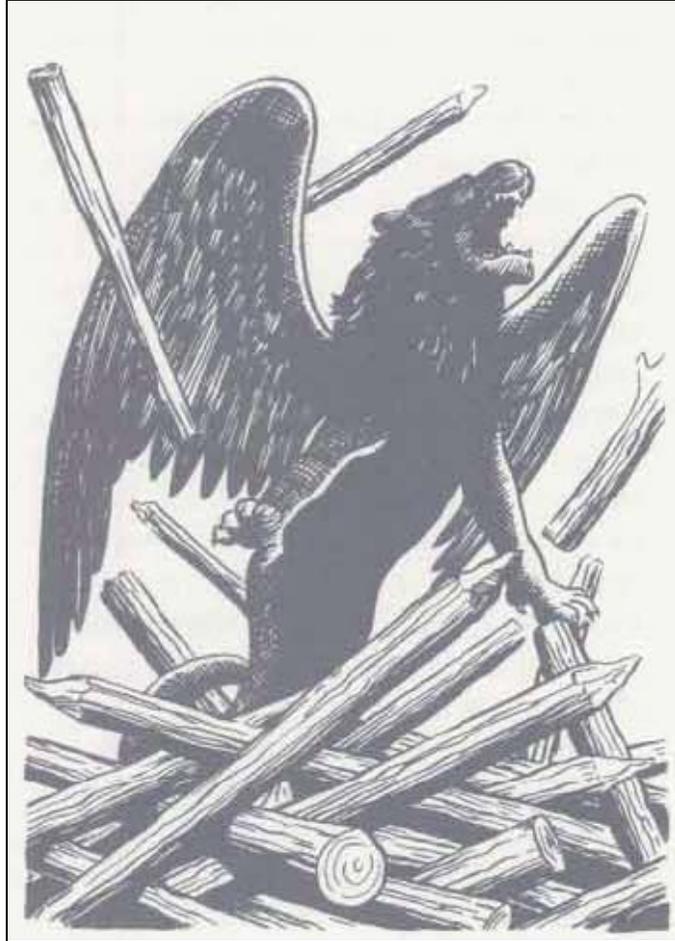
The Thothian Enchantment is a very powerful spell. If the DM allow the spell, he or she may later find that the item enchanted with it can easily overcome any foes and has become a campaign breaker. If this happens, there is a way to break the enchantment's power and get the campaign under control.

The enchantment may conveniently begin to decay (days of Dread at the end of the year would mostly do this) when the DM feels it has become a liability.

The creature bound to the ship may become unhappy or mutinous, disobeying orders or behaving whimsical at the most inopportune moments. The ship may become unreliable, with a 30% chance each day that either a magical enchantment or a mundane part of the ship may not work or may break in use. Accidents on board become more frequent and dangerous.

The original enchanter and anyone else trying to communicate with the creature bound to the vessel will realize that the enchantment is failing, and will also realize that nothing can save the ship.

A decaying enchantment can be broken by a Wish. The bound creature's soul will then be freed—it may simply leave, or, if it was mutinous or ill-treated, it may round on the characters. The ship or item remains intact or breaks apart at the DM's discretion.



Thoughtwave

Range: Caster
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Save: Special

Cleric 5, Healer 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5 spell of Air/Thought Immortals

This cooperative spell can be cast by either a single Cleric or a group of Clerics. Thoughtwave allows the Cleric to send a short but powerful message to one or more specific individuals, informing them of his situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state—anger, fear, pain, despair, etc. The caster can designate as many as 10 persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of characters by name or could target "fellow Clerics," "superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of Dopp." If more than ten individuals are in the group, those closest to the source will receive the impulse. There is no range limitation to the spell, although it can't be projected outside the plane occupied by the caster. Creatures receiving the impulse automatically know who sent it (even if they have never met the Cleric before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they are unable to pinpoint rooms, dungeon levels, or landmarks. Example, a



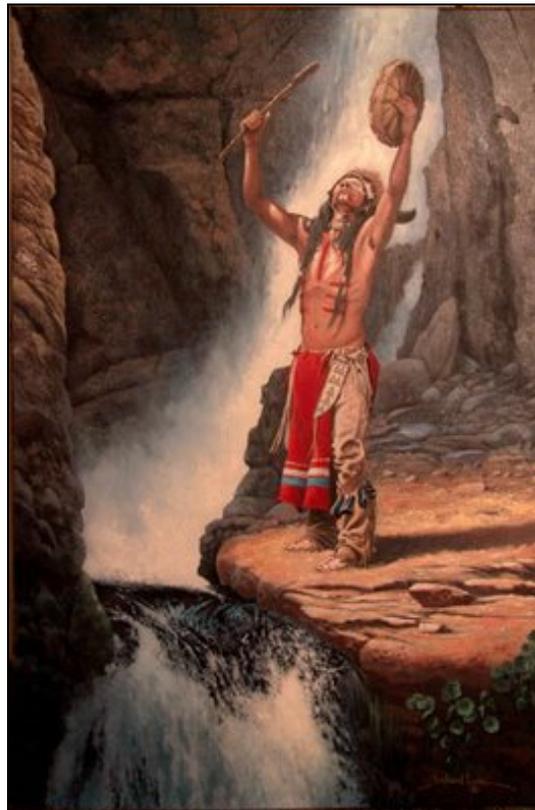
fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. Or a Cleric might suddenly sense that his Patriarch is being tortured in the Dungeons of Castle Varrack. The spell can also be cast by more than one Cleric, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, ten characters are contacted per Cleric involved in the casting. Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least 3 Clerics) causes the message to act as a Suggestion. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least 6 Clerics) gives the spell the force of a Quest. This effect is also limited to a single target. In both cases, the target is allowed a save to avoid the effect of the Suggestion or Quest.

Thunder Drum

Range: 120'
Duration: 1 round
Casting Time: 3
Effect: special
Save: special

Cleric 3, Exorcist 3, Humanoid Shaman 3, Shamani 3 spell.

When this spell is cast, it bestows upon any single percussion instrument (usually some manner of drum) the ability to unleash a deafening cacophony when played by the caster. Curiously, those within 10' of the caster are not affected by the roar of the drum—whether they are friends or enemies of the caster. Beyond the 10' "safety zone", the effects of the drum are quite fearful. All characters with fewer HD than the caster are instantly overcome with panic and must flee in absolute terror for 2d6 rounds. Creatures with hit dice equal to the level of the Shamani are entitled to a Save vs. spells to avoid the panic causing roar of the drums, while those creatures with more HD than the caster may save at +4 bonus to their roll. Regardless of level, all creatures (outside the "safety zone") hearing the beating of the Thunder Drums suffer a number of damage equal to the level of the caster (save for none).



Thunderclap

Range; 0
Duration; instantaneous
Casting Time; 6
Area of Effect; 30' radius and cone 40' long x 20' wide at end
Component; An intact fresh Oak leaf
Saving Throw; Special
Druid 3, Cleric 3 spell, very rare

To cast this spell (also known as Thundercone), the druid takes an oak leaf in hand and slaps that hand against any hard object (including the other hand). The result is a sound very much like a Thunderclap that can be heard miles afar. Any creature within 30' of the druid is stunned and deafened unless a successful saving throw vs. spells is made; in which case the creature is only temporarily deafened for 1d10 rounds. Creatures within the area of the cone are deafened (no save). Further they must save vs. spells or be stunned (reeling and unable to attack) for 1d2 rounds as well. A stunned creature can't initiate or continue any action for the remainder of the current round or the next round. Attacks made while deafened are at a penalty of -2. Deafened creatures have a -3 penalty when rolling for surprise. Deafened creatures receive an additional saving throw vs. spells each round, with success indicating that their hearing has returned. The caster is immune to the spell's effects but not to the secondary effects (avalanches, cave in, alerted animals, humanoids or enemies, etc.). The spell causes no



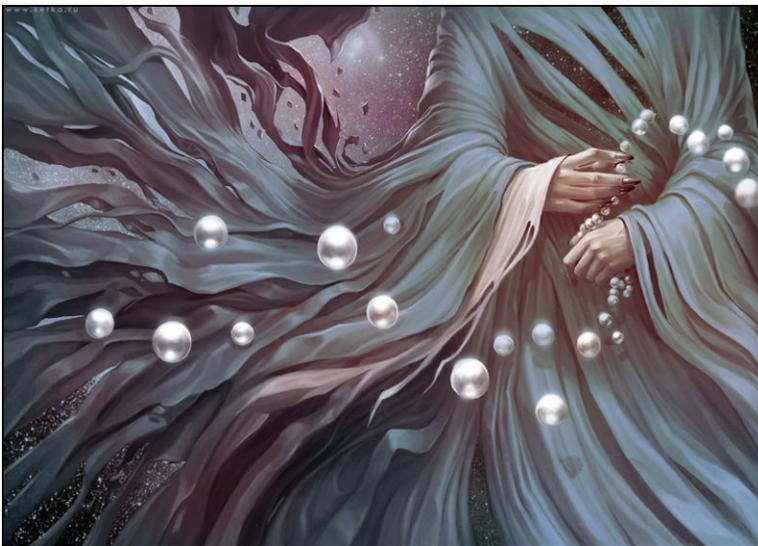
damage.

Time Pool

Range: Touch
Duration: 1 r / level
Casting Time: 1 round
Area of Effect: Special
Save: None

Cleric 5, Healer 5, Exorcist 4,
Humanoid Shaman 5, Druid 5,
Dervish 5 spell. Of Time Immortals
only.

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell. Time pool will not reveal images from other planes of existence. The spell's success is not automatic. The caster must know the general nature of the event he wishes to view (i.e., "Show me the murder of King Thamak").



Base chance of viewing the desired scene is 50%, modified to a maximum of 90%:

+5% / caster's Wisdom above 15.

+20% if caster successfully used Time Pool to observe the same event before.

+20% if the event is one in which the caster participated.

+10% if the caster is well informed about the event.

+5% if the caster is slightly informed about the event.

-5% if caster only heard of the event.

The caster can't communicate or otherwise interact with the image. Spells can't be cast into the Time pool.

Tomb Ward

Range: Touch
Duration: Special
Casting Time: 1 day
Area of Effect: 1 tomb, a cube 30'
Components: The holy symbols of each priest involved.

Saving Throw: None

Clerics Level: 7 rare

This spell enables the priest to cast a conditional curse upon a tomb. Anyone violating the tomb becomes subject to the curse. At one point during the casting of this spell, the priest must cast either a divine curse or ancient curse spell to define the effects. It takes a full day to cast this spell, and the priest cannot be interrupted at any time during the casting. The caster must walk through all the passages and rooms of the tomb, marking the walls, floors, ceilings, and doors with signs of the curse. During this time, the priest also sets down the exact conditions that will trigger the curse. They can be as simple as "any creature entering this tomb" or as complicated as "any mortal disturbing the remains of the king, removing his burial treasure, breaking or destroying his possessions, or defacing the tomb." The DM determines the exact effects. In general, the wording of the curse should be interpreted literally, though vague or unclear passages should be given unfavourable interpretations. The sized of the warded tomb is limited; it can comprise an area no larger than a cube 30 feet on a side. If other priests assist the caster, however, each additional priest adds 10 feet to each side of the cube. Therefore, seven priests (including the caster) can ward a cube-shaped area up to 90 feet on a side. The material components are the holy symbols of each priest involved. The symbols must be left in the tomb, frequently buried in the walls or floor. Optionally, a creature of the same race as the priest can be entombed alive instead of the holy symbol. A combination of creatures and holy symbols is acceptable, so long as each priest leaves one component. **Entombing living creatures as a part of the spell is an evil act.**



Tongues **Babble**
 Range: 0
 Duration: 1 turn
 Casting Time: 7
 Area of Effect: The caster
 Components: Vocal ; *Nonconfusio*
linguarum, *Confusio*
linguarum

Saving Throw: None
 Clerics or exorcists Level: 4
 This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way. The priest can speak one additional tongue for every three levels of experience.

The reverse of the spell, bubble, cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.



Totemic Image
 Range: 0
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Shaman Level 1 Shamani 1, Savage cleric 1 spell. Rare

Totemic magic is invoked by the practitioner painting or inscribing an image that conveys magical powers upon anyone hearing that image. Most totemic images take several hours to properly create, making such magic impractical for the average adventuring spellcaster. On the other hand, totemic inscriptions are powerful and can be prepared in advance based upon anticipated situations. Totemic image bonuses of the same type are generally not cumulative, nor can the same totemic image usually be applied multiple times to increase the effect. At 1st level (or whenever the spell is learned), the shaman learns one image that corresponds to his or her personal totemic animal; one additional totemic image can be learned at each additional experience level. A shaman can learn the totem magic only of those creatures with which he or she is familiar. Each image must be inscribed or drawn upon an appropriate surface. This can be done with a hive, paint, or other pigments. Once the image has been inscribed, the object functions as described below. Some images have a time limit after which the image is still visible, but has lost all its power. Such images can be renewed, a process that does not actually involve redrawing the image, but requires the same amount of time, during which the shaman chants over the image. Totemic images can be inscribed into items that will function for other individuals, but these require that some token from the individual he worked into its creation—a few hairs, a drop of blood, some object the individual has personally gathered on a special quest.



Name (Duration / Casting Time); Effect
Bear / Elephant (1 day / 1 hour):

This image can be inscribed upon an amulet, pendant, weapon, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to his or her constitution.

Boar / Warthog (1 day / 1 hour):

This image can be inscribed upon an amulet pendant, weapon, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer can remain active at -5 hit points or above.

Coyote / Jackal (1 day / 12 hours):

The image of the crafty Coyote, inscribed upon a weapon, amulet, or piece of clothing brings bad luck to enemies. At the wearer's option, one opponent per encounter may suffer -1 penalty to hit, +1 penalty to AC, or -1 penalty to all saving throws. The wearer must decide upon the effect for each opponent. The decision cannot be changed or revoked.

Dolphin (3 months / 3 days):

This image is often carved or painted along the gunwales of canoes and small boats. It provides a +15% bonus to all Seaworthiness checks. Many Dolphins may be inscribed often in association with the Gull image, but multiple images do not increase the symbol's effectiveness.

Eagle (1 week / 1 hour):

The sign of the Eagle increases the accuracy of a missile weapon. When inscribed on an arrow, quarrel, sling stone, or spear, an Eagle symbol improves the missile's chances to hit (not damage) by +1. This symbol can be inscribed only on a missile. More than one Eagle image can be inscribed upon a missile. Two images have no further effect, but three images increase the bonus to +2. This is the maximum number of images allowed. The Eagle image can be used with the Shrike and Hawk images. Once the missile is used the power of the image is expended.

Firefly / Scarab beetle (1 day / 1 hour):

This image can be carved upon a staff, wand, or amulet. It provides the equivalent of the 1st level priest spell light on command. The light can be extinguished and renewed as the bearer wills for the duration of images' power.

Fox / Monkey (1 Day / 1 Hour):

When inscribed upon an amulet, a cloak, or a pair of gloves, the fox symbol adds +10% to all thief skill rolls for the image duration.

Gull (3 months / 3 days):

The totemic image of a gull can be carved or painted on the mast or tiller of a ship. It adds 60'/20' to the ship's movement rate. While numerous Gulls are often inscribed on a ship, sometimes intertwined with dolphins and other sea images, multiple images do not increase the symbol's effectiveness.

Hawk (1 week / 1 hour):

When inscribed on an arrow, spear, or other missile weapon, this symbol increases short, medium and long ranges by 20' each to 60' total. Thus a short bow's range (50 / 100 / 150), becomes (70 / 140 / 210). The hawk image (as the eagle) can be inscribed only on the missile itself. Only one hawk image can be inscribed on a missile at any one time. This symbol can be used with the Eagle and Shrike images, within the limitations under those symbols. Once the missile is used, the power of the symbol is expended.

Horse/ Zebra (1 day / 1 hour):

This image can be inscribed upon a pair of shoes, boots, or sandals. While bearing the symbol, the user has an increased movement rate of + 60' / 20'.

Mountain Lion / Tiger (1 day / 1 hour):

This image can be inscribed upon an amulet, pendant, or any piece of jewelry or adornment. While wearing the object, the bearer is surprised only on a roll of 1.

Otter / Crocodile (1 day / 1 hour):

The bearer of this symbol, which can be inscribed upon a pendant, amulet, brooch, torc, or circlet, receives a +1 saving throw bonus against spells and mental attacks.

Salmon / Python (1 months / 3 days):

This symbol can be carved on the gunwales of a small boat. Like all boats, the vessel can then move down-stream freely, but it can move upstream at half of the current, without the occupants having to row or expend any similar effort.

Shrike (1 week / 1 hour):

A single Shrike symbol increases a missile's damage by +1. Like the Eagle and the Hawk images, it can be inscribed on a missile. Three Shrike symbols increase damage by +2, the maximum bonus. The Shrike image can be used with the Hawk and Eagle image. Once used the power of the image is expended.

Snake (1 day / 1 hour):

The snake symbol can be inscribed upon an amulet, pendant, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer reduces the saving throw of any creature the bearer casts a Charm or Hold spell on by 1.

Stag / Cheetah (1 day / 1 hour):

The stag symbol can be inscribed upon an amulet, pendant, clothing, armor or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a + 60' / 20' to his or her movement rate, and the ability to make running leaps of +20, useable in one encounter.

Thunderbird / Lion (1 day / 1 hour):

This image symbol can be inscribed upon an amulet, pendant, clothing, armor or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to attack rolls and a +1 bonus to any saving throw or other rolls against fear.

Tortoise / Rhinoceros (1 week / 1 day):

The tortoise symbol can be inscribed upon an amulet, pendant, clothing, armor. Once inscribed, the symbol improves the wearer's AV by 1. only one such symbol can be worn by an individual at any time.

Whale (3 months / 3 days);

Ships with this image carved into the strakes, gunwales, or ram need not make seaworthiness check if the ram another vessel, if ramming an individual it will inflict 2d6 points of damage per 20 cargo tons (to a maximum of 20d6) against living creatures.

Wolf / Hyena (1 day / 1 hour);

This image can be inscribed symbol can be inscribed upon an amulet, pendant, clothing, armor or virtually any object that can be kept on an individual's person. While wearing the object, the person receives a +1 bonus to any tracking roll.

Totem Mastery

Range: 240'
Duration: 1 Turn / level
Casting Time: 5
Effect: One totem
Save: None

Shamani 5 spell.

In order to cast this spell, a Shamani must capture the totem animal of his intended subject and some of his hair, skin or such. This can be done with or without the knowledge or permission of the victim. Once captured, this spell is woven over the animal. From that point on, until the end of the spell's duration, anything that affects the animal will also affect the spell's subject (and vice-versa). Thus, if the animal were given a sleeping potion, the subject would also fall asleep. This extends all the way to the point of death, with the demise of the animal also bringing on the death of the subject. When the spell is first cast, its victim is allowed a Save to avoid the effects and negate the spell. If it fails, he is wholly subject to the Shamani's treatment of the totem animal.



Touch of the Styx

Range; Touch
Duration; Instantaneous
Casting Time; 7
Area of effect; creature touched
Saving throw; negates

Exorcists, clerics, humanoid shaman 4 (Rare for planar priests, unlikely to be learned except through visiting the lower outer Planes.

This spell is a more potent version of the 2nd level wizard spell forget. Touch of the Styx causes the subject to lose all memory of the last 24 hours unless a saving throw is made. There is no way of restoring this memory except by relearning what occurred from other sources.

In addition to the normal verbal and somatic components, this spell, requires that the caster have touched the true waters of the Styx sometime in his life. This spell is not used by priests aligned with the archons on Mount Celestia (upper Outer Plane). Canny spell casters know that touching the Styx on the plane of pandemonium, has no effect on memories—a convenient loophole for would-be casters of this spell.



Tracking

Range: 0
Duration: 1 turn + 1 turn/level
Casting Time: 1 rd.
Area of Effect: The caster
Saving Throw: None
Druids Level: 2

This spell detects psychic impressions left by creatures moving through an area. The druid first takes an object closely related to the creature being tracked, such as a favourite article of clothing, a lock of hair, or a blood spoor, and attunes to the quarry's psychic pattern by casting the spell on the object. After this, any psychic trace of the same pattern glows in the vision of the caster. The fresher the psychic "tracks," the brighter they glow. These impressions are visible up to two days old per level of the druid. This spell can detect the passage of creatures under the influence of a pass without trace spell; it can also detect the passage of another druid.



Trance

Range: caster only
Duration: 1 round / level
Casting Time: 5
Effect: 120'
Save: None

Shaman 5 spell.

The Shaman enters into a deep trance during which he can't move, speak, or take any action. The spell reveals whether any magical or supernatural effects are present within the area of effect. For each round the Shaman remains in the trance, the presence of any one lesser Spirit, greater Spirit, curse, or permanent magical effect within 120' is revealed. this spell .



Transfer Curse

Range: Special
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Shaman, humanoid shaman Level: 4 uncommon

Very similar to the transfer offense spell, this spell transfers a curse or malign spell from its victim to an animal the original caster. Wizards' and priests' magics, spirits' curses and the spells scapegoat. The method of casting the spell is identical-the creature is dressed with objects representing the victim of the curse, or the curse itself, and driven from the village. Any normal spell can be transferred in this way, regardless of the relative levels of the shaman and of extraplanar creatures can all be transferred.

Transfer Offense

Range: Special
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Shaman, humanoid shaman Level: 3 uncommon

This spell takes the wrong-doings of a community and ritually "transfers" them to an animal (a "scapegoat"). Any spirits that are displeased with a community will recognize the efforts by the shaman, and will accept that the burden of guilt has been shifted to the scapegoat, and thus the community's standing is restored in their eyes. This is handy if someone has misbehaved so badly that mere sacrifice is insufficient to appease the spirits, if the crimes cannot be precisely determined or if the perpetrator is unable or unwilling to beg forgiveness. An animal such as a goat or an ox is selected and symbolically dressed in the village's wrongs: representative ribbons, thongs, or ropes are tied to its horns, or the clothing of wrongdoers (if they are identified) are strapped to its back. A short speech or ceremony is then given, and the beast is driven or led away from the village, to be destroyed by wild animals. It is considered unlucky if the beast returns to the village, if a hunter should slay it and particularly- if any human, demihuman, or humanoid should eat its meat (see sidebar). The animal and the items attached to it are the focus for the spell.

Eating a scapegoat violates tribal taboos and visits trouble on the perpetrators, in addition to the effects of the tribe. These ills are permanent until countered either by the tribal shaman or by any priest of at least 12th level. Typical ills include;

- . They become sickly (Co-3 and always suffering from some petty ailment).
- . Poor hunting luck (-2 on all rolls involving hunting, tracking, fishing, archery, and the like).
- . Ancestors Curse (equal to a minor curse).
- . A spirit of roughly the perpetrators power's attacks. If slain it reappears the next month.
- . Any game they kill or meat they butcher will be rancid and fly infested with a round.
- . Any plants they tend will die within a month.

Transformation

Range: 0
Duration: 3 turns
Casting Time: 1 rd.
Area of Effect: 100-yd. radius
Saving Throw: None

The transformation spell allows the priest to alter extradimensional and relative geometries within the area of effect. This enables the priest and his companions to use extradimensional links to facilitate rapid movement as follows;

All allies of the priest are able to blink (as per the 3rd level wizard spell) once per round, with the ability to select the direction of movement.

As many as 10 creatures (designated by the priest at the time of spellcasting) can use the teleport spell. They can teleport anywhere within the area of effect of the transformation spell once during the spell.

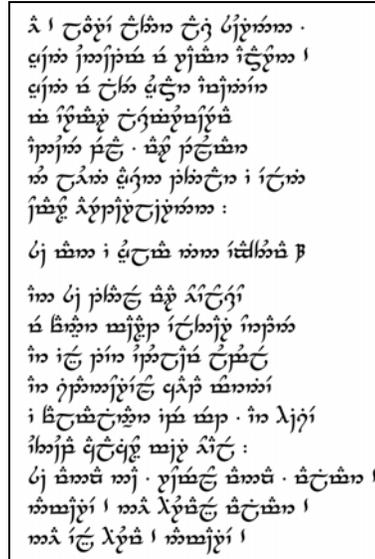
As many as 10 creatures (specified by the priest at the time of spellcasting) act as if wearing boots of striding and springing. This effect lasts for the spell duration. Notes: Common quest spell.



Translate

Range: Touch
Duration: special
Casting Time ; 1 hour
Effect: Any one living Creature.
Save: None

Cleric 2, Exorcist 3, Humanoid Shaman 2, Druid 2 spell.
This spell allows the Cleric to read texts (scrolls, maps) written in a foreign language (this includes the secret tongue Thieves' Cant). It doesn't allow the reading of magic or the deciphering of some coded message. The spell can be used in conjunction with a Scribe spell if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder or such can't be translated. The text in the picture is Tengwar (elvish).



Transmute Metal to Wood

Range: 80 yds.
Duration: Instantaneous
Casting Time: 1 rd.
Area of Effect: 1 metal object
Saving Throw: Special
Druid Level: 7

The transmute metal to wood spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a wish spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.



Transmute Rock to Mud Transmute Mud to Rock

Range: 160 yds.
Duration: Special
Casting Time: 8
Area of Effect: 20-ft. cube/level
Components; Clay and water (or sand lime, and water).
Saving Throw: None
Druid Level: 5

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round. The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance-but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind and normal drainage.



The reverse, transmute mud to rock, hardens normal mud or quicksand into sortl stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

Transmute Water to Dust

Range: 60 yds.
Duration: Instantaneous
Casting Time: 8
Area of Effect: 1 cu. yd./level
Components: Diamond dust of at least 500 g p value,
a bit of seashell, and the caster's holy
symbol.

Saving Throw:
Druids Level: 6

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mu& if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly. Only the liquid actually in the area of effect at the moment of casting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throws vs. death or he slain; however, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse is simply a very high-powered create water spell that requires a pinch of noma1 dust as an additional material component.

Transmute dust to water



Transport through Plants

Range: Infinite
Duration: Instantaneous
Casting Time: 6
Effect: Long range Teleport.
Save: None

Humanoid Shaman 6, Druid 6, Dervish 6 spell.

This spell may be used a maximum of once per day. The caster must be near plant (of any size, species or form), and must either choose a general location or a specific known plant elsewhere. After casting the spell, the caster enters the nearby plant and steps out of a plant at the destination (if the caster did not specify the exact plant, he appears from a randomly plant(determined by the DM)). There is no limit to the range, but the plants must both be living for the spell to work, and must be on the same Plane of existence. If either plant is dead, the spell fails. Otherwise, the caster immediately appears at the new location. The caster can transport two willing creatures. The caster can't reside in the plants mentioned, he just steps in and out in a single motion. This spell is not similar like Teleportation. In this spell the target is energized and travels along the underground link between equal Plants. Plants seem to have a species (sometimes even extra Species) emotional link. It is proven in Dutch laboratories 1985 that plants create a wave of energy when one plant is harmed. It is even proven that plants have a mind-reading ability. When thinking to mistreat a plant, it instantly generates this same energy wave. It is not known where this energy comes from, nor how it is generated, transported, no metal center like animals is found so far, and no understanding exists how plants react well to friendly words and music and bad against heavy or wild music and violent thoughts. This test ended with a climbing plant being added to the registering equipment, which was enhanced and added to the garage door. The plant generated a positive wave that opened the door when the owner (which treated the plant very well) approached, and not to others. It stopped forever when he seasonally cut the plant. This was in 1993.

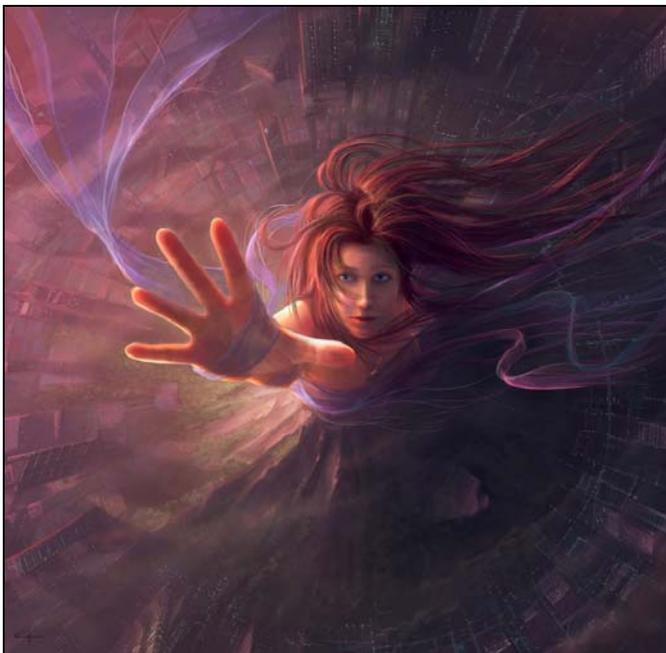


Travel

Range: caster
Duration: 1 Turn / level
Casting Time: 8
Effect: Allows aerial or gaseous travel

Save: Special
Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 6, Druid 7, Dervish 7, Shaman 7 spell.

This spell allows the Cleric to move quickly and freely between the Planes of existence. The caster (only) may fly in the same manner as given by the magic user spell, at a rate of 360'/120'. The Cleric can also enter a nearby Plane of existence, by simply concentrating for one round. He may enter a maximum of one Plane per turn. The Cleric may bring one other creature for every five levels of experience (rounded down: for example, a 29th level Cleric could bring five other creatures on the journey) to bring others, he must touch them or they must touch him while the spell is cast and the shift is made. Any unwilling creature can make a Save vs. spells to avoid the effect. The Cleric must take others with him—he can't send them while remaining behind. While the spell is in effect, the caster (only) may assume gaseous form by concentrating for one full round. If he is interrupted, no change occurs. Unlike the potion effect, all equipment also becomes part of the same gaseous cloud. In this form, the caster may travel at double the normal flying rate; 720' / 240'. While gaseous, the Cleric can't use any items or cast any spells, but also can't be damaged except by magic (weapons or spells). Also, a gaseous being can't pass through any protection from... effect or anti-magic shell.

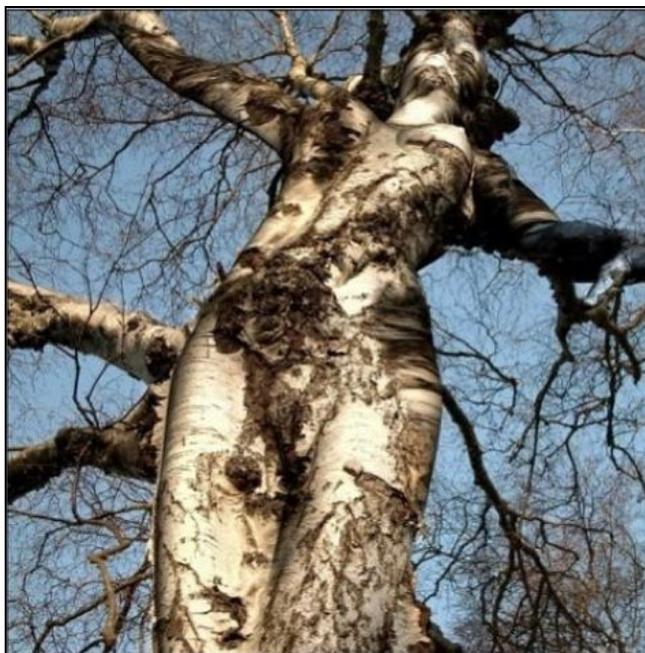


Tree

Range: 0
Duration: 1 hr. + 1 turn / level
Casting Time: 6
Area of Effect: The caster
Components: The priest's holy symbol and a twig from a tree.

Saving Throw: None
Druids level 3

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he was in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster.



Tree Spirit

Range: Touch
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 tree
Save: None
Druid 7 spell.

Tree spirit permanently links the soul of the caster with a tree, usually chosen carefully for its health, vigor, and remote environment. Casting this spell joins the life force of the Druid with that of the tree; as long as the tree lives, the caster ages at one-tenth the normal rate. (Because the spell causes the tree to devote all its Energy to maintaining health rather than growth, it always remains exactly the size it was at the Time of casting.) Moreover, the caster's spirit merges with the tree at the character's



death. No form of reincarnation or resurrection (except a wish) on the character's body will work unless it lies within 10' of the tree. One year after the caster dies, the Druid's spirit animates the tree as a Treant. (roll up Treant statistics for the tree at the Time the spell is cast, to determine the tree's AC, Hit Dice, etc.) The chosen tree must be of minimal Treant height. It will possess the caster's memories and personality but has no granted powers or spellcasting ability. It must communicate as a Treant. The character restarts his life as a 1st level Treant. However, when a Druid uses tree spirit to link with a tree, the character suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 damage, the caster also loses 4 hp; the Druid knows the tree has been harmed, but doesn't know the nature of the injury. If the tree dies but doesn't sustain enough damage to kill the caster, the character feels stunned for 1d6 rounds and must make a successful system shock roll to avoid death. Spells that heal the Druid do not affect the tree. Damage to the caster doesn't affect the tree, as the extra Energy the tree expends on Strength and health makes any damage the player sustains negligible to the tree. However, it's usually in the Druid's best interest to have an animal friend or two guard the tree. In addition, the Druid should choose the tree carefully; if the surrounding land is cleared for construction work or lumber before the Druid's prolonged life span finally ends, the character is in trouble. Casting tree spirit first requires a full month's preparation. The Druid lives near the tree during this Time of prayer and mediation. Then the character conducts a private bonding ceremony at the height of a solstice. This spell often is cast by ancient Druids, who wish to preserve their Wisdom or make sure their Groves remain defended even after their death.

Tree Steed

Range: 10 yards
Duration: 1 hour/level
Casting Time: 4
Area of Effect: One log or plank
Save: None

Cleric 4, Exorcist 4, Humanoid Shaman 4 spell.

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least 1' wide, 3 inches thick, and 3 to 10' long. Any type of wood is suitable. When the spell is cast, the log sprouts four wooden, horselike legs. The steed may be ridden like a normal horse. The steed can carry a total of 6000cn before breaking. If the steed breaks under the weight, the enchantment instantly ends and the steed again becomes a normal (although broken) log or plank. The steed obeys all



of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a MV 120'/40, or in the water SW 60'/20', floating on the surface and paddling with its legs. The tree steed must remain within 10 yards of the caster in order to move; if the distance between the steed and the caster exceeds 10 yards, the steed stops until the caster is again within range. The steed will not fight and is incapable of any action other than movement. The steed doesn't become fatigued and doesn't eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8, AV 4, HD 2, 20 hp, SV as Thick Wood. Druids greatly dislike this unnatural spell.

Treusight	Treu seeing	False seeing
Range:	Caster only	touch
Duration;	1 T + 1 r / level	1r / level
Casting Time:	7	8
Effect:	Caster	creature touched
Components;	An ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300gp per use. A concoction of oil, poppy dust, and pink orchid essence. The ointments must be aged 1d6 month. A drip of Holy Water	
Save:	none	

Cleric 5, Healer 5, Exorcist 4, Humanoid Shaman 5, Druid 5, Dervish 5, Sh. Elf Shaman 6, Shaman 5, Shamani 5 spell. This spell will enable the caster to see all things within 120'. The spell is quite powerful; the Cleric can clearly see all

invisible, and ethereal objects, as with the magic-user Detect Invisible spell. The spell will penetrate normal and magical darkness. The exact location of displaced things is obvious. In addition, any secret doors, (but not the method of opening, nor does the spell reveal traps, poison, life, hidden triggers, mechanisms, etc.), as well as creatures not in their true form—whether polymorphed, disguised, or otherwise—are seen as they truly are (exemption to this rule victims of Polymorphs older than about a moon), with no possibility of deception. The clerical version of this spell will reveal the approximate level of the target's piety (within one level), and the alignment of the target's faith. The wizard version of the spell does not reveal any piety information, but reveals alignment instead.

Furthermore, the recipient can focus his or her vision to see into the ethereal Plane or the bordering planes of adjacent planes. The range of vision is 120 feet. And does not penetrate solid objects, it in no way confers x-ray vision or its equivalent. Furthermore, the spell can't be further enhanced by any magic (including a wish).

Treu seeing (the touch variant of this spell) confers this ability upon touch on the recipient, but this version must be chosen at praying for spells. Both versions need the same spell components. Treusight has a longer duration than Treu seeing

False seeing causes the person touched to things as they are not; rich is poor, rough is smooth, beautiful is ugly. False seeing does not need to be applied on the eyes of the victim, it penetrates the blood of the recipient in 1 round affecting him or her as normal.



Trip

Range:	Touch
Duration:	1 turn/level
Casting Time:	5
Area of Effect:	1 object up to 10 ft. long
Saving Throw:	Neg.
Druid Level 2	

This magic must be cast upon a normal object a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not at all affected by a hip spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.



Truthtelling

Range: touch
Duration: instantaneous
Casting Time: 3
Effect: one living creature
Save: special

Cleric 3, Healer 3, Druid 3, Dervish 3 spell.

Any creature swearing an oath to perform an action or vouching for the truth of a statement will be cursed as the Minor Curse spell if they do not perform the action as promised or if the statement the vouched for is false. The Immortals are the sole arbiter of whether an action has been performed acceptable or whether a statement is true. They determine the nature and timing of the curse. If appropriate, use the wording of the oath as a guide. For example, if a character says; "May my Immortal strike me dead if a fail to do...", a cursed character may be struck down by a warrior of that Immortal during a battle during a subsequent adventure, or the Immortal might appear or its most powerful Cleric [nearby and strike the character with a Cause Serious/Critical Wounds spell and tell why. They make sure the curse fit the seriousness of the crime, and they Time the effect of the curse so that observers may recognize it as an judgment of the character's faithfulness to his own oath. For true believers (of their faith) there is no save against the curse effect. Unbelievers receive a save vs. spells at -4 penalty to avoid the curse. The spell can't be dispelled in any way, short of a Wish, but there is a great chance that it will instantly call forth the curse effect of the spell (50%).



Tsunami

Range; 200yards +
50 yards /
level
Duration; special
Casting time; 3 rounds
Area of effect; Wave 2ft
high and 10
ft long /
level

Saving throw; None

Druid level 7 spell uncommon

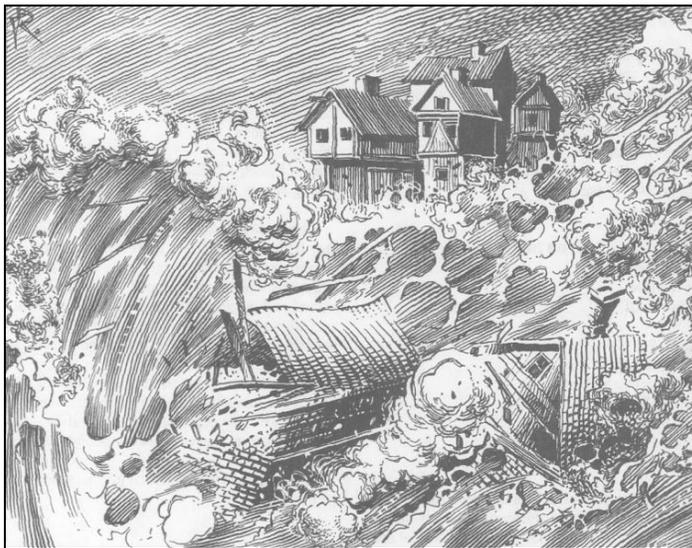
This mighty spell summons a Tsunami or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the tsunami can only be summoned from the sea, large lakes, or extremely big rivers (Amazon example). The wave is two feet high and ten feet long or each level of the caster., so a 15th level priest would summon a tsunami of 30 feet high and 150 feet wide. The wave can appear anywhere within the spell

range and immediately sweeps forward in the direction specified by the priest. This may take it out of the allowed range or even back at the caster. The tsunami moves at a rate of 240'/80' per round and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.

Ships caught by the tsunami suffer 1 point of material damage for each level of the caster, but may save vs. blows for half. If steered by a skilled captain, he may roll his piloting skill to prevent any damage, but this is penalized by 1 point for every 2 levels of the caster. If he fails the ship will suffer damage as told before. If the ship capsizes or sinks, it will disappear in 1d10 rounds with the possible loss of those aboard. Creatures (except aquatic) must save vs. death ray or be drowned in the wave. Any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the tsunami loses 5 feet of height for every 20 yard it travels; a 30 feet wave could thus wash 120 yards inland before there was nothing left of it. Any depressions are added to the height, any hills and such are taken from the height. Topography may thus greatly influence or even channel the wave's advance, a good sized hill could stop a tsunami cold, although its seaward face may be denuded of creatures and vegetation by the wave. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the tsunami currently possesses and are carried along until it ends. Air breathing creatures must make saving throws vs. death ray or be drowned outright by this treatment. Buildings suffer 1 point of material damage for each foot of current height of the tsunami. Stone buildings may save vs. crushing blow for halve damage. This spell, in the hands of a high level priest may blanket an awesome amount of territory and literally destroy or drown anything in its path. The tsunami is so strenuous a spell that the priest is fully exhausted and helpless for 1d6+3 hours, adjusted by the casters constitution adjustment in hours. After summoning it. This exhaustion can only be reversed by a wish spell.

The difference with a true and natural tsunami is that in nature the tsunami will be preceded with a lowering of the water level by the same depth as the wave is high, and in this artificial wave is followed by such a lowering of water level. After the spell ends, water will return to its normal confinements and could again flush and cause damage as explained. In this case the water will be disturbed for 1turn for each level of the caster, before it can become placid again.



Turn Wood

Range: 30'
Duration: 1 Turn / level
Casting Time: 7
Effect: Pushes all wooden items away.

Save: Negates
Humanoid Shaman 6, Druid 6, Master 6 spell.

This spell creates an invisible flat wall shaped wave of force, 120' long and 60' tall. Its midpoint can be created anywhere within 30' of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 10' per round. If the caster desires, he can stop the wave of force at any Time, but can't thereafter move it again. All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until it reaches the maximum range of 360',

and stops there for the remainder of the spell duration. The items caught are not harmed by the effect, but wooden weapons (bows, Crossbows, Most spears and javelins, etc.) and Magical items (staves, rods, etc.) can't be used while trapped in the effect. Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one full round. This spell has many useful applications during mass combat (against a group of archers or siege engines) and waterborne adventures (to move a ship). It will move wooden objects with metal attachments (such as treasure chests). However, it will not move permanent constructions (such as Buildings, including objects permanently attached to the such as doors) or other secured objects (such as trees). The force will however, swing those doors open if not held, barred or locked, the building will start to creak and twist and there is a 1% per level of the caster that the building will collapse into a large heap of loose debris. When the building or other construction holds, no objects behind it will be affected for as long as the obstruction remains intact.



Undead Plague

Range: 1 mile
Duration: Special
Casting Time: 2 rounds
Area of Effect: 100-yard square / level
Save: None

Cleric 7 Quest, Exorcist 7 Quest, Humanoid Shaman 7 Quest spell.

By means of this potent spell, the Cleric summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battlesite or graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area will yield three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards. The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell.



The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the Cleric who created them. This spell can only be cast by evil Clerics of at least 20th level and 100Pip.

Undead Regeneration

Drain undead

Range; touch
Duration; Instantaneous
Casting Time; 8
Area of Effect; 1 undead
Saving Throw; none
Evil Clerics or Shadow elf shaman 5 spell

By means of this spell, the priest can "heal" an undead, restoring it to unlife a number of hit points equal to 1d6+the caster's level. Gaseous and intangible undead can be 'touched' by the spell caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact (like draining or paralysis) with undead from affecting the caster.

The reverse of the spell, **Drain Undead**, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit points by the caster. The same protections against undead powers are given to the caster as undead regeneration confers. Only undead can be affected by either version of the spell.



Undead Ward

Range: Special
Duration: 1 turn/level
Casting Time: 2 turns
Area of Effect: 5' cube/level
Save: None
Cleric 5, Healer 7, Druid 5 spell.

This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5—a 15th level caster could affect a cube whose sides equal 75'). When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a Cleric 2 levels lower than the caster. The casting Cleric need not have the ability to turn undead himself. Thus, an undead ward created by a 10th level Cleric would turn creatures as if by an 8th level Cleric. The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the undead ward for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to reenter.



Understand Curse

Range: 10 ft.
Duration: 3 month
Casting Time: 1 turn
Area of Effect: 1 creature or object
Saving Throw: None

Shaman, humanoid shaman Level: 2 uncommon.

This spell can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions if a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this. Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a spirit, a mortal wizard, a demigod, and so on); whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell whether it's a curse or cause blindness spell, a spirit's attempts to drive a creature mad, and so on). Note that the spell does not reveal the nature of a spirit (though a local shaman may recognize the name, particularly if it is an ancestor or other spirit venerated by the people), nor the race of any mortal agent.



Unearthly Choir

Range: Caster
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Save: ½

Cleric 3, Exorcist 5 spell.

This cooperative spell requires at least three Clerics casting the spell simultaneously. At the Time of casting, the Clerics must be within 10' of each other. Upon completion of the spell, the Clerics sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

Triplet. In this form, the spell projects a cone of sonic force 120' long and 40' wide at the base. All creatures within the area of effect must save vs. spells or suffer 2d4 damage. Those who successfully save suffer only 1d4 points. Undead suffer a -2 penalty to their Saves.

Quartet. With 4 voices, the spell has the same area of effect as described above. However, all those who fail their saves suffer 2d4 damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead creatures are not allowed a save.

Quintet. 5 singers produce a chord of major power. All within the area of effect suffer 3d4 damage (save for half damage). Undead are not allowed a save. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, and similar breakable goods must save vs. fall or be shattered.

Ensemble. An ensemble of singers consists of 6-10 Clerics. In this case, the area of effect increases to a cone 180' long and 60' wide at the base. All creatures within this area suffer 1d4 damage per Cleric and are deafened for 1d4 rounds. A successful save vs. spell reduces the damage and duration of deafness by half. Undead creatures of 3 HD or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a Save. Glass, pottery, crystal, bone, and all wooden items that are the Strength of a door or less (chests, tables, chairs, etc.) must save vs. crushing blow or be shattered.

Choir. The most powerful group, a choir, requires 11+ Clerics. In this case, the area of effect expands to a cone 300' long and 100' wide at the base. All within the area of effect suffer 1d6 damage per Cleric to a maximum of 20d6. A save vs. spells reduces the damage to half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 HD or less are immediately destroyed. Undead with more hit dice are not allowed a save. Structures within the area of effect are damaged as if they suffered a direct hit from a catapult (1 hit per 4 Clerics in the choir). Doors, chests, and other breakable items are instantly shattered.



Unwilling Wood

Range: 5 yards / level
Duration: Permanent
Casting Time: 1 round
Area of Effect: 10-yard radius
Save: Special

Druid 7 spell.

A caster can transform one or more living creatures within a 10-yard radius into unwilling wood, causing them to sprout roots, branches, and leaves. The victims become trees of a type native to the region and of the characters' age before the transformation. The spell works only if cast on beings occupying ground that could support a tree; recipients flying or suspended in water at the Time of casting remain unaffected. This spell can mutate a number of creatures equal in total HD/levels to the caster's level within the area of effect, of course. If this area holds a group of



creatures with HD/levels totaling a number greater than the caster's experience level, the character may decide the order in which the creatures become affected. For instance, say a 14th level Druid casts unwilling wood into a target area containing a giant with 12 HD and two 3rd level warriors. The Druid can transform either the giant or two warriors, but not all three. "Leftover" Hit Dice or levels are lost. Each creature affected may attempt to save vs. polymorph. The spell mutates all those failing their Save, along with any items they carry. A new tree has a height of 5'/level/HD of the victim. The effect is permanent; a person transformed into a tree ages as a tree and dies as a tree. However, affected characters retain awareness, memories, personality, and Intelligence. Only damage severe enough to kill the tree can kill an unwilling wood victim. Tree-characters can return to normal if a Caster of greater level than the original caster uses remove curse. The original caster can release a transformed entity at will.

Uplift

Range: Special
Duration: 1 turn
Casting Time: 12 hours
Area of Effect: One Cleric
Save: None
Cleric 4, Healer 4, Exorcist 4, Humanoid Shaman 4, Druid 4, Dervish 4 spell.

Uplift bestows increased spellcasting ability on one Cleric, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two Clerics who must spend the day casting this spell. During the casting, the Clerics must decide which additional spells (of all levels) are desired. Upon completion of the casting, the Clerics touch palms, and the Cleric of



higher level receives a charge of magical Energy. This charge temporarily boosts the level of the Cleric for spellcasting purposes. The amount of increase is one level per five levels of the lower level caster (fractions rounded up). If both Clerics are of equal level, the casters must decide who benefits from the spell. The spell grants the Cleric the spellcasting ability of the new level. It doesn't improve hp, attack rolls, or other abilities. If the increase allows more spells per level, the additional spells are instantly placed in the character's memory. A Cleric is also enabled to cast spells normally beyond his level. Range, duration, area of effect, and other variables are all based on the character's temporary level. The increased effect lasts only 1 turn. At the end of the turn, all additional spells are lost and the character reverts to his normal level. As an example, consider a party with a fallen comrade. The two Clerics in the party are 7th and 8th level, both unable to cast raise dead. After a night's rest, each Cleric adds uplift to his memorized spells. After casting the spell, the 8th level Cleric suddenly gains the casting abilities of a 10th level Cleric, including the ability to cast raise dead. At the end of one turn, the Cleric's abilities revert to 8th level. Casting this spell is an arduous task, causing a severe drain on the Clerics. When the spell expires, the uplifted character suffers 2d6 damage from mental exhaustion. This damage can't be healed by any means until the character has had at least eight hours of rest.

Vigor

Range: Touch
Duration: 1 Turn / level
Casting Time: 1 round
Effect: Increases Vigor
Save: None

Shaman 4 spell.

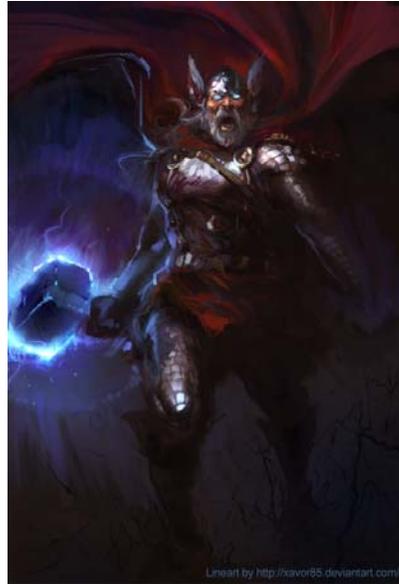
The recipient of this spell receives a bonus of +2 to Saves, and additional 1d10 hp, and a 1d3 bonus to Strength. The extra hp can't be restored by healing and are the first ones lost whenever the character takes damage. Strength can be increased to a maximum of 19, and a character with this Strength gains a bonus of +3 to hit and damage rolls.

Wall of Fire

Range: 60'
Duration: Concentration
Casting Time: duration
Effect: Causes 1200 square feet wall
Save: None

Cleric 5, Exorcist 5, Humanoid Shaman 5, Druid 5, Dervish 5, Shadow Elf Shaman 4 spell.

With this spell is cast a thin opaque barrier of fire is created. It has any dimensions, as determined by the caster, totaling 1200 square' (for example, 10'x120',20'x60',30'x40',etc.). The wall is opaque and will block sight. Creature of less than 4 HD can't break through the wall. Creatures of 4HD or more can break through but take 1d6 damage in the process. Undead and Cold-using creatures (White/Crystal Dragons, Frost Giants/ Mages, etc.) and Earth bound creatures (like Stone Giants, and Rock Men, etc.) take double damage if they break through. The wall can't be cast in a space occupied by another object. It lasts as long as the caster concentrates on it, without moving. This spell can only be made permanent by another spell-caster due to the concentration needed to sustain this spell. When this spell is cast underwater it will affect only 600' of boiling scalding water, and thus preventing up to 2HD or less to pass.



Wall of Thorns

Range: 80 yds.
Duration: 1 turn/level
Casting Time: 9
Area of Effect: One 10 cubic ft. /level
Saving Throw: None
Druid Level: 6

The wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 15 points of damage, minus any Armor value, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast crashes into the wall of thorns, and must break through to move. The damage is based on each 10-foot thickness of the barrier. If the wall of thorns is chopped at, it takes at least 4 turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in 2 turns, creating a wall of fire effect while doing so (see the wall of fire spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall. The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as desired. The spell lasts for one turn for each level of experience of the caster, covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot high by 10' wide by 140' long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.



War Paint

Range: touch
Duration: 1 day
Casting Time: 3
Effect : special
Save; None

Shamani 3 spell.

This spell can be cast over any manner of pigments, paints, or dyes. It instantly transforms them into magical paints that can be applied to the face of a character prior to entering combat or engaging in a hunt. The effect of these pigments is up to the Shamani (as described below), but must be declared at the Time of the casting. The paints allow the wearer a +4 bonus to all of his attack rolls, damage rolls, or Saves, or to his AC. It is not possible to mix the effects of this spell with either another War Paint or a Hunting Paint or other magical aura's or the spell fails. The application of the paints takes two rounds and must be done by the Shamani who created it. Every warrior/hunter will have a different design, which is reflected in his Soul name.



Warband Quest

Range: 240 yards
Duration: Special
Casting Time: 1 round
Area of Effect: 200 creatures

Saving Throw: Neg.
Cleric 7 Quest, Exorcist 7 Quest spell

A priest can cast warband quest on any group of 200 creatures capable of understanding his or her commands. The creatures are then affected in a manner similar to the 5th-level priest spell, quest. Unwilling creatures are allowed a saving throw with a 4 penalty to avoid the effects. The specified quest must be related to the reason that the Power granted this spell (perhaps a quest to slay or overcome a specified enemy). Warband quest gives subjects of the spell a bonus of 2 hit points per level of the caster (maximum bonus 20 hit points). Subjects also gain the effects of a prayer spell and have



Morale of 18 while on the quest. These benefits last for the duration of the spell; the spell ends when the specified task is completed. A creature that abandons the quest is subject to the wrath of the Immortal.

Ward Matrix

Range: Special
Duration: 60 days
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

Cleric 7 Quest, Exorcist 7 Quest spell

The ward matrix spell links as many as six locations within the Prime Material Plane. Only locations that have a functioning Wards spell can be linked. Ward matrix conjoins the different Wards spells so that each linked site gains the protection of all other wards in the network. From the place where the ward matrix is cast, magical connections spread to the other designated sites. These can be seen with a true seeing or similar spell as tendrils of magical energy running through the air just above ground level. The connections target their destinations and move toward them at a rate of 40 miles per turn. They can evade barriers such as antimagic shell by moving above or around them. When the connections reach their destinations, they multiply and spread to connect all other locations in the network; this secondary linkage is established at a rate of 20 miles per turn.



Warp Wood

Range: 10yards/level
 Duration: Permanent
 Casting Time: 5
 Effect: Causes wooden objects to bend.
 Save: Objects only, Negates.

Humanoid Shaman 2, Druid 2, Dervish 2 spell.

When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a warp wood spell is 10 yards for each level of experience of the caster. This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; treat a spear, javelin, or Magical wand as two arrows, and any club, bow or staff (Magical or otherwise) as four. The spell will not affect any wooden items other than weapons. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

If a Magical wooden item (such as an enchanted staff) is the target, the wielder may make a Save vs. spells to avoid the effect. Items carried but not held get no Save (as items just lying around); Magical items with "plusses" might not be affected, at a 10% chance per "plus". For example, an arrow +1 would have a 10% chance to be unaffected. Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th level wizard is 40% likely to be affected by a warp wood spell cast by a 7th level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artefacts, are unaffected by this spell.

Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. This spell thus also affects shipboard items of wood as well as weapons. One belying pin can be warped for every four levels of the caster: the arm of a catapult or one small yardarm requires 8 levels: a medium yardarm 16 levels, a rudder or large yardarm 20, and a mast or keel can only be cast by a spell caster of 25 level or greater. A warped keel makes a ship spring leaks and reduces its speed to one-third normal. Tactics: Used to affect sailing or artillery capabilities of an enemy vessel.

The reversed spell, straighten wood, straightens bent or crooked wood, or reverses the effects of a warp wood spell, subject to the same restrictions.

**Watchfire****Sealfire**

Range: 2 mi./level
 Duration: 1 hr.
 Casting Time: 3 rds.
 Area of Effect: Special
 Saving Throw: None
 Cleric 6 spell

This powerful spell allows a caster to know how many fires burn within the area of effect and the approximate location of each. He can choose any one of these fires and peer out of it as if he were actually within the flames. Anyone watching the fire sees a dark face peering out at them, but can dispel the visage only by extinguishing the flame or casting other protections from scrying. The caster can communicate through the flames, but cannot cast spells or use special abilities without other magic that enables this.

The reverse of this spell, sealfire, protects all fires in range from being used in this way



Water Serpent

Range: 60 yds.
Duration: 6 r
Casting Time: 8
Area of Effect: A body of water at least three times the caster's body volume
Components: Two fangs from any sort of aquatic creature equipped with sharp teeth (not cartilage or bony ridges, but true teeth).
Saving Throw: None

Cleric 5 of water / Time immortals Found only in a few exceptionally rare

This spell causes a pre-existing body of water of at least thrice the caster's body volume and within spell range to animate in accordance with the caster's wishes. A serpentine mass of water that obeys the caster's wishes, biting at foes as directed. Although the "serpent" is not a sentient force, the magic compels it to follow moving targets and continue to obey a set task until its caster changes the commands governing it, so that it appears to fight or act independently of the caster's supervision. A water serpent can rise up (to a maximum of 18 feet above the water surface) and shake at targets of the caster's choosing with a "bite" of crushing water that deals 3dS points of damage, and strikes twice per round. This serpent is AC 1, MV swim 18, has 55 hit points (dealing it more damage than that total causes it to collapse, ending the spell), and a THACO of 11. It cannot coil around, constrict, or

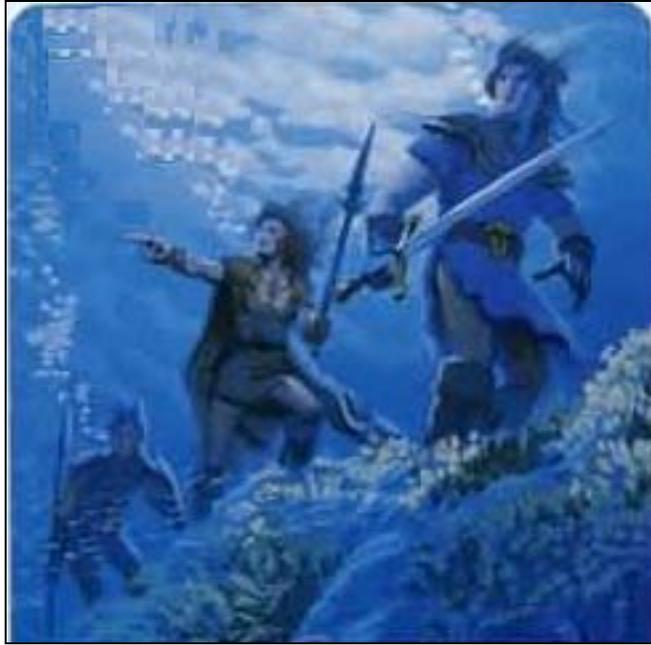
tail-slap foes, being an actual "growth" of the water rather than a whole-bodied creature, but it can batter at wharves, boats, walls, and other solid objects within its reach, forcing "crushing blow" saving throws against all such items if the items are free to move (for example, if they are floating), at a -1 penalty if they are solid and immobile, and at a -2 penalty if they are composed of separate elements, such as the bricks or stones of a mortared wall or the tree-trunks of a wharf piling. It can deliver two such blows per round, or a blow and an attack (at a target creature). Attacks on creatures do not force crushing blow saving throws on worn or carried items. A water serpent cannot be used as a steed. Nevertheless, it can be used (but only by its caster) in a single thrust that picks up the caster and propels him or her forward to a maximum of 60 feet and upward to a maximum of 20 feet. This drive can be precisely aimed, but is not stable enough to permit spellcasting en route and provides no protection for the caster at the end of the movement. (When the serpent recoils and collapses, it ends the spell and leaves the caster moving forward with the same momentum as the thrust, and, perhaps, nothing beneath him or her.) Such a thrust is made at MV 18, and can project beyond the body of water out of which the serpent was created. It is typically used to deposit the caster on a balcony, atop a wall, or on some other height clear of the water. If the creator of a water serpent wills the spell to end or the serpent passes beyond spell range, it instantly melts away, slumping back into the surrounding waters as the magic dissipates. The caster can freely cast other spells after creating a water serpent, but cannot change its directives in any round in which he or she is spellcasting. A water serpent must always be directed to attack a specific target, not multiple ones. If one is told to strike at "anything that enters through that doorway," it attacks the first creature to do so and ignore all others, even after its quarry is dead. If told to attack "all creatures entering through that doorway," it attacks only the first one to do so.



Water Breathing

Range: 30'
Duration: 1 Day
Casting Time: 6
Effect: 1 Air breathing creature
Save: None

Healer 6, Exorcist 5, Humanoid Shaman 4, Druid 3, Dervish 3, Master 4 spell.
This spell allows the recipient to breathe under water (at any depth). It doesn't affect movement in any way, nor does it interfere with the breathing of air. Also it doesn't protect against polluted or poisoned water. The recipient doesn't need to drink water while under influence of this spell and under water.



Water Walking

Range: Touch
Duration: 1 r / level
Casting Time: 2
Effect: Enables one being to walk upon the surface of any liquid or this ice.
Save: None

Master 2 spell.

This spell enables a creature deliberately touched during the spellcasting, to walk upon the surface of any liquid, and other semi-solid surfaces such as mud or ice. The spell actually supports the being on a cushion of force just above the liquid so that the being will not actually come into contact with the substance. The spell has no effect upon gases and doesn't guard against the effects of severe heat or cold or splashed up liquid particles. The master will feel how much Time he or she has before the spell expires. Unless the Master tells a non-Master empowered by this spell to walk upon liquids how much Time is left, the magic will end without warning. Rough and agitated liquids can be walked, run, or slid (standing sliding) across without fear of submergence.



Even when the character falls, he will be able to stand on the water. In effect he can walk to the middle of a lake, pull out his fishing rod, and sit on the water and start fishing. He will not sink, as the force layer underneath him protects him from entering the liquid, but when a fish splashes water when it is caught, he will still become wet as normal. Of course, any creature empowered to walk on water does so at his normal land-based movement rate, taking into account encumbrance, the condition of the water, and any other pertinent factors. Calm water is equivalent to normal terrain, actively flowing water might be considered rugged terrain (MV x 2/3), and white-water rapids would be very rugged terrain (MV x 1/4). The current of the water also has an effect on water walking; in order to be able to move against the current, the water walker must be able to maintain a movement rate faster than the current.

Weather Control

Range: Caster only
 Duration: Concentration
 Casting Time: 8
 Effect: All weather within 720 yards.
 Save: None

Druid 7, Dervish 7, Master 7, Shaman 7, Shamani 6 spell.
 This spell allows the caster to create one specific weather condition in the surrounding area (with a 720 yard radius). The caster may select the weather condition. The spell works only when the caster is completely outdoors, and the weather will affect all creatures in the area (including the caster). The effect moves as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical. The DM must interpret this spell description quite literally and somewhat conservatively, not allowing a character to get away with something that should not be possible. The spell "will not radically change the temperature" through a range of (for instance) 100 degrees or more - instead, a maximum range of 30 or 40 degrees in one direction or the other is recommended. Also, note that sweltering heat cannot be made hotter, and arctic cold cannot be made colder; when the actual current temperature is at one of these extremes, it can only be moved in one direction. This is true even of the druidic version of this spell, which can be used to move weather conditions two steps instead of just one. When the spell duration expires, the weather conditions that existed before it was cast will be resumed, just as if the intervening time had not occurred. For instance, the use of this spell will not prevent characters on the seacoast from being in the path of an oncoming hurricane - but if they can move inland during the time that the control weather spell is in effect, they may be able to avoid the brunt of the storm.



Rain;	-2 penalty to attack rolls applies to all missile fire. After three turns the ground becomes muddy, reducing movement to half normal rate.
Snow;	Visibility (the distance a creature can see) is reduced to 20 yards; movement is reduced to half normal movement rate, rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.
Fog;	20' visibility, 1/2 normal movement rate. Those within the fog might become lost, moving in the wrong direction.
Clear;	This cancels Bad weather (rain, snow, fog) but not secondary effects (such as Mud).
Intense Heat;	Movement reduced to Half normal. Excess water (from snow, rain, mud transmuted from rock, etc.)dries up.
High Winds;	No normal Missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the Desert, high winds create a sandstorm, for half normal movement and 20' visibility. In powder snow, High winds create a Blizzard, for half normal movement rate and only 20' visibility.
Tornado;	This creates a whirlwind under the caster's control, attacking and moving as if it was a 12HD Air Elemental. At sea, treat the tornado as a storm or a gale.
Freezing Cold;	Movement is reduced to half normal movement, and visibility is doubled. Creatures in the area must hibernate, or seek warmth as everything freezes over completely (up to 4' deep).
Glazed Frost;	Movement is reduced to 1 tenth normal except by flying, All objects will be coated in a thick layer of ice doubling its weight, even trees will bend or break under the additional weight.

Weather Prediction

Range: 0
Duration: Instantaneous
Casting Time: 1 rd.
Area of Effect: The caster
Saving Throw: None
Druid Level: 3 uncommon



By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third and so on. In addition, magical or supernatural phenomena cannot be predicted. Priests of powers concerned with weather can use this spell to determine the best time for certain ceremonies or observances. Other priests find weather prediction useful for planning journeys or selecting campsites. This spell should not be confused with the predict weather spell, which is of shorter duration and less power.

Spells	Duration	Failure
1	12 hr	100%
2	24 hr	100%
3	2 day	95%
4	4 day	85%
5	8 day	75%
6	16 day	65%
7	28 day	55%
8	2 month	45%
9	4 month	35%
10	8 month	25%
11	1 year	15%
12	1.5 year	4%
13	2 year	60%
14	2.5 year	65%
15	3 year	70%
16	3.5 year	75%
+1	+0.5 year	5%

Weather Summoning

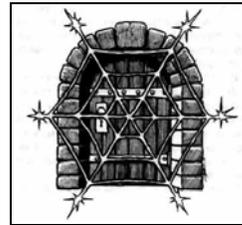
Range: 0
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Druid Level: 6



By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, cold sleet storm, or hot weather can be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., can be summoned. Winter enables great cold blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about one square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions. Within four turns after the spell is cast, the trend of the weather to come is apparent—for example, clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Web

Range: 10'
Duration: 48 Turns
Casting Time: 1
Effect: a volume of 10' x 10' x 10'
Save: None
Druid 5, Master 5 spell.



This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1d6 damage. If used on a siege weapon it will render it useless for the whole duration. Strength can also be used to break free and the stronger the easier the web will be broken. See table. The web can also be dissolved with acid, but only those



with a Strength greater than vinegar. Any being in the web can be killed with a single stroke of a sharp or pointed weapon. Any fire or acid used against the web will damage them for half the normal damage done, as if applied directly to them. Tactics: Used in boarding actions to foul enemy ship and sailors. If cast into a ship's rigging, any change or heading or speed requires a sailing check with a +1 penalty for each Web spell cast upon. Can be used to form a "net" beneath a character or an object in danger of falling, as long as two diametrically opposed vertical surfaces (two cliff faces close together, for instance) are available to serve as anchors for the web. For every five feet of thickness of the web, it can protect a character from a fall of 10 feet; a 10 foot-thick web will stop a fall of 20 feet, one of 20 feet in thickness will cushion a character who falls 40 feet, and one of 30 feet in thickness or more will stop a fall of 60 feet. If a character falls more than 60 feet, a web will be of no use; his body will have built up so much velocity that it will keep falling as though the web wasn't there. If a web is used to halt a tumble down a slope, the distance figures given above are doubled for a severe slope, quadrupled for a moderate slope, and multiplied by eight for a gentle slope. For example, a 1"-thick web will halt a character after a tumble of 40 feet (or less) down a severe slope; a 2"-thick web will bring a character safely to a halt after a fall of 160 feet (or less) down a moderate slope. Of course, the web does not negate abrasion damage from a tumble, but it does prevent the character from suffering impact damage. Creatures with a Strength score are naturally often Giants or similar large creatures, but also include magical augmented strength. The spell can also be cast on the ground, then each person moving into the area of effect must make a saving throw vs spells with a -4 penalty to the roll or be stuck. Under these circumstances, the character may save again adjusted by strength adjustment each round to move 5' at most. Persons stuck this way, can still use spells and missile weapons. They can also speak normal, as with the normal variant all of this is not possible.

Strength	Destroy Web
24+	as if not existent
22-23	1 r
20-21	2 r
18-19	4 r
16-17	1 T
13-15	1d4 T
9-12	2d4 T
6-8	6T + St check / 6T
4-5	12 T + St check / 12T
3-0	48T

Weighty Chest

Range: Touch
Duration: 1 day/level
Casting Time: 1
Area of Effect: 5' cube
Save: None
Cleric 1 spell.

his spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5'x5'x5' cube. When the enchanted object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell. This effect can only be made permanent in items created, example; Mjolnir, Thor's Warhammer which could be lifted only by himself was imbued by this spell.



Whirlpool

Range: 0
Duration: 1 turn/lvl.
Casting Time: 1 turn
Components: Vocal; Charibdis = she who turns in water, named after a sea nymph, follower of Poseidon and Gaia. first used against Odysseus.
Save: Neg.
Area of Effect: Special
Level: 7 clerics of Sea or Water / Time immortals

By use of this spell, a priest causes a large whirlpool to come into being. The spell is effective against both surface and underwater creatures and objects. The spell requires the use of a specially constructed ball of sharks teeth that is 1' in diameter. The ball is taken to the appropriate depth (10' for every level of the spellcaster) or is placed on the sea floor or ocean bottom if the depth is insufficient.

The whirlpool spell is then cast, and the ball of teeth begins to rotate, slowly picking up speed with every rotation. Once the spell is cast, the ball stays in place and cannot be moved. The ball will rotate for two turns before the whirlpool forms (the two turns count against the spell's duration).

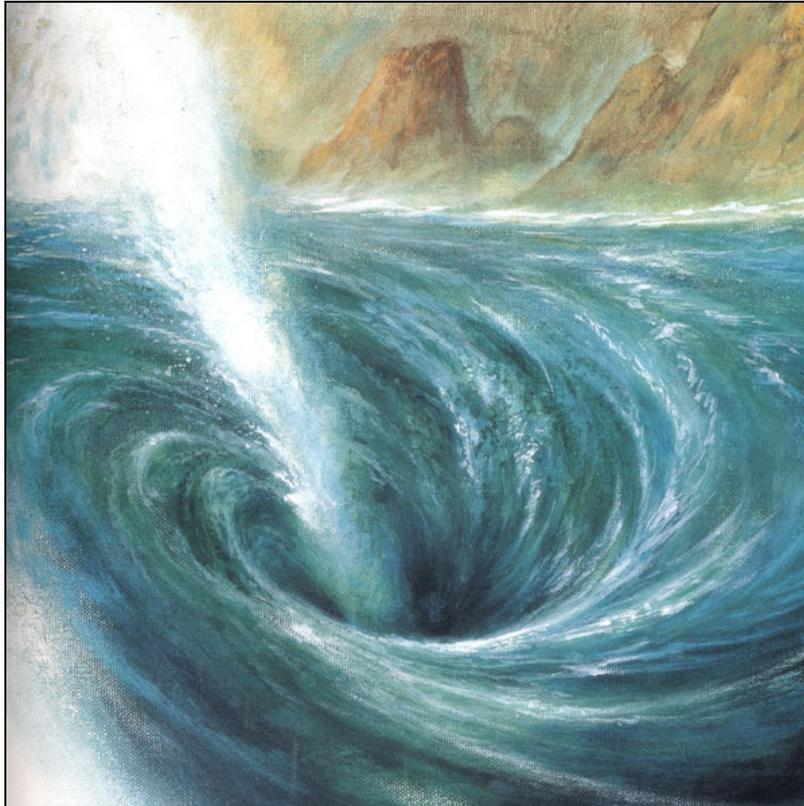
The caster has these two turns to get out of the area of effect, or he may get caught in his own whirlpool. The whirlpool has a radius of

100', plus another 10' per level of the spell-caster. The center of the whirlpool, called the vortex, is 1' per spell-caster's level wide at the surface, narrowing to 1' wide just above the ball; the vortex is 10. deep per level of the spell-caster. If the ball has not been placed deep enough in the water, or if the water is of insufficient depth and the ball is placed on the ocean floor, the depth of the vortex is shortened accordingly. If the ball is placed too deep, the vortex fills with water immediately after forming and the whirlpool collapses on itself and is destroyed.

When the spells duration expires, the ball of sharks teeth disintegrates and the whirlpool collapses in on itself and disappears in one round. Anything entering the area of effect is inexorably drawn into the vortex of the whirlpool in one turn. Movement is in a spiraling fashion at a rate of 120' / 40'. Once in the vortex, ships and underwater vessels must make seaworthiness checks to avoid capsizing; apply a -5% penalty to such checks for every level of the spell-caster above 11th level.

Characters caught in the vortex suffer 1-6 hp damage per round from battering. Swimmers and ships may fight the pull of the whirlpool's current, but their movement rate must exceed 120' / 40' to escape. To determine how long a swimmer or ship may fight the whirlpool's current, deduct the swimmer's or ship's movement rate from the whirlpool's movement rate (120' / 40'), then divide the whirlpool's movement rate by this number for the time in rounds. For example, a human with a swimming rate of 90' / 30' is caught in a whirlpool. The swimmer will be drawn into the vortex in four rounds ($120' / 40 - 90' / 30 = 30' / 10'$, $120' / 40' / 30' / 10' = 4$). Swimmers whose movement rates exceed 120' / 40' can avoid being pulled into the whirlpool. Swimmers and ships with a maximum movement rate of 120' / 40' make no progress and only keep themselves the same distance from the vortex. Swimmers may swim at full speed against the whirlpool's current for four rounds, after which they must make a constitution check every round. If a swimmer fails a constitution check, he is considered exhausted and can do nothing but keep his head above water until the whirlpool takes him under.

Ships with a maximum movement rate of 120' / 40' hold their own against the whirlpool for five turns. After that time, a seaworthiness check must be made at -10% per turn in the whirlpool. This check reflects the growing exhaustion of the sailors and rowers as they fight the whirlpool's current. If a seaworthiness check is failed, it means the sailors and rowers have collapsed with exhaustion and can do nothing more.



Whirlwind

Range: 60 yds. + 10 yds./level
Duration: 1 rd./level
Casting Time: 9
Area of Effect: Cone 10 ft. wide at base and 30 ft. tall
Component: A handful of dust collected from a zephyr or snow from a williwaw.
Saving Throw: Special
Druid Level: 6 Uncommon

This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The whirlwind can move by zigzagging along the ground or over water at a movement rate of 60'/20'. The whirlwind always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds- possibly endangering the caster or his allies-and then dissipates. Any creature of size Large

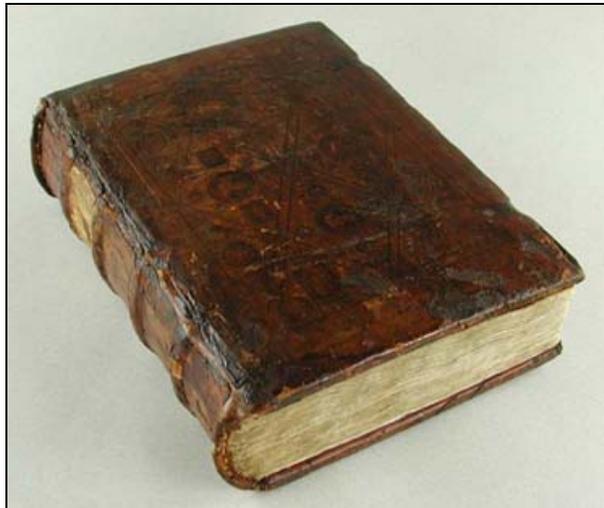


or smaller that comes in contact with the whirlwind must make a successful saving throw vs. breath weapon or suffer 2d8 points of damage. Size M (man-sized) or smaller creatures that fail their first saving throw must attempt a second one, or be picked up bodily by the whirlwind and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released. Maintaining the whirlwind requires the caster's full attention, and he cannot cast other spells or make any attacks while directing the spell's course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds. In truly desperate circumstances, priests Air/thought immortals have been known to deliberately catch their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience.

Whisperward

Range: Touch
Duration: Permanent until triggered
Casting Time: 4
Area of Effect: 1 item
Save: None

Humanoid Shaman 4, Druid 1, Dervish 2 spell. Whisperward can be cast on any single item, portal, or closure (such as a book, door, or lid). It may ward up to a 30' radius. The character keys the ward to become activated (like a magic mouth spell) under specific conditions—such as when a certain individual enters the area or opens the warded closure. When the ward is triggered, a soft whispering breeze blows across the caster's face. The caster must stay within 1 mile per experience level of the ward to receive the warning.



Wish

Range: special
Duration: special.
Casting Time: 9
Effect: special.
Save: Special

Cleric 7, Healer 7, Exorcist 7, Humanoid Shaman 7, Druid 7, Dervish 7 Quest, Shaman 7 spell.

A Wish is the single most powerful spell a caster can ever have. It is never found on a scroll(since it can't be written down and contain the magics), but may be placed elsewhere (in a ring, for example) in rare cases. Only Clerics of 33rd level and with a Wisdom of 18 (or greater) can cast the spell successfully.

Wording the Wish: The Player must say or write the exact wish his character makes. The wording is very important. The Wish will usually follow the literal wording, and whatever the intentions of the caster. The Immortals (DM!!) try to maintain balance, being neither too stingy not too generous in deciding the effects of a Wish. Even a badly phrased Wish, made with good intentions, may have good results. However if the Wish is greedy, or made with malicious intent, the Immortals will make every effort to distort the results of the spell so that the caster doesn't profit from it. If necessary, they(DM!!) even disallow the Wish; it would then have no effect.(DM must maintain Game Balance!!). Whenever a Wish fails or is misinterpreted, the DM should explain the players after the game the problem or the flaw in the phrasing.

Here are some examples of faulty Wishes: "I wish that I knew everything about this dungeon" could result in the character knowing all for a second, and then forgetting it. "I wish for a million gold pieces" can be granted by having them land on the character (that's 100.000 pounds of gold!!), and then instantly vanish. "I wish to immediately and permanently possess the power of a Basilisk while retaining all of my own abilities and items" is a carefully worded Wish that is out of balance. Characters able to use these high level spells are already powerful. This Wish could result in the character growing a Basilisk head in addition to the character's own head. A wish can't be used to gain either experience points or levels of experience.

Possible effects: A properly worded Wish can substitute for any magical spell of 8th level or less, or any Clerical spell of level 6 or less (at the Immortals discretion again!!). This common use of a Wish is more likely to succeed with little chance for error than the other uses for this spell. Otherwise, if the Wish is used to harm another creature, the victim may make a Save vs. spells. If the save is successful, the victim takes half the ill effects, and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). If the Wish will inconvenience someone without harming him (for example, by causing him to Teleport into a Prison cell), the victim gets no Save.

A Character can use the Wish to temporarily change any one ability score to the target's natural minimum limit (mostly 3) and a maximum (mostly 18). This effect lasts for 6 Turns, and ends without warning.

Wishes can also be used to permanently increase ability scores, but the cost is very high: You must cast as many Wishes as the number of ability score desired. All Wishes must be cast within a one-week period. You may raise an ability score only one point at a Time. To raise your Strength from 15 to 16 takes 16 Wishes. To then raise it to 17 take an additional 17 Wishes. Wishes can't permanently lower ability scores. A Wish can't raise the maximum experience level of any character. However, one Wish can allow an additional Hit Dice . This affects only hp, and doesn't change any other scores, such as attack rolls, number of spells, etc. A Wish can change a Human to a Demihuman, or the reverse. Such a change is permanent, and the recipient doesn't become magical. Use the skills and skill of the character to determine the class of the new human. The changed character would then gain levels of experience normally. A human changes to the same level Demihuman, but no higher than the racial maximum(including combat ranks). If a Wish is used to change another's character's, the victim (at his option) may save vs. spells with a +5 bonus to resist the change. A Wish can sometimes change the results of a past occurrence. This is normally limited to the events of the past day. A lost battle may be won, or the losses may be made far less severe(DM!!), but impossible odds can't be overcome completely. A death could be changed to a near death survival; a permanent loss could be made temporary. The DM may wish to advise the players when their Wishes exceed the limit's of the spell's power or his patience. Important Note: Whenever an effect is described as being unchangeable "even by a Wish", that statement supersedes all others here. Wishes can cause great problems if not handled carefully. The DM must see that Wishes are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow Wishes that alter the Basics of the game (such as a Wish that Dragon's can't breath for damage). The more reasonable and greedy it is, the less likely that it will become reality.

Can be used to restore the piety last by one major offense, to raise the piety of the character by one point, or to counteract the effects of a divine curse for 1d6 hours.

It is said by some Immortals that a Wish is the only power granted to Mortal creatures by the Old Ones, as the casting of the spell by themselves, will cost them Power Point's, while their limitations are less.



Withdraw

Range: caster
Duration: Special
Casting Time: 5
Area of Effect: The caster
Save: None

Cleric 3, Healer 3, Exorcist 2, Humanoid Shaman 2, Druid 2, Dervish 1 spell of Time/Air Immortals

By means of a withdraw spell, the priest in effect alters the flow of Time with regard to himself. While but one round of Time passes for those not affected by the spell, the priest is able to spend two rounds, + one round per level, in contemplation. Thus, a 5th level priest can withdraw for seven rounds to cogitate on some Matter while one round passes for all others. (The DM should allow the player one minute of real Time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the

withdraw spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a cure light wounds spell bestowed upon a companion) negates the withdraw spell. Similarly, the withdrawn caster can't walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.



Wizardry

Range: Cleric Only
Duration: one turn
Effects: allows the use of one magic user device or scroll spell.
Casting Time: 7
Save: by spell

Cleric 7, Healer 7, Exorcist 6, Druid 7 spell.

The Cleric using this spell gains the power to use one item normally restricted to magic - user: either a device (such as a wand) or a scroll containing a 1st or 2nd level spell. The Cleric can never cast spells of level 3 or higher, even if they are present on the scroll, or if they equal Clerical spells in effect (different mechanics in magic are used here). This ability lasts for one turn, or until the scroll or device is used. The Cleric magically gains knowledge of the proper use of the item, as if the Cleric were a magic-user. For the duration and effect of the spell, the caster is treated as the minimum necessary level to cast the spell.



Word of Recall

Range: Cleric only
Duration: instantaneous
Casting Time: 1
Effect: teleport the caster to sanctuary.
Component: Vocal *Mobiliarbus*
Save: None.

Cleric 6, Healer 7, Exorcist 6 Quest, Humanoid Shaman 6, Druid 6, Dervish 6, Shaman 6 spell.
Similar to the magic-user's teleport spell, this spell carries the Cleric and all his carried equipment (but not other creatures) to the Cleric's sanctuary(mostly also home), regardless of distance. The Cleric must have a permanent home (such as a temple or castle) , and a meditation room within that home; this room is the destination when the spell is cast. During the round in which the spell is cast, the Cleric automatically gains initiative unless surprised. The spell will fail if there is any obstruction in the destination area, or when the area doesn't exist any more. The spell will also fail if the destination are is hit by a Anti-Magic effect (like the Central Eye-ray of a Beholder).



Wood Rot

Prevent Wood Rot

Range: 10 yds.
Duration: 1 rd./level
Casting Time: 6
Area of Effect: 1 sq. ft/level
Component; Holy symbol.
Saving Throw: None
Clerics Level: 3 (uncommon for sea faring priests otherwise very rare).

This spell accelerates the decay of a ship's hull or deck structure. The wood thus affected crumbles away at a rate of 1 square ft. of surface area each round to a depth of 2 inches, effectively destroying hull integrity, a mast, or up to 10 square feet of 1- inch thick deck each round. All affected wood must be a continuous area; casting this spell more than once in one area cannot speed up the rot.

The reverse of this spell, prevent wood rot, immediately negates a rot wood spell, or slows the effects of natural decay for one month. It does not reverse rotting effects that have already occurred (see cure rot). If a ship has been protected by prevent wood rot, then a wood rot spell negates this protection without other effect.

This spell will cause severe problems for ships in play The more commonly it is used the faster countermeasures to defeat the effect will develop. Ship enchantments that proof a ship against this spell will become fairly common as the use of the spell spreads. In short, the introduction of this spell should be treated as a dynamic, evolving event, rather than a static one. If a ship is holed at the waterline or below by wood rot, the crew can often make sufficient temporary repairs to prevent the ship from sinking outright. Assume that a ship's seaworthiness decreases by 1% each round the spell is in effect, with seaworthiness checks being made every 5th round the rot continues. Allow a work crew of 5 sailors to restore 5% of lost seaworthiness with 5 rounds of work, up to half the inflicted damage.



Wrath of Atruaghin

Range; 240'
Duration; 1 Turn
Casting Time; 7
Area of Effect; Special
Component; Holy symbol
Saving throw; None
Shamani 7 Quest spell.



This spell draws Atruaghin's Attention to some great threat to his people and causes him to direct his legendary sense of vengeance at the target. Because of this, Shamani, must be careful to use it (whatever Immortal they follow-they also worship Atruaghin and therefore they receive this spell.) in only the most important of situations. This is the only Quest spell in existence that is granted to its followers freely, however, as it is misused, it is never granted to that individual ever again, even if it failed. Dungeon masters are free to punish those who would abuse this power in whatever way they like in correspondence to the amount of abuse. This spell has many manifestations, determined by the DM at the time of casting, and no player or character will know what will happen after casting the spell. But it is certain to inflict a huge amount of damage. As a rule, the damage is equal to 1d8 per level of the caster, up to the normal limit of 20d8. The allocation of the damage, where applicable, is wholly up to the shamani. Thus, a 35th level Shamani who calls the Wrath of Atruaghin on a band of 50 orcs might be rewarded with a great stroke of lightning from the heavens that inflicts 20d8 points of damage. If the roll was, say, 150, he could opt to inflict 3 damage on each orc, 6 points of damage on half the orcs and so forth.

Dungeon masters are encouraged to be creative with this spell, as it is often grand and glorious in its results. This is the sort of magic that special effects technicians love, for it is both deadly and spectacular.

Wyvern Watch

Range; 30 yards
Duration; 8 Hr or until strike
Casting Time; 5
Area of Effect; 5 ft sphere
Component; Holy symbol
Saving throw; negates
Cleric 2 spell.

This spell is known as Wyvern watch because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "Wyvern". Any creature entering the guarded area must roll a successful saving throw vs. spells or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a Dispel Magic, or a Remove Paralysis of Free action Spell. A successful saving throw indicates that the subject creature was missed by the attack of the Wyvern Form, and the spell remains in place. As soon as a subject creature is successfully struck by the Wyvern form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern form for 8 hours after the spell is cast. Any creature approaching may be able to detect its presence close enough to be attacked; this chance is 90% in bright light, 70% in clouded sky, 50% in cloud covered sky, 30% in twilight, 20% in Thunderstorms, and 0% in darkness.

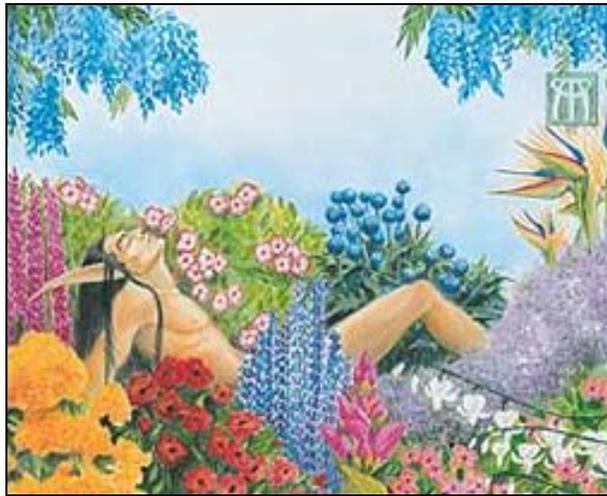


Zone of Sweet Air

Range: 10 yards/level
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 10' cube/level
Save: None

Cleric 3, Healer 3, Exorcist 4 spell.

Zone of sweet air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a Stinking Cloud). The spell offers no protection against poisonous vapors created by a Dragon's breath weapon (such as the chlorine gas of a Green Dragon). Noxious gases already within the area of effect when the spell is cast are not affected. Fresh air passes into the area normally. If a poisonous vapor is expelled within the area of effect (for example, a Stinking Cloud is cast), the spell takes effect normally but dissipates in half the Time normally required. The spell affects a cube whose sides equal the caster's level times 10' (for instance, a 10th level caster could affect a cube whose sides are 100' long).



Zone of Truth

Range: 30 yards
Duration: 1 round/level
Casting Time: 2 days
Area of Effect: 5' square/level
Save: Negates

Cleric 2 spell.

Zone of Truth prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures are allowed a save to avoid the effects (those from opposing Immortals save at +2); those who fail the save are affected fully. Affected characters are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. When a character leaves the area, he is free to speak as he chooses. The spell affects a square whose sides are 5' long per level of the caster; thus, a 4th level Cleric could affect a 20' x 20' square. A strongly presented valuable Holy Symbol of the Immortal must be placed in the area. This spell can be made permanent, but then can that specific Cleric never cast this or any other mind-affecting spell ever again (including detection spells affecting mind, like Detect Lie), until this spell is dispelled. Court rooms are often infused with this spell, mostly temporarily, but even then the Holy Symbol is never removed / replaced.



Zenith

Range: Touch
Duration: 9 Hr + 1 Hr / level
Casting Time: 1 r
Area of Effect: creature or object touched
Save: none

Cleric 2 spell. Common only where Orisons are common.



By casting this spell (also called Protection from Orisons), the priest receives immunity to the effects of Orisons cast by other priests and Cantrips cast by magic-users. The spell protects the caster, or one item or person that he touches (such as a book or drawer). Any Orison or Cantrip cast against the protected object or person dissipates with an audible popping sound. Any unwilling creature subjected to this spell must be touched (attack roll) and is allowed a saving throw vs spells to escape the effect.

Orisons

Orisons are minor spells learned by priests during their long, rigorous, and tedious training for their calling. Any Cleric can pray for Orisons like they would pray for spells, even if they would not be able to receive spells (1st level or by class). The only classes not able to cast orisons are non-clerical-spell casting classes and those clerical spell caster of an immortal of lower than empyreal status. Orisons are granted by Piety Level and Wisdom adjustment, as per table. Orisons are memorized just as are higher-level spells. Most orisons are simple little spells of no great effect. When the individual becomes a 1st level priest, these small magic's are usually ignored in favor of the more powerful spells then available. However, a priest may choose to retain up to two orisons in place of one 1st level spell. All Orisons are granted by Immortals of Empyreal or greater Status (ask your DM—or look in the Book Immortals).

		Piety Points								
		0 or less	0-15	16-31	32-63	64-99	100	101-127	128-255	256
Wisdom Adjustment	-3 or less	0	0	0	0	0	0	0	1	1
	-2	0	0	0	0	0	0	1	1	2
	-1	0	0	0	0	0	1	1	2	2
	0	0	0	0	0	1	2	2	2	3
	+1	0	0	0	1	2	2	2	3	3
	+2	0	0	1	2	2	3	3	3	4
	+3	0	1	2	2	3	3	4	4	4
	+4	0	1	2	3	4	4	4	4	5
	+5	0	2	3	3	4	5	5	5	5
	+6 or more	0	3	3	4	5	5	5	5	6

They manifest as a brief burst of magic that quickly fades, leaving at most a minor physical change that persists until altered by time or labour. Only orisons that involve living creatures allow any saving throw. Also, orisons do not generally break states of extreme concentration (such as when casting a spell). The effects of orisons, and the people and items affected by them, radiate a very faint magical aura that lasts for no more than a turn once the magic fades. The orisons in this section are grouped according to whether they are cast by clerics (including specialty priests) or by druids (including barbarian or savage priests) or by both. Orisons are cast the same way that spells are cast. Up to two orisons can be cast during any round by a single priest. Furthermore, the moment of casting in the round of casting is dependent on the usual factors: surprise, initiative, and so on. After the first of the two orisons is cast, the priest player rolls a four-sided die to determine how many segments later he or she can cast the second orison (if so desired). It is not possible to cast both a spell and an orison during the same round, no matter how short the casting times are.

Researching or Finding Orisons

Some orison effects might become available through the discovery of ancient tomes. A priest who finds an orison in such a tome must study the pages describing it for at least a week before being able to cast the found orison successfully. If the priest comes from a non-literate culture, then a similar period of withdrawal for intense meditation and suitable sacrifice to the divine patron for direct illumination may be sufficient. If the DM allows characters to develop special variant orisons that only they can cast, then an orison is assumed to be one half level for the purpose of magical research. Generally, an Orison can't affect more than 1 creature or die roll at a time, and an orison that can actually cause immediate harm should inflict no more than 1 or 2 points of damage. An offensive orison would be quite rare and most probably associated with an Evil priesthood.

In case of spell knowledge orisons count as **uncommon**. **And all orisons have a duration of 1 round per level of the caster unless otherwise noted.** Reversible orisons are not evil, and can be cast by any who prayed for either variation of it (reversible on casting).

Any Class (including Paladin, Avenger) Orisons

Alleviate

Range; touch.
 Area of Effect: 1 creature
 Casting Time: 4
 Components; Only soft, simple verbal and somatic.

A single Creature suffering from nausea or pain (non-magical) is relieved of its discomfort. Magical induced nausea or pain is alleviated only if the subject passes a saving throw vs. spells with a -2 penalty.

Aspiration

Range; 10 yard range.
 Area of Effect: The caster
 Casting Time: 1
 Components; Only soft, simple verbal and somatic.

An aspiration is a quick prayer on the order of "Give me strength!" or "Don't let me goof up!" The player rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the player can ask to have a bad die roll replaced by the hidden roll. The d20 can replace an attack roll, a saving throw, or a percentile dice roll (multiplying the secret roll by 5). Upon the player's request, the secret roll is revealed, and becomes the official dice roll. There is no guarantee that the secret roll will be better, but it is a second chance.

Benediction

Range; 10 yard range.
 Area of Effect: 15-ft. cube
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

A benediction is a minor form of bless, centered on the caster, raising morale of friendly creatures by +1 and their attack rolls by +1 for three rounds. It does not affect creatures already engaged in combat.

The reverse of benediction, a malediction gives the morale of opponents a -1 penalty and worsens their attack roll by 1 for three rounds. The malediction can be hurled at opponents up to 30 feet away. It does not affect creatures already engaged in combat. Using this orison is not a good act.

Malediction**Bless Meal**

Range; 10 yard range.
 Area of Effect: 10'sq. area
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

This orison blesses a meal, including drink, giving those who eat it a +1 saving throw vs. any poison or disease it may contain. If no saving throw is allowed, the orison allows a saving throw of 20.

Calm

Range; touch.
 Area of Effect: 1 creature
 Casting Time: 4
 Components; Only soft, simple verbal and somatic.

Tgis soothes a single creature that has been startled or frightened. Subjects suffering from magical fear can attempt a saving throw vs. spells with a -2 penalty to calm themselves.

Ceremony: Oath

Range; 10 yard range.
 Area of Effect: 1 individual
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

An individual of the priest's religion takes an oath in the presence of a priest, pledging his or her honor to do some minor task. All parties touch the priest's symbol, as the priest ratifies the oath with a ritual sign and some formula such as "so be it!" The oath stands until the pledge is fulfilled or broken. If broken, the oathbreaker suffers a -5% penalty to the base loyalty of followers and allies until satisfactory reparations are made. A third party of the caster's religion can pledge for the oath of a nonbeliever. The priest might pledge for a nonbeliever, but this is extremely rare.

Clarity

Range; 0
 Area of Effect: The caster
 Casting Time: 4
 Components; Only soft, simple verbal and somatic.

For the duration of the orison, the priest's speech is clear and free of impediment—useful for reading from sacred texts and other such rites. Magical conditions such as confuse languages can't be overcome with this orison.

Consecrate

Range; 10 yard range.
 Area of Effect: 10' sq. area
 Casting Time: 1
 Components; Only soft, simple verbal and somatic.

This orison consecrates a material component used in spell casting, allowing the spell to operate at a +1 (or 3%) bonus. The DM decides exactly how the bonus is applied. The component must be used the round after consecration, or the benefit is lost.

Courage

Range; 0.
 Area of Effect: The caster
 Casting Time: 4
 Components; Only soft, simple verbal and somatic.

The caster gains a +1 bonus to his or her next attack roll, as long as the attack is made within the the orison's duration.

Cure Minor Wounds

Range; 10 yard range.
 Area of Effect: Creature touched
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

A minor cure, similar to cure light wounds. This orison restores 1 point of damage, or stops blood-loss by 1 point per round. This orison is not reversible.

Dowse

Range; 10 yard range.

Area of Effect: Special

Casting Time: 2

Components; Only soft, simple verbal and somatic.

Sometimes referred to as find water, this orison allows the caster to locate the nearest amount of water at least 10 gallons in volume, within 100 yards. There is no guarantee the water is fresh, drinkable, or accessible.

Freshen

Range; 10 yard range.

Area of Effect: 1 object

Casting Time: 2

Components; Only soft, simple verbal and somatic.

By means of this orison, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with on vegetables, flowers, herbs, and so on. Although it removes a slight taint of spoilage, restores drooping flowers, and so on, it is not as effective as a purify food & drink spell, and lasts for but an hour. The object must be of relatively small size: a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as purify food and drink, the orison inflicts 1d2 points of damage.

Guidance

Range; 0.

Area of Effect: The caster

Casting Time: 1

Components; Only soft, simple verbal and somatic.

The priest gains a =1 bonus to wisdom or intelligence checks to determine the right course of action in a moral dilemma or puzzle. The DM should answer in a question like; if you would do this do you think that your immortal or you, or your surrounding would like it?

Haze

Range; 10 yard range.

Area of Effect: The caster

Casting Time: 1

Components; Only soft, simple verbal and somatic.

The caster causes a haze to envelop his or her person. This haze gives the caster a +1 bonus to Armor Class and saving throws. The haze lasts for only two rounds, then fades away.

Healing

Range; touch.

Area of Effect: 1 creature

Casting Time: 4

Components; Only soft, simple verbal and somatic.

By a touch (attack roll) , the caster can heal a single hit point.

Judgment

Range; 10 yard range.

Area of Effect: The caster

Casting Time: 2

Components; Only soft, simple verbal and somatic.

A priest can cast this orison to gain a +1 bonus to one Wisdom ability check. This orison can be applied only once to any given check. The DM might disallow use of this orison for various reasons; for example, if insufficient time is available.

Magic Sense

Range; 10 yard range.

Area of Effect: The caster

Casting Time: 4

Components; Only soft, simple verbal and somatic.

If there is a persistent spell effect or magical item within 10 yards (or a person is magical poisoned by carrying too much magic), the priest feels a recognizable tingle or sensation of some kind. What item, spell or person have caused the reaction is not revealed.

Memory

Range; touch.

Area of Effect: 1 item

Casting Time: 4

Components; Only soft, simple verbal and somatic.

Any item the caster commits to memory for the orison's duration is more completely and permanently learned; the priest has a +2 bonus to any checks to recall the exact appearance, wording or meaning of an item, single page of text or message.

Petition

Range; 10 yard range.
Area of Effect: The caster
Casting Time: 2

A petition is a direct appeal to the patron Immortal for a specific favorable event to occur sometime during the current day. Examples include finding a misplaced item, meeting an old friend, remembering forgotten information, making a favourable impression, and so on. A petition that would affect an attack roll, damage roll, saving throw, or skill check grants a +1 bonus to one die roll. If no opportunity occurs for the granting of the petition or if it is not granted that day, then it is wasted. The DM secretly rolls 1d20 for each petition. On a roll of 1, the priest suffers a minor penalty or unlucky event (the Immortal is annoyed). The DM may increase this chance if the priest casts it too often, is too low in Piety, (especially if cursed), asks for favors of excessive value, makes inappropriate petitions on holy or unholy days, or makes the same request continuously.

Preserve

Range; 10 yard range.
Area of Effect; 6 inch cube
Casting Time; 2

This orison is used to preserve material of an animal or vegetable nature for future use, such as herb or spell components. If used on fresh materials, they will not decay for a year or the first day of Dread (no magic) or anti-magic effect—whichever comes first.

Quench **Parch**

Range; 10 yard range.
Area of Effect; 1 creature
Casting Time; 1

This orison soothes a creature of up to large size (8') that suffers from water deprivation. While no water is actually created, cracked lips are softened and a dry mouth and throat are moistened, giving the illusion of having partaken of liquid refreshment, thus enabling spellcasting and speaking as normal.

The reverse of the quench spell, this orison causes a subject of up to large size to experience an intense thirst—no matter how recently it has drunk. Lips crack and the mouth and throat become dry until a quantity of liquid is again consumed.

Resistance to Magic

Range; 0
Area of Effect: The caster
Casting Time: 1
Components; Only soft, simple verbal and somatic.

The caster gains a +1 bonus to his or her next saving throw vs spells against any type of magic, as long as it occurs during the orison's duration.

Resistance to Poison

Range; 0
Area of Effect: The caster
Casting Time: 1
Components; Only soft, simple verbal and somatic.

The caster gains a +1 bonus to his or her next saving throw vs poison against any type of poison, as long as it occurs during the orison's duration.

Temperature

Range; 10 yard range.
Area of Effect; 1 creature
Casting Time; 2
Components; Only soft, simple verbal and somatic.

This orison protects an individual from extreme temperatures for 4 hours. Exposure to temperatures between -10° C. and 90° C. inflicts no damage. However, secondary effects like feeling the cold or heat still apply.

Watch

Range; 10 yard range.
Area of Effect; 1 animal
Casting Time; 2
Components; Only soft, simple verbal and somatic.

The caster charges an animal to watch over her or him while he or she sleeps (the animal may, however, make its saving throw vs. spell and ignore the charge). If the animal accepts, it remains alert and awake to the best of its ability. If anyone approaches within sensory (Sight, Sound, Smell, etc) range the creature will stay extra alert. If anyone approaches within 20 feet of the caster, the creature will attempt to awaken the caster. The animal will not fight for the caster unless it is also attacked.



Clerical, Exorcist, Shadow Elf Shaman, Healer Orisons

Candle

Range; 10 yard range.
Area of Effect; 1 candle
Casting Time; 1
Components; Only soft, simple verbal and somatic.

This orison causes a candle held in the caster's hand to light. For the next turn (10 minutes=60 rounds), the candle cannot be extinguished as long as the caster continues to hold it. The candle is consumed normally, but drafts, gusts of wind (non-magical) and so on can't put out the flame. Drowning or smothering the flame extinguishes it, however.

Canticle

Range; 10 yard range.
Area of Effect; 1 cubic foot
Casting Time; 2
Components; Only soft, simple verbal and somatic.

The caster, using this orison, can reduce the temperature of non-living liquid or solid material by about 40° F, subject to a minimum temperature of freezing water (32° F). The chill lasts for but an instant, after which the object warms slowly back to normal temperature.

Clean

Range; 10 yard range.
Area of Effect; 4 square yards
Casting Time; 2
Components; Only soft, simple verbal and somatic.

This orison enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. These surfaces are then spotless. Usually only one type of material is treated in a single application, as care must be taken in removal of pigments and the like.

Disinfect

Range; 10 yard range.
Area of Effect; 1 creature
Casting Time; 2
Components; Only soft, simple verbal and somatic.

When cast on a minor wound, this orison does nothing to heal the injury; it prevents the wound from becoming infected. The wound heals as if well tended even if not bandaged or kept clean. This orison does not negate the need for rest while healing.

Dry

Range; 10 yard range.
Area of Effect; 1 cu. yd.
Casting Time; 2
Components; Only soft, simple verbal and somatic.

This orison removes dampness and excess moisture from materials in the area of effect. It is useful for drying cloth or herbs and for cleaning chores.

Handfire

Range; 10 yard range.
Area of Effect; The caster's hand
Casting Time; 2
Components; Only soft, simple verbal and somatic.

This orison fills the palm of the priest's hand with a momentary bright flash of flame. The flame can ignite ready flammables, such as powders, incenses, and volatile oils. The flash can scorch or blister exposed flesh and might inflict as much as 1 point of damage to a creature that fails a saving throw vs. spell.

Incense

Range; 10 yard range.
Area of Effect; 20 feet radius
Casting Time; 2
Components; Only soft, simple verbal and somatic.

When this orison is invoked, the caster creates a sudden burst of some scent, which quickly rolls out to a distance of 20 feet. The scent can be anything the priest desires, from rose petals to brimstone, from a metallic tang to an exotic spice, so long as the caster has some small item that the smell has clung to, however faintly: perfume vial, charcoal fragment, and so on). This item acts a focus and is not expended in the casting. The scent fades within a turn, though a creature with exceptionally keen senses might be able to detect it for an hour or more.



Meditation

Range; 10 yard range.
Area of Effect: The caster
Casting Time: 2
Components; Only soft, simple verbal and somatic.

A minor (and non-reversible) form of remove fear, a meditation gives the caster (and only the caster) a +1 bonus to any saving throw against magical fear attacks for 1 turn.

Mouse

Range; 10 yard range.
Area of Effect; 1 mouse
Casting Time: 2
Components; Only soft, simple verbal and somatic.

The mouse orison enables the caster to teleport forth a mouse up to 10 feet away. The animal is a typical field mouse (or as similar a species as possible). When it arrives, the caster has no control over the mouse. The animal behaves as would any mouse in the given situation.

Polish

Range; 10 yard range.
Area of Effect: 1 object
Casting Time; 2
Components; Only soft, simple verbal and somatic.

When this orison is used, the caster magically smoothes and brings luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean for this orison to be effective. The object must be of reasonable size—a floor of up to 1,000 square feet, for example. It works best on smaller objects such as boots, mirrors, crystal containers, and so on.

Remove Pain

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison negates the effects of pain, allowing the recipient to gain 1 hit point, but only if currently wounded. This orison cannot help a healthy character, nor can a creature that has received this benefit receive it again for 24 hours. This orison is of greatly help with the Mend Bones spell, as it negates the painfactor totally.

Restful Sleep

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison allows a willing recipient to gain full benefit from half the rest; thus, the creature touched gains the benefits of eight hours of rest from only four hours of actual sleep. The creature can be awakened at any time, and may wake of its own volition in an emergency. The orison ends when the creature wakes.

Shine

Range; 10 yard range.
Area of Effect: 1 object
Casting Time: 2
Components; Only soft, simple verbal and somatic.

Similar to the polish orison, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This orison brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, could be made more attractive. A single object up to a cubic yard in volume can be treated by this orison.

Stone

Range; 10 yard range.
Area of Effect: 1 small stone
Casting Time: 2
Components; Only soft, simple verbal and somatic.

By means of this orison, the caster can enchant a single stone the size of a sling stone. This missile receives a +1 bonus to hit and damage. The caster (only) can hurl it by hand, sling, etc. The casting and attack occur in the same round, for if the stone is not used immediately, the dweomer fades and is wasted.



Tweak

Range; 10 yard range.
Area of Effect: 1 creature
Casting Time: 1
Components; Only soft, simple verbal and somatic.

By means of this orison, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 10-foot radius of the caster. These portions are: cheek nose, ear, heard, moustache, whiskers, or tail. The orison's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to make a successful saving throw vs. spell means a 1-segment distraction for the tweaked individual.

Warding

Range; 10 yard range.
Area of Effect: Creature touched
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison is a minor form of the protection from evil spell. For two rounds, it prevents enchanted, conjured, or summoned creatures of 3 Hit Dice or less from making bodily contact with the recipient, unless these are attacked by the protected creature. Against more powerful creatures, or after the primary protection is broken, the orison improves Armor Class against evil creatures by 1. The orison adds no bonus to saving throws. To complete the spell, the caster sprinkles holy water on the recipient.

Warm

Range; 10 yard range.
Area of Effect: 1 cubic foot
Casting Time: 2
Components; Only soft, simple verbal and somatic.

The caster, using this orison, can increase the temperature of nonliving liquid or solid material by at most about 40°F. The orison cannot raise the temperatures of a living creature above its normal body temperature, nor the temperature of an object above 140°F. The orison lasts but an instant, after which the object slowly cools to normal temperatures.

Druid, Shaman, Dervishes, Hin Masters, Humanoid Shaman, Shamani Orisons

Animal

Range; 10 yard range.
Area of Effect: 1 animal up to 3 HD
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison summons one ordinary mammal, bird, or reptile of up to 3 Hit Dice, to the druid. The animal, which may come from up to a half mile away, is not under the druid's control, but can be subjected to further spells after it arrives. A summoned animal remains generally available for one turn before wandering off. To activate this orison, the caster vocalizes a soft clucking or clicking sound.

Animal Command

Range; 10 yard range.
Area of Effect: 1 animal up to 3 HD
Casting Time: 2
Components; Only soft, simple verbal and somatic.

This orison enables the druid to command an ordinary mammal, bird, or reptile with up to 3 Hit Dice with a single word. The animal obeys to the best of its ability, if the command is absolutely clear and unequivocal. Typical commands are stop, sit, go, sleep, etc. The commands attack and kill, require the caster to point at the desired target. The effect lasts for hut a single round; thereafter, the creature acts according to its nature.

Bird Call

Range; 10 yard range.
Area of Effect: Special
Casting Time: 2
Components; Only soft, simple verbal and somatic.

The orison allows the druid to imitate the call of a number of common, feathered avians. The druid must have heard the call to be imitated at some previous time. Only one call can be mimicked, but the caster can do so for an entire turn after the casting. The call can carry as far as a natural birdcall. The somatic gesture consists of clapping both hands around the mouth while the lips are puckered to create a whistling noise when breath is exhaled.

Cause Rash**Heal Rash**

Range; 10 yard range.
 Area of Effect: 1 man-sized creature 1 square foot
 Casting Time: 1 1
 Components; Only soft, simple verbal and somatic.

This orison causes an itchy rash to appear on an arm or leg of the subject. The rash is, for all practical purposes, the same as that caused by exposure to a rash-causing plant (poison ivy, poison oak) and must be treated in the same manner. The druid makes a scratching motion while whispering the arm or leg to be affected.

This is the reverse of the cause rash orison. In addition to countering the cause rash orison, it heals any rash caused by exposure to an imitating plant (such as poison ivy, poison oak, or poison sumac). An exceptionally large rash may require several castings, and magical effects are beyond its power. The caster makes a gentle stroking motion above the affected skin.

Disguise Scent

Range; 10 yard range.
 Area of Effect: 1 creature
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

This orison neutralizes the particular body odor of the recipient for one turn. Animals that normally rely on smell to detect strangers won't be aware of the subject. Any creature or object the subject encounters can't learn its scent. The caster goes through the motions of pouring an imaginary liquid into his cupped hand and splashing it on the subject's body, while humming a short ditty.

Drywood

Range; 10 yard range.
 Area of Effect: 1 cubic foot of wood
 Casting Time: 1
 Components; Only soft, simple verbal and somatic.

This orison enables the caster to dry pieces of wood that may be too green or too damp to be ignited. Once treated (which takes a full turn), the wood burns as if dried for several months. The somatic gesture is a sawing motion with a small flame over the wood to be affected.

Edible Plant

Range; 10 yard range.
 Area of Effect: 1 plant
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

When cast on a plant, this orison allows the druid to determine whether or not consuming that type of vegetation would endanger his or her health. If only certain parts of the plant (such as the berries or leaves) are edible, the entire plant registers as inedible unless the caster checks those specific parts. Such matter as grass or maple leaves, while normally not eaten, are revealed as edible, since their consumption causes no actual harm. The caster points to the plant to be identified while making a chewing motion.

Elemental Shield

Range; 10 yard range.
 Area of Effect: The caster
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

This orison protects the caster from an attack based upon one element (air, earth, fire, water). The first 4 points of damage taken from an attack based on the named element are negated; this occurs after the effects of magic resistance and saving throws are resolved. The protection lasts a maximum of 1 turn. The caster places both hands palm up and outward before him, circling them once in opposite directions, while whispering the name of the element protected against.

Find a Stray

Range; 10 yard range.
 Area of Effect: 1 domestic animal
 Casting Time: 2
 Components; Only soft, simple verbal and somatic.

This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, pig, or similar animal. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by its given name (Rover, Buttercup, Porky, OldTom, and so on). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, revealing direction and approximate distance. The effects last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster.

Flamefinger

Range; 10 yard range.
 Area of Effect: The caster
 Casting Time: 1
 Components; Only soft, simple verbal and somatic.

This orison creates a small flame on the end of the caster's forefinger. The caster can maintain it by concentration for up to 1 turn. The flame can be used to ignite combustible materials. The flame can scorch or blister exposed flesh and might inflict as much as 1 point of damage to a creature that fails a saving throw vs. spell. The caster snaps his fingers while blowing on them gently.

Holly Dart

Range; 10 yard range.

Area of Effect: 1 holly leaf

Casting Time: 1

Components; Only soft, simple verbal and somatic.

The caster can enchant a leaf of holly to become a magical dart +1 for one round. If not used by the round after the casting, the leaf reverts to its normal state. The caster presses his lips to the leaf.

Humidity

Range; 10 yard range.

Area of Effect 10-feet. radius

Casting Time: 1

Components; Only soft, simple verbal and somatic.

The orison causes all objects in the area of effect to become damp and slippery. The moisture remains until the area dries naturally. **The orison can be reversed to dry objects in a damp area.** The caster's hands, palms down before him, are flicked rapidly outward. **For the reverse, the spread fingers are drawn quickly inward**



Liven

Range; 10 yard range.

Area of Effect: 1 plant

Casting Time: 2

Components; Only soft, simple verbal and somatic.

This orison restores vigor to one small plant or tree branch. A plant that can bring forth fruit will on command. After one turn, the plant returns to its original state and any fruit not consumed turns to dust. The caster gently strokes the branch or plant from root to leaf

Mark Path

Range; 10 yard range.

Area of Effect: 1 object

Casting Time: 2

Components; Only soft, simple verbal and somatic.

This orison places a small mark on an object, such as a rock or tree, to mark a path. The mark is completely harmless and remains invisible until the caster or another druid passes within 10 feet of the spot. At this time, the mark appears briefly as glowing mow, pointing in the direction the caster has chosen. Once the mark has revealed itself, the orison fades. The caster lightly draws a small arrow with a fingertip on the object to be marked, while whistling a jaunty travelling song.

Pet

Range; 10 yard range.

Area of Effect: Special

Casting Time: 1 segment

Components; Only soft, simple verbal and somatic.

This orison allows the druid to calm one animal of up to 3 HD, domesticating the animal for one turn if a saving throw vs. spell is failed. The animal must have a low Intelligence or less. Any attack on the animal breaks the orison. The caster makes a soft cooing noise while patting the animal.

Prod

Range; 10 yard range.

Area of Effect: 1 creature

Casting Time: 1

Components; Only soft, simple verbal and somatic.

This orison produces an electrical spark springing forth from the caster's hand to strike any one creature within 10 feet. This spark inflicts 4 points of subdual damage (1 point of actual damage). The caster rubs his foot upon the ground while making a soft buzzing sound.

Repel Insects

Range; 10 yard range.

Area of Effect: The caster

Casting Time: 1

Components; Only soft, simple verbal and somatic.

This orison makes the caster's body repel normal insects (including normal insects magically summoned or controlled). It has no effect on giant insects. The effect lasts for one hour. While the insects may still swarm around the caster, they will not bite or even light on his or her person. The caster twirls his index finger around his head in a circle.

Ripen

Range; 10 yard range.
Area of Effect: 1 Lbs. of Fruit
Casting Time: 2
Components; Only soft, simple verbal and somatic.

By casting this orison, the user causes unripe fruit to ripen within one round. The ripened fruit is otherwise normal in every way, and is subject to normal spoilage and decay. The caster makes a clockwise circular motion with his palm over the fruit to be affected.

Smokeball

Range; 10 yard range.
Area of Effect: 1-ft.-radius sphere
Casting Time ; 2
Components; Only soft, simple verbal and somatic.

This orison brings into being a sphere of dense smoke anywhere within the range that the caster desires. Any living creature within the smoke cannot see or breathe, and must leave the smoke immediately. The smoke dissipates in 1 turn, sooner if subjected to any breeze or wind. The caster makes a soft popping sound with his tongue while pointing his index finger at the point the puff is to appear.

Test Soil

Range; 10 yard range.
Area of Effect: 1 sq. yd. of soil
Casting Time: 1
Components; Only soft, simple verbal and somatic.

This orison tells the druid if a section of ground contains the right minerals and nutrients to support healthy plant growth. The balance of acid to alkaline can be divined, as well as the amount of fertilizer the soil contains. A small pinch of the dirt to be tested is placed between the lip and gums, as the jaw is worked up and down.

Quest Spells

Quest spells are a category of spells without true assigned level thus they can in some circumstances be cast at lower level than given). While quest spells are powerful, they are not as powerful as the immortals, even if the power is directly derived from them. The caster are still mortal beings unable to wield powers that could flatten a mountain, etc..

The circumstances that prompt a priest to seek the use of quest spells are usually related to a major sphere of concern for the immortal. A god of druids is not likely to grant quest spells to address a matter of warfare, commerce, politics, knightly virtue, or other irrelevance (as the Immortal views it. However, destruction of a huge swath of forest by fire is entirely different. To protect or regenerate a great natural resource, a druidic immortal would consider dispatching a most powerful servant with awesome magic. A major challenge needs a major response.

An Immortal may choose to equip his followers with quest spells in preparation for a major conflict with servants of a hostile Immortal. This may be true to both sides of the conflict. This is a situation in which the DM must exercise caution. This type of conflict can easily swerve out of control and threaten the destruction of the game world. Immortals have their own rules; if an Evil temple stood openly for centuries in the capital of an evil land, it is unacceptable for a good immortal to strike a quest spell at it, however, if an evil temple is hidden in non-evil lands, it is reasonable for the same immortals to strike at it. It is important to keep game balance and the Immortal status quo.

An Immortal is likely to grant Quest spells when there is a major threat to its followers, temple, consecrated grounds or territories. These situations may become considerable extended; an Immortal of Healing may extend the use of quest spells to help his priests cure a virulent plague affecting ordinary folk. For such an immortal, the welfare of the common man is important. In such cases, game balance must be strictly kept by the DM.

Exceptional and unique circumstances will arise that will draw quest magic into the game. This may include racial interests (for elves, dwarves, and so on) such as defense of the homelands or protection of great fortresses, or it may include communities of

Exceptional artisans wishing to draw quest magic from Powers. The discovery of an intensely magical artifact or place important to the power may necessitate quest magic to secure it. Establishing and developing a major sacred location may justify the use of quest magic (especially with spheres such as Creation, Guardian, Protection, and Wards). Such cases are individually determined by the DM as major elements of a campaign story line.



Situations Unworthy of Quest Spells

What types of requests do not grant a quest spell? Generally, a quest spell is not needed for events that affect only a minor sphere of interest for the deity and events that are part of normal Prime Mated conflict; as a priest being held by an agent of an evil Power isn't enough to justify the use of most Quest spell. Any problem that has limited scale or should resolve itself in time through the normal efforts of priests does not need quest magic. The DM most considers whether a problem is out of the ordinary. Only under extraordinary circumstances should a quest spell be granted. If the DM is in doubt, a simple question may provide the answer: Could the problem have a fair chance of resolution through the use of upper-level priest spells if wisely used? Only if the answer is "no" should quest magic be considered.

Which Priests Receive Quest Spells

Only true (Pip 32+) and faithful Servants of a Power who have successfully used powerful magic are eligible for quest spells. This limits quest spells to priests; although a paladin may be true and faithful, his or her experience is not sufficient to command the magical energies of potent quest magic. Level limitations are important. It is very rare for a priest of less than 12th level to be granted quest magic. Priests of 9th level and lower cannot use quest magic; the strain of holding and shaping such magic is too great.

A priest must possess Wisdom of 17 or better to cast quest spells. It is quite possible for a priest to be granted a quest spell but not possess the wisdom to cast 7th level clerical spells; Powers sometimes work in mysterious ways.

Under normal conditions, quest spells are granted to high-level priests rather than to their junior counterparts (when such an option exists, such as in a large temple). If the hierarchy of a temple has been destroyed, then the best of the junior echelons may be granted quest spells. Some cases may not offer as many options as to the recipient of a quest spell. If the nearest priest to the site of a mission is of a lower level than priests at a faraway temple, the chances are good that this priest will be granted a quest spell rather than awaiting the arrival of a faraway superior. Similarly, if the senior priests of a temple are too old to travel or are needed to maintain order at the temple, a priest of a lower level may be granted the quest spell.

In some situations, a Power will recognize an extremely devoted follower by granting a quest spell, passing up older, more experienced colleagues. Age and experience do not indicate devotion or worthiness. Prodigies exist in all walks of life; clerics are no exception. Faithfulness and piety of the priest are important, and the priest must be unwavering in his or her alignment and have an exemplary record of service to the Immortal. It is reasonable to ignore an offense committed due to magical influence even if atonement was required (or voluntarily undergone) as a result. Obviously, these criteria depend on DM judgment. The DM must remember that priests are mortals- and mortals have weaknesses. While a priest who has not been zealous in defense of the faith is a non-candidate for quest spells, a priest who is pure of heart but who has made a few errors might still be considered for quest magic. However, such a priest may be asked to undertake a preliminary quest to prove his or her worthiness. This is especially likely if there is no time pressure for the greater quest or if the priest has asked the Power for quest magic rather than the Power commanding the priest. A preliminary quest is not a trivial affair; it should present a stiff challenge. In a campaign, it is especially appropriate if such a quest doubles as an opportunity to acquire a new resource (magical items, henchmen, followers, NPC cooperation. And so on) which might assist the greater quest to come.



How Is the Quest Spell Granted

A priest must undergo specific preparations to receive a quest spell. Isolated prayer and meditation for 24 hours are required (double this if the priest has Wisdom of only 17 or is below 12th level). If this period is interrupted, the priest must begin anew. Following this period, the priest needs one hour to establish and maintain a direct mental link with the patron Power and receive the spell into his or her mind. During this communion, the priest is in a state of exultation and is oblivious to the outside world. He or she cannot be roused from this reverie. The DM may rule that specific ceremonies he carried out by the priest during the time of meditation and the time of the granting of the spell. These ceremonies should be determined in accordance with the nature of the religion. The priest may be required to be in a major church or temple for the ceremony. The presence of junior priests and acolytes, perhaps united in mass prayer, may also be needed. However, these are only suggestions and should not be rigidly enforced-a god of travelers would not require a quest spell to be granted in a temple, for example.

Introducing the Quest Spell

Bringing a quest spell into a campaign should be a major event. It should create a powerful atmosphere that includes elements of pageantry, solemnity, and ceremony to make the event come alive in the game. Such considerations of staging and flavor are left to DM discretion and the demands of the campaign. Dervishes get spells as quest spells that other classes don't, while getting them is as difficult as normal quest spells it is not a major event.

The Cost of Quest Spells

Quest spells are not granted without a price. A priest receiving a quest spell is unable to memorize spells of the highest level he or she is allowed. Memorized spells of that level are lost. A cleric who has been granted a quest spell does not gain the ability to automatically cast it again. Each time a priest wishes to use a quest spell, the described procedures must be repeated. Dervishes may receive Quest spells without this handicap, and may have even more (especially healing).

Adjudicating Quest Spells

The rules that follow apply to all quest spells. The DM should avoid altering these rules, in order to use quest spells consistently and fairly

Components: Material components are not needed for quest spells. All quest spells use verbal and somatic components. Since this is invariant, components are not included in the spell descriptions.

Duration: In the spell descriptions, the term "day" is often used. "Day" means "until the next dawn" if the priest casts the spell during daylight hours and "until the next dusk" if the spell is cast during nighttime hours.

Countering Quest Spells: Most quest spells cannot be dispelled. Because of their semi-divine origin, mortal dispel magic spells simply do not affect them. In most cases, only other quest magic will directly counter quest magic. This also applies to attempts to counter specific elements of quest spells. For example, certain quest spells include the

effect of a prayer spell in the area of effect of the quest spell. Such a prayer effect cannot be countered by the use of a mortal prayer spell. The quest prayer overrides the ordinary prayer spell. Target creatures at whom quest spells are cast are usually allowed no saving throws. Magical items that would normally protect against the type of effect (for example, a ring of free action against a hold paralysis effect) allow a weakened saving throw of 18. Magic resistance functions, but at one-half normal. If a quest spell has multiple magical effects, magic resistance checks must be made against each affect.

Saving Throws:



Faith Magic

A unique feature of clerical magic is faith magic. Using this special category of priest spells, clerics can create semipermanent wards, sanctify ground, ensure good harvests, or even improve the health of followers. In short, this amplified magic allows certain clerical spells to be increased and intensified through the combined efforts of priests and worshipers. Range, area of effect, duration, and even damage can be altered through devotion and combined spellcasting. To gain this ability, priests and their worshipers form groups to create faith magic. Priests of nearly all religions seek out worshipers, establish temples, retire to monasteries, and establish seminaries. While there are many practical reasons to form such groups, priests' attitudes are also shaped by this important difference between clerical and wizardly magic—the ability to combine magical power.



Wizard spells lack the property to benefit from devotional power—wizards gain no magical benefits from founding monasteries or attracting followers.

Devotional Power

The core of faith magic is devotional power. This power comes from the dedication of ardent followers and priests. It is not something that can be manipulated directly (like a spell), although it is a source of power for spells. Unlike magical energy, devotional energy is not tied to a particular character class. Ordinary people are as much a source of this power as are adventurers. Only priests are significantly different; their lifelong dedication to their god being the wellspring for even greater power. Not everyone is a source of devotional energy. Almost every character generates a small amount of power, but only those persons dedicated in their beliefs provide the amounts needed for faith magic. Even at this level, the total energy provided by each person is very small. Thus, faith magic can be used only when large numbers of sincere worshipers gather, such as particularly devout congregations, monasteries, seminaries, and universities operated by a religious order. Sincere belief is the most important factor. While persons attending a service may be numerous, casual followers do not contribute to the effect. Before its power can be harnessed, the devotional energy of a group must be gathered and concentrated toward a single effect. This is known as focusing the effect. Once focused, the devotional energy provides power needed to maintain a spell effect, increase its area of effect, or create a number of other different results. A focus is created by means of the 4th-level spell *focus*.

Once the devotional energy has been focused the priest or priests can cast the spell to be amplified. Using the devotional energy gathered by the focus, the spell's area of effect, duration, or both can be increased. The exact increase depends on the level of the priest casting the *focus* spell. Such amplified spells typically affect a building (such as a church or hospital), group of buildings, or even an estate. The spell remains in effect as long as the focus exists. This requires a minimum number of worshipers and periodic renewals of the spell. Since the duration of a focus is long, these renewals often coincide with important festivals of the religion, when numerous worshipers are present to provide devotional energy.

Cooperative Magic

Cooperative spells are unique to priests. These spells allow several priests to combine their abilities to create a greater effect. *Combine* (1st level) is one type of cooperative spell. Cooperative spells do not require a focus or devotional energy; all that is required are two or more priests of sufficient level to cast any cooperative spell. Casting times for cooperative spells are much shorter than those required for quest spells or faith magic, making cooperative magic useful to adventuring priests. All priests who attempt cooperative magic must know the spell to be cast and be of the same ethos. Generally, only priests of the same religion can use cooperative magic. However, priests of deities known to work in close harmony are sometimes able to use cooperative magic with each other. The decision lies with the DM, since the relations between different deities vary greatly from campaign to campaign. Note: In this book, cooperative spells are listed in the explanation as such.

The Immortals

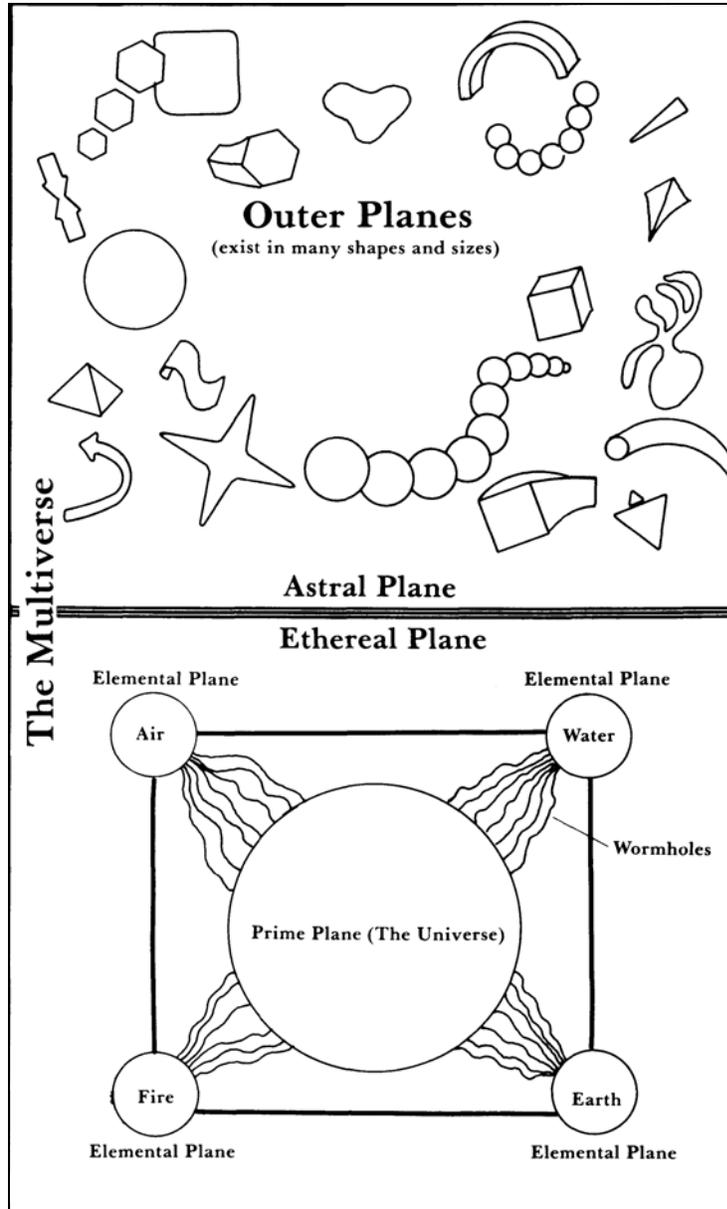
s characters reach higher experience levels, they will become aware of powers even mightier than they, powers beyond mortal ken. The influence of these powers is deeply interwoven with the fabric of campaign events, and it becomes clear that these superior beings manipulate the world, perhaps the entire multiverse, according to their own desires. These beings are the Immortals.

Immortals and Spheres of Power

Once mortal heroes of legend, the Immortals gained powers and responsibilities beyond worldly concerns. Now Immortals, they subtly manipulate the events of the multiverse to advance their Spheres of Power. Their maneuverings create challenges and epic sagas to test the worth of mortals while furthering the Immortals' own mysterious goals. Each Immortal serves one Sphere of Power (described below), and the struggle for dominance between the Spheres of Power causes conflict in the campaign. Each Immortal has his own personal interests, often drawn from his experiences in life. One may be a patron of war, while another may be a patron of the arts. Each Immortal promotes his own personal interests in the mortal world. Each Immortal is served by an order of clerics. The Immortal provides power (i.e., clerical spells) to his cleric followers, and also gives them guidance (often in the form of the clerical order's long-standing goals, but sometimes by directly or indirectly manipulating the cleric into a specific quest or set of actions). Each Immortal draws strength from the numbers and devotion of his mortal followers (i.e., the clerics and non-clerics who favor the Immortal and his goals), and so there are also secondary struggles between Immortals who want to lure followers away from one another.

The Spheres of Power

The entire multiverse (that is, the combination of all the universes) can be divided into five distinct components, also called Spheres of Power. These five Spheres are Matter, Energy, Time, Thought, and Entropy. Everything in the multiverse is composed of a combination of all five of these components in varying proportions. Each Immortal serves one of the Spheres, seeking to either increase its influence in the multiverse or to maintain the balance of power among the Spheres. In three of the Spheres (Matter, Energy, and Time), one alignment is dominant; in the other two (Thought, Entropy) no alignment dominates.



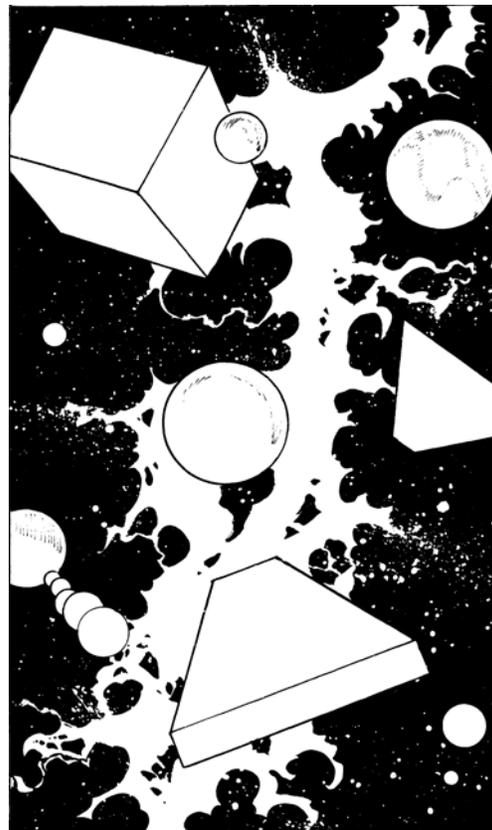
<i>The Sphere of Matter</i>	is closely related to the element of earth. Its purpose is to withstand destruction and decay. This Sphere stands for sturdiness and stability. Matter, in its three forms, is the building block of all things. Even in decay, matter uses the elements to create new forms. Matter is rich in variety and easily mutable to any form. Matter represents the Lawful alignment (order and form in all) and favors the fighter class. Matter is opposed to Time's efforts to cause change and provides Thought with existing order.
<i>The Sphere of Energy</i>	is closely related to the element of fire. Its purpose is to create more energy and activity. Energy is highly active, dynamic and excited. It seeks to alter and transform things, consuming matter, slowing time, and exciting thought to release more energy. Highly temperamental, energy is also very creative, channeling magical energies and forming things from the ether. Energy represents the Chaotic alignment (disorder and uniqueness) and favors the magic-user class. Energy is opposed to Thought's efforts to control it and seeks to transform Matter into energy to continue at its highest level despite the ravages of Time.
<i>The Sphere of Time</i>	is closely related to the element of water. Its purpose is to promote change in all things and to maintain the flow of time. Time is everywhere, ebbing and flowing, recycling the lessons of the past to remind the present. It is a creative, shaping force causing change through aging and rebirth. Time represents the Neutral alignment (seeking change, but also stability through the ages) and favors the cleric and druid classes. Time is opposed to Matter's efforts to withstand change, causes a loss of Energy through time, and teaches Thought the lessons of history.
<i>The Sphere of Thought</i>	is closely related to the element of air. Its purpose is to categorize all of existence and to make all other Spheres its tools. Thought is the very essence of the Immortals. It is realization, philosophy, and understanding. Thought seeks to analyze everything and can manipulate the other powers of the multiverse. Thought does not represent a single alignment, but is comprised of all alignments. It favors the thief and mystic classes, as the thief lives by his wits and cleverness and the mystic strives to live by philosophy and reason. Thought opposes the chaotic excesses of Energy and attempts to manipulate the effects of Time to create order and form in Matter.
<i>The Sphere of Entropy or Death</i>	is not related to any element. Its purpose is the ultimate destruction of the multiverse. The four other spheres of Power oppose Entropy but recognize its importance in the functioning of each of the other Spheres. Entropy is the weakening of the fabric of the multiverse, rot, weathering, and dissipation. It seeks to bring all things to a stop, causing oblivion. At the same time, Entropy itself can not exist without the presence of the other powers, so it seeks first to subjugate before bringing about oblivion. Entropy does not favour any specific class. Entropy seeks to destroy Matter, dissipate Energy, cause Time to stagnate, and stop new Thought.

The multiverse is best served when there is balance between the Spheres of Power. If one should ever gain an overwhelming dominance over the others, only Entropy would win, for balance between all the Spheres is necessary for harmony. Thus, while each Sphere constantly strives to advance and grow, the other Spheres of Power try to maintain the balance by retarding or countering an opposing Sphere's growth.

Immortals in the Game

Immortals provide challenge for high level characters. Their subtle manipulations lead to campaign events, and the possibility of reaching this status provides characters with a new goal. An Immortal is a being who cannot die by earthly means. Immortals do not need food, drink, or air. They easily manipulate elements and magical energies while remaining almost totally immune to their effects. An Immortal's goals are to gain personal power and to advance the influence of his Sphere. Immortals gain power through service to their Sphere: To increase the influence of one's Sphere is also to gain increased power from that Sphere.

The paths of mortals and Immortals cross when service to a Sphere requires Immortals to intervene on the various planes of existence. Immortals have entered the lore and legends of the world through these chance encounters. The Prime Plane holds special interest for Immortals. It is the only place in which sentient humanoids occupy and manipulate an environment composed of all five Spheres. It is also the only place that reliably produces new Immortals. Thus, many Immortals visit the Prime Plane with regularity. Once, in the distant past, Immortals lived in the Prime Plane and directly influenced the progress of the sentient races. They later departed, wisely, to preserve the plane's unique environment.



How the Immortals Interact With Mortals

Mortals on the Prime Plane are dealt with indirectly and through subversion. Immortals do not commonly confront mortals directly. Immortals do not often appear to mortals in physical form, standing up before them and enjoining them to action. More commonly, an Immortal will appear to one mortal in his dreams, or will inspire a cleric to a prophecy affecting the mortals. On rarer occasions, the Immortal will appear before a party of mortals in his incorporeal form (see below). Immortals usually communicate with mortals in order to command them or persuade them to undertake actions which advance the Immortals' plans. When one Immortal sees an enemy Immortal plotting, the first Immortal will usually communicate information and his desires to a group of faithful clerics or heroic player characters, persuading those heroes to confront the minions of his enemy. The Immortals themselves seldom participate personally in the struggles between their minions. It's usually not necessary to have a character sheet for an active Immortal; mortal heroes in reasonable campaigns don't often attack them. However, in certain rare situations, mortal heroes will decide that they have to attack an Immortal. At that point, as a DM, you can choose one of several different responses for the Immortal to take:



- (1) The Immortal Overwhelms the PCs: The DM, if he wants Immortals in his campaign to be incredibly powerful beings, can just decide that no mortal player character even approximates the amount of power it takes to hurt an Immortal. Therefore, with this choice, the DM can just describe how the Immortal frowns, waves his arms, and all the PCs are *paralyzed* (no saving throw possible), *curse*d, *geas*ed, randomly teleported, or other otherwise discomfited.
- (2) The Immortal Leaves: The Immortal might just disappear completely; no mortal magic could bind him here. He could then pursue his punishment of the PCs at his own leisure.
- (3) The Immortal Stays and Fights: A particularly foolish Immortal might just stay behind to fight. (It's not foolish for him to believe that he would win a fight; but he risks loss of power, reduction in status, and possible additional punishments if such direct manipulation is unsuccessful.) The DM might have arranged an adventure where some artifact has bound an Immortal in place so that the PCs have a chance at attacking and temporarily or permanently destroying him, so not *all* circumstances where an Immortal stays around to fight necessarily mean that the Immortal is foolish.

Immortal Intervention

The Immortals are not unwilling to aid their worshipers. The fact is, Immortals have so many worshipers that they prefer to give aid of a less specific and more general nature—subtle aid that will help their worshipers as a whole. This type of aid often goes unnoticed in the short run (except by high level priests, who know what to expect). Specific aid to individuals is extremely rare, despite the fact that this is the type of aid Immortals are most frequently requested to supply. If the supernatural powers of the various Immortals could and would continually and constantly involved themselves in the affairs of the millions upon the Prime Material Plane, they would not only be so busy as to get neither rest nor relaxation, but these Immortals would be virtually handling their own affairs and confronting each other regularly and often. If an entreaty for aid is heard one time in 100, surely each and every Immortal in the multiverse would be as busy as a switchboard operator during some sort of natural disaster. Even giving each Immortal a nominal number of servants able to supply aid to desperate adventurers, the situation would be frenzied at best. Add to the effects of various spells; commune, contact other plane, gate. It is obvious that intervention by a Immortal is no trifling matter, and it is not to be allowed on a whim, even if the characters are in extremis! This is not to dictate that Immortals will never come to characters. The mighty evil gods and fiends are prone to appear when their name is spoken—provided they stand the possibility of gaining converts to their cause. The forces of good might send some powerful creature of like alignment to aid characters on a mission in their behalf. Certainly in the case of some contest between opposing Immortals, all sorts of intervention will take place—but always so as not to cause the Immortals themselves to be forced into direct confrontation! The accumulation of hit points and the ever-greater abilities and better saving throws of characters generally represents the aid supplied by supernatural forces. In most cases, the DM determines the involvement of deities as the campaign develops. Note: Deities will not intervene on the planes that are the habitation of other Immortals; Many of the Outer Planes. Intervention (if any) occurs only on the Prime Material, Astral, or Ethereal Planes in most cases.

The following guidelines can be used if a character initiates the possibility of Immortals intervention. If the character beseeching help has been exemplary in faithfulness, allow a straight 10% chance that some creature will be sent to his or her aid if this is the first time the character has asked for help. If 00 is rolled the Immortal itself may come (1% chance per level of the character), and this chance is modified as noted.

Each previous intervention on behalf of the character	-5%
Alignment behavior only medial	-5%
Alignment behavior borderline	-10%
Direct confrontation with another Immortal required by the situation	-10%
Character opposing forces of diametrically opposed alignment	+1%
Character serving Immortal proximately (through direct instructions or by means of an intermediary)	+25%

It is important for the DM to prevent players from becoming too dependent on this type of aid. A good default approach is to make sure that spurious calls for divine intervention ultimately cost more than the beseeching character benefits.

Immortal Behavior

The Immortals have a rule among themselves: ***Direct Action Against Mortals is Forbidden.*** The wiser ones among them have convinced most of the others that they need to live with this code and enforce it on others who aren't so sensible. And so the Immortals spend a lot of their magical energy "scanning" for the tell-tale emanations of direct Immortal intervention on the mortal planes. An Immortal who just shows up on the mortal world and starts killing the mortals he dislikes will instantly be noticed, and will probably be attacked, by the other Immortals. This is why Immortals tend to limit themselves to speaking to mortals in dreams, or appearing very briefly and not manifesting very much energy; this is why they try to persuade mortals to their own doctrines and let the mortals do all the work.

Of course, not all Immortals are happy to bow to the will of the masses. Some chafe at the "no direct action" rule and do appear directly whenever they think they can get away with it. Often, it will be in a mortal form (described below), which is no more powerful than a high level player character but is not detectable by the other Immortals. Immortals appear on the Prime Material Plane in their true identities (i.e., in their manifestation forms, described below) usually only in high-energy places and situations where they think the other Immortals will not notice their presence.

When an Immortal appears on the mortal world in his manifestation form, there is a 5% cumulative chance per round that the watching Immortals will notice. If they notice, they will probably decide to yank the erring Immortal back out of the mortal world by force. If he is a lesser Immortal of one of the four "good" Spheres, they may be able to punish him; if he is an Immortal of Entropy, he will not allow himself to be summoned into their presence and will simply escape to cause trouble later on.



Immortal Manipulations

An Immortal will not generally reveal himself to mortals.

Only candidates for future immortality may normally recognize an Immortal. Instead, Immortals prefer to manipulate their followers' Prime Planes by other means. One subtle but common way involves the use of omens to presage some great event, encourage an undertaking, or warn of danger. Another common way is to inspire a mortal through mental suggestions or dreams. When attempting to change the course of history, an Immortal may use more active methods. The most common is the use of a pawn, a servitor or follower of his Sphere of Power—sometimes a PC. A pawn may be given an Immortal artefact and a goal to accomplish and then left to his own means. The pawn faces mortal risk in personally performing the task. A less risky method is for a pawn (usually an NPC) to act as an agent of the Sphere to coach a more powerful character to undertake the Immortal's task. In either case, these are the types of events which drag player characters and the world's most famous, powerful NPCs into the plans of the Immortals. Immortals from the Sphere of Entropy are the most likely to become personally involved in their plotting, often revealing their true form to their minions, servitors, and enemies. No action that would endanger the Prime Plane is ever taken by any Immortal, including one of Entropy.

Immortal Statistics

Immortals have three basic forms in which they can confront mortals. These are the *mortal* form, the *manifestation* form, and the *incorporeal* form.

Mortal Form

An Immortal can create any mortal form to house his intelligence when he appears in the mortal world. He can create a mortal form of any monster species, and at the maximum experience level (or HD figure) for that species. The Immortal is bound by all character class or species limitations of the form he assumes. For example, if an Immortal creates a human form for himself, he can create anything from a normal man to a 36th level adventurer (or 16th level, if he takes a Mystic identity). If, for instance, he were to become a 24th level cleric, he would be bound by the cleric's limitations on spells, armor, and weapons. Violation of any such limitations would force the Immortal to begin to take on either his manifestation or incorporeal form, as described below. This mortal form is not detectable by other Immortals as an object housing another Immortal. Therefore, the Immortal housed in the mortal form can walk freely among mortals, using all the abilities of his mortal form. Not many Immortals like to do this; becoming Immortal and then later returning to the limitations of a mortal body, to them, is like being cured of blindness and then becoming blind again; also, an Immortal wandering around in a mortal identity can't keep his attention on as many of his plans as he could if he were back on the Immortals' plane. But some do it in order to advance their personal plans or to keep an eye on mortals crucial to their plans. An Immortal can throw off his mortal form and take on his manifestation form or his incorporeal form at any time. But it's not instantaneous; it takes one full turn for the transformation to be completed. During this turn, the Immortal is transforming but has all the stats and limitations of his mortal form.

Likewise, the Immortal can change his mortal form to another mortal form, under the same time constraints. If an Immortal wants to maintain two identities on the mortal world, one of a female 36th level magic-user and the other of a 10th level dwarf, he can change freely between them—and any number of additional forms and identities—and be subject only to the limitation that each transformation takes one turn. The Immortal may create any garments, weapons, and normal (non-artifact) magical items as possessions for his mortal form. When he changes to another form, all those objects vanish; a hero stealing such an item will watch it disappear into thin air once the Immortal changes forms. And when the Immortal returns to the form which had that item, the item returns to the Immortal—not to the thief. The mortal form of an Immortal has one special power:

Communication: The Immortal can speak with any living creature and with nonliving things related to his own Sphere; he knows all languages.

Manifestation Form



The Immortal's more powerful form is his manifestation form. This form is as much of his "true" Immortal body as he can project into the mortal world (the Prime Plane). The Immortal can make his manifestation form look like anything, but it will always radiate the power of an Immortal; an Immortal in this form cannot convince anyone that he is not an Immortal. Most Immortals choose one or two specific appearances for their manifestation forms; this helps when they are dealing with their mortal followers and minions. They can switch instantly between those appearances if they choose. Three power levels of Immortal are known to mortals: Lesser, Greater, and Ultimate. The DM will decide which Immortals in his own campaign fall into which power level.

Lesser Immortals are either fairly new to immortality or have simply never developed a lot of power; they tend to be patrons of less-dominant traits or professions (such as sagecraft or youth), patrons of specific cities, or servants of greater Immortals; many of them have few followers.

Greater Immortals are powerful beings who represent important functions and have gained a lot of magical might. They tend to be patrons of significant traits or professions (such as diplomacy or the thief character class), patrons of entire nations or tribes; they often have Lesser Immortal subordinates and sometimes answer to Ultimate Immortals.

Ultimate Immortals are those who are the oldest and most powerful; they often represent very popular or important traits (such as warfare, love, agriculture, etc.) and have many subordinate Immortals and followers.

These divisions are mere conveniences for the DM, who can create Immortals with other statistics and power levels. Most Immortals will not bother to conduct combat with mortals; more often, they vanish from the scene of combat, preferring to visit revenge on their enemies later, and at their convenience. Those who do stay to fight will certainly not fight to the death, and will instead disappear once they've taken 25% of their hit points in damage. Whenever an Immortal's form is destroyed on the Prime Plane, the Immortal usually arranges for its utter destruction. At worst, the form would leave clues about the existence and activities of the Immortals, and powerful mortals could seriously interfere with Immortal plans if sufficiently aroused.

Manifestation Form Special Powers

<i>Anti-Magic:</i>	Magic can sometimes be weakened or altered so that it is canceled or only partially functions. This phenomenon is called anti-magic (AM). Anti-magic is stated as a percentage chance that magic will not work within a given area. Magic will not work within the AM effect. Some very rare creatures (notably Immortals) possess partial or total anti-magic manifestation form Anti-Magic is of the radiated (non-attack) variety, and so it primarily effects temporary magical items and effects (such as spells).
<i>Aura. Attack:</i>	When the Immortal decides to make an <i>aura attack</i> (which is usually done to impress his followers and their friends, or to terrify his enemies), all victims within 60' of the manifestation form must make saving throw vs. spells, receiving no bonuses from equipment, spell effects, or Wisdom score; if the saving throw fails, the victim is <i>awed</i> . The Immortal can then decide whether the victim feels terror (treat as a <i>fear</i> spell of three turns duration), <i>paralysis</i> (lasting three turns), or <i>charm</i> (treat as a <i>charm</i> spell of 2 x normal duration). The manifestation form can make one <i>aura attack</i> per round, but normally limits himself to only one per encounter.
<i>Communication:</i>	The Immortal can speak with any living creature and with nonliving things related to his own Sphere; he knows all languages.
<i>Magic Use:</i>	The manifestation form can use any clerical, druidic, or magical spell as a spellcaster whose level is 2 x the Immortal's HD (thus M30 if he's an Lesser Immortal, or M36 if he's at Greater or Ultimate levels); he can vary spell duration as he pleases; he does not need spell books, and does not forget magic-user spells as he uses them (and so could cast the same spell over and over).
<i>Regenerates:</i>	The manifestation form regenerates 1+con adjustment x hit point per day. If hurt, the Immortal usually casts healing magic on himself.
<i>Special Defense:</i>	The manifestation form can only be hit by a + 5 or greater enchanted weapon, or by an artifact; when damaged, he takes only the minimum damage possible (i.e. if damage is 2d6 + 3 points, the immortal takes 5 points of damage).
<i>Special Defense vs. Mortal Magic:</i>	The manifestation form is immune to all mortal spells.
<i>Special Defense vs. Poison:</i>	Manifestation forms automatically make all saving throws vs. poisons.
<i>Travel Powers:</i>	The manifestation form has the power to <i>fly</i> at will, <i>teleport</i> without error once per hour, and travel ethereally and astrally one time each per day.

Incorporeal Form

The Immortal's third form is his incorporeal form. This form is really just a projection of his mind from his native Sphere to the mortal world; it usually appears as a glowing, insubstantial figure, or can take the form of any sort of dream projected straight into a mortal's mind. In either case, the Immortal can appear before (or in the dreams of) several mortals all at once, or can be visible to (or in the dream of) only one, as the Immortal chooses. The appearance of an incorporeal form on the mortal world does not alert watching Immortals. Therefore, an Immortal can freely communicate with his minions without alerting other Immortals to his activities. Mortal magic has absolutely no effect on the incorporeal form. No amount of spells cast on the incorporeal form will hurt the Immortal. On the other hand, the incorporeal form cannot cast any spells against mortals. The incorporeal form can change into either the manifestation form or the mortal form after a transformation of one turn.

Fighting Immortals

Immortals do not exist in the D&D® game for player characters to fight or kill. They're supposed to be powerful forces which confound, influence, and aid player characters . . . not as "monsters" to be attacked and killed, their homes looted for treasure. However, it could happen that the PCs will find themselves fighting Immortals. Should this happen, here are some basic guidelines.

Mortal Form

If an Immortal's mortal form is killed on the Prime Plane, the Immortal is banished back to his own plane for 1d20 Prime Plane days. He may only reappear on the Prime Plane in his incorporeal form during this period of banishment.

Manifestation Form

If the Immortal's manifestation form is killed on the Prime Plane, his spirit returns to his home plane and forms a new manifestation form in a number of days equal to his Immortal hit points. During this time, he may only reappear on the mortal world in his incorporeal form. Immortals on their own plane are automatically in their manifestation form. If this form is killed on the Immortal's own plane, the Immortal is forever dead. However, not even the stupidest or most violent of Immortals would fail to use *teleport* abilities to get to a safer haven, or (if they have a full turn available to them) can revert to their incorporeal form, and send their minions after any PCs crazy enough to attack them.

Incorporeal Form

The incorporeal form cannot be killed or harmed in any way.

Divine Ascension

It is remotely possible for mortals to ascend into the ranks of the divine. However, there are certain requirements that must be fulfilled before such a thing can happen.

PCs Becoming Immortals

Since all Immortals were once mortal, the DM may permit characters to seek Immortality by taking the winding journey into heroic legend. It is not easy to gain Immortality, and most never succeed. But the truly persistent and heroic character may gain Immortality if he proves worthy enough. However, if he gains Immortality, it is likely that the character will retire from the realm of the living and never be heard of again. Immortality must be won. It can only be earned by successfully completing several extremely difficult tasks. There are four paths to Immortality, each corresponding to one of the four elemental Spheres of Power. Any intelligent mortal reaching his ultimate experience level may try to earn immortality.

Prerequisites

A human character of the cleric, fighter, magic-user, thief or druid class must first reach 30th level, and a demihuman or mystic must first reach an experience point total of 1,000,000 points to be a candidate for Immortality. Once these levels are attained, the character may begin research to discover the paths to Immortality. These paths are not common knowledge. The DM should put the character through a grueling adventure during which the PC learns what is required of a candidate for Immortality. Every path to Immortality begins with the following steps. Make sure to review the details of the various paths before a character decides which path to pursue.

1. The character selects the path for the Sphere of Power he wants to serve. (Though each Sphere of Power favors a specific character class, a character of *any* class may try to achieve Immortality with *any* Sphere.)
2. The character must find an Immortal sponsor—i.e., choose the Immortal he hopes to be his sponsor, and try to persuade that Immortal to guide him to Immortality.



Finding a Sponsor

Finding an Immortal and petitioning for sponsorship is but the first of many difficult tasks. The character must set out on another adventure of research to locate the place where the Immortal he has chosen may be contacted. This could be at the top of a remote mountain with a reputation for dangerous hazards, in a mystic grove surrounded by deep forest teeming with monsters, in a trench at the bottom of the sea, or in a perfectly safe temple . . . one it took several anguished adventures to find.

The Gift

Once the location for petition has been determined, the character must create a gift of particular relevance to the Sphere or personality of the Immortal. This gift should be especially beautiful and have the qualities of the Sphere. The more valuable the gift, the higher the chances for the character to receive a favorable response from the Immortal; a minimum value of 25,000 gold pieces is recommended, but not required. When the gift is prepared, the character may embark on the journey to the mountain. This journey should be very dangerous; the character should rise one level or gain 120,000 experience points during his journey, and the character may be distracted by many adventures along the way. He must take care that the gift is not damaged or stolen. If it is, the damage must be repaired or the item recovered before he continues.

The Seven Tests

Climbing the mountain to its summit should also be challenging. It is recommended that the DM create seven encounters that must be met in climbing the mountain. The encounters should test the character's mettle and worth in the following:

- Honor and trustworthiness.
- Dedication to the Sphere of Power.
- Resourcefulness and resolution without combat.
- Bravery.
- Persistence in the face of adversity.
- Mercy and charity of the heart.
- Wisdom.

Not all these encounters need be combat-related; in fact, most should be role-playing encounters where the character must make the correct decision based on the trait being tested. Not every challenge must be won to reach the summit, but they must all be met.

Immortal Response

Once the summit is reached, the character must meditate for 1d6 days, calling to the Immortal in his thoughts. The Immortal will always hear the call but will judge the character's worthiness before responding. To check for the Immortal's response, roll 1d10 and modify as in the following table.

Immortal Responses Table Modifiers

- 5 If the character is of a different alignment
- 3 Per additional being accompanying the character
- 3 Per test failed in climbing the mountain
- + 1 Per test passed
- + 1 If a minor artifact is brought
- + 2 If a lesser artifact is brought
- + 4 If a greater artifact is brought
- + 8 If a major artifact is brought

Treat results of less than 1 as 1 and results of greater than 10 as 10.

Results

1-2 The Immortal is displeased and lets the character know (by an omen in 1d6 days) that he will not answer the call.

3-8 The Immortal arrives in d100 days. He sends an omen of his impending arrival in 1d4 days.

9-10 The Immortal is very pleased and arrives in 1d6 days.

While awaiting the Immortal's arrival, the character should remain on the summit and meditate for 80% of his waking hours. If the character leaves the mountain, check the Immortal's response again with a — 2 modifier. If the Immortal responds, he sends an omen to tell the character to return to the mountain. If the second result is 9 or 10 (see above), The Immortal will appear wherever the character is at the end of the waiting time, but not while the character is in the company of anyone else.

The Meeting

The arrival of an Immortal is always a performance. This arrival may be grandiose or mysterious. If grandiose, the Immortal appears in an elemental form based on his Sphere.

Sphere Elemental Forms

Matter: Erupting from the earth or as any mortal creature

Energy: Fiery, bright, or on rays of light

Time: Watery being or as a storm

Thought: Wild and windy

The Immortal, in his first appearance, will automatically utilize the *paralysis* aspect of his aura *attack* ability on all mortals in the area. He may release creatures from this paralysis at will. The Immortal examines the character and then communicates verbally or telepathically, asking what the character wants. The character must explain his desires humbly and present his gift. To determine the Immortal's response, roll 1d10 and use the above modifiers plus the following:

- - 5 If the character is haughty.
- - 2 If the gift's value is less than 25,000 gp.
- +1 If the petitioner is of the character class favored by the Immortal's Sphere of Power.
- +1 If the gift's value is 25,000 gp or more.
- +1 For each doubling of the gift's value beyond 25,000 (+ 2 if 50,000 gp; +3 if 100,000 gp, and so on).

Again, treat all results of less than 1 as 1 and results of greater than 10 as 10.

Petition Responses Table

1-2 Petition Rejected. Immortal destroys the gift and sets the character a quest before he can return to petition again.

3-8 Petition Accepted.

9-10 Petition Accepted With Pleasure. Immortal gives the character a small magical item of the Sphere of Power as a token and *teleports* the character home.

Whatever the response, the Immortal will take (or destroy) the gift. If the Immortal accepts the character's petition, he instructs the character in the steps required to complete the path to Immortality. Details of these steps follow. The Immortal answers most of the character's questions if they are reasonable. He then sets the conditions for the next meeting and leaves as if he was never there. Once an Immortal leaves, he will not be seen again until the path is completed or the character returns to petition again. From this point on, the Immortal (though unseen) is instrumental in placing obstacles and challenges in the character's path.



The Four Paths

Once a character gains a sponsor, he must reach his highest-possible experience level before setting off on the path to Immortality. The questor must be true to his chosen Sphere of Power and bring it glory and honor during the trials. Each path requires that a mortal pass the following five tough requirements:

1. The character's adventures must gain him a specific amount of experience. This amount is 600.000 XP for most classes but only 400.000 XP for the class the Sphere favors.
2. The character must complete a new quest to retrieve an artifact of lesser or greater magnitude from his Sphere of Power. The quest for this artifact should take several game years.
3. The character must successfully complete a trial of specific value to his class and the Sphere (see below).
4. The character must prepare a testimonial to his greatness, a combination of followers (people devoted to his philosophies and achievements) and a lasting monument. The monument to his greatness must be financed by the character, and he must participate in its creation by either adventuring for components and manpower or by taking the risks of the actual physical construction.
5. The character must complete a specific monumental task that will benefit his Sphere (see below for details).



At the end of these steps, the character must return to the place he met his sponsor and again meet with that Immortal. If the character has failed to complete any of the steps, the Immortal may set further requirements to be fulfilled before Immortality is granted. If all of the steps are completed, the Immortal reviews the whims of chance. Roll 1d10. If a 1 is rolled, the character has failed and is not granted Immortality. He may request further tasks, or he may give up. If the character is granted Immortality, he may take a year to complete his mortal affairs and then must leave the Prime Plane to join the struggles of the cosmos.

The four paths to immortality are:

Dynast

This is the route to the Sphere of Time. This path favors clerics and druids.

Quest: The character must undertake a quest for an artifact that will allow him to travel through time.

Trial: The character must travel ahead in time to three separate periods and help three different descendants to retain their kingdoms and perpetuate the dynasty.

Testimony: The character must create a realm with a population of at least 50.000 people if a human or 10.000 if demihuman. He must also design and build a great new capital for his land.

Task: The character must found a dynasty. The dynasty must be ruled by the character and his or her descendants for at least 20 years of the character's life. At the end of this time, the character must have a living grandchild to inherit the dynasty. This grandchild may be adopted instead of a blood relative but must be announced as the heir. During the 20 years, the character should face at least four major challenges to his rule.

Epic Hero

This is the route to the Sphere of Thought. This path favors the thief and mystic classes.

Quest: The Epic Hero must undertake a quest for a major artifact from the Sphere of Thought.

Trial: The Epic Hero must track down and bring about the permanent destruction of an artefact of the Sphere of Entropy.

Testimony: The Epic Hero must find and train a successor. The successor must be the player character of a different player. In addition, an Epic Hero must create a new legendary weapon.

Task: The Epic Hero must live up to the heroic ideals of courage, steadfastness, and dedication. He must complete an epic quest to perform a nearly impossible task, such as driving all dragons from the land or building a castle in the sky. This quest should take about five years to complete.

Paragon

This is the route to the Sphere of Energy. This path favors the magic-user class.

Quest: The Paragon must quest for a lesser artefact of the Sphere of Energy.

Trial: The Paragon must create an entirely new magical item. The cost of the research to create such an item equals the total experience points of the character. The components to make the item should be extremely rare and difficult to find, including at least one impossible item (the footfall of a cat or the roar of a lion). The player must be creative in devising a means to acquire this item.

Testimony: The Paragon must recruit at least six apprentices and they must rise at least 12 levels while in his service. He must also transform the land for 100 miles around his home. This transformation must give the land a unique appearance and range of inhabitants.

Task: A Paragon must be acknowledged the superior of all other magic-users within a 1000 mile radius. He may accomplish this through magical duels or by driving all other magic-users out of his lands. The character should challenge at least eight magic users of 25th level or greater. These magic users may team up against the Paragon.

Polymath

This is the path to the Sphere of Matter. This path favors the fighter class.

Quest and Task: The Polymath must face the challenge to succeed in three additional lives as cleric, thief, and magic-user. The Polymath, during each of his three lives as another character class, must quest for and gain the same artifact. He begins each new career at first level, with no memories of his previous lives. The quests may not begin until the character reaches 5th level in each class. The first two times the artifact is gained, the Immortal reappears to the character within 1d20 x 10 days to claim it. The Immortal then reduces the character to first level and causes him to forget his past so that he may begin as the next character class. The third time the artifact is gained, the character may retain it, and the Immortal returns all past memories.

Trial: After completing the final step of the quest, the character must adventure alone until he reaches 12th level. He retains the abilities of all the character classes and advances in all classes equally.

Testimony: The Polymath must be accompanied on his adventures by one member of each human character class. These comrades may not begin at a level higher than the character. If any of these characters are slain, the aspiring Polymath must take steps to resurrect them, setting aside his quest if necessary. Once the quest is completed and before beginning the trial, the character must erect a monument at least 100 feet tall to the glory of his adventures. This monument must stand for at least ten years.

When PCs Reach Immortality

If a character reaches Immortality, he must retire from the play of the game . . . unless the campaign focus changes to follow the Immortals and their activities. (This normally only takes place when two or more PCs have become Immortals.) Immortal former PCs may reappear in the campaign as a patron—and sometimes manipulator—of their old friends.



"You have succeeded!"

The power of the Celestial voice rings in the cool evening sky. Your character has worked for many long years to hear that simple phrase, and has now finally achieved this most ambitious goal— Immortality itself. You met an Immortal long ago. You accepted a challenge, and brought all your skill and knowledge to use in many long trials. You met, and even exceeded, the stringent requirements you were given. You finally faced this judgment, standing tall in honest victory. Your feat was examined, the results weighed and found to be of full and true measure. You now stand ready, your farewells completed. At long last you have broken the sticky web of mortal concerns. Under the watchful eye and blessing of your patron Immortal, your spirit turns in a new direction, as the boundaries of mortal life recede ever faster. There lies your castle, town, province... Your entire realm shrinks to a cloud-dotted square in the patchwork blanket of a continent, its ragged edges trailing off into a seablue horizon. The homeworld shrinks into a blue marble on stellar black velvet. You feel a passing twinge of regret as the world, in all its vastness and complexity, becomes a shrinking speck amidst the vast depths of space. You have left the cradle; now look ahead!

*"But thou shalt flourish in immortal youth,
Unhurt amidst the wars of elements,
the wrecks of matter,
and the crash of worlds."*

*"Whence this pleasing hope, this fond desire,
This longing after Immortality?"*

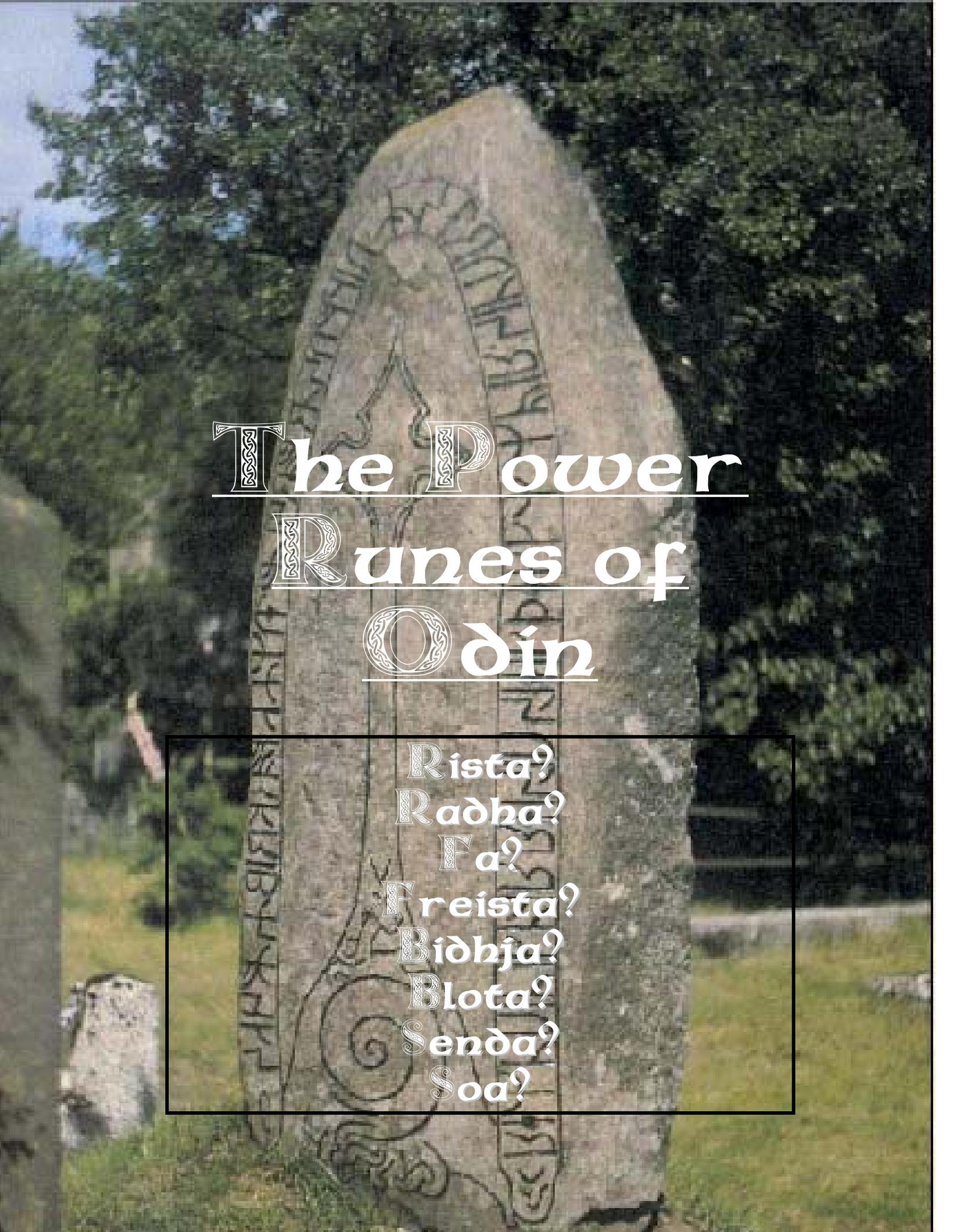
Cato

Joseph Addison (1672-1719)

*"All the world's a stage,
And all the men and women merely players;
They have their exits and their entrances,
And one man in his time plays many parts..."*

As You Like It, Act 2 Sc 7

William Shakespeare (1564-1616)



The Power Runes of Odin

Rista?

Radha?

Fa?

Freista?

Bidhja?

Blota?

Senda?

Soa?

Knowest thou how to Carve?
Knowest thou how to Read?
Knowest thou how to Color?
Knowest thou how to Test?
Knowest thou how to Offer?
Knowest thou how to Send?
Knowest thou how to Sacrifice?

"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." "Yah. sure. Save that priest-doodle for the peasants," Helfdan scoffed pleasantly. Saru the Serpent picked a bit of fluff from his mead. "Well, my ignorant, ill-tutored friend, they do say the Runes were given to Man by the Immortal Odin All-Father. The legends suggest that the Immortal 'died'- 'hung on the tree', they say. Through the experience of death, through gazing into the incomprehensible void, Odin gained some insight into the magical significance and power of the Runes. 'Nice of him to go to all that trouble just for you humans, right?" Dwalinn rolled his head from the table and squinted at the candle. "Well, our pal Odin also expects us all to go through considerable sacrifice to share the meaning of the Runes. I suppose you've heard those stories of ritual suicides and raising of the dead associated with learning Runes? All true. Right, Onund!" Onund glared at Dwalinn without replying. "Folk are just dying to learn the secrets of the Runes, right?" asked Helfdan, and collapsed in fits and giggles. Dwalinn blinked at the others in astonishment. "Helfdan made a pun. Incredible. A punning barbarian. What is the world coming too?"

On one level, Runes are simply a special form of written language popular among Northern clerics, used particularly for inscriptions in wood, stone, or other hard surfaces. On a higher level; certain special Runes known as "power Runes" have special magical meanings. With the aid of certain clerical spells, experienced clerics can enhance the power and significance of these Runes. The most common use of Runes is in seeking divine guidance and inspiration. The Interpret Runes spell permits clerics to learn an Immortal's will or to gaze into the future.

Another use of Runes is for inscriptions on standing stones. Standing stones are free-standing slabs of rock inscribed with a mixture of practical advice and mystical insights concerning great and humble men, the trials they have faced, and the wisdom to be learned from their deeds.

A third use of Runes is in enchanting weapons, jewelry, garments, tombs, and items of ritual value. The cleric must use the inscribe rune spell to put the power rune onto the object. Runes used in this way create magical items usable only by clerics. The magical properties of a properly inscribed object are activated by the Bless Rune spell. To properly inscribe an object with a power rune. A cleric must have learned that specific rune through the Know Rune spell and the perilous nine-night rituals associated with that spell.

Rune Spells

The following clerical spells are known at the appropriate levels by all clerics who serve Immortals of the Northland pantheon, and who have the Read Runes skill.

Interpret Runes	Level 2	To divine the future of a person or action
Bless Rune	Level 2	To Activate a Rune inscribed
Know Rune	Level 3	To learn 1 power rune
Inscribe Rune	Level 3	To inscribe a rune for later blessing / use.

Bless Runes

Range: Touch
 Duration: 10 rounds unless otherwise specified
 Casting Time: 2
 Effect: One Power Rune inscription.
 Save: None

Cleric spell granted by different Immortals at different level (1 or 2). Use of this spell activates a Power Rune which has previously been properly inscribed on an object by a Cleric (this can be the caster of the Inscribe Rune spell or any other Cleric casting Bless Rune. The best Known magical powers of the 24 Power Runes of Odin are listed in the special Rune chapter. Other powers of these Runes might be learned through adventuring. Different Power Runes may also exist, and these additional Runes might be discovered through adventuring. Bless Rune activates only one of the various powers inherent in the Rune. The caster must specify which power (he must know the specific use he wants to invoke, he can't blindly choose or take one at random!!) he wishes to invoke before casting the spell, or the spell fails and the Rune is not activated.



Interpret Runes

Range: touch
 Duration: Instantaneous
 Casting Time: 2
 Effect: one Cleric
 Save: None
 Cleric and Humanoid Shaman 3 spell, but only granted by Immortals of Northern Phanteon (see list.).

Using a specially carved and enchanted set of tiles (only wooden: Birch, Oak, Hazel or Willow, or Clay or Stones), the subject can ask the Immortal he serves for guidance on a course of action. The subject casts the spell, addresses his Immortal with the proper ritual phrases, describes the course of action he proposes, then casts the tiles in front of him. In the tiles the subject reads the answer of his Immortal patron. The Immortals generally answer 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. (Well, it's not a terrible idea.)
- Your choice is unwise. May the fates bless your fortune. (Bad idea. If you try this, you'd better be lucky.)
- Your choice offends us. May you live to regret it. (Not only a bad idea, but against the principles of your cult. Your patron is not pleased, but might forgive you.)
- Silence!! (Could mean anything from "How could you waste my Time with something that dumb?" to "Do that, and you are not only dead, but your ghost will be looking for a new Immortal to serve".)
- or the Immortal might give a specific answer.

The 24 Power Runes of Odin must be carved into tiles (mostly oak) by the Cleric who casts the spell.

The invocation must respectfully ask for the Immortal's attention and plainly describe the course of action upon which the Cleric wishes an opinion. Some say that elaborate-carved and ornamented tiles are no more effective than crudely-improvised tiles, so long as the Runes are clearly and accurately represented. Others claim that only the finest materials and the most skilled craftsmanship are pleasing to the Immortals. It is also so that now or in a later date the material used will also depict the Immortal. This spell can also be used to throw Runes for another character on a specially scribed surface (be it sand, cloth, wood or else), and so enable the caster to see some of the personality, past, present, and future of that specific character. The symbol will then be a 4"-6" Ø small circle, surrounded with a 6"-10" Ø larger circle both "cut" in arts by a cross in between. Each part will be designed to ward one of the Elemental Planes, or Spheres of Power. The Entropic sphere is depicted outside the greater circle, or sometimes by a smaller circle (about 2"Ø diameter). The outer circle depicts the past, or history or personality of the character read, the mid circle today, and the inner circle (not the Entropic one if it exists) the future. Sometimes it is switched around.



Material	Immortal
Oak wood	Odin
Birch wood	Thor
Hazel wood	Frey
Thorn wood	Loki
Willow wood	Freya
Beech wood	Frigg
Clay	Hel
Sandstone	Baldur
Rosewood	Odur
Mahogany wood	Heimdall
Steel	Magni
Gold	Surtur
Silver	Ymir
Electrum	Forsetti
Granite	Mimir
Parchment	Bragi
Glass	Aegir
Platinum	Tyr
Gemstones	Sif
Bone	Garm
Leather	Modi
Pine wood	Uller
Shell	Vidar
Scales (Dragon)	Jormungandr

Inscribe Runes

Range: Touch
Duration: Permanent
Casting Time: 3
Effect: One Power Rune on one single object.
Save: None

Cleric and Humanoid Shaman 3 spell.

Use of this spell permits a Cleric to inscribe a power Rune on an object. The Cleric must know the Rune (see the Know Rune spell) and perform the appropriate rituals. Any error or omission in the performance of the rituals spoils the spell effect. Unless inscribed using this spell, a Power Rune has no magical properties and can't be activated. Once properly inscribed upon an object, a Power Rune may be activated by a Cleric using the Bless Rune spell. An object inscribed with a Power Rune becomes linked to the Cleric that performs the ritual and casts the spell. Henceforth the Cleric will know whenever the Rune is activated by a Bless Rune spell, or when it is destroyed physically (i.e., by destruction of the Rune or the object) or magically (i.e., by a dispel magic or similar spell). This occurs regardless of distance from the object. The Cleric knows nothing of 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 Power Runes a Cleric may have magically inscribed at any one Time. The total is equal to the number of third level spells the Cleric can memorize at one Time. If the Cleric attempts to inscribe a greater number of Power Runes than his limit, all Power Runes currently inscribed by him immediately lose their magical properties, and his current Inscribe Rune spell ritual is spoiled as well. Objects properly inscribed by a Cleric retain their properties after his death. To effectively inscribe an object with a Power Rune, the object, the Cleric making the inscription, and the tools to make the inscription must be ritually purified and dedicated to the Immortals. The preparations for the ritual require 2d4 hours, and the ritual itself requires 4d6 hours. The preparations and the ritual itself must be performed by the Cleric who is to cast the spell and make the inscription. If the Cleric is disturbed in any way during the ritual, the ritual is spoiled, and the spell can't be cast effectively.



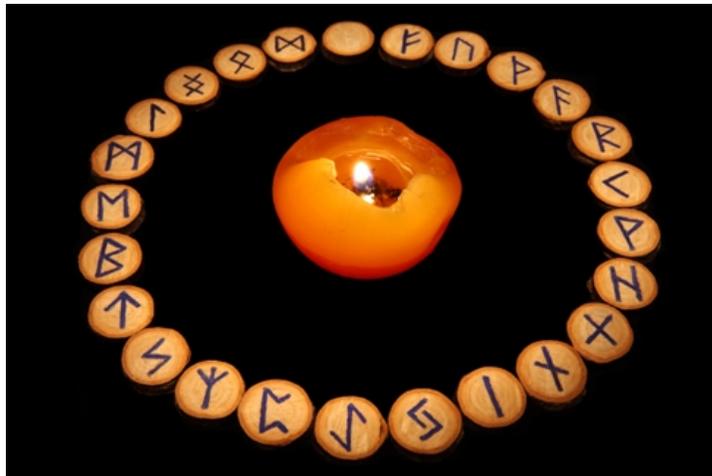
Know Runes

Range: Caster
Duration: Nine Nights
Casting Time: 3
Effect: Cleric
Save: None

Cleric and Humanoid Shaman 3 spell

Use of this spell permits a Cleric to learn one (and only one!) of the 24 Power Runes of Odin, or some of the additional Runes sometimes applies by other Immortals of the Northern Phanteon (see the Futhark variations). To be effective, this spell must be accompanied by the ritual appropriate to the Cleric's Cult. Each use of this spell results in the Permanent (but restorable) loss of one Constitution point. A Cleric who knows the Rune or an object bearing the properly-inscribed Rune must be present during the nine day ceremony.

A Cleric who knows the spell must also be present to speak the proper words. The Know Runes ritual requires the ceremonial (not real) death of the Cleric who is to learn the Rune. As a consequence, each use of the Know Rune spell results in the permanent loss of one Constitution point (unless broken off before the 5th day). The Cleric is given a special potion—a toxin which doesn't kill, but paralyzes the Cleric's mind and body, including a death-like appearance. The Cleric remains awake for nine days and nights, but can't communicate, even by mental magic. Cut off from all perception of the world, the unprepared can actually perish in their brush with the madness which results. No mortal can know more than 10 Runes, even with the use of a Wish. A Wish can never grant a person the usage of a Rune only the usage of this spell and the appropriate ritual can (why, nobody knows, or understands, except Odin, but he refuses to tell). All 24 Power Runes are depicted in the Rune section of this document.



In the Aegir Cult, one is placed atop a mountain for 9 nights, upside-down, just preceding a heavy thunderstorm. The person must suffer all weather effects, cold, wind, rain, hail and lightning.

In the Baldur cult, the Cleric is forced to sit in trance atop a high mountain, without any help, food or drink for the period of nine days.

In the Bragi cult, the Cleric is laid to rest in a ceremonial deep pit, which lets in absolutely no sound, there he remains in trance for the nine nights, without food or drink, but nobody is allowed to disturb the process, on risk of death for the Cleric.

In the Frey and / or Freyja cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is not lit, where he remains in trance for the nine nights. This pyre may even be placed just outside the village, but nobody is allowed to disturb the process, on risk of death for the Cleric.

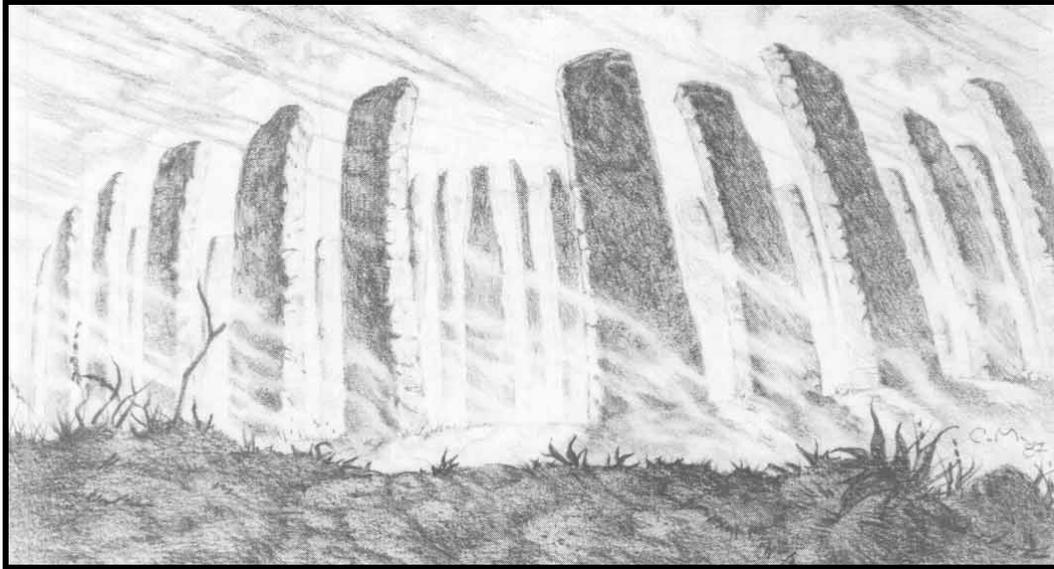
In the Frigg cult one is forced to bind oneself completely and remain so for nine days. The females who endure this (males are extremely rare) all are dressed most beautiful, and wear the most severe corsets, cosmetics, shoes/boots, and are heavily bound during the ritual. They often use this ritual in a lessened way as way of living, to symbolize the power of love and to surrender to it.
In the Heimdal cult, the Cleric is set standing up awake, where he remains in trance for the nine nights, without sleep, food or drink. Nobody is allowed to disturb the process, on risk of death for the Cleric.
In the Hell cult, the Cleric is entombed together with a fresh corpse of a human for the period of nine days.
In the Jormungandr Cult one is buried in loose soil upside down, appendages, tail and neck horizontally spread from the body for nine days.
In the Loki cult, the Cleric drinks the potion and is sealed in darkness. This may even be some dark dungeon where he wanders in dream sleep in darkness for the period of nine days—special dungeons exist primarily for this purpose. Many of these exist in Hule, only a few on the Northern Reaches.
In the Mimir cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights.
In the Odin cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in a sacred bog for nine nights, Or he is hung upside down, on one leg, with bound arms at one' for nine nights.
In the Odur cult, the Cleric is laid to rest on a ceremonial funeral pyre, which is lit around, but not itself, where he remains in trance for the nine nights, without food or drink. This pyre must remain alight, but nobody is allowed to disturb the process, on risk of death for the Cleric.
In the Thor cult, the ceremony is similar, except that the Cleric is buried in the earth for nine nights.
In the Tyr cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in the earth for nine nights.
In the Uller cult, a ceremonial hangman's noose is placed around the Cleric's neck, with a piece of smelly fresh meat on it, and then he is bound and sent blinded into the woods, wandering like a zombie, for nine nights.
In the Vidar cult, a ceremonial hangman's noose is placed around the Cleric's neck, and then he is bound and buried in a watertight coffin in the ground, far away for nine nights. When he finally awakes he also must return to civilization without help within another 9 days.
In the Ymir Cult, one is placed atop a Frozen mountain for 9 nights, upside-down, just preceding a heavy Snowstorm in mid winter. The person must suffer all weather effects, cold, wind, rain, hail and lightning.
Other Immortals who use this spell will have their own rituals, basically similar, but still personalized.

At the end of the nine-night ceremony, the Cleric must be awakened from his ritual death. Thus, a Neutralize poison spell and a Cure Critical Wounds must be available, at least. The character can sometimes perform this him self if he succeeds a Constitution check at -2, and has the spells prepared by potions, or similar ways to produce the same effect without the use of memorization (he is yet unable to cast a spell from mind or scroll, but able to drink a potion, use an item, etc.). When the character is awakened, a reverence check is required(made along his character Traits). A successful check means the character knows the Rune he or she sought to learn. A failure may indicate that the Immortal has chosen to give the character a Rune other than the one requested. In some cases, the Immortal gives the Cleric a Rune more suitable for the Immortal cult served. In other cases the Immortal may assign a Rune at random or, occasionally, more than one Rune. Sometimes the Rune requested is granted, but only upon accomplishment of some task or quest. In rare circumstances, the Immortal gives the Cleric a hitherto unknown Power Rune.

Most modern nations in the Known World regard the Know Rune rituals with Horror and disgust, because of their nearly suicidal associations. Therefore, these practices are kept secret by Northman Clerics, though widely-rumored. This may partially explain why Rune magic is not common outside the Northern reaches. This is also so because most other Immortals despise the use of this spell or the danger and power of the Runes. Mostly this is based on the lack of understanding. Remember that Odin is till now the only Immortal who became mortal and Immortal again and reached the highest Immortal ranks. He would apparently know more about the Multiverse than any other Immortal. Only the Northman Immortals basically understand the use of the power because Odin himself explained it to them (even to Loki and Hel, apparently because the power must be balanced among all spheres of power).

To Activate these Runes a Bless Rune spell is needed, or a Bless Rune effect. This effect can be produced with specially created Bless Sticks and actively holding it for 1 full round. This way of activating can only be done if the Rune is not activated in the last 24 hours, and is not under effect of any anti-magical effect. The bearer of the Rune must also be of the same alignment as that of the creator of the Rune. This is not needed when a Bless Rune spell is used, and that way the Rune can be activated more often, when another Bless Rune spell is cast to activate again. The Rune will mostly stay active for a duration of 10 rounds, except when described different for that Rune. The first 24 Runes are the best known Runes by Northern Clerics and adventurers. All characters can learn to recognize these Runes, paraphrase their meanings, all understand their magical functions. Only those inspired by sacrifice and communion with their Immortal(s) by a Know Rune spell ritual can understand and reproduce these Runes. Unless otherwise noted, characters get Saves against Rune spell as if against Magic Wands.

The other Runes are some of the many other Runes of Power. These Runes are the property of the Immortals, and may be bestowed on favorites. When encountered, these unique Runes can't be comprehended without special knowledge (such as instructions from the original inscriber, scholarly research, or divine guidance). To invoke the power of a Rune, one must understand what specific effects the Rune may produce and specifically request the one desired effect when blessing the Rune. A desperate Cleric might try to invoke a Rune which he did not understand. He must try a effect he thinks is imbedded in the Rune. If there is an effect in any way related to the power of the Rune, there should be a chance to activate the rune. Normally nothing happens. Occasionally something nice happens. Occasionally something horrible happens. Invoking a Rune without specific knowledge of its powers is a Chaotic act, and not to be taken lightly undertaken. A character may occasionally be given his own personal Rune by the Immortals. It is a sign of great favor, and often a sign that a great fate awaits the character. Generally that fate is as much of a curse as a blessing.



Standing Stones

Skalds carve freestanding stones by roadsides to commemorate important events and to tell of the good and evil deeds men do. The Inscriptions on standing stones are left so that those who follow after may learn from the experiences of eyewitnesses inspired by the Immortals. The Rune inscriptions can only be read by those who have the Read Runes Skill. Neither the Read Languages, Read Magic, Thieves reading skills, or any other magic way of translating permit reading Rune inscriptions. The special enchanted nature of the Runes is Clerical, and is not affected by Magic-user spells. A Wish or Contact Outer Plane, however, might be effective, depending on circumstances and the decisions of the Immortals. These stones and the Runes inscribed upon them are sacred to the Immortals. Tampering with or defacing them is a great sacrilege. Those dedicated to Odin or other Immortals will stop at nothing to avenge a slight to the Runestones. These Stones draw also on the great powers of the Planet and can create great magical effects when standing in stone circles (or sometimes even wood circles), up to raising the Dead and even more. The rituals in creating these stone circles is elaborate and very difficult, and takes several decennia, or even centuries to finish. These circles are named Henges, and it is not only the Henge itself which is important, but also the silhouettes of the surrounding hills, mountains, rivers, the rise and fall of the sun and Planets and stars, all in combination. Each Henge is a unique construct and no two will exist who look the same in total (that is in conjunction with the surroundings, sun, moon, and stars, etc.).



Fehu: Cattle

This Rune signifies wealth. Northmen traditionally figure their wealth in terms how many cattle they own.

- 1 Indicates the presence of treasure within a radius of 90'.
- 2 Indicates direction to a specifically identified treasure.
- 3 Announces the owner of an inscribes object.
- 4 Shields a treasure form any magical detection (even if by this Rune).



Uruz: The Aurochs

This Rune signifies the Strength of the wild beast.

- 1 Causes one hostile wild animal to stand as if hypnotized.
- 2 Gives the bearer of the Rune the Strength of a Bear (18).
- 3 Attracts the attention of all attackers within 30' radius and causes them to attack the bearer of the Rune instead of other companions (just as the Bull Auroch challenges a pack of Wolves in order to protect the herd).



Thurs: The Giant or Thurisaz: Thorn

This Rune signifies the various creatures of the giantish races. It is specifically granted by Thor

- 1 Causes Giantish creatures to have a favorable reaction (+2 to reaction rolls) to the bearer of the Rune.
- 2 Causes one giantish creature to stand as if hypnotized. The creature may save vs. spells each round to overcome compulsion.
- 3 The bearer of the Rune grows to the size of a Hill Giant, and in effect becomes a Hill Giant, with all associated abilities and liabilities (including a Hill Giant's stupidity (Intelligence and Wisdom -5, never higher than 10) and savage, brutal nature.). The bearer's clothing and armor may be destroyed by the transformation (save vs. Crushing Blow), and even damaging the bearer (if the save was a natural 1 or failed by 5 or more the bearer gets no damage else he will sustain the Armor Value in damage.) Normal human weapons become almost useless to the character, and will give half damage maximum with a lowering to the character's THAC0 of 8.
- 4 The character grows thick thorns all over his body, effectively improving his AC by 1, any touch or hugging attack will be hampered and giving the attacker 1d4 damage, or 3d4 damage if hugging.



As: The Immortals

This Rune signifies the Immortals and their Realms beyond the Prime Plane.

- 1 Reveals the true appearance of magically disguised creatures, particularly Demons, Immortals, and various creatures from beyond the Prime Plane (thus not Dragons, Fairies and such local creatures—they are entitled to a Save vs. wands to negate the effect, so it will not reveal their true appearance).
- 2 Creates a Circle of Protection as with a Protection Scroll which prevents Demons from entering the circle of Protection.
- 3 Confers a +2 bonus on all Saves.



Raidu: Journeying

This Rune signifies the traveler.

- 1 For a six Hour period, the bearer awakens from sleep if an enemy or creature with hostile intent to the character approaches within 100' (even if a creature is not directly hostile to the character, but becomes so later, while within 100' of the character, the character will instantly become fully awake upon the very moment the creature got the hostile intent. It doesn't warn the character from any other dangers.
- 2 If the bearer is lost, or the way is obscured by darkness or bad weather, the bearer senses which direction (but not distance) to travel to reach his destination. It doesn't reveal any dangers in between, and reveals only the road, trail, or if none is available, the direct route towards the destination.
- 3 For a six hour period, the bearer receives a +2 bonus to Constitution checks made as a result of fatigue or dangerous weather conditions.



Kaunna: Fire or Kenaz: Torch

This Rune signifies the warmth-giving hearth, the light-giving torch, and the destructive power of wildfire.

- 1 The Rune burns like a torch for two hours, yet it doesn't consume the material the Rune is inscribed upon. The fire burns even in heavy rain, but not while submerged. It sheds light as a torch and ignites normal combustible materials.
- 2 The Rune burns intensely for the duration of the Bless Rune spell. If a to-hit roll is made, the victim takes 3d4 damage when struck. Those creatures vulnerable against heat and fire take double damage.
- 3 The bearer of the Rune will not feel colder than next to a small fire, whatever the real current temperature.



Gebo: Giving or Gefu: The Gift

This Rune signifies generosity and hospitality.

- 1 Causes intelligent creatures to respond positively to requests for food, water, Shelter, and Clothing (+3 to reaction rolls).
- 2 Causes hostile or vengeful persons to positively respond to offers of appropriate gifts or weregild as compensation for injury or offense given. (+3 to reaction rolls).
- 3 The spell can create a temporary existing image of the most desired object to the one the bearer of the Rune wants to be friendly to.



Wunjo: Joy, Pleasure

This Rune signifies great happiness and appreciation of Life.

- 1 Causes an audience to respond favorably to a tale or song (+2 to reaction rolls).
- 2 Causes one listener to respond favorably to a request for aid (+4 to reaction rolls).
- 3 Causes all intelligent creatures within 20' radius to temporarily stop fighting. Creatures making a save vs. spells may resist the effects of the Rune. Creatures no longer within the 20' radius are no longer affected. The characters may also make traits checks to resist the effects of the Rune.



Hagalaz: Hail or Hagla: Cruel Nature

This Rune signifies the violent destructive side of nature.

- 1 Creates a single Lightning bolt as the Magic Users spell, but doing only 3d6 damage.
- 2 Creates a violent, miniature rain storm within 20 yards per level of the inscriber of the Rune radius, centered on the bearer of the Rune. Creatures within the area of effect must make Strength checks (or Dexterity checks, if more appropriate) each round to perform actions normally. Missile fire within the area of effect is absolutely impossible.
- 3 Creates a small earthquake, similar to that of the Earthquake spell cast at 6th level of experience.
- 4 Causes a small hail storm, 10' in diameter per level of the inscriber of the Rune. Within 60 yards away from the bearer of the Rune. Creatures within the area of effect take 3d6 damage. Successful Saves cause only half damage, any hard and solid protection (like strong wooden planks, metal, stone, a roof, etc.) will totally negate the damaging effects, also may the Armor Value be deducted from the damage taken.



Naudir: Desperate Need or Nauthiz: Need

This Rune signifies great danger and the good fortune needed to avoid it.

- 1 Permits the bearer to delay the effects of any single attack once during the Bless Rune spell. The bearer must indicate avoidance of the attack before to-hit and damage rolls are made. The effects of the attack are delayed until the end of the Bless spells duration.
- 2 Permits the bearer of the Rune to move twice as fast as normal for a single Turn, once per spell.
- 3 Gives the bearer of the Rune a +2 bonus to all Saves for the duration of the Bless Rune spell.



Isar: Ice

This Rune signifies ice and cold.

- 1 Causes a 10'x10' water surface to freeze solidly, thick enough to support the weight of a normal man (2000cn). If formed in rapidly-moving water, the ice becomes an ice raft and floats with the current. At the end of the duration of the Bless Rune spell, the ice melts in 1d10 rounds, regardless of surrounding temperature or conditions (in fact the ice can't melt at all until the duration of the Bless Rune ends).
- 2 Causes a small ice storm (equal in effect to the Magic-user spell Ice Storm), 10' in diameter per level of the inscriber of the Rune. Within 60 yards away from the bearer of the Rune. Creatures within the area of effect take 3d6 damage. Successful Saves cause only half damage. The storm lasts as long as the duration of the Bless Rune spell, and gives damage once each round to all within the area of effect. The cold and ice so created will evaporate (according temperature and conditions) in 1d10 rounds.
- 3 Attracts 1 cold based creature who somehow feels to compel itself too help the bearer if within one mile of the inscriber of the Rune. (Calculate distance and movement rate to find out when the creature will appear) . This includes the rare Frost Mages, White- and Crystal Dragons, Coldrakes, Polar Werefoxes, and all other creatures accustomed to the cold. This will never include those creature who have to protect themselves with fire of clothing (like Eskimo's) against the cold, even if they are more resistant to cold than a normal creature of that species would be.



Jera: Year, Good Harvest or Jarn: Fruitful Nature

This Rune signifies the bounty of wild nature (as opposed to domestic animals and crops)

- 1 The bearer is informed whether plants or animals are edible or poisonous. This includes natural plants and animals outdoor and subterranean environments.
- 2 Indicates direction to specific species of plants known by the bearer to have medical or magical properties. Maximum range is one mile. It will show the direction as a sense in the mind of the bearer.
- 3 Improves the harvest of a specific tree, bush or 10 square' of land, so it will give maximum yield for one harvest only. This use depletes the land for one year after. Thus the depleted year will give minimum harvest, and must come to rest by another year of normal harvest. First then it will be possible to enhance it again with the usage of this Rune.



Ihwar: The Hunter or Iwaz: Jew

This Rune signifies the tracking, snaring, and killing skills of the hunter and the cycle of life and death.

- 1 Missile weapons (leather sling or wooden bow, thrown rock or stick, wooden spear(no blade), or blowpipe with Darts, or throwing darts) inscribed with this Rune gain a +2 bonus to hit.
- 2 Small traps and snares inscribed with this Rune permit the bearer to capture small creatures (maximum 20 pounds) without injuring the creatures. If the species is natural to the environment, the creature will be lured to the snare within 24 hours. If the creature is not natural to the environment, the Rune has no effect.
- 3 The bearer may trace the trail of any creature, regardless of the surface traveled, or physical or magical attempts to obscure the path. Effectively only during the duration of the Bless Rune spell.



Perthru: The unseen or Perthro: Lot Cup

This Rune signifies the concealment and hidden knowledge and the evolutionary force.

- 1 Those within 60' radius of the bearer fail to notice him as if he weren't really there. Even if observers bump into him or see other evidence of his presence (shadows or objects interrupted in flight), the observers fail to recognize the significance of the evidence. More distant observers are not affected(in effect the mind of the creatures within range are under influence of the Rune).
- 2 Messages written in Runes are permanent concealed from view if accompanied by the activation of this Rune within the message. The message can only be read by the activation of another Perthro Rune within line of sight of the concealed message.
- 3 The bearer is aware of, but can't see, invisible beings (even those Invisible to Mortals) within 60' radius. The bearer is not aware of direction or distance to the invisible being. The only indication of the presence is the brilliant glow of the activated Rune.



Algir, Elhaz, Algiz: The Elk, Protection

This Rune signifies Protection.

- 1 A Shield inscribed with this Rune acts as a +1 magical shield.
- 2 The bearer receives a +3 to all magical Saves.
- 3 A weapon inscribed with this activated Rune will automatically parry any one attack during the Bless spell's duration. The character must indicate which attack he chooses to parry before to-hit and damage rolls are made.



Sowilo: The Sun

This Rune signifies healing and good health.

- 1 One healing spell thrown by the bearer or used at him automatically cures maximum possible number of hp. Rune activation is immediately cancelled.
- 2 Heals the recently dead. The victim loses one point of Constitution permanently (but restorable) and is raised to 0 hp—thus still unconscious for at least 3d100 rounds until he heals up to 1 hit point and awakes, still weak, but alive. The victim must have been reduced to negative hp no more than ten rounds before the Rune is touched by the victim, and the victim has not been reduced below -11 hp; otherwise, the Rune has no effect. The power from the Rune will be instantly released if successful.
- 3 The Rune explodes its power violently with the power and light of a Bright sun, with all effect upon the Undead as if the real sun.



Tiwaz: War

This Rune signifies might and valor in arms. This Rune is dedicated to Tyr

- 1 Causes a Rune inscribed weapon to strike automatically and do maximum damage. Rune activation is automatically cancelled.
- 2 Causes the bearer to ignore the effects of magical fear or illusions.
- 3 Reduces morale of attackers within a 10' radius by one point.



Berkano: The birch (Immortal)

This Rune signifies the durable vitality of the birch.

- 1 If wearing no armor (or magical armor device- or spell effect), the skin of the bearer becomes as tough as bark. Armor Value is 3. Shield may also be used. Wearing any other armor effect negates the benefits of this Rune. It lasts for as long as the bless Rune is active.
- 2 Bearer takes half damage from one physical or magical attack. Bearer may elect to take halve damage after knowing the damage caused by the attack. Rune activation ceases immediately.
- 3 Bearer is automatically healed of 10 hp worth of damage. Rune activation ceases immediately.



Ehwaz, Ehwo: Horse, two Horses

This Rune signifies communication with and Mastery of Horses.

- 1 Bearer may enter the mind of a Horse for the duration of the spell, perceiving as a Horse perceives, and with the Horse's instincts.
- 2 Bearer automatically passes all horsemanship skills checks.
- 3 Bearer may summon a specific Horse that is within one mile of the bearer. If the Horse knows the bearer well and has been well-treated, it will arrive as soon as possible, risking combat with other creatures, and risking its life in difficult maneuvers if necessary, even after the duration of the Bless Rune spell has passed. Otherwise, the Horse will take no risks in answering the bearer's summons, and will take it's Time, thus easily escaping the effect of the Rune after the 10 rounds duration of the Bless Rune spell.



Mannaz: Man, Human Being

This Rune signifies knowledge and earthly Wisdom.

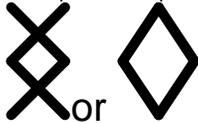
- 1 The bearer may know the true intentions and basic personality of one human or humanoid, even if he has never met him before.
- 2 The bearer may search the mind of another human or humanoid for the answer to one question. If the subject knows the answer, the bearer learns it. If the subject doesn't know the answer, the bearer is no wiser. The more complicated the question, the more uncertain, unreliable, and obscure is the answer the bearer receives.
- 3 Upon holding an object belonging to another Human, the bearer may know which direction to travel in order to find him. The bearer has no idea of distance, only direction. Rune activation ceases immediately.



Laguz: Water

This Rune signifies protection from drowning and from the power of the sea.

- 1 The bearer can breathe underwater.
- 2 The bearer can float on the water's surface, regardless of personal encumbrance. He may also buoy up to one other person if the person is not wearing armor (or carrying bricks or something equally silly).
- 3 An activated Rune carved into the prow of a ship protects it from shipwreck for 1d10 Turns. It doesn't protect crew members.
- 4 An activated Rune carved into a wooden staff will keep an unencumbered person afloat for 24 hours. It will not protect the person from the elements.



Ingwar: Ing The Earth Immortal

This Rune signifies the power of Growth in natural things.

- 1 Causes normal plants to grow to fill a 15' radius hemisphere centered on the bearer. This unnatural growth of natural plants causes the plants to distort, collapse, and intertwine, creating a formidable barrier against attackers or blocking a narrow path. The effect proceeds by increments for the ten rounds of the Bless Rune spell, ending in the final round. The plants remain huge and distorted until they are distorted or die naturally.
- 2 Causes a single plant or an object made from plants to grow up to five times its original height and twice its original width in one round. The effect lasts for the duration of the Bless Rune spell. Thus a staff, hemp rope, or cotton shirt, as well as a tree or vine, may be grown to a greater size.
- 3 Causes a natural animal to grow to twice its normal size in one round. The creature may only move at half its normal speed and Dexterity, but its hp, damage done, and carrying capacity are doubled. The effect lasts for as long as the Bless Rune spell.
- 4 When both versions are used simultaneously a friendly Earth Elemental can be called (always the same), who will try at his best abilities to help the wielder of the rune. But beware, if the wielder behaves in contradiction to the Lawful tendencies an Earth Elemental has, he can be attacked. The Elemental must always be declared why something has to be done, as he needs to know if what he must do is not against his own principles. The Runes will disappear forever when the Earth Elemental died, even if it was conjured and killed somewhere else (as by the Mage spell: Conjure Elemental), this is a chance of 5% each year (not cumulative).



Othala: Birthright, Ancestral Property

This Rune signifies power over the fate ordained by the Immortals.

- 1 during the ten round period of the Bless Rune spell, the bearer may permit another creature to ignore the effect of one attack that would reduce it to negative hp or cause its death by magic or poison.
- 2 The Rune permits the bearer to ignore one attack which would reduce him to negative hp or cause him death through magic or poison. The Rune need not be currently activated, but the bearer must bear the Rune-inscribed object in his hand and must be able to cast the Bless Rune spell (that means that he must have the spell memorized, in an item, must be conscious and able to speak the incantation activating the Bless Rune spell). This action is performed automatically, regardless of other actions taken by the bearer during that round.



Dagaz: Day

This Rune signifies the powers of light and darkness.

- 1 This causes the Rune to burn as brightly as the sun for ten rounds, bright white light, not the sun's heat). All areas within line of sight of the Rune are brightly illuminated, up to a distance of 200 yards from the Rune. The light can be seen from 24 miles away on sea, grasslands, a-top a high mountain or object and from 8 miles elsewhere on land. This magical effect is not affected by Darkness or Continual Darkness spells.
- 2 This reduces all artificial and magical light sources within 120 yards of the bearer to 1% effectiveness (i.e., 99% Darkness). All attacks are at a -4 penalty.
- 3 This permits the bearer to see in the dark as with infravision 90 ' far away for the duration of the Bless Rune spell.



Ãc: Oak

This Rune signifies the Sturdiness of the Oak.

- 1 The bearer of the Rune his hp become maximized (all his Hit Dice will produce the highest possible number of hp) and his Constitution becomes maximized also (it becomes 18) and as thus improving hp also.
- 2 All spells cast by the bearer of this Rune will give maximum effect as long as they are cast within 10 rounds, after which the Rune deactivates.
- 3 The bearer can conjure a 15HD Treant who will help the bearer to the best of its abilities before being Teleported back, when the Bless Rune spell ends. A Treant must be treated with respect or it will refuse any aid. The rune will always conjure the same Treant, and whenever it dies the rune will disappear also. This chance is 5% (not-cumulative) each year.



Æsc: Ash

This Rune signifies the might and magic of the legendary Ash tree Yggdrasil

- 1 The Rune can open a Gate along the Yggdrasil to the following worlds:

Vanahaimr (Plane of Water, Ice = Time, realm of organic patterning and coalescence—Water. Abode of forces in fruitful and static balance),

Niflheimr (Plane of Earth = Matter, Realm of mist becoming Ice, abode of contraction and magnetism. The force of antimatter, a point constantly pulling in on itself, like a "black hole"),

Muspelheimr (Plane of Fire = Energy, realm of fiery sparks, abode of expansion and electricity. The force of pure Energy constantly expanding away from itself),

Jotunheimr (Plane of Air = Thought, A realm in constant motion, seeking to oppose and give resistance to whatever it meets. Force of dissolution and deception. Reactive power of destruction (necessary to evolutionary change),

Midgardhr (Prime Plane, middle -earth. In the cosmos this is material manifestation—earth. In the make up of man this is the body, but also the all-potential of the self. In Midgardhr all the worlds meet),

Ljosslfheimr (the realm of the Elves, Broad expanses of light (which also contain other sub-Planes). The abode of mind and memory—the intellect.),

Asgardhr (the realm of the Northmen Immortals, Realm of consciousness that is in and of itself complex, with many enclosures and halls within it, among them *Valhöll (Walhalla), Hall of the fallen*. The abode of the fetch, and the House of the spirit(önd.),

Svartalfheimer (*the realm of the Dwarfs, Abode of the Hamr* (shape or hide). A "subterranean" world of darkness where shapes are forged. *Realm of the emotions*),

Hel (*Avernus, realm of the instincts*. Abode of stillness and inertia—unconsciousness. The final resting place of the Soul of the non-Erulian).

- 2 Gives the bearer the ability to phase through solid Matter for the duration of the Bless Rune spell. If the bearer is still inside solid Matter, when the Rune power expires he dies instantly, merging with the Matter.
- 3 The ability to commune with the Immortals directly, on even level without chance of madness for the duration of 10 Questions or answers, or 10 rounds, whichever happens earlier.



Yr: Gold Decoration

This Rune signifies the beauty of jewelry and other decoration.

- 1 This Rune enhances the Charisma and the comeliness of the character by 3 points if he wears at least 3 pieces of jewelry.
- 2 A piece of jewelry inscribed with a Yr Rune and then activated, becomes magically enhanced to improve reaction rolls by 3.
- 3 The bearer can change the appearance of copper jewelry to be that of Gold for the duration of the Bless Rune spell.



Ëar: Grave

This Rune signifies Death.

- 1 The bearer is protected against all draining attacks for the duration of the Bless Rune spell.
- 2 The Rune can restore one lost level due draining. The Rune is exhausted immediately after this use.
- 3 The corpse imbedded in a grave upon which this Rune rests, will be protected against becoming Undead. The corpse can't be animated, and the Soul may throw a Save vs. spells to prevent becoming bound to his corpse again. This also prevents any Raise Dead (Fully) spells cast upon the corpse.



Ior: Snake, Serpent.

This Rune signifies the Power of the Wyrn.

- 1 Enables the bearer to conjure a small Dragon (without spell use), with an alignment equal to the bearer that will aid the caster for the duration of the Bless Rune spell, after which the Dragon breaks apart and the dragon Soul returns to the Draconic Planar Cluster.
- 2 Enables the bearer to use the Rune to control a Dragon for the duration of the Bless Rune spell. The Dragon may negate the power of the Rune with a successful Save vs. spells. The dragon will mostly behave negative, or outright aggressive, against the bearer after the control ends.
- 3 Attracts all nearby snakes from a radius of 100 yards to come to the Rune. The snakes are further freewilled and will attack prey and defend themselves against and enemies. When the Bless Rune spell ends after 10 rounds the snakes will crawl away in all directions or remain together if the surrounding temperature is too low.



Weordh: Fire-Twirl

This Rune signifies the Energy and power of Fire.

- 1 Causes the bearer to become immune to fire damage.
- 2 Gives the bearer the ability to cast a minor Fireball for 3d6 damage (Save vs. spells for halve damage applies), the Rune is exhausted directly.
- 3 Gives the bearer the ability to extinguish up to 50 fire points each round until the duration of Bless Rune expires.



Calc: Chalk, Chalice

This Rune signifies the multiple uses of chalk.

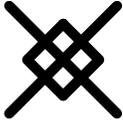
- 1 All touches of the bearer of the Rune will become in contrast with the color of the surface touched, thus making the bearer impossible to lose track of him. It also enables the bearer to retrace his steps and so prevent from becoming lost. The traces will remain in existence until destroyed or removed, covered, etc., the Rune will remain active for 1 hour.
- 2 The Rune radiates Chalk crystals that can be used at a later Time in drinks to draw the poison out.
- 3 The user of the Rune can read and write all languages for the duration of the bless Rune spell. Thereafter all knowledge about that written language is forgotten again.



Stän: Stone

This Rune signifies the Strength of stone.

- 1 Enables the caster to throw a rock at ten times the distance for double damage. This distance will be lowered by 1 for each round passed of the Bless Rune spell duration.
- 2 The bearer his skin becomes like stone and get an Armor Value of 9 for the duration of the Bless Rune spell. All sharp weapons must make a Save vs. crushing blow and be broken, they will not bring the bearer any damage. Blunt weapons will cause minimum damage. The bearer will become extra vulnerable for all spells connected with Earth and stone, and can be killed instantly with a Turn rock to mud or similar spell, all other spells will function as normal to the bearer.
- 3 When inscribed upon a Stone Golem, it will regenerate 1 hit point per 4 levels of the inscriber of the Rune.



Gār: Spear

This Rune signifies the power of the spear of Odin (named Gungnir).

- 1 Causes one spear to become +3 for the duration of the Bless Rune spell.
- 2 Causes one spear to be thrown at triple distance for the duration of the Bless Rune spell.
- 3 Causes on spear to become like Odin's Spear Gungnir to penetrate even stone for the whole distance that can be thrown.



Gibor: Immortal-Rune

This Rune signifies the Strength of the Immortals.

- 1 Causes the bearer to be able to do Punch damage as an Immortal level 1 (2d6+Strength adjustments) for 1 attack only. The Rune will be exhausted instantly and can't be used for 20-Wisdom of the character in days again.
- 2 The bearer becomes 50% resistant against all magic, and can only be damaged by a +5 weapon for the duration of the Bless Rune spell. The Rune can't be reactivated earlier than 20- Wisdom of the bearer in days.



Swastika: Strength, Sun-Wheel

This Rune signifies Strength.

- 1 Gives the bearer the Strength of 19 for the duration of the Bless Rune spell.
- 2 Gives the bearer of the Rune the ability to drain Strength from those successfully attacked with a bare hand.
- 3 The bearer gains the Charisma of a leader(18) and gains maximum possible retainers.



Eh(waz): Marriage

This Rune signifies the power of a couple. But this Rune must be activated on two persons at the same Time.

- 1 Causes both persons to gain the maximum of each traits, abilities, THAC0, Hp, and Saves for the duration of the Bless Rune spell. Ex; person 1; St. 16 In. 12 Wi. 8 Dx. 6 Co. 13 Ch. 11 THAC0 16, Sv F5, HP 34+ person 2; St. 9 In. 15 Wi. 15 Dx. 12 Co. 14 Ch. 9THAC0 18, Sv C5, hp 29= Both; St 16. In. 15 Wi. 15 Dx. 12 Co. 14 Ch. 11 THAC0 16, Best saves, hp 34.
- 2 Lets both persons make use from all memories and skills for the duration of the Bless Rune spell.
- 3 Both persons affected by the Rune feel where there perfect mate will be able to find. The range is 1 mile, and lasts for the duration of the Bless Rune spell.



Sig: Conquest

This Rune signifies the conquest and power of major battle and war.

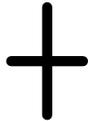
- 1 Causes the bearer to radiate power, effectively raising morale of all who see him and belong to the side of the bearer of +1.
- 2 The battle force rate rises by 50.
- 3 All battle equipment inscribed with this Rune gain maximum possible range for the duration of the Bless Rune spell.
- 4 Any couple adorned with this rune during the wedding ceremony and a complete lunar cycle afterwards will be blessed as per bless spell.



Chirio: The Choices

This Rune signifies range of possibilities

- 1 Causes the bearer to influence the effect of the last choice of action in the last hour or less. This can cause things done wrong for the character to be turned around with all effects. The bearer will never know which choice would be the right one, nor any of the outcomes if chosen to change them. This Rune can only be used once character. He will forever be blocked from this use of this Rune again.
- 2 Enables the bearer to fight with a +1 on THACO and a -1 on Saves and damage rolls, or to fight with a -1 on THACO and a +1 on Saves and damage rolls.
- 3 The bearer is able to chance the outcome of a set of thrown dices, tossed coin, or pulled cart to his choice for the duration of the Bless Rune spell.



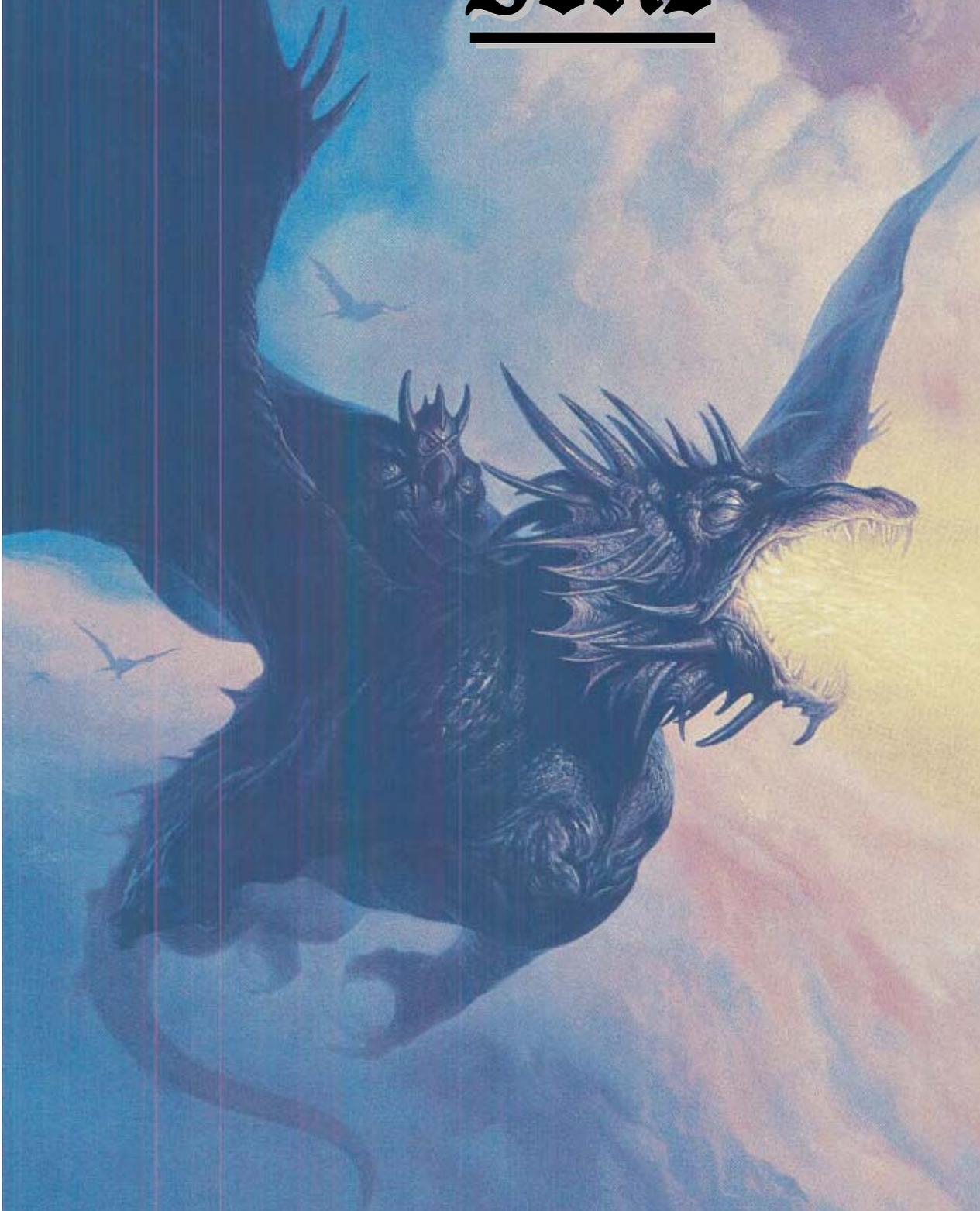
Tabu: The Forbidden

This Rune signifies all that is forbidden.

- 1 Enables the bearer to become an Undead of his choice equal to or lower than his level, and no better than a Vampire or Nosferati.
- 2 If carved on a door or portal of any kind it will protect the portal from passage to any. All who try to pass, will lose one level in the process of trying. The only way to pass is with a successful Dispel Magic followed by a Knock(or related) spell, or the use of another Tabu Rune.
- 3 Enables the bearer to open doors locked in any way, if the inscriber of the Rune exceeds the caster of the magical lock in level, even magical locks. The bearer will then be drained for 1d4 levels for 4 Turns. If used to open any non-magical door he will be weakened to Strength 3 for the rest of the Duration of the Bless Rune spell.



Dark Lords of Idris



Dark Lords of Idris are a result of Mystara fans of the Pandius site about Mystara. The Dark Lords are created in their version of a Gazetteer of Denagoth. This is not official D&D material, but is added in this already expanded list to those who want to benefit from it.

Religion

Religious beliefs on the Denagothian Plateau exhibit a clear tripartite division. The Church of Idris dominates the west, the Precepts of the Korrigans the south, and the guidance of He Who Watches the east.

The Church of Idris

The Church of Idris appeals to the baser instincts of people. There is no afterlife in the Idrisian theology, so rewards must be had in this life. It urges a dismissal of ethical constraints and venerates bribery, torture, blackmail, and self-gratification, but not theft or murder unless the victim is not of the faith. Sacrificial fires are maintained in most communities, but the actual practice of sacrifice is restricted to a few locales like Gereth Minar, Brakkah, and the Temple of Idris. Humans and humanoids are considered equal in most things – creatures striving to exist.

Elves occupy a curious place in the Idrisian world view, seen as both a beginning and end of things. He Who Watches is roundly criticized as judgmental and foreign. Dragons, particularly black dragons, are viewed as the children of Idris. A black dragon curled at the feet of a beautiful woman is the artistic motif of the Church. Statuary, murals, and floor paintings are common in all Idrisian temples.

Priests wear maroon robes, students maroon and white. Students, also called the Followers, have a two-level period of study, after which they are known as attendants. Normally attendants are functionaries within the temples. Established priests ultimately become Elders (7th level+). Every temple throughout Denagoth is led by an Elder, and many Elders are employed at the Temple of Idris west of Lothenar. The Leader of Followers is the instructor for students and may be either an attendant or an Elder. The high priest is known as the Primate of Idris.

Priests who run afoul of the Church leadership are declared Chaosars (apostate trouble makers) and hunted down. Most Chaosars retain the favor of Idris despite this status. It is not unknown for Chaosars to return to the Church hierarchy after their accusers meet extreme failure and embarrassment.

Neuel-ethin Orie

Among the Geffronell, the Precepts of the Korrigans (Neuel-ethin Orie) are not treated with the same religiosity that they receive in Wendar. To the Geffronell, it is a mystical philosophy tradition, and they understand the tenet of fellowship to mean living in accord with the life-death cycle of the natural world. The Assembly of Nine is currently the military command of the elves, but it was historically the most senior teachers.

The appearance of the Dark Lords fifty years ago has been more troubling to the elves than the attacks by Denagoth. They understand that the powers wielded by the Dark Lords are a part of their own training. The older elves fear a return to the Time of Dark Elves and the corruption that they wrought.

He Who Watches

Barbarians of the north introduced He Who Watches to the plateau. Seekers of his guidance are instructed that there is a life beyond this life, and that all their deeds are watched and evaluated. The barbarians claim that He Who Watches sits in judgment high up in the Ice Reach Range. The region where this is believed to occur is called the Throne. The eagle is the symbol of this figure, and it was adopted by the Kingdom of Essuria. The Drax Tallen motto, "Truth and Hope," come from a common prayer to He Who Watches.

In this faith, Idris is regarded as a deceitful temptress whose promotions of satisfying every desire destroy the soul.

Other Faiths and Traditions

A scattering of other faiths do exist on the plateau. A few brutish groups continue to honor nature personifications. The Thouls have combined Nithian traditions with those of the Northmen and nearby humanoids. Humanoids in the south and east do not follow Idris but their own patrons. Gnoll shamans of the Naga Hills and Geffron look to a Gnollish patron of green eyes, and they carry 4' alabaster statues with emerald eyes.

The Church of Idris:

The priesthood is organized to spread the faith of Idris and eradicate opposing churches. The priesthood traditions are balanced between necromancy, illusion and mind control, and Dracology. The Church leadership considers the Shadow Lord and the Den Horde as tools that may need to be replaced in the future. The dragons of the Onyx Ring are deeply respected. Those who know of the Dark Lords fear them, but they will not oppose their actions. In contrast, Chaosars are actively hunted.

The Shadow Lord:

The political and military leader of Denagoth has always seen Idris as a source of personal power, but he has grown weary of the priests' inability to cure his condition. His necromantic practices derive from Glantrian education not from faith traditions. He considers the Den Horde a lethal power to hold over the other parties, and is self-assured that the brutes would side with him and the Army against the Church. He is suspicious of the dragons of the Onyx Ring and has brought in mercenary dragons such as Brulefer as a counterweight. The Shadow Lord is unaware of the existence of the Dark Lords and is privately amused by the Chaosars rattling the Church.

The Den Horde:

The Horde is the embodiment of savagery. Its members are filled with a desire to destroy that has been channeled by the priests of Idris towards non-believers. Should they be directed toward a target by the Church or the Shadow Lord, the Horde will descend upon it and exterminate anyone there. A drawback to this arrangement is that the Horde expects the Church and Shadow Lord to succeed on behalf of Idris. Failures or setbacks could cause the Den to attack one of the other parties. The Den Horde regards the Dark Lords as heralds of Idris and Both as Idris incarnate. Chaosars are considered failures, but as individuals they are not specifically targeted. The brutes regard the dragons as rivals, a feeling that is not reciprocated.

The Chaosars:

These priests have been declared apostates by the Church of Idris, yet they still receive clerical powers. Most are simply individuals who found themselves backing the wrong faction or offending the wrong Elder within the hierarchy. Chaosars often meddle in the affairs of the Church to prevent the success of the leadership. A Chaosar could then regain his graces before the Church and Idris by fulfilling the failed task. The Church pays hefty bounties for the capture of Chaosars. They do not involve themselves with the Den Horde, Shadow Lord, or the Onyx Ring. Most are unaware of the existence of the Dark Lords.

The Dark Lords:

An order within the Idrisian priesthood, the Dark Lords set aside their clerical advancement to walk the path that Idris herself traveled. Their numbers are few because of selective criteria and an extensive apprenticeship (nine levels). The Den Horde is used to protect the Heart of Idris, but the Dark Lords do not concern themselves with any of the other factions. When the Time arrives, they all will be consumed on the path to Immortality. The Dark Lords are deeply concerned with the Geffronell elves and the traditional powers that have been ascribed to the students of the Korrigans.

The Onyx Ring:

Originally a cabal of wizards, the Onyx Ring today is composed of mature dragons whose birth eggs were altered by the mages. They are also known as the Champions of Idris. Human agents perform most of the Onyx Ring's skullduggery. The dragons have developed very human personalities and desires such as the acquisition of political dominions. The dragons under the leadership of Vitriol have easily integrated themselves with the Shadow Lord's kingdom, but they are beholden to the leadership of the Church. The recent introduction of mercenary dragons like Brulefer has bothered the Champions of Idris. The dragons understand the fluidity of favor within the priesthood, and they do not persecute the Chaosars unless specifically commanded. They also comprehend the danger posed by the Dark Lords, who are viewed as pretenders.

He Who Watches and the Korrigans

The exact nature of the northern patron has been left unclear intentionally. The figure may be an Immortal known by another name in other parts of the world, or it may be a new Immortal. He Who Watches could even be an Old One or not even exist. This last option harkens back to the old rules when deific concepts were omitted and clerical powers arose from the character's strength of beliefs in principles. For AD&D, 2nd Ed. users, this choice treats He Who Watches as a philosophy.

Although the Korrigans have a mortal history in the region, the Immortal versions might number less than nine. The group could have sustained losses during the conflict with the Dark Elves, or individuals could have failed in their trials. Their identity as group who established a philosophy is what matters. Neuel-ethin Orië could be supported by only a few Immortals in honor of their comrades.

Dark Lord		Saves									Skills		Weapon Mastery						
Lvl	XP	HD	Hp	1	2	3	4	5	6	7	8	9	DR	MW	TS	DB	Sp		
1	0	1	1d6+con.	1	-	-	-	-	-	-	-	-	13	14	13	16	15	4+1/int	2 Basic
2	2500	2	+1d6+con.	2	-	-	-	-	-	-	-	-	13	14	13	16	15		
3	5000	3	+1d6+con.	3	-	-	-	-	-	-	-	-	13	14	13	16	15		3 Basic
4	10,000	4	+1d6+con.	3	1	-	-	-	-	-	-	-	13	14	13	16	15		
5	20,000	5	+1d6+con.	4	2	-	-	-	-	-	-	-	13	14	13	16	15	+1	
6	40,000	6	+1d6+con.	5	3	-	-	-	-	-	-	-	11	12	11	14	12		4 Basic
7	80,000	7	+1d6+con.	6	3	1	-	-	-	-	-	-	11	12	11	14	12		1 SK Allowed
8	150,000	8	+1d6+con.	6	4	2	-	-	-	-	-	-	11	12	11	14	12		
9	300,000	9	+1d6+con.	6	5	3	-	-	-	-	-	-	11	12	11	14	12	+1	5 Basic
10	450,000	9	+1	6	6	3	1	-	-	-	-	-	11	12	11	14	12		
11	600,000	9	+1	6	6	4	2	-	-	-	-	-	9	10	9	12	9		6 Basic
12	750,000	9	+1	6	6	4	3	-	-	-	-	-	9	10	9	12	9		1 EX Allowed
13	900,000	9	+1	6	6	5	3	1	-	-	-	-	9	10	9	12	9		
14	1,050,000	9	+1	6	6	6	3	1	-	-	-	-	9	10	9	12	9		
15	1,200,000	9	+1	6	6	6	3	2	-	-	-	-	9	10	9	12	9		7 Basic
16	1,350,000	9	+1	6	6	6	4	3	-	-	-	-	7	8	7	10	6		
17	1,500,000	9	+1	7	7	6	5	3	-	-	-	-	7	8	7	10	6		
18	1,650,000	9	+1	7	7	7	5	3	1	-	-	-	7	8	7	10	6		
19	1,800,000	9	+1	7	7	7	6	4	1	-	-	-	7	8	7	10	6		
20	1,950,000	9	+1	7	7	7	6	5	2	-	-	-	7	8	7	10	6		
21	2,100,000	9	+1	7	7	7	7	5	2	1	-	-	5	6	5	8	4		
22	2,250,000	9	+1	7	7	7	7	6	3	1	-	-	5	6	5	8	4		
23	2,400,000	9	+1	7	7	7	7	7	3	1	-	-	5	6	5	8	4		
24	2,550,000	9	+1	7	7	7	7	7	4	1	-	-	5	6	5	8	4		8 Basic
25	2,700,000	9	+1	7	7	7	7	7	5	2	-	-	4	4	4	6	3		1 MS Allowed
26	2,850,000	9	+1	7	7	7	7	7	5	3	1	-	4	4	4	6	3		
27	3,000,000	9	+1	7	7	7	7	7	5	4	2	-	4	4	4	6	3		
28	3,150,000	9	+1	7	7	7	7	7	5	4	3	-	4	4	4	6	3		
29	3,300,000	9	+1	7	7	7	7	7	5	4	4	-	3	3	3	4	2		
30	3,450,000	9	+1	7	7	7	7	6	4	4	1	-	3	3	3	4	2		9 Basic
31	3,600,000	9	+1	7	7	7	7	7	4	4	2	-	3	3	3	4	2		1 GM Allowed
32	3,750,000	9	+1	7	7	7	7	7	5	4	3	-	3	3	3	4	2		
33	3,900,000	9	+1	7	7	7	7	7	6	4	4	-	2	2	2	2	2	+1	
34	4,050,000	9	+1	7	7	7	7	7	6	5	5	-	2	2	2	2	2		
35	4,200,000	9	+1	7	7	7	7	7	6	6	6	-	2	2	2	2	2		
36	4,350,000	9	+1	7	7	7	7	7	7	7	7	-	2	2	2	2	2		10 Basic.

Clerics of Idris who reach 9th level may be approached to join the Dark Lords. If the cleric accepts, he or she will disassociate themselves from the Church of Idris and begin a long (9-level) apprenticeship under a master. Dark Lords do not receive further access to clerical spells; in fact they lose casting abilities at a rate of 1 clerical level per Dark Lord level. Their ability to turn undead is unaffected. This loss is offset by access to new powers. The combined number of clerical spells and mystical powers useable in a day are shown in the progression chart below (use total level). To determine the number of daily powers, subtract the number and level of clerical spells that can be cast as determined by the effective clerical casting level. If the number of castable clerical spells exceeds the limit below, then the number of Dark Lord powers available at that level is 0. Example: The Dark Lord Vorlin is listed as C9/DL7. He has a total level of 16 (9+7=16), and his effective clerical level is C2. A second level cleric can cast a single first level spell. So Vorlin may use 5 1st level powers (6-1=5), 6 2nd and 3rd level powers, four 4th level powers, and three 5th level powers. He still turns undead as a ninth level cleric.

XP Progression: Dark Lords progress as magic-users. A cleric who joins the Dark Lords must make up the XP difference between the two scales (i.e. to become C9/DL1, a character must have the XP of a 10th level magic-user).

Dark Lords combat as magic-users. A Dark Lord has no further restrictions or benefits of equipment. (he loses the clerical restrictions and clerical powers instantly).

Power Acquisition:

A Dark Lord gains a single new power for each level gained. During the apprenticeship, this power is selected by the Dark Lord's master. Afterwards, it is the character's choice. The chosen power must be useable by the character. For higher level powers, the character must have powers at each lower level – the character's first power cannot be 3rd level, for instance. Powers do not need to be studied or meditated upon for usage. A power of a lower level can be used in lieu of a higher level one. Example: Botha, the ranking Dark Lady, is C9/DL20. She knows 20 powers of levels 1-8. Should she gain another class level, her next power could be 9th level.

He Who Watches

Barbarians of the north introduced He Who Watches to the plateau. Seekers of his guidance are instructed that there is a life beyond this life, and that all their deeds are watched and evaluated. The barbarians claim that He Who Watches sits in judgment high up in the Ice Reach Range. The region where this is believed to occur is called the Throne. The eagle is the symbol of this figure, and it was adopted by the Kingdom of Essuria. The Drax Tallen motto, "Truth and Hope," come from a common prayer to He Who Watches.

In this faith, Idris is regarded as a deceitful temptress whose promotions of satisfying every desire destroy the soul.

Brothers of Henadin:

The Brothers of Henadin are barbarians of the north eager to renew their fight with the followers of Idris. They are considered a nuisance by the settled communities of the plateau.

Requirements: 3rd level, faith in He Who Watches

Cost: None/ None

Privileges: Positive reception in the barbarian lands

Responsibilities: Answer any call to arms for an invasion of Denagoth

Hindrances: poor reaction communities like Thariss. Hostile reaction from communities in Denagoth.

Brothers of Henadin Personnel: 5 characters at name level, 200 between 1 st and 8 th . Leadership: 9 th level Troop Class: Below Average BR 56

He Who Watches and the Korrigans

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Spell Descriptions

Spells for Dark Lords				
1	2	3	4	5
Chill	Aura Sight	Charm Person	Call Lightning	Charm Plant
Detect Evil / Good	Confuse	Clairaudience	Charm Monster	Control Temp. 10'
Detect Invisible	ESP / Mindmask	Clairvoyance	Combat Mind	Control Winds
Detect Magic	Hold Animal	Dispel Magic	Cure Disease	Dissolve / Harden
Fairie Magic	Mind Over Body	Cause .../ Fear	Cure Blindness	Energy Drain Buffer
Predict Weather	Obscure	Haste / Slow	Detect Life	Energy Deflection
Shield	Phantasmal Force	Lend Light Health*	Detect Ethereal	Hold Monster
Magic Missile	Spoil... / Purify Food and Water	Prot.from Normal Missiles	Hold Person	Lend Critical Health*
Resist Cold	Resist Fire	Prot. from Poison	Telekinesis	Neutralize.../ Poison
Suggestion	Warp Wood	Summon Animals	Lend Serious Health*	Prot.from Lightning
6	7	8	9	
Absorb Disease	Age	Capture Youth	Bind Life	Spells are listed in the normal Clerical or Magic user list or are displayed in the following text.
Cause Disease	Precognition	Cureall	Banishment	
Conjure Elemental	Disintegrate	Death Field	Consume Life	
Feeblemind	Gather Health	Death Spell	Create Life Poles	
Remove.../ Minor Curse	Invisibility	Dominate	Energy Containment	
Speak with Dead	Mind Barrier / Open Mind	Dragonbreath	Immunity	
Speak with Monsters	Paranoia	Complete Rest	Prophecy	
Survival	Power Word Blind	Inertial Barrier	Power Word Kill	
Suspend Animation	Timestop	Power Word Stun	Renew	
Terrorize	Truesight	Restore / Life Drain	Transcend	

Absorb Disease

Level: 6
 Range: 0 (touch)
 Duration: 1 hour
 Effect: caster assumes disease

The power user voluntarily assumes the ravages of a disease affecting another. The disease will then run its natural course in the caster.

Age

Level: 7
 Range: 0 (touch)
 Duration: Instantaneous
 Effect: victim ages 1 year

As stated under effect, this power advances the age of its target by a year.

Aura Sight

Level: 2
 Range: 30'
 Duration: 1 round/level
 Effect: Knowledge of those viewed

The user learns the disposition and alignment of anyone within sight. The aura also can provide class and level or ability scores. Only one attribute of one person may be read per round.

Banishment

Level: 9
 Range: 30'
 Duration: Permanent
 Effect: banish one individual

One individual is banished to a prison plane of existence. The plane must be known to the power user, but it need not have been visited. A save is allowed.

Bind Life

Level: 9
 Range: 0 (touch)
 Duration: Permanent
 Effect: places life force into object

With Bind Life, the victim's life Energy and personality are transferred into a magical object. A save is allowed.

Capture Youth Grant Youth

Level: 8
 Range: 0 (touch)
 Duration: Instantaneous
 Effect: steal 1d6 years of life expectancy

The power wielder extends their life expectancy by 1-6 years by stealing them from the target. The victim does not age as a result of this power. The power user extends their current life stage. **The reverse of this, Grant Youth, extends the target's life expectancy at the expense of the power wielder.**

Cause Disease

Level: 6:
Range: 120'
Duration: Permanent
Effect: 30' radius, epidemic

The character manufactures a disease that initially strikes those who enter the area of effect while it is a hot zone. The character determines the latency, infectivity, and symptoms.

Clairaudience

Clairaudience operates exactly like the spell Clairvoyance except that the power provides auditory information.

Combat Mind

Level: 4
Range: 0' (self)
Duration: 5 rounds + 1 round/3 levels
Effect: Improved Combat Statistics

A character under Combat Mind gains a +1 bonus to initiative and damage rolls and +2 to AC, attack rolls, and Saves. If a character elects to parry instead of attack, and is successful, he or she can counterstrike to cause double damage. While in Combat Mind, the character cannot use any other abilities.

Complete Rest

Level: 8
Range: 0 (self)
Duration: 2 hours
Effect: Complete restoration of health and power

The power user enters into a trance that heals all wounds and renews power levels. If the 2-hour trance is interrupted, the power is ruined, and the character loses half his pre-trance power levels. Abilities scores and saves are at -2 until a full 24 hours of rest can be undertaken.

Confuse

Level: 2
Range: 60'
Duration: 1 round/level
Effect: 15' +1'/level radius

With Confuse, everyone within the area of effect becomes bewildered and believes that they are seeing sights and hearing noises all around them. Those affected suffer -3 on all missile attacks. After the power has expired, they have difficulty describing what they observed.

Consume Life

Level: 9
Range: 0 (touch)
Duration: Instantaneous
Effect: improves wielder scores

The target of Consume Life must save -2 against spells. If successful, the target and the power user lose 1d6 hit points. If the victim is slain, then the power user either heals a number of hit points or gains a number of "power points" equal to the victim's uninjured hit points. Normal health and power limits can be exceeded in this manner. Excess points will last for 24 hours. The victim of consumption cannot be raised.

Create Life Poles

Level: 9
Range: 0 (touch)
Duration: Permanent
Effect: Creates Magic Items

With Create Life Poles, two magical items are imbued with powers. In general, one item will be a healing object while the other will be a harming magical item. The magnitudes of the powers of the two objects should be balanced. It is not uncommon for these objects to have penalties that attach to the user. Should the poles be brought into direct contact, they will annihilate one another. Living animals and people can also house poles (see the Elvenstar and the Korrigan in Realm of Wendar). Should the object or creature housing the pole be destroyed, the pole will wander intangibly until it finds a new host.

Cure-all

This power is similar to the clerical spell Cure-all, except that the power user loses an equal number of hit points. The user can die as a consequence of this power.

Death Field

Level: 8
Range: 0 (centered on user)
Duration: 10 rounds
Effect: 60' radius

Everyone within the Death Field, including the power user, loses 5 hit points per round.

Dominate

Level: 8
Range: 15'
Duration: 1 month
Effect: complete control of one person

With Dominate, the power user can actively take over the mind of another individual within range. The original mind is not removed, as with Magic Jar, but rather suppressed. Once domination has been established, the mental connection can be maintained anywhere on the planet (it cannot cross the World Shield into the Hollow World). The caster cannot control the target and perform another activity in the same round. Domination can be reasserted at any Time and at any range for 1 month. The target retains no memory of his or her body's actions during the domination.

Dragon Breath

Level: 8
Range: see below
Duration: Instantaneous
Effect: use a dragon breath

The power user can produce the breath weapon of a small Red, Green, White, Black, Bleu or Gold Dragon, but not that of Gemstone dragons.

Detect Life

Level: 4
Range: 120'
Duration: 3 turns
Effect: See flow of life

With this power, a character can sense the presence (or absence) or life in range. The interconnectedness of life and death are also apparent, such as a linking of predator and prey.

Detect Ethereal

Level: 4
Range: 60'
Duration: 3 turns
Effect: see creatures in the Ethereal Plane

The Detect Ethereal power allows the character to see creatures in the near (60') Ethereal Plane such as poltergeists and ghosts.

Energy Containment

Level: 9
Range: 30'
Duration: 10 rounds
Effect: absorbs Energy

The power user captures and dissipates Energy attacks. This includes magical, cold, heat, clerical, and life-death spells and abilities. Energy containment is consciously selective, so the user can allow some spells to pass through and not others. For previously cast spells like Prism Wall or Wall of Fire, treat Energy Containment as Dispel Magic.

Energy Deflection

Level: 5
Duration: up to 5 rounds
Effect: Deflects Energy attacks

The character deflects Energy attacks up to fifth level. For attacks such as fireball, the spell range is extended to its maximum limit (or double its traveled distance, whichever is more), taking the spell effect away from power user. The direct is random, and the spell cannot be aimed back at the caster.

Energy Drain Buffer

Level: 5
Duration: up to 10 rounds
Effect: Creates 5 drainable levels

The character pulls surrounding life Energy around him to buffer against the attacks of Energy-draining creatures. The power ceases after 10 rounds or when 5 levels are drained, whichever comes first.

Gather Health

Level: 7
Range: 0 (self)
Duration: 1-100 rounds
Effect: wielder gains 1hp/round

Gather Health is similar to Take Health (see Lend Health) except that it is the environment itself from which life is drawn. The area drawn upon expands 10 ft² per round, so the area is not blighted by the gathering.

Inertial Barrier

Level: 8
Range: 0 (centered on self)
Duration: 1d6+4 rounds
Effect: 10' radius, minimizes physical damage
Physical attacks (melee and missile) aimed at anyone within the affected area inflict minimal damage. Attacks originating from within the area also inflict minimal damage.

Lend Health

Lend Light, Serious, and Critical Health powers operate as a combination of Cure and Cause Wounds. The caster loses the hit points, while the power target gains an equal amount of points. **The reverse of this power, Take Health, heals the caster at the expense of the target.**

Mind Over Body

Level: 2
Range: 0 (self)
Duration: 1 day
Effect: Suppression of Bodily Needs
The power wielder does not need to eat, sleep, or perform any other bodily requirements for a day.

Paranoia

Level: 7
Range: 120'
Duration: Permanent
Effect: 60' radius
Everyone in the area of effect develops a latent paranoia toward others. The power has no effect initially. After a victim or his group suffers a setback, he must make a wisdom check. Failure means that he becomes suspicious towards one or more people and temporarily loses 2 wisdom points. This suspicion continues to grow until Wisdom drops to 2 or less, at which Time the victim attacks the object(s) of his suspicion. The paranoia cannot be removed by a Remove Curse. It must be dispelled as per Dispel Magic.

Precognition

Level: 7
Range: 10 miles
Duration: 1 turn
Effect: gain insight into the future
The character using Precognition enters into a trance (1 turn duration). The character must have in mind a particular individual, place, or up-coming event to focus the power. The information gleaned is similar to a series of images viewed without context. The DM must determine the nature of the images and any game mechanic consequences appropriate to those images.

Prophecy

Level: 9
Range: Global
Duration: Permanent
Effect: Reveal or set in motion future
The power user produces an allegorical story in the future or rhyme that will come to pass. Conditions and trigger requirements must be set in the prophecy (Ex. the monster will be slain by a man not born of woman). Prophecies cannot be used for self-enrichment or advancement. The DM is free to disallow the contents of the prophecy, and the player need not be informed of this decision (a Fool's Vision).

Renew

Level: 9
Range: 0 (touch)
Duration: Instantaneous
Effect: Regeneration, Fertility
Renew can be used to regenerate lost limbs and remove afflictions and diseases. It can also restore the fertility of 10,000 square feet of land. The power can also wipe away paranoia and fear, and it can raise the dead.

Suggestion

Level: 1
Range: 10'
Duration: Task Completion
Effect: Single Listener
Suggestion plants an idea in the listener's head that he or she will pursue. Such suggestions must be ordinary activities like "look in the crate." A suggestion to "attack the dragon" would not work. This power may also be used to force the listener to accept a response.

Suspended Animation

Level: 6
Range: 0 (touch)
Duration: until trigger
Effect: one individual

Suspended Animation places one individual into a stasis field. Such a character does not age, nor does he or she suffer wounds or the progression of a disease or curse. The character cannot be healed during this period. The power wielder decides the trigger the end of suspension. This may be an action (being kissed), an event (when the king is slain), or a length of Time (2 years).

Terrorize

Level: 6
Range: 15'
Duration: Instantaneous*
Effect: one individual

This power operates similarly to the brute ability.

Transcend

Level: 9
Range: 0 (self)
Duration: Permanent
Effect: Transcend Mortality

With the basic form of this power, the user sheds his mortal shell and becomes a guardian spirit. This is an irreversible action.

The more powerful version of this spell is used to become an Immortal. The chance of success is equal to 5% times (level -25). The chance of success increases 1% for every 5 HD of consumed or renewed life in a 24 hour period. Immortal favor adds 20%.

An unsuccessful attempt leaves the character wracked with pain for 2d4 days, and they are stripped of their ability to use Dark Lord-Light Elf powers for two years. The character must make an ability check for each attribute or lose one point permanently.

If successful, the character is sent to an outer plane where he must confront the current ruler to assume his position as an Immortal.

The Churches and Phanteons



Groups, Cliques, Councils and Phanteons

Immortals tend to fall into numerous formal and informal associations, many of which include Immortals from different Spheres of Power.

A Group is a set of Immortals who have banded together for some specific reason, purpose or common goal. A Group may be organized formally or informally, but usually one Immortal is recognized as its leader. Groups recognized as such by Mortals are called Phanteons, and all Immortal members grant equal power to the followers of the Phanteonic Faith, even when a follower adheres more to a single, or few Immortals, part of the Phanteon.

A Clique is a set of Immortals who associate with one-another out of friendship. Often members of Cliques knew each other often in their mortal lives. Cliques are almost always informal. Cliques are followed by mortals together as individual Immortals, but with respect to the other Immortals belonging to the Clique, sometimes a Clique has animosity between the corresponding Immortals, and thus also the followers, but never they are enemies.

A Council, also known as a Council of Hierarchs, is a formal body consisting of one Hierarch from each Sphere. Each Council has a specific purpose, often regulatory or investigative of nature. Many Councils are permanent and long-lasting, but some are thrown together to address a specific situation and last only as long as does the crisis. All members of a Council are theoretically equal to one another—Councils do not have leaders, just majority opinions. Councils have as such no recognition, or following among the mortals, due the simple fact they are always unaware of them.

What follows are a assortment of associations of Immortals existing on Mystara, as a Phanteon, Group, Clique or Council.

The Church of Karameikos

The Immortals of the Church of Karameikos. As given by Bruce Heard in an old Dragon Magazine and extrapolated from info in B1-9 In Search of Adventure. Group.

Asterius The Merchant (Eternal of Thought), Leader.

Patron of Merchants, Trade and Thieves. Naturally venerated by caravan travelers, merchants, and robbers. His personal symbol is the moon. He is venerated in Darokin as the prime Immortal, and has great following in Thyatis, Karameikos, Bellayne.

Kagyar The Artisan (Eternal of Matter).

Patron of Dwarvish people and believed to be their creator. He is the archetypical craftsman venerated by the Dwarves. His personal symbol is the crossed hammer and chisel. He is venerated by all Dwarves worldwide.

Isundal The Wise (Hierarch of Thought).

Patron of the Elves, his name is recognized among various Elven peoples. His symbol is the Oaktree silhouette. He is venerated by most Elves worldwide.

Valerias Patroness of Love (Hierarch of Matter).

Patroness of romance and passion, her name is invoked by Thyatians and others in the name of love. Her symbol is beautiful, yet wickedly thorny rose, symbolizing beauty and its threat. She is venerated mostly in Thyatian countries.

Vanya Girder on of Weapons (Empyrean of Time).

Patroness of war and conquest. Her best and also most savage servants are the Heldannic Knights, who have oppressed people in her name. Her symbol is a crossed lance and two short swords. She is venerated in Thyatis, Hattias, Norwold, Heldann, by mostly warrior like cultures.

Chardastes Patron of Healing (Celestial of Time).

Although Chardastes is a native Traladaran Immortal, he is venerated through the auspices of the Church of Karameikos, not the Church of Traladara. Read the story of Chardastes under his information. The Immortals of the Church of Traladara are: Halav, Petra, and Zirchev.

All Immortals grant spells evenly to the Clerics and Healers this Church has, as long as they behave good enough according to the Philosophy and Doctrine of the Church.

Clerics:

The Temple has normal Clerics, Healers, and a few Exorcists. Other clerical classes are not presented. They may be of any alignment except Evil.

Holy Symbol

The Holy Symbol is a Dark Blue Shield with a Silvery Sun, Mace and Waxing Moon emblazoned upon it. This is also used in heraldic combinations.

Vestments: Formal Clerical Robes:

For formal occasions, clerics may dress in full clerical gear. For the Church of Karameikos, this consists of a full-sleeved, floor-length gown with the arms of the Church of Karameikos (or Order of the Griffon) displayed prominently on the chest. Clerics of the Church of Karameikos carry a metal sceptre (Mace) designating their clerical profession. The clothing and symbols must always be in their utmost condition, or no respect will be granted by followers or other members of the church. Men wear sandals, go bare feet, or may wear low boots, females wear low-heeled or flat shoes, or thigh-high boots with no heels. Beards and moustaches are neatly trimmed, never wild, and long, but a shaved face is more respected. The hair is kept short and in an orderly fashion. Only females are accepted to wear long hair, and they often keep it up bound, or in a single tail worn on the back. This rigid rule is even more stringent in the Order of the Griffon.

Powers:

Clerics of this Cult have no special powers, except that they are able to cast all the special spells generated by the individual Immortals.

Requirements:

These clerics have no extra requirements, and may use all skills. They are however required to choose Knowledge of Church of Karameikos and advised to choose Knowledge History of the Church of Karameikos. They are thus not required to choose Honor a specific Immortal, as they are honored in a group. In fact the Honor skill is in this case hidden in the Knowledge of Church of Karameikos skill.

Accepted Weapons and Armor:

These clerics may only use the standard (blunt) weapons, however, they may use any armor and shield.

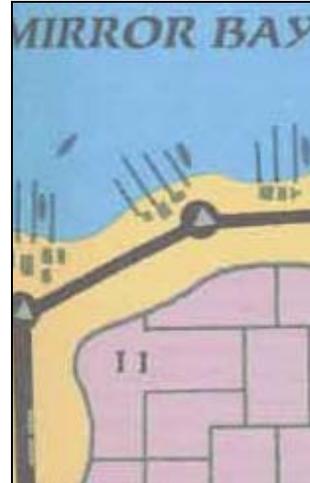


The Followers

Most of those of Thyatian descent in Karameikos are members of the Church of Karameikos; approximately half those of mixed descent are; and many of Traladaran descent have been converted by the church's compelling Philosophy of the "unstained" spirit. In all, about 25% of the population of Karameikos now belongs to the Church of Karameikos, and this segment of the population includes most of the landed nobles and many other powerful political figures.

Many of the members of the Church, especially converts, don't truly understand the intent of the church's philosophy. This philosophy is that no sin committed in the mortal world is so great that it cannot be purified from the spirit by great acts of self-sacrifice. Many converts, however, consider it a game with rules to be bent—that the church philosophy means they can do anything so long as they subject themselves to the deeds of purification recommended by their church leaders after the fact.

You, as the Cleric, need to know which of the people around you are adherents to the Church of Karameikos. Whenever they've committed an act which is questionable under the Church's doctrine, keep reminding them that they should have a nagging guilt about the act and should seek purification from a Church Cleric.



The map depicts the location of the Temple of Traladara in Specularum city. (The whole area 11 is the temple).

Dates of importance

1 Nuwmont	The start of the New Year. This calls for celebrations: Most businesses close, there are parades in the streets and other winter festival activities, especially in Specularum.
1 Thaumont	This is officially the first day of spring (regardless of the weather).
1 Klarmont	This is officially the first day of summer
1 Ambyrmont	This is officially the first day of autumn.
1 Kaldmont	This is officially the first day of winter.
2 Felmont	The day Chardastes became Immortal and created the Bell Artifact. Priests of Chardastes especially revere the full moon day (15 th) of Klarmont. This day is believed in legends to be the day Chardastes found proof of the presence of evil spies in his first school, when Chardastes was forced "to show the strong fist," a thing that he seldom does. This day, all priests and clerics of Chardastes can't heal, so in the previous week they are double as active as normal in order to prevent any problems on this day. Followers and priests of Chardastes alike on this day show their dislike toward hated people and enemies, using yew tree leaves to form crowns that they put on the head of the people they dislike during all the day.
Every 15 th of each month	Full Moon

The Shearing Ceremony

The native Traladarans have a custom dating from the era of Halav which is an important part of the Karameikan national character. Called the Shearing Ceremony, it was developed in the village of Marilinev (renamed in 970AC into Specularum) and was common use there and in surrounding areas in the centuries before Thyatis conquered Traladara. Since that Time, improved trade with the inland communities has spread the Shearing Ceremony throughout the land. When Duke Stefan and the Thyatian settlers came, they were acquainted with the ceremony and generally adopted it.

It goes something like this; when a Karameikan youth approaches adulthood, either he will approach his parents or they will approach him with the news that it is Time for the Shearing. Soon after, at a dinner to which other family members or village leaders may be invited, the youth stands silent while his parents solemnly dress him in traveling gear. The bottom of his cloak is sheared off and left ragged as a reflection of his condition; that of an impoverish traveler.

From that Time, the sheared youth is considered a friend of the family but not part of it. he must make his own way in the world until the family decides he is worthy of the clan. Usually, living apart from the family clan for a few years and participating in acceptable adventures or trading ventures is proof that the youth is able to prosper on his own; when his parents reach that conclusion, he is invited to another dinner, at which Time he is presented with a garment bearing the clan's markings or coat of arms. This indicates that he is once again part of the family.

All young men between the age of 14 and 19 are sheared. Usually, the lad approaches his parents first, because it is an embarrassment to wait so long that they come to you. Young women are no approached by their parents, but may insist that they be sheared. Being sheared and living away from the family for a few years is a good way for a young women to earn respect within her family.

When the Thyatians came to Karameikos, they saw in the ceremony a way to separate the worthwhile from the parasitic in their own families, and easily adopted the custom. A sheared youth from a titled family is not considered to have any title until he is invited by his family to rejoin their ranks. Shearing is a human custom, not shared by the demi-humans or most humanoids of Karameikos. They simply don't understand the use of it. Only a single goblin tribe in the Dymrak Forest makes use of the custom, but it is rumored that their leader, Kah-aahr, with its 3.5 legged dire wolf was raised as a human in the remote village of Sukiskyn, and as thus learned human ways of thinking.

Church's Philosophy

That the acts of assault, abuse, murder, theft, lying, adultery, and living together without the sanctity of matrimony are sins. That these sins stain the spirit of the doer, and that these sins require for ceremonies of purification (of severity appropriate to the sin) to cleanse from the spirit.

That an unwillingness on the part of the sinner to purify himself is in itself a sin, punishable by separation from the Church the eventual result of which is the sinner's spirit becoming too stained ever to be redeemed.

That the individual's role in the afterlife will be determined by the amount of stains his spirit bears at the Time of his death.

That it is the responsibility of members of the Church to bring the benefits of church philosophy to the unbeliever, and to remain present even in hostile lands, so that the benefits of the Church be denied to no one who desires them.

That magic ritual with no confirmed basis in formal magic use or clerical ritual constitutes ignorant superstition, and therefore the use of lucky charms, tea-readings, palm-readings, card-readings, and so forth are valueless wastes of Time and effort.

A lesser sin-(for instance; telling a lie), for instance may require a ceremony of purification no greater than the saying of a few prayers. (-1 Pip/5sins unless purified).

A moderate sin-(beating someone who did not deserve it, for instance)-might require a day's vigil and fasting under the watchful eye of a Church cleric. (-1 Pip/sin unless purified).

A greater sin-(for instance; murder)-may require the character not only suffer secular punishment (i.e. punishment handed down by the courts) but also perform some great ceremony of purification, such as the character risking his life and fortune in an adventure which the church thinks would benefit his spirit. This decision is of course done after several long and arduous praying hours. Obviously, this is a grand opportunity for the temple to enforce an adventure in which the character and the church have both a personal stake. (-3 Pip/sin unless purified, then only -1Pip).

Don't forget that the Church of Karameikos can exert great influence over its devout believers. The common church member has a terror of separation from the church, because it would mean that his spirit grows so stained that he will suffer perpetual grief in the afterlife. Though manipulative clerics are not common, those few who do exist can demand some heavy and unusual ceremonies of purification from their followers and often get away with great abuses in this fashion. The Patriarch of Fort Doom Heinrich Nussbaum Ruhmhof comes here to mind, as well as Baron Desmond Kelvin.

Church's Doctrine

The White Light: The White Light is what we came from. In the beginning the world was created from the White Light. The White Light is Knowledge, Purity and Illumination

The Darkness: As the word came between the White Light and the people, the world cast a shadow. People living in the darkness forgot the beauty and purity of the White Light. They learned about greed and selfishness, and thus, Evil came upon the world.

The Moon: There were many Prophets in the Old world. But Evil was also present. The Greatest of Prophets, Asterius saw that Darkness was evil, and warned the people of the Old World. But they would not listen. As Evil turned upon itself, the Old World was destroyed, but the White Lights spared Asterius. Asterius ascended to dwell among the Immortals, and he created the Moon to reflect the White Light at night.

The Immortals: Most loved children of the White Light, they have sworn to protect us against Evil and lead us to the Path of Illumination. These are the most wise of the Immortals; Asterius, Ilsundal, Kagyar, Valerias and Vanya.

Evil: Even though the Moon exists the Darkness is present. The Demons whisper lies in your ear and sow the seeds of selfishness in your mind as you sleep. The Greatest of Demons in Thanatos, but do not call out his name lest you want him to listen.

Demons: Even the Immortals can be seduced by Darkness. So it was with Thanatos, the firstborn of the White Light. At that Time he was a luminous being, but he was the first who discovered the Darkness. And thus he became its most powerful slave. For he is our greatest Enemy and even Asterius fears him. Only those who remain on the Path of White Light are safe from him. Other Immortals believed his lies and we can only trust the most wise. Alphaks, Demogorgon and Orcus and their servants. Beware these foul beings as they attempt to lead you off the Path of the White Light.

Death: We come from the White Light. And to the White Light we shall return. But only if our Soul is unstained by Sin. When we die our souls are plunged into Limbo. Asterius will lead the unstained soul to his realm, the Crystal Halls of the Seven Moons. Stained Souls must remain in Limbo till Time purifies them. But this Time of purification is painful and your soul is unprotected from the Demons.

Afterlife: The Pure Souls shall dine with the Immortals in the Crystal Halls of the Seven Moons, forever enlightened by the White Light.

The Book of Jowett: The Wise Oliver Jowett has written this Holy Book to guide us through the hardships of life.

Angels: Divine brilliant beings sent from Asterius to guide and protect us. Eternal messengers.

Church of Karameikos Hierarchy

There seems to be 4 ranks in the Church of Karameikos: Apprentice, Priest, Bishop, & Patriarch. Any clergyman who presides over a temple is considered at least a Priest. If his/hers is the main temple located in the main city/town of an Estate, he/she would be considered a Bishop. For example, the priest of the temple at Verge would be considered the Bishop of Verge. If he/she presided over the main temple in a Barony, he/she would be a Patriarch/Matriarch. There is, actually, one more rank... High Patriarch, i.e. Oliver Jowett. IMC, Oderbry is technically the Bishop of Specularum since he presumably tends to the city's worshipers, while Jowett tends to the overall Church organization.

An Apprentice is in social ranking equal a civilian, and is thus addressed as Mister or Miss. A Priest is in social ranking equal to a Court Lord, and is addressed as Lord / Lady...(name), Bishops are in social ranking equal to a Landed Lord and are addressed to as Lord / Lady...(name), and Patriarchs are in social Ranking equal to that of a Knight, and addressed as Sir / (Ma)Dame...(name). Only the High Patriarch is addressed as "Your Holiness". Remember that these are mere social rankings and not true social titles, and the cleric has no other right than the respect and addressing of this ranking.

Important Clerics in Karameikos

High Patriarch	Oliver Jowett	Specularum
Bishop	Alfric Oderbry	Specularum
Priestess	Magdel	Specularum
Patriarch	Felix Bessarion,	Kelvin
Priest	Baron Desmond Kelvin II	Kelvin
Patriarch	Baron Sherlane Halaran	Threshold
Patriarch	Heinrich Nussbaum Ruhmhof	Fort Doom
Matriarch	Isabella Solarus,	Vorloi
Bishop	Calvin Andropolos,	Verge
Bishop	Gerhard Damerion,	Rugalov
Bishop	Florentina Dimitrakos,	Sulescu
Bishop	Anatoli Kasparkova,	Vandevicsny
Bishop	Sebastian Oxinos,	Dmitrov
Bishop	Rafael Portius,	Luln
Bishop	Lucan Silvianos,	Penhaligon

There is no Bishop in Marilenev due to the fact that the Estate is still fairly hostile to "Thyatian" interests.

Important Clerics outside Karameikos

Patriarch	Lucan Cubelai		Reedle (Darokin)
Priestess	Rosalinde Page	Temple of Healing	Reedle (Darokin), (Since 1009 AC).
Patriarch	Sven Haranger		Athenos (Darokin)
Priestess	Kolani Mordecai		Boldavia (Glantri) in hiding.

Important Knights

Landed Lord	Sir Grygory Yuschiev		Specularum (Yuschiev Estate)
Lord	Sir Leonid		Specularum
Lord	Sir Arthol (the Mad)		Specularum
Lord	Sir Gurgor		Specularum
Lord	Sir Durkin		Specularum
Lord	Sir Ladlylo		Specularum
Lord	Sir Goron		Specularum
Lady	Madame Meron		Specularum
Lady	Madame Laika Sukiskyn		Specularum
Lord	Sir Boris Veschev		Specularum
Lady	Madame Amethyst		Kelvin
Lord	Sir Desmoin		Luln
Landed Lord	Sir Olaf		Kelvin (Olaf's Borg)
Lady	Madame Johauna Menhir (Jo of Wyrmblight)		Threshold
Lady	Madame Aleena Halaran		Threshold
Baroness	Madame Arteris Penhaligon		Penhaligon (Castle of Three Suns)
Lord	Sir Brisbois		Penhaligon (Castle of Three Suns)
Lord	Sir Maldrake		Penhaligon (Castle of Three Suns)
Lord	Sir Graybow	Castellan	Penhaligon (Castle of Three Suns)
Lord	Sir Lyrates	Commander	Penhaligon (Castle of Three Suns)
Lord	Sir Chilatra	Commander	Penhaligon (Castle of Three Suns)
Lord	Sir Yeats	Sergeant	Penhaligon (Castle of Three Suns)
Lord	Sir Domerikos		Penhaligon (Castle of Three Suns)
Lord	Sir Barethmor		Penhaligon (Castle of Three Suns)
Lord	Sir Lyraan		Penhaligon (Castle of Three Suns)
Lord	Sir Byron		Penhaligon (Castle of Three Suns)
Lord	Sir Oertropolis		Penhaligon (Castle of Three Suns)
Lady	Madame Nigelle		Penhaligon (Castle of Three Suns)
Baron	Sir Ludwig von Hendricks		Black Eagle Barony
Lord	Sir Melios	Councilmen	Black Eagle Barony
Lord	Sir Brewster	Sergeant	Black Eagle Barony
Late Lord	Sir Flinn (Fain Flinn, Flinn the Mighty)		Bywater
Lady	Madame Astwood		Armstead
Lord	Sir Canstanz	Commander	Reedle
Lord	Sir Arthol	Sergeant	Reedle

Important Monasteries

St. Kruskiev	Brother Mikhail	Candlemaking	Specularum
St. Sverka	Brother Rusla	Ropemaking	Luln
St. Darka	Brother Abrar	Papermaking	Rugalov
St. Lucan	disbanded (1011AC)	Inkmaking	Reedle
St. Gutburd	Brother Laszo	Bookbinding	Penhaligon

Tithes

The church asks that their follows tithe 10% of their income to the church . Few people can afford that (on top their secular taxes), but enough do so that an average of 2% the nation's income is tithed to the church. Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more (more Pip). The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karameikos.

Important persons

Oliver Jowett

Master, Order of the Griffon.

High Patriarch of the Church of Karameikos.

Oliver Jowett was a prominent cleric of Thyatis 30 years ago, and decided to follow Duke Stefan to Karameikos, that the Good Word of his Church properly be spread in the new duchy. Instead of remaining part of the primary church of Thyatis, Jowett and his patriarch-level friends chose to form a new church, based on their own interpretations of religious philosophies and the needs of the peoples of Karameikos. Thus was born the Church of Karameikos, strongly resembling the churches of Thyatis but with its own distinctive attitudes.

Personality:

Jowett is a gentle, good-natured man. He's no zealot; he preaches the doctrine of his church as the compelling philosophy

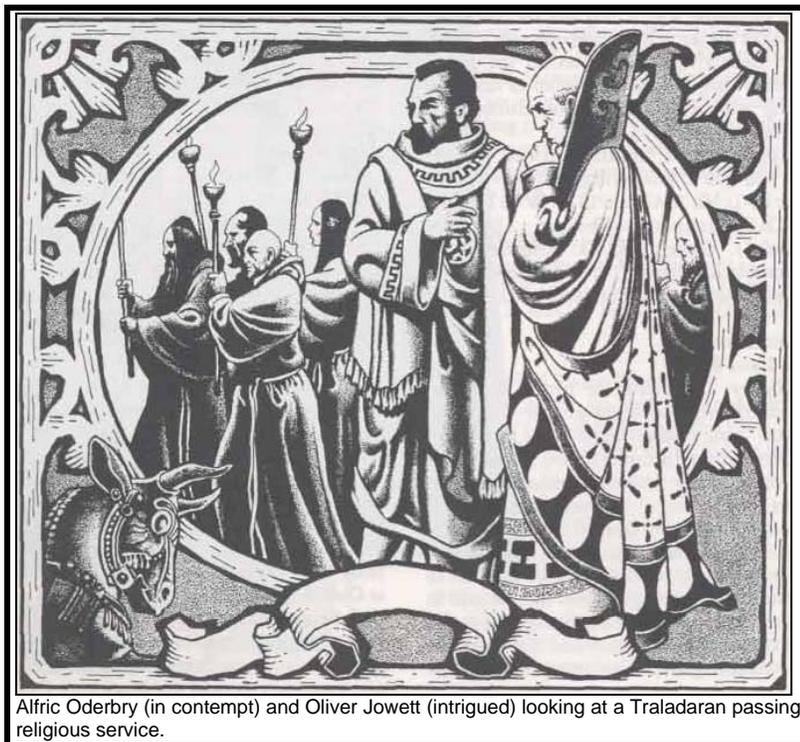
it is, not as the One True Way that many clerics believe it to be. As Patriarch of Specularum, he is head of the Church of Karameikos and the titular head of Order of the Griffon, and takes his responsibilities seriously. He uses his considerable political might only occasionally, when new decrees by the Duke might hamper the efforts of the Church, for instance. He works hard to contain the missionary fervor of Alfric Oderbry, his chief opponent within the Church. When not working on Church matters, Jowett enjoys collecting, reading and writing poetry. Jowett is the archetypical kindly powerful priest, willing to help others as his duties to the church permit. He is one of the most powerful clerics in the nation, capable of great and powerful spells. He is old, however, and not as active as he once was. Characters even of high levels often find themselves dealing with his assistant, Magdel, as opposed to the Patriarch himself. Jowett is the cork in the bottleneck of a major church schism. Should he become ill or die, an internal war within the church as the two factions, Jowett's (under Sherlane Halaran) and Oderbry's, try to take control. This will be the next thing to civil war in Karameikos

What He Says: "There are many paths to Immortal reward, but only one without stumble or misstep, and that is the Church of Karameikos".

What others say: "My most pleasant opponent..." (common greeting by Aleksyev Nikelnevich of the Church of Traladara)

Appearance:

Jowett is in his mid 80s. he is mostly bald and keeps himself clean—shaven; he wears the lavish robes of his position without appearing pretentious.



Alfric Oderbry (in contempt) and Oliver Jowett (intrigued) looking at a Traladaran passing religious service.

C18 / AC9 / AV0 (No longer wears armor) / hp 56 / MV 120'(40') / #AT 1 mace+3 / THAC0 10 / SV C18+3 / ML 10 / AL LG / ST13-IN16-WI18-DX10-CO9-CH15 / Languages; Thyatian, Traladaran, Elvish (Vyallia) / Skills; Profession=Poet, Poetry, Storytelling, Persuasion, Knowledge of Church of Karameikos and Church of Thyatis, Knowledge of Thyatian Society, Local History (Thyatian and Karameikan), Ancient History, Knowledge of Church of Karameikos History, Riding+2.

Magdel

Assistant to the Patriarch of Specularum, Priestess.

Several years ago, Patriarch Oliver decided that he was getting too old to do all the running about that his office demanded. He recruited a bright, dedicated young cleric to be his personal assistant—to run his confidential errands, deliver important messages, etc. he chose Magdel, a young woman of mixed heritage, born to a Thyatian father and a Traladaran mother (one of Duke Stefan's "New Karameikans").

Personality:

Magdel is a dedicated young cleric and a follower of Oliver Jowett's practices of philosophy and tolerance. She bears a fierce dislike of Patriarch Alfric and his followers. She is very emotional, with a black-and-white outlook on life. Jowett is Good; Oderbry is Bad. When someone helps Jowett (or her), he is Good. When someone helps Oderbry, he is Bad. Magdel, though an accomplished cleric, is not very self-confident; she becomes flustered and insecure when her abilities are being evaluated or discussed. When carrying out a mission for Jowett, however, she is completely engrossed in her duties and her confidence is high. When Oliver Jowett is interested in something, it's Magdel who finds out about it for him; when Jowett needs to hire someone for a mission, it's Magdel who makes the arrangements. She is Oliver's eyes and ears. So the characters are likely to meet her whenever they have an encounter with the Church of Karameikos in Specularum.

What she says: "I will have to check on that, but I don't think it will cause a problem" (common response to normal requests in the Temple).

What others say: "Jowett's pet mouse" (attributed to Oderbry).

Appearance:

Magdel is tall and slender, with long, curly black hair and black eyes. She dresses in the robes of a church novice and typically does not wear armor, though she's trained in fighting.

C8 / AC 8 (DX) / AV 0 (no armor) / hp 48 / MV120'(40') / #AT 1 Mace / THAC0 16 / SV C8+3 / ML 10 / AL LG / ST9-IN14-WI18-DX13-CO12-CH14 / Languages; Thyatian, Traladaran / Skills: Riding, Knowledge of the Church of Karameikos+1, Local History (Karameikan), Knowledge of Specularum Society.

Alfric Oderbry

Opposition Leader of the Church of Karameikos, Bishop.

Thyatian nobles, followed Duke Stefan to Karameikos when Alfric was only 10; his father worked in a minor ministerial post until his death a several years ago. Alfric never understood why someone like his father must work in a minor post while Traladaran families like the Torenescu held great wealth and power shouldn't Duke Stefan crush the Traladarans and spread their wealth out among his Thyatian followers? When in his teens, the badly disturbed Oderbry turned to the Church for solace, and there a bitter old Thyatian cleric (now dead) helped him form his opinions on the Matter Yes, Alfric was taught, Duke Stefan should crush the wealthy Traladarans and teach them to be good (Thyatian) Karameikans But the Duke was too weak to take this bold move. Patriarch Oliver, head of the Church, that old coward, was also too feeble to do the job that had to be done. Perhaps a true leader would eventually rise from the Church . . . As the old cleric had connived, Alfric saw himself as that leader. He entered the Church and, pretending to be a quiet, peaceable man, rose quietly through the ranks. His fervor drove him all the way up the rank of Patriarch within the church, one of two contenders for the post of Patriarch of Specularum when Jowett steps down (Sherlane of Threshold is the other). Now he waits for Jowett's ultimate retirement or death. In a position of authority, he has let his mask slip on a number of occasions, so Jowett knows what he intends.

Personality:

Oderbry is a fanatic. All he thinks is using the Church to bring about an ideal Karameikan state, where all citizens are members of his Church, speak Thyatian, and think exactly as he thinks. Once Jowett steps down or dies, Oderbry plans to use considerable resources of the church to pressure Duke Stefan into declaring the rival Church of Traladara illegal, and to use the fighting Order of the Griffon to lay waste to his enemies in that church. Oderbry is a powder keg waiting to go off. When Jowett does step down or die, we'll see a major war within the church as the two factions, Jowett's (under Sherlane Halaran) and Oderbry's, try to take control. This will be the next thing to civil war in Karameikos.

What he says: "Every true Karameikan is Thyatian, by blood or belief. Those who are not are little more than vipers clutched to the bosom of the State."

What others say: "Oderbry is one of the reasons I rise at dawn. If I sleep any later, he'll have me buried (Patriarch Jowett)".

Appearance:

Oderbry is in his mid-50s, a short, burly man in excellent health. He has brown hair and eyes, wears a close-cropped beard and moustache. His eyes are bright with which he captivates the faithful. He wears dark, luxurious robes and carries the sceptre of his office at all times. He has a marvelous, rich, resounding voice with which he captivates the faithful.

C14 / AC 6 (Chain+2 + DX) / AV 4 (Chain) / hp 48 / MV 120'(40') / #AT 1 mace+1 / THAC0 14 / SV C14 / ML 12 / AL LN / ST14-IN10-WI17-DX13-CO15-CH18 / Languages; Thyatian / Skills; Persuasion, Storytelling, Knowledge of Church of Karameikos+2, Knowledge of Specularum Society, Riding, Local History (Karameikan).
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Baron Desmond Kelvin II

Member, Order of the Griffon, Priest.

Desmond is the son of the first Desmond Kelvin, the friend of duke Stefan who build the city of Kelvin and helped tame this part of the wilderness. Desmond grew up in a strict military upbringing. He entered the church of Karameikos at age 13 in order to join the order of the church's fighting force, the order of the griffon, and now is a respected member of that Order.

Personality:

Desmond is a dark, brooding, man. He seems to be the very model of military efficiency, eyes missing nothing, speaking in clipped and curt tones, showing no emotion but anger at incompetence. He's a very ambitious man, though, and is paying court to lady Adriana Karameikos in the hope that he will someday wed her and become heir to the Ducal Title. However, recently he discovered that he has a rival in person of Devon Hyraksos, son of the Old Admiral Lucius Hyraksos. He's a difficult man to work with, an even more difficult to work for, but he's fair and is not rash. Kelvin is loyal to the Duke, but also to himself. he will carry out any royal order given him with military precision, but will also try to find a way to turn the situation to his advantage. He desperately wants to impress the Duke sufficiently that the Duke himself will press Adriana to wed him. When Adriana will finally choose Devon, he will be crushed, and his resentment will turn to anger.

What he says: "This is the most dangerous Time in Karameikan history. The ruling class has become comfortable and unmindful of the treachery that lurks on all sides"

What others say: "thank goodness lord Desmond is here to handle all our problems for us. I suppose that means we can all retire now (a bit sarcastic Lady Adriana)".

Appearance:

Kelvin is tall and lean. He has sharp, handsome features, piercing blue eyes, dark Brown hair and trimmed moustache. His glowing expressions and overall air of foreboding tend to cut people off—people such as Lady Adriana, for instance.

C10 / AC 7 (Shield + DX) / AV 6 (Plate) / hp 53 / MV 90'(30') / #AT 1 Mace +1 / SV C10 / ML 10 / AL LN / Languages; Thyatian, Traladaran, Dwarven / Skills; Military Tactics, Riding+1, Knowledge of Church of Karameikos, Knowledge of Specularum Society, Knowledge of Kelvin family History.

Baron Sherlane Halaran

Patriarch of Threshold.

Sherlane Halaran was a Patriarch of the Church of Thyatis before following Duke Stefan to Karameikos. Halaran was saddled with double duties in Karameikos. he was granted the title of Baron of the Threshold Area, and the newly-founded Church of Karameikos named him the Patriarch to the area. But he executed both his secular and religious duties fairly and well, and is highly regarded by the people of Threshold.

Personality:

Halaran's character is made up of both grandfatherly affection and Stern discipline. Behave in a good-natured manner, stay within the laws, and he's the cheery, soft-liked so well by the people of Threshold. Act in an unbecoming manner by attacking or insulting someone, breaking the law, or just behaving childishly-and he becomes grim and ominous, eyes flashing anger as he pronounces sentence on the offender. Patriarch Sherlane is the law in Threshold, and well-known to people there. He is likely to know any local character or even regular visitors by name, reputation or even family. This doesn't mean that the patriarch is an old friend that characters can impose upon at will, however. While good natured, the patriarch has a strong sense opposition and propriety. He raises characters who have been slain, but expects donations to the church for his services. Halaran has little cause to enter into direct combat anymore, but he can still hold his own in battle. He best serves by healing other warriors and sending them back into the fray.

What he says: "As you give, so you shall be given. As you treat, so shall you be treated. Such is the way man lives (common homily)".

What others say: "He is part and parcel of the older generation that believes, now that they are tired and retired, that all battles have been won. His only warning of doom will be when his comfortable walls collapse on him (Baron Desmond Kelvin).

Appearance:

Halaran is in his early 70s, an aging War-Cleric who's still capable of hoisting a Mace in the name of righteousness. His hair is snow-white and curly; he goes clean-shaven. His eyes are blue. His most dominant facial characteristic is his prominent jutting nose which earned him nicknames in his long-gone youth. He wears unpretentious clerical robes and does not wear a baronial coronet.

C14 / AC 9 / AV 0 (no Armor) / hp 34 / MV 120'(40') / #AT 1 mace / SV C14 / ML 10 / AL LG / ST9-IN14-WI18-DX10-CO8-CH14 / Languages; Thyatian, Traladaran, Elvish (Callarii) / Skills; Riding, Knowledge of Church of Karameikos+1, Knowledge of Church of Thyatis, Knowledge of Threshold residents+2, Knowledge of Specularum Society.

Lady Aleena Halaran

Member, Order of the Griffon

Aleena was born 32 years ago, daughter of Halaran's brother. Merrik Halaran, a fighter in the service of the Emperor of Thyatis, and his wife died of disease a few years ago. Aleena journeyed to Karamaikos to live with her uncle and has been here since. She joined the Church of Karamaikos at a very young age and joined the Order of the Griffon soon after. Since that Time, she has acted as an adventurer and as a protector of Threshold.

Personality:

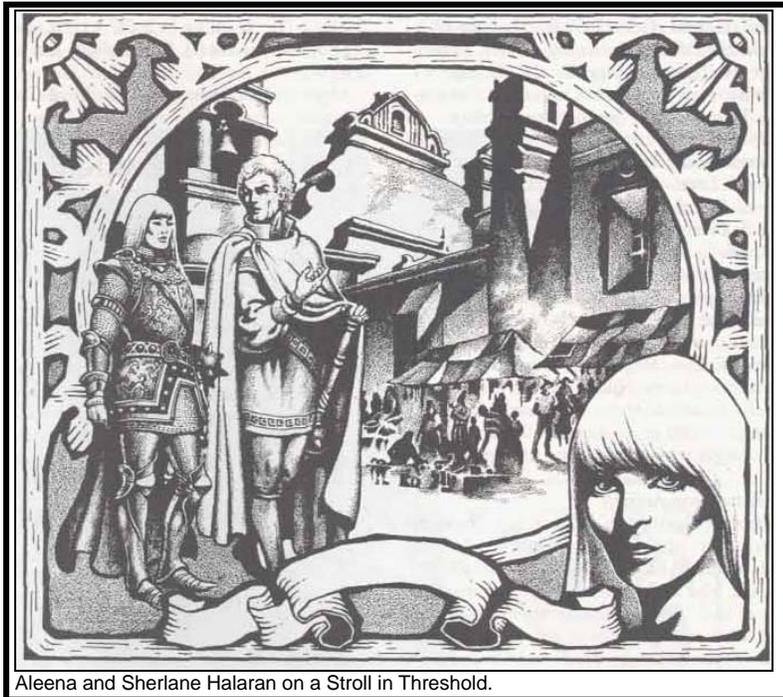
Aleena doesn't seem to be the sort of peon who'd take up mace and hammer against the forces of evil. She's quiet, soft of voice and temperament, preferring to settle disputes with words rather than with blows. She's also very romantic-and consequently sometimes naive-trusting too often that a person's good nature will emerge, that a habitual criminal can reform, and so on. Characters are likely to meet Aleena when in Threshold, as she runs errands for her uncle, delivers orders to the guard-station of Threshold and messages to the towns master, and keeps order in town wherever she sees it slipping. She's not likely to accompany adventurers on quests unless some of them are at least at Name level of experience.

What she says; "Goodness and Lawfulness are not in the same. You can be one without the other, I'm afraid, and those who practice both must be ever watchful of other who claim alliance".

What others say; "The armored flower of Threshold, born with a silver sword in her hands, cannot know struggle; everything she owns has been given to her" (Baron Desmond Kelvin, ignoring the same situation in him).

Appearance:

Aleena is a classic Thyatian beauty. She's of medium height and build, with flowing blonde hair and large. Expressive blue eyes. She tends to dress in brightly decorated adventuring gear or armor; for society affairs she can be coaxed into wearing formal Thyatian gowns.



Aleena and Sherlane Halaran on a Stroll in Threshold.

F12 / AC 7 (DX) / AV 6 (Decorated Plate) / hp 39 / MV 90'(30') / #AT 1 Mace +2 / SV C12+2 / ML 10 / AL LG / ST13-
IN13-WI-DX-CO-CH / Languages: Thyatian, Traladaran, Elvish(Callarii) / Skills; Riding+2, Knowledge of Church of
Karamaikos, Knowledge of Threshold + 1, Teaching.

The Order of the Griffon

The Order of the Griffon is a military order of the church of Karameikos. Clerics and fighters may be members of the Order. The Order is a very prestigious society of warriors; its Members are constantly adventuring, going on quests to help the Church, the nation, and the common man. It's held to be a great honor to be a Member of the Order, and so each year many young men and women attempt to gain membership. The applicant appears before Lord Oliver Jowett, Patriarch of Specularum, and declare his intent. The Patriarch assigns the applicant to a Member, who will test his fighting abilities in sparring matches. will question his degree of faith in church doctrine, and will evaluate his character. If the applicant meets all criteria for membership, he will be invited to join the order.

In order to become a Member of the order of the griffon a character must:

- (1) Be of a set standard of fighting ability (i.e., the character must be 5th level or above). The character starts as a Squire and can become a Knight only after reaching 9th level or higher.
- (2) Be a devout follower of the Church Karameikos.
- (3) Swear a holy oath to uphold the responsibilities of a Member of the Order.

These are the responsibilities of the Order:

- (1) The character must tithe 25 % of his income to the Church during all the Time he is a Member of the order.
- (2) The character must obey the dictates of the Church as regards sins and purification.
- (3) The character must accept missions and duties assigned by the head of the Church or by his superiors within the Order: such missions are often adventures or military missions in the interest of the Church or nation.

These are the benefits a character receives for being a member of the order.

- (1) The character can claim shelter from any Church of Karameikos (most clerics would offer it to other clerics or the needy anyway, but the member of the Order has the right to demand it of a cleric who might not be inclined to offer it).
- (2) The character has the companionship of other Members of the Order, who are likely become his friends, give him aid when he needs it, etc.
- (3) The character, because of the good and widespread reputation of the Order, is accorded the respect due to someone of Knight status, regardless of true rank in society. Therefore he is often invited to dine and stay with nobles, to share his exploits with them, etc.

The Member of the order wears a badge which proclaims his Membership; it can be on his shoulder, as a clasp on his cloak or belt, or in any other unostentatious place on his clothing.

In the past few years, the younger and more boisterous members of the Order of the Griffon have declared that they should have griffon's as mounts. Younger members compete avidly among themselves to attain this unofficial goal. A character who wishes to become a true griffon rider must acquire the riding Air based skill. Note that the church fathers do not officially approve of these actions as being within the church dogma, but they don't disapprove either.

A Member may resign his membership at any Time. The order asks the member to turn in their badges and forfeit all other benefits as members.

The Quadrival

This is the path to true Knighthood, a path that turns Four Corners; Honor, courage, Faith, and Glory. Knights who don't attain—and then retain—the four points of the Quadrival aren't really true Knights.

Hall of the Order of the Griffon (Location 13 on the map).

This is a low church building, with a walled enclosure (to keep down the noise of training). This building acts as the center and chief training facility for Order of the Griffon, the military order of the Church of Karameikos, located conveniently in the direct neighborhood of the Great Temple of the Church of Karameikos itself.

Formal Clerical Robes:

For formal occasions, knights may dress in full clerical gear. For the Church of Karameikos, this consists of a full-sleeved, floor-length gown with the arms of the Church of Karameikos (or Order of the Griffon) displayed prominently on the chest. Knight of the Church of Karameikos carry a short (as Squire), normal or larger sword designating their knightly profession. The clothing and symbols must always be in their utmost condition, or no respect will be granted by followers or other members of the church. Men wear sandals, go bare feet, or may wear low boots, females wear low-heeled or flat shoes, or thigh-high boots with no heels. Beards and moustaches are neatly trimmed, never wild, and long, but a shaved face is more respected. The hair is kept short and in an orderly fashion. Only females are accepted to wear long hair, and they often keep it up bound, or in a single tail worn on the back. This rigid rule is even more stringent in the Order of the Griffon. Members may wear their armor openly (and most often do), but must always reveal their designation badge. Weapons regularly used, never more than two worn in the wilderness, or one in the civilized world (and then always bound—according Specularum city laws) are worn clearly visible. The other weapons may be bound together, and placed in a chest on the horse or carriage.



The Church of Traladara

The Immortals of the Church of Traladara. Clique.

Halav The King, Leader.

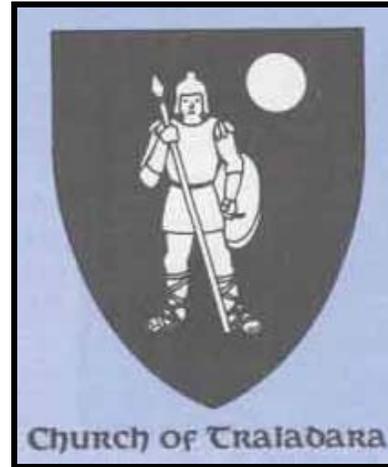
Petra The Healer

Zirchev The Mage

All Immortals grant spells evenly to the Clerics and Healers this Church has, as long as they behave good enough according to the Philosophy and Doctrine of the Church. Chardastes does not belong to this religion, but many Traladarans also honor this Immortal and he is protected by the trinity of Traldar.

Holy Symbol

The Holy Symbol is a Black Shield with a traditionally Traladaran spear warrior and a Silvery full Moon emblazoned upon it. This is also used in heraldic combinations.



The Followers

Most of those of Traladaran or mixed descent in Karamaikos are members of the Church of Traladaran. In all, about 70% of the population of Karamaikos now belongs to the Church of Traladara, and this segment of the population includes most of the landed commoners.

Many of the members of the Church, especially converts, truly understand the intent of the church's philosophy. This philosophy is that no sin committed in the mortal world is so great that it cannot be purified from the spirit by great acts of self-sacrifice. Many converts, however, consider it a game with rules to be bent—that the church philosophy means they can do anything so long as they subject themselves to the deeds of purification recommended by their church leaders after the fact.

You, as the Cleric, need to know which of the people around you are adherents to the Church of Karamaikos. Whenever they've committed an act which is questionable under the Church's doctrine, keep reminding them that they should have a nagging guilt about the act and should seek purification from a Church Cleric.

Dates of importance

1 Nuwmont	The start of the New Year. This calls for celebrations: Most businesses close, there are parades in the streets and other winter festival activities, especially in Specularum.
1 Thaumont	This is officially the first day of spring (regardless of the weather).
1 Klarmont	This is officially the first day of summer
1 Ambyrmont	This is officially the first day of autumn.
1 Kaldmont	This is officially the first day of winter.
1 Felmont	Beast's Day.

This is the traditional date of the last battle between King Halav and the Beast-Men, and is a big, lavish Traladaran holiday all over Karamaikos. Participants dress up as Beast-Men and wander the streets in parades, and there are mock battles between Beast-Men and Men, dances, and other events commemorating the battle. Religious observations are held by clerics of the Church of Traladara.

The Shearing Ceremony

The native Traladarans have a custom dating from the era of Halav which is an important part of the Karamaikan national character. Called the Shearing Ceremony, it was developed in the village of Marilinev (renamed in 970AC into Specularum) and was common use there and in surrounding areas in the centuries before Thyatis conquered Traladara. Since that Time, improved trade with the inland communities has spread the Shearing Ceremony throughout the land. When Duke Stefan and the Thyatian settlers came, they were acquainted with the ceremony and generally adopted it.

It goes something like this; when a Karamaikan youth approaches adulthood, either he will approach his parents or they will approach him with the news that it is Time for the Shearing. Soon after, at a dinner to which other family members or village leaders may be invited, the youth stands silent while his parents solemnly dress him in traveling gear. The bottom of his cloak is sheared off and left ragged as a reflection of his condition; that of an impoverish traveler.

From that Time, the sheared youth is considered a friend of the family but not part of it. He must make his own way in the world until the family decides he is worthy of the clan. Usually, living apart from the family clan for a few years and participating in acceptable adventures or trading ventures is proof that the youth is able to prosper on his own; when his parents reach that conclusion, he is invited to another dinner, at which Time he is presented with a garment bearing the clan's markings or coat of arms. This indicates that he is once again part of the family.

All young men between the age of 14 and 19 are sheared. Usually, the lad approaches his parents first, because it is an embarrassment to wait so long that they come to you. Young women are not approached by their parents, but may insist that they be sheared. Being sheared and living away from the family for a few years is a good way for a young woman to earn respect within her family.

When the Thyatians came to Karamaikos, they saw in the ceremony a way to separate the worthwhile from the parasitic in their own families, and easily adopted the custom. A sheared youth from a titled family is not considered to have any title until he is invited by his family to rejoin their ranks. Shearing is a human custom, not shared by the demihumans or most humanoids of Karamaikos. They simply don't understand the use of it. Only a single goblin tribe in the Dymrak Forest makes use of the custom, but it is rumored that their leader, Kah-aahr, with its 3.5 legged dire wolf was raised as a human in the remote village of Sukiskyn, and as thus learned human ways of thinking.

History

The region now called the Grand Duchy of Karamaikos was once the homeland of the Traldar, an indigenous human race. The Traldar were a short, stocky, dark-skinned race, and were not known to other human tribes or races within recorded history. Scholarly excavation of buried and ruined Traldar villages reveal that, in the oldest settlements, the Traldar relied almost exclusively on hunting and fishing to survive. They made their weapons of wood, bone and stone, constructed rude dugout canoes for transportation, and lived a frugal, subsistence-level existence.

Then, so far as scholars can tell, Traldar civilization took a sudden jump in civilization. Almost overnight, the Traldar were forging bronze weapons and armor, cutting roads through the dense forests of Traldar territory, joining communities into a trading network of some complexity.

In Traldar legendry, the Immortals created the world from a roiling, chaotic mass, then created animals and men, and for many years let man live in ignorance, with poor homes and poor tools, poor weapons. Then, as you saw in the synopsis of "**The Song of Halav**" they bequeathed to the Traldar the secrets of working tin and copper into bronze, of weaving with spindle and loom, of creating pottery with a potter's wheel, and of using many other tools and weapons.

"**The Song of King Halav**" legends deal with a Traldar society very similar to that which the scholars have uncovered. The Traldar hero-kings reigned over large forest communities, engaged in trade, wore weapons and used armor of glittering bronze.

According to "Halav," a fierce horde of beast-men descended on the Traldar, intent on exterminating the tribe and occupying these rich lands themselves. The fighting was bloody; ultimately, most of the Traldar and beast-men perished; King Halav and the king of the beast-men slew one another; and the surviving beast-men departed Traldar lands while the surviving humans rebuilt their homes and set about making their villages prosperous again.

According to scholars, the legend is based on fact. The decorations on broken pottery, the inlay on weapons forged during that time, distinctively show beastlike humanoids in conflict with men. Scholars tend to believe that the beast-men were in fact Gnollish tribes from the far west, though many pieces of art show the beast-men as being much more like dog-headed men or werewolves.

Church's Philosophy

These are the beliefs of the Church of Traladara, that the acts of assault, abuse, murder, theft, and lying are sins, brought on by weakness or the intrusion of bad-will from evil or animal spirits.

That these sins should be punished, in the manner that parents punish their children; physical punishment, imprisonment, and the withholding of rights (even death, in the case of extreme sinners who endanger others).

That the role of the individual in the afterlife will be determined by the individual's state of wisdom, strength of character, and good-will at the Time of his or her death.

That the relationship of man to women is a personal matter, not involving the philosophies of the church unless one of the aforementioned sins is involved.

That common magic ritual such as the use of luck charms, tea-reading, palm-reading, and so forth are all declarations of man's curiosity about the world and determination to preserve himself from evil, and are often rewarded by the Immortals with the gleaning of facts about the future or nature of the world.

That the events of "**The Song of Halav**" are absolutely true. That King Halav, Queen Petra and Zirchev are now Immortals guiding the righteous and punishing the wicked in Traladara/Karamaikos, and that the Golden Age of the Traladara will one day return to this land.

The basic philosophy of the church of Traladara is that people should not harm one another, and that when they do the community should punish the wrongdoer in proportion to the degree of the sin. There isn't much more to their philosophy than that, and so the Church is ideally suited to the cheerful and whimsical Traladarans.

The role of the Traladaran cleric is to provide advice for younger people, based on his own experiences and the examples of behavior given in "**The Song of Halav**". Traladaran clerics advise the young, perform marriages and officiate at other ceremonies, preach the church philosophies, and promote goodwill. They also fight—to save lives or to defeat evils. Approximately 70% of the population of Karamaikos belongs to the Church of Traladara, the religion is also found in the Five Shires, Western Thyatis, and across the Sea of Dread locally (these are remnants of the Milenian Empire, all former Traladarans).

A lesser sin—for instance; telling a lie), for instance rarely infused the character with piety loss, unless it is directed against the Church, the Immortals, or the Nation.
(-1 Pip/5sins).

A moderate sin-(beating someone who did not deserve it, for instance)-is punished by Law, and the church, and the deed of the person is made well-known and affixed to his/her identity. (-1 Pip/sin).

A greater sin-(for instance; murder)-may require the character not only suffer secular punishment (i.e. punishment handed down by the courts) but also forces the character heavy punishment and risking his life and fortune in an adventure which the church thinks would benefit the church and the well-being of the character. This decision is of course done after several long and arduous praying hours. Obviously, this is a grand opportunity for the temple to enforce an adventure in which the character and the church have both a personal stake. (-3 Pip/sin).

Don't forget that the Church of Traladara can exert great influence over its devout believer, and even non-believers. The common church member has a terror of separation from the church, because it would mean that his spirit grows so stained that he will suffer perpetual grief in the afterlife. Though manipulative clerics are not common, those few who do exist can demand some heavy and punishments on their followers and often get away with great abuses in this fashion. No current important clerics of Traladara behave like this at the moment.

Song of Halav

This is the land's history as known to the peoples of Karameikos. This part of the history is recorded in an epic work of poetry of the Traldar (Traladara) people. "The Song of King Halav." This ancient work maintained by generations of bards before finally being committed to writing about six centuries ago.

Explanation

In ancient times, the land now called Karameikos, was the forest homeland of the Traldar, men and women so favored by the Immortals and allowed to live in these beautiful lands. The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted. The men spent most of their Time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. Far to the west, a race of evil beast-men was preparing to march through the easterly lands in search of booty, prisoners and more hospitable homelands. These beast-men had their own Immortal sponsor(s) equal in might to the patrons of the Traldar, so only victory between man and a beast-man would determine the fate of the two races.

The Immortals descended to Lavv, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men.

They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the art of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her the art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax and the use of the loom.

They visited Zirchev, a huntsmen, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent like the cat, swim as the fish, see as the hawk.

Halav, Petra, and Zirchev told the people of Lavv of what the beast-men intended. The King laughed and tried to drive the trio from Lavv. Halav, using the bronze sword given him by the Immortals, slew the king and assumed his crown. In the years that followed, King Halav, Queen Petra, and the Huntsmen Zirchev taught their secrets to the people of Lavv and brought all the other villages of Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and his wisdom.

Eventually, the beast-men attacked in numberless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmovable object of the Traldar and the war went on forever. Both sides lost great numbers of warriors. Each Traldar fighter slew dozens of his bestial enemies before being slain.

Finally, King Halav managed to find the King of the Beast-men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword give Halav by the Immortals. This was the final battle of man and beast-man. It raged from dawn until noon, both kings growing so tired that each could barely wield his weapon. In "The Song of Halav" both take Time to rest during the fight and each describes his resoluteness and unconquerable fighting ability.

Evidently both were right; King Halav and the King of the Beast-men perished upon one another's weapon. Their remaining armies looked upon one another, the beast-men now fearful because their King had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing. The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Lavv when they arrived, but during the ritual burning of Halav's body that night, the Immortals visited, spiring Halav, Petra and Zirchev away.

The Traldar Mourned their King, but turned their eye toward rebuilding their lands into a mighty empire. The era of the reign of Halav was become to be known as the Golden Age, it was followed by the Dark Age, where many evil infested Traldar lands, up to about a century ago.

Formal Clerical Robes:

For formal occasions, clerics may dress in full clerical gear. For the Church of Traladara, full dress consists of a full-sleeved, and hooded knee-length Surcoat dyed a particular hue of brown associated with the Church. Clerics of the Church of Traladara carry a gnarled, wooden staff, also referred to as a sceptre, designating their clerical profession.. on top of the staff a bucket can be placed to carry religious fires. The hood is only worn in bad weather, and the head is even then as far revealed as possible, and never kept hidden. Beards are rarely shaven, but this is no restriction, as is the hair length.



Church of Traladara Hierarchy

There seems to be 4 ranks in the Church of Karamaikos: Apprentice, Priest, Bishop, & Patriarch. Any clergyman who presides over a temple is considered at least a Priest. If his/hers is the main temple located in the main city/town of an Estate, he/she would be considered a Bishop. For example, the priest of the temple at Verge would be considered the Bishop of Verge. If he/she presided over the main temple in a Barony, he/she would be a Patriarch/Matriarch. There is, actually, one more rank... High Patriarch, i.e. Aleksyev Nikelnevich.

An Apprentice is in social ranking equal a civilian, and is thus addressed as Mister or Miss. A Priest is in social ranking equal to a Court Lord, and is addressed as Lord / Lady...(name), Bishops are in social ranking equal to a Landed Lord and are addressed to as Lord / Lady...(name), and Patriarchs are in social Ranking equal to that of a Knight, and addressed as Sir / Dame...(name). Only the High Patriarch is addressed as "Your Holiness". Remember that these are mere social rankings and not true social titles, and the cleric has no other right than the respect and addressing of this ranking.

Important Clerics in Karamaikos

High Patriarch	Aleksyev Nikelnevich	Specularum = Mirros
Bishop	Bastian Korstivan	Specularum = Mirros
Priestess	Luca	Specularum = Mirros

Each of the original power centers of the 12 founding clans maintains a traditional rank of Patriarch or Matriarch (called by its original Traladaran name where it differs from Thyatian): Vatresh (Threshold), Vaion (Penhaligon), Mirros (Specularum), Mevu (Marilenev), Dmitrov, Sulescu, Luln, Halag* (Ruhmhof i.e. Fort Doom), Rugalov, Vetu (Rugalov Keep), Krakatos*, Lav*. Of course, several have special circumstances surrounding them: the Patriarch of Halag is basically in hiding as Baron von Hendricks tolerates no Church of Traladara presence; the Patriarch and Matriarch of Krakatos & Lav are basically ceremonial titles, and currently both reside in Specularum. Nikelnevich is considered the Patriarch of Mirros since the title is traditionally bestowed upon the Patriarch of Traladara.

Patriarch	Vasili Basilevsky,	Vatresh =Threshold
Patriarch	Halav Dachev,	Vetu = Rugalov Keep
Patriarch	Jozsef Kazmarek,	Lavv
Patriarch	Pavel Kosov,	Mevu = Marilenev
Patriarch	Vladimir Marushka,	Vaion = Penhaligon
Patriarch	Dobromir Petrescu,	Halag = Ruhmhof
Matriarch	Tatjana Popova,	Luln
Matriarch	Tamara Romanov,	Rugalov
Patriarch	Zoltan Shtolin,	Dmitrov
Patriarch	Dmitri Sulescu,	Sulescu
Matriarch	Roza Torenescu,	Krakatos

Important Clerics outside Karamaikos

None, except a renegade Cleric in Glantrian Boldavia in hiding, but even his or her name is unknown.

Tithes

The church asks that their follows tithe 10% of their income to the church . Few people can afford that (on top their secular taxes), but enough do so that an average of 2% the nation's income is tithed to the church. Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more (more Pip). The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karamaikos.

Important persons

Aleksyev Nikelnevich a.k.a "Father Niki"

High Patriarch of the Church of Traladara

Patriarch Aleksyev is a 55 year old (as per 1010AC) Traladaran Cleric. His parents too, were clerics in the Church of Traladara of Specularum. Aleksyev was a 15 year old novice cleric when the "Thyatian Invasion" came (970AC). He watched his parents, participants in the Marilnev Rebellion, perish when the rebellion was suppressed. Initially embittered by these events, he threw himself into his clerical studies in the hopes of becoming a mighty wielder of clerical magic and driving the invaders from Traladaran shores. By the Time he had become Patriarch of his Church in Specularum, though, his clerical studies, growing emotional maturity, and surprisingly cordial relations with Patriarch Oliver Jowett of the Church of Karameikos had wrought a change in him. He gradually became dedicated to the idea of Traladara regaining its Golden Age through peaceable means and directed faith.

Personality:

Aleksyev is a complicated man. Though he is a formidable warrior-cleric, he is dedicated to bringing his ideals to reality through peaceful means wherever possible. Though he is determined that the Traladaran blood rule over Traladara again, he thinks this should be done by peaceable assimilation of the Thyatian population into Traladaran. He still carries bitterness against Duke Stefan Karameikos for the death of his parents, but does not conspire against the man or use his political sway to damage the royal family. He is actually rather fond of Patriarch Oliver Jowett of the Church of Karameikos, but knows he has a true enemy in Patriarch Alfric of the Church of Karameikos. Any adventuring cleric of the Church of Traladara will theoretically be allies of Patriarch Aleksyev. When the war of the churches will occur (), he will naturally try to enlist all Traladaran clerics to his side and sent them on missions for his church.

Appearance :

Aleksyev is of medium height and muscular build. His hair, beard, and mustache, close-trimmed and neat, are jet-black, as are his eyes. He wears bright Traladaran robes. In times of war, he will wear full plate mail armor and carry the war hammer which belonged to his father.

C11 / AC 9 / AV 0 (Church affairs) / AC 8 / AV 6 (Shield and plate in war) / HD 9 / hp 45 / MV 120'/40' (90'/30' in war) #At 1 Warhammer +2 / SV C11 / ML 10 / AL LG / ST17-IN13-WI18-DX10-CO13-CH15 / Languages; Traladaran, Thyatian, Elvish (Callarii) / Skills; Knowledge of Church of Traladara, Knowledge of Traladaran Legendry, Persuasion, Music, Story-telling, Riding, Military Tactics, Knowledge of Karameikan Society.
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In a massive low church building, is the religious center of the Church of Traladara. (location 12 on the Specularum map).

Misha Mananov:

Priest of Traladara

Misha was born in the Black Eagle Barony, which she fled at the age of 15. She took shelter with the Church of Traladara and soon became one of their priestesses. She has once again started to wander, making the pacification of Goblinoids her own personal mission. She is currently in the Northern Reaches doing her best to end the violent goblinoid incursions in the area. Her pet white wolf "Kitten" is always by her side.

Appearances:

Born: AC 981. Human Female. Hair: Black, worn long and tied back. Eyes: Brown. Height: 5'4".

Misha is an extremely attractive Traladaran woman. She almost always has a smile and warmth visible in her eyes.

C12 / AC8/ AV 0 (Church affairs), AC6 / AV 4 (Chainmail +2—Armored in War), HD 9 / Hp 60 / MV 120'/40' / (90'/30' in war) #At 1 Staff+3 / Sv C12 / ML 9 / AL LG; THAC0 14; ST11, IN15, WI17, DX14, CO15, CH17 Magical Items: Chain mail +2, staff +3, ring of levitation.
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The Cult of Halav

The Immortals of the Cult of Halav are not truly known, but Halav is, though unconfirmed, seemingly the single leader, but it can also be that some other Immortal uses the name of Halav (with or without his consent is unknown—but at least the cult is accepted by the Church of Traladara its clerics). It could be that this split-off from the Church of Traladara is still considered to be a part of that church by the Immortals, and that they still grant these (though a bit insane) clerics their spells. Another option is that some other (evil or neutral Immortal or Devil) has grabbed—or will grab—the might in this church, and thus grants spell. Not even the followers themselves are sure what is the case, but they actually don't truly bother, as long as Halav is revered in Stefan Karameikos. Whatever this is a Group or Individual Immortal.



Halav The Merchant (Eternal of Thought), Leader.

Holy Symbol

The Holy Symbol is exactly equal to the holy symbol of the Church of Traladara; a Black Shield with a traditionally Traladaran spear warrior and a Silvery full Moon emblazoned upon it. This is also used in heraldic combinations. This equality in holy symbols further increases the Thought that the Church of Traladara and the Cult of Halav are supported by the same Immortals.

The Followers

Most of those of Traladaran or mixed descent in Karameikos are members of the Church of Traladaran. Only a fraction of the people of Karameikos (and than mostly only in or near Specularum) belong to the cult.

Many of the members of the Church, mostly converts, truly don't understand the intent of the church's philosophy. This philosophy is that that Stefan Karameikos harbors the reincarnated King Halav, further the Cult uses the same philosophy as the Church of Traladara.

Dates of importance

1 Nuwmont	The start of the New Year. This calls for celebrations: Most businesses close, there are parades in the streets and other winter festival activities, especially in Specularum.
1 Thaumont	This is officially the first day of spring (regardless of the weather).
1 Klarmont	This is officially the first day of summer
1 Ambyrmont	This is officially the first day of autumn.
1 Kaldmont	This is officially the first day of winter.
1 Felmont	Beast's Day.

This is the traditional date of the last battle between King Halav and the Beast-Men, and is a big, lavish Traladaran holiday all over Karameikos. Participants dress up as Beast-Men and wander the streets in parades, and there are mock battles between Beast-Men and Men. dances, and other events commemorating the battle. Religious observations are held by clerics of the Church of Traladara.

The Shearing Ceremony

The native Traladarans have a custom dating from the era of Halav which is an important part of the Karameikan national character. Called the Shearing Ceremony, it was developed in the village of Marilinev (renamed in 970AC into Specularum) and was common use there and in surrounding areas in the centuries before Thyatis conquered Traladara. Since that Time, improved trade with the inland communities has spread the Shearing Ceremony throughout the land. When Duke Stefan and the Thyatian settlers came, they were acquainted with the ceremony and generally adopted it.

It goes something like this; when a Karameikan youth approaches adulthood, either he will approach his parents or they will approach him with the news that it is Time for the Shearing. Soon after, at a dinner to which other family members or village leaders may be invited, the youth stands silent while his parents solemnly dress him in traveling gear. The bottom of his cloak is sheared off and left ragged as a reflection of his condition; that of an impoverish traveler.

From that Time, the sheared youth is considered a friend of the family but not part of it. he must make his own way in the world until the family decides he is worthy of the clan. Usually, living apart from the family clan for a few years and participating in acceptable adventures or trading ventures is proof that the youth is able to prosper on his own; when his parents reach that conclusion, he is invited to another dinner, at which Time he is presented with a garment bearing the clan's markings or coat of arms. This indicates that he is once again part of the family.

All young men between the age of 14 and 19 are sheared. Usually, the lad approaches his parents first, because it is an embarrassment to wait so long that they come to you. Young women are no approached by their parents, but may

insist that they be sheared. Being sheared and living away from the family for a few years is a good way for a young woman to earn respect within her family.

When the Thyatians came to Karameikos, they saw in the ceremony a way to separate the worthwhile from the parasitic in their own families, and easily adopted the custom. A sheared youth from a titled family is not considered to have any title until he is invited by his family to rejoin their ranks. Shearing is a human custom, not shared by the demihumans or most humanoids of Karameikos. They simply don't understand the use of it. Only a single goblin tribe in the Dymrak Forest makes use of the custom, but it is rumored that their leader, Kah-aahr, with its 3.5 legged dire wolf was raised as a human in the remote village of Sukiskyn, and as thus learned human ways of thinking.

History

The region now called the Grand Duchy of Karameikos was once the homeland of the Traldar, an indigenous human race. The Traldar were a short, stocky, dark-skinned race, and were not known to other human tribes or races within recorded history. Scholarly excavation of buried and ruined Traldar villages reveal that, in the oldest settlements, the Traldar relied almost exclusively on hunting and fishing to survive. They made their weapons of wood, bone and stone, constructed rude dugout canoes for transportation, and lived a frugal, subsistence-level existence.

Then, so far as scholars can tell, Traldar civilization took a sudden jump in civilization. Almost overnight, the Traldar were forging bronze weapons and armor, cutting roads through the dense forests of Traldar territory, joining communities into a trading network of some complexity.

In Traldar legendry, the Immortals created the world from a roiling, chaotic mass, then created animals and men, and for many years let man live in ignorance, with poor homes and poor tools, poor weapons. Then, as you saw in the synopsis of "**The Song of Halav**" they bequeathed to the Traldar the secrets of working tin and copper into bronze, of weaving with spindle and loom, of creating pottery with a potter's wheel, and of using many other tools and weapons.

"**The Song of King Halav**" legends deal with a Traldar society very similar to that which the scholars have uncovered. The Traldar hero-kings reigned over large forest communities, engaged in trade, wore weapons and used armor of glittering bronze.

According to "Halav," a fierce horde of beast-men descended on the Traldar, intent on exterminating the tribe and occupying these rich lands themselves. The fighting was bloody; ultimately, most of the Traldar and beast-men perished; King Halav and the king of the beast-men slew one another; and the surviving beast-men departed Traldar lands while the surviving humans rebuilt their homes and set about making their villages prosperous again.

According to scholars, the legend is based on fact. The decorations on broken pottery, the inlay on weapons forged during that Time, distinctively show beastlike humanoids in conflict with men. Scholars tend to believe that the beast-men were in fact Gnollish tribes from the far west, though many pieces of art show the beast-men as being much more like dog-headed men or werewolves.

Church's Philosophy

That King Halav, dead on the battlefield of the final battle between men and Beastmen, was taken up by the Immortals (which Immortals is unknown), returned to life, healed, and placed in the deepest sleep.

That the goal of the Immortals (which is again unknown) was to return King Halav to Traladara when it was Time to restore the nation to the glory it held in its Golden Age.

That the Immortals (again which is totally unknown) have decided that this is that Time, and that they sent the spirit of King Halav into the new-born Stefan Karameikos, that he would grow up to be the next King Halav.

The Cult is dedicated to the idea that Stefan Karameikos will make Traladara into a mighty empire once more, will arm it and send its numberless legions out to conquer the whole world and beyond for the glory of Traladara. However, the first goal of the Cult is to persuade everyone, (including Duke Stefan Karameikos) of their cause, and this hasn't been easy to do. This tends to frustrate them, but they're determined. Despite the fact that most people consider Halvanists to be insane, it is a fact that their clerics do magic. This means they must be receiving aid and inspiration from some Immortal. So most common folk think they're crazy, clerics tend to be very interested in the doings of the Cult.

That the acts of assault, abuse, murder, theft, and lying are sins, brought on by weakness or the intrusion of bad-will from evil or animal spirits.

That these sins should be punished, in the manner that parents punish their children; physical punishment, imprisonment, and the withholding of rights (even death, in the case of extreme sinners who endanger others).

That the role of the individual in the afterlife will be determined by the individual's state of wisdom, strength of character, and good-will at the Time of his or her death.

That the relationship of man to women is a personal matter, not involving the philosophies of the church unless one of the aforementioned sins is involved.

That common magic ritual such as the use of luck charms, tea-reading, palm-reading, and so forth are all declarations of man's curiosity about the world and determination to preserve himself from evil, and are often rewarded by the Immortals with the gleaning of facts about the future or nature of the world.

That the events of "**The Song of Halav**" are absolutely true. That King Halav, Queen Petra and Zirchev are now Immortals guiding the righteous and punishing the wicked in Traladara/Karameikos, and that the Golden Age of the Traladara will one day return to this land.

The basic philosophy of the cult of Halav is that people should not harm one another, and that when they do the community should punish the wrongdoer in proportion to the degree of the sin.

The role of the Halvanist cleric is to provide advice for younger people, based on his own experiences and the examples of behavior given in "**The Song of Halav**". Halvanist clerics advise the young, perform marriages and officiate at other ceremonies, preach the church philosophies, and promote goodwill. They also fight—to save lives or to defeat evils.

A lesser sin-(for instance; telling a lie), for instance rarely infused the character with piety loss, unless it is directed against the Church, the Immortals, or the Nation. (-1 Pip/5sins).

A moderate sin-(beating someone who did not deserve it, for instance)-is punished by Law, and the church, and the deed of the person is made well-known and affixed to his/her identity. (-1 Pip/sin).

A greater sin-(for instance; murder)-may require the character not only suffer secular punishment (i.e. punishment handed down by the courts) but also forces the character heavy punishment and risking his life and fortune in an adventure which the church thinks would benefit the church and the well-being of the character. This decision is of course done after several long and arduous praying hours. Obviously, this is a grand opportunity for the temple to enforce an adventure in which the character and the church have both a personal stake. (-3 Pip/sin).

Song of Halav

This is the land's history as known to the peoples of Karamaikos. This part of the history is recorded in an epic work of poetry of the Traldar (Traladara) people. "The Song of King Halav." This ancient work maintained by generations of bards before finally being committed to writing about six centuries ago.

*"Once there were, a long Time ago,
a people blessed by the Immortals.
The Traldar were given the Great Forest."
"The Traldar lived simply and were happy,
they fished the sea and hunted the forest,
mostly they were fair and worshipped the Immortals."
"Unknown to men, a darkness had gathered,
far to the west, the Beastmen grew.
They were coming for spoils, for land, and for slaves."
"The Immortals of the Beastmen were matched
by those of the Traldar, they battled much
but neither side would yield, the battle was a draw."
"As one, one both sides it became clear,"
to avoid annihilation there was only one way,
the battle would be decided by mortals!"
"To Lavv, a village of men, now lost,
The Immortals came to find those to lead.
They chose clever youths to teach their secrets."
"Halav, Red-Hair, was the first to be chosen,
a maker of stone knives he was clever.
To make armour and arms of bronze he was taught."
"Lovely Petra, Halav's lover, was next in the line,
a maker of pottery and arts was she.
To make bows, to weave, and to heal did she learn."
"Wild Zirchev was last, the Immortals to see,
a master hunter and trapper was he.
The secrets of forests and beasts was he taught."
"The three, gathered by the Immortals, were told,
of the approach of the Beastmen.
The three told their people, who refused to hear."
"The King of Lavv had the three brought to him,
he scoffed, and laughed, dishonoring all.
Halav slew him with a stroke of his bronze sword."
"King Halav, Queen Petra, and Zirchev the Hunter,
taught the people their secrets.
The villages joined and swelled into cities."
"Halav became a great hero, a just and kind ruler,
his fairness became widely known.
To him came all cities, a mighty nation was born."
"The tide of the Beastmen then broke over them,
upon the bronze of their armour it broke.
The numberless horde had arrived, the war went on."
"As the eternal battle raged on, it was said,
for every gleaming suit that was rent,
a dozen of their dark foes had gone down."
"Then it happened, as the fates had required.
King Halav, in his bronze, found his great foe.
He was wolf-headed and twice the height of a man."*

*"The axe of the beast met the bronze sword of Halav,
the echoes rang out and all stopped to watch.
The two warriors danced, wove, and struck."
"For hours they fought, to the cheers of their soldiers,
both sides marveled at the stamina shown.
Neither would yield and neither would fall."
"When neither could raise their weapons or move,
a halt was called and both rested and drank.
Halav spoke well of his foe, who spoke well of Halav."
"The two rose to fight, the tension was great,
they battled again, would it end this Time?
The battle raged, then one final blow did they strike!"
"The two armies looked on, both clearly stunned,
the two leaders were dead, confusion reigned.
The Beastmen faltered, the Traldars barely held."
"As the Beastmen retired, Petra met Zirchev,
together they bore Halav home to Lavv.
In Lavv the pyre burned, the people wept."
"The three were seen no more by men,
Petra and Zirchev joined Halav.
The Immortals bore them away, to return again,
some day..."*

Explanation

In ancient times, the land now called Karameikos, was the forest homeland of the Traldar, men and women so favored by the Immortals and allowed to live in these beautiful lands. The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted. The men spent most of their Time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. Far to the west, a race of evil beast-men was preparing to march through the easterly lands in search of booty, prisoners and more hospitable homelands. These beast-men had their own Immortal sponsor(s) equal in might to the patrons of the Traldar, so only victory between man and a beast-man would determine the fate of the two races.

The Immortals descended to Lavv, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men.

They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armor of bronze. They also taught him the art of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her the art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax and the use of the loom.

They visited Zirchev, a huntsmen, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent like the cat, swim as the fish, see as the hawk.

Halav, Petra, and Zirchev told the people of Lavv of what the beast-men intended. The King laughed and tried to drive the trio from Lavv. Halav, using the bronze sword given him by the Immortals, slew the king and assumed his crown. In the years that followed, King Halav, Queen Petra, and the Huntsmen Zirchev taught their secrets to the people of Lavv and brought all the other villages of Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and his wisdom.

Eventually, the beast-men attacked in numberless waves from the west. The Traldar in their glittering bronze armor stood against them. The irresistible force of the beast-men crashed into the unmovable object of the Traldar and the war went on forever. Both sides lost great numbers of warriors. Each Traldar fighter slew dozens of his bestial enemies before being slain.

Finally, King Halav managed to find the King of the Beast-men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword give Halav by the Immortals. This was the final battle of man and beast-man. It raged from dawn until noon, both kings growing so tired that each could barely wield his weapon. In "The Song of Halav" both take Time to rest during the fight and each describes his resoluteness and unconquerable fighting ability.

Evidently both were right; King Halav and the King of the Beast-men perished upon one another's weapon. Their remaining armies looked upon one another, the beast-men now fearful because their King had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing. The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Lavv when they arrived, but during the ritual burning of Halav's body that night, the Immortals visited, spiring Halav, Petra and Zirchev away.

The Traldar Mourned their King, but turned their eye toward rebuilding their lands into a mighty empire. The era of the reign of Halav was become to be known as the Golden Age, it was followed by the Dark Age, where many evil infested Traldar lands, up to about a century ago.

Cult of Halav Hierarchy

There seems to be 4 ranks in the Church of Karameikos: Apprentice, Priest, Bishop, & Patriarch. Any clergyman who presides over a temple is considered at least a Priest. If his/hers is the main temple located in the main city/town of an Estate, he/she would be considered a Bishop. For example, the priest of the temple at Verge would be considered the Bishop of Verge. If he/she presided over the main temple in a Barony, he/she would be a Patriarch/Matriarch.

An Apprentice is in social ranking equal a civilian, and is thus addressed as Mister or Miss. A Priest is in social ranking equal to a Court Lord, and is addressed as Lord / Lady...(name), Bishops are in social ranking equal to a Landed Lord and are addressed to as Lord / Lady...(name), and Patriarchs are in social Ranking equal to that of a Knight, and addressed as Sir / Dame...(name). Only the High Patriarch is addressed as "Your Holiness". Remember that these are mere social rankings and not true social titles, and the cleric has no other right than the respect and addressing of this ranking.



Important Clerics in Karameikos

High Patriarch	Sergyev	Specularum
Priest		Specularum
Priestess		Specularum

Important Clerics outside Karameikos

Tithes

The church asks that their follows tithe 10% of their income to the church . Few people can afford that (on top their secular taxes), but enough do so that an average of 2% the nation's income is tithed to the church. Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more (more Pip). The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karameikos.

Important persons

Sergyev

Patriarch of the Cult of Halav

Sergyev was once a devout member of the Church of Traladara, likely to become right-hand man to Patriarch Aleksyev Nikelnevich. But Sergyev had a visitation one night; a vision of Halav appearing before him to say that he, Halav, was reincarnated in the form of Duke Stefan Karameikos III. Sergyev brought this Matter to the attention of Aleksyev, who suggested that it was either a bad dream or a hallucination inspired by a malicious user of magic. Insulted (and more than a little cracked by now), Sergyev abandoned the Church of Traladara, taking with him his own little band of followers, and set up his own church—which is now, 15 years later (as per 1010AC), called the Cult of Halav.

Personality

Regardless of whether Sergyev's claim is correct or not, the man is insane. He mutters to himself when no one is about, he is convinced that he is constantly being watched by spies from other churches and so constantly looks over his shoulder and under furniture. He is dedicated to the proposition that Duke Stefan Karameikos is King Halav come again in the world, and so worships the Duke and his offspring. Sergyev and his followers, because they are so lunatic, make a fun encounter for adventurers. Sergyev might pop out at the characters from an alley, challenging their religious beliefs, or he and his followers might swarm around a party of adventurers, trying to convert them to their philosophy. This could happen, of course, at inconvenient times, such as prior to a romantic interlude or when the characters are pursuing someone.

Appearance:

Sergyev is short and dark, with a flowing moustache and beard and balding head. He dresses in black, subdued robes, goes barefoot, and carries a staff.

C 9 / AC 9 / Hp 34 / MV 120/40' #AT 1 staff / SV C9 / ML 5 / AL CG / ST9-IN10-WI13-DX12-CO9-CH16 / Languages; Traladaran, Thyatian / Skills; Knowledge of Church of Traladara, Knowledge of Cult of Halav, Knowledge of Traladaran Legends +1, Persuasion, Knowledge of Specularum.

The Church of Thyatis



The Immortals of the Church of Thyatis. Group.

Asterius The Merchant (Eternal of Thought), Leader.
Patron of Merchants, Trade and Thieves. Naturally venerated by caravan travelers, merchants, and robbers. His personal symbol is the moon. He is venerated in Darokin as the prime Immortal, and has great following in Thyatis, Karameikos, Bellayne.

Kagyar The Artisan (Eternal of Matter).
Patron of Dwarvish people and believed to be their creator. He is the archetypical craftsman venerated by the Dwarves. His personal symbol is the crossed hammer and chisel. He is venerated by all Dwarves worldwide.

Diulanna The Lady (Eternal of Thought)
Patron of females and will power

Loki The Trickster (Eternal of Entropy)
Patron of lies, theft grave-robbery and tricks, illegal to be followed, but all acts belonging to his dogma are Thought originating from him.

Thanatos Death (Hierarch of Entropy)
Patron of Death, Destruction, Disease, and Undead, illegal to be followed, but everything belonging to his dogma is entitled to be his work.

Ilisundal The Wise (Hierarch of Thought).
Patron of the Elves, his name is recognized among various Elven peoples. His symbol is the Oaktree silhouette. He is venerated by most Elves worldwide.

Valerias Patroness of Love (Hierarch of Matter).
Patroness of romance and passion, her name is invoked by Thyatians and others in the name of love. Her symbol is beautiful, yet wickedly thorny rose, symbolizing beauty and its threat. She is venerated mostly in Thyatian countries.

Vanya Girder on of Weapons (Empyreal of Time).
Patroness of war and conquest. Her best and also most savage servants are the Heldannic Knights, who have oppressed people in her name. Her symbol is a crossed lance and two short swords. She is venerated in Thyatis, Hattias, Norwold, Heldann, by mostly warrior like cultures.

All Immortals grant spells evenly to the Clerics and Healers this Church has, as long as the behave good enough according the Philosophy and Doctrine of the Church.

Holy Symbol

The Holy Symbol is a vertical silver mace crossed with a horizontal golden lance on a blue background in the shape of a shield.

Church's Philosophy

That the acts of assault, abuse, murder, theft, lying, adultery, and living together without the sanctity of matrimony are sins. That these sins stain the spirit of the doer, and that these sins require & or ceremonies of purification (of severity appropriate to the sin) to cleanse from the spirit.

That an unwillingness on the part of the sinner to purify himself is in itself a sin, punishable by separation from the Church the eventual result of which is the sinner's spirit becoming too stained ever to be redeemed.

That the individual's role in the afterlife will be determined by the amount of stains his spirit bears at the Time of his death.

That it is the responsibility of members of the Church to bring the benefits of church philosophy to the unbeliever, and to remain present even in hostile lands, so that the benefits of the Church be denied to no one who desires them.

That magic ritual with no confirmed basis in formal magic use or clerical ritual constitutes ignorant superstition, and therefore the use of lucky charms, tea-readings, palm-readings, card-readings, and so forth are valueless wastes of Time and effort.

A lesser sin-(for instance; telling a lie), for instance may require a ceremony of purification no greater than the saying of a few prayers. (-1 Pip/5sins unless purified).

A moderate sin-(beating someone who did not deserve it, for instance)-might require a day's vigil and fasting under the watchful eye of a Church cleric. (-1 Pip/sin unless purified).

A greater sin-(for instance; murder)-may require the character not only suffer secular punishment (i.e. punishment handed down by the courts) but also perform some great ceremony of purification, such as the character risking his life and fortune in an adventure which the church thinks would benefit his spirit. This decision is of course done after several long and arduous praying hours. Obviously, this is a grand opportunity for the temple to enforce an adventure in which the character and the church have both a personal stake. (-3 Pip/sin unless purified, then only -1Pip).

Don't forget that the Church of Karameikos can exert great influence over its devout believers. The common church member has a terror of separation from the church, because it would mean that his spirit grows so stained that he will suffer perpetual grief in the afterlife. Though manipulative clerics are not common, those few who do exist can demand some heavy and unusual ceremonies of purification from their followers and often get away with great abuses in this fashion.

Church's Doctrine

The White Light: The White Light is what we came from. In the beginning the world was created from the White Light. The White Light is Knowledge, Purity and Illumination

The Darkness: As the word came between the White Light and the people, the world cast a shadow. People living in the darkness forgot the beauty and purity of the White Light. They learned about greed and selfishness, and thus, Evil came upon the world.

The Moon: There were many Prophets in the Old world. But Evil was also present. The Greatest of Prophets, Asterius saw that Darkness was evil, and warned the people of the Old World. But they would not listen. As Evil turned upon itself, the Old World was destroyed, but the White Lights spared Asterius. Asterius ascended to dwell among the Immortals, and he created the Moon to reflect the White Light at night.

The Immortals: Most loved children of the White Light, they have sworn to protect us against Evil and lead us to the Path of Illumination. These are the most wise of the Immortals; Asterius, Ilsundal, Kagyar, Valerias and Vanya.

Evil: Even though the Moon exists the Darkness is present. The Demons whisper lies in your ear and sow the seeds of selfishness in your mind as you sleep. The Greatest of Demons in Thanatos, but do not call out his name lest you want him to listen.

Demons: Even the Immortals can be seduced by Darkness. So it was with Thanatos, the firstborn of the White Light. At that Time he was a luminous being, but he was the first who discovered the Darkness. And thus he became its most powerful slave. For he is our greatest Enemy and even Asterius fears him. Only those who remain on the Path of White Light are safe from him. Other Immortals believed his lies and we can only trust the most wise. Alphaks, Demogorgon and Orcus and their servants. Beware these foul beings as they attempt to lead you off the Path of the White Light.

Death: We come from the White Light. And to the White Light we shall return. But only if our Soul is unstained by Sin. When we die our souls are plunged into Limbo. Asterius will lead the unstained soul to his realm, the Crystal Halls of the Seven Moons. Stained Souls must remain in Limbo till Time purifies them. But this Time of purification is painful and your soul is unprotected from the Demons.

Afterlife: The Pure Souls shall dine with the Immortals in the Crystal Halls of the Seven Moons, forever enlightened by the White Light.

Angels: Divine brilliant beings sent from Asterius to guide and protect us. Eternal messengers.

Church of Thyatis Hierarchy

There seems to be 4 ranks in the Church of Thyatis: Apprentice, Priest, Bishop, & Patriarch. Any clergyman who presides over a temple is considered at least a Priest. If his/hers is the main temple located in the main city/town of an Estate, he/she would be considered a Bishop. For example, the priest of the temple at Verge would be considered the Bishop of Verge. If he/she presided over the main temple in a Barony, he/she would be a Patriarch/Matriarch. There is, actually, one more rank... High Patriarch.

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Important Clerics in Thyatis

Tithes

The church asks that their follows tithe 10% of their income to the church . Few people can afford that (on top their secular taxes), but enough do so that an average of 2% the nation's income is tithed to the church. Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more (more Pip). The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karamaikos.

Important persons

High Patriarch of the Church of Thyatis

The Church of Darokin

Pantheon of the Church

Immortals of the Church. Group.

Asterius (Head):	Patron of Money, Trade and Communications
Koryis:	Patron of Peace and Prosperity
Ixion:	Patron of Justice and Honesty
The Twelve Watchers:	Patrons of Crafts and Work
Valerias:	Patroness of Love and Charity
Khoronus:	Patron of Time, Wisdom and Death
Diulanna:	Patroness of Will and Courage

General Description of the Church

Darokin is "a land of leftovers" and the Church of Darokin reflects this mishmash of cultures and faiths. The Immortals worshipped by the church are all in friendly terms among them and above all some of them have been largely followed in Darokin long before the foundation of the Church itself, so they are well liked by the Darokinians.

Asterius is the unchallenged Head of the Pantheon, since he's always been the most revered Immortal in Darokin (as patron of Trade and Communications, the basis of the Darokinian society). The First Patriarch who founded the Church back in 930 AC is himself a devout priest of Asterius: he realized that to unite the Darokinians from the religious point of view he would have needed a strong religious figure to take as an example, and Asterius the Trader was the best candidate.

However, he also understood that the Church of Darokin should have been a polytheistic cult in order to incarnate the real spirit of the nation, a country based on the multiracial integration. This way he also added to the pantheon the other Immortals who best embodied the ideals of Darokin: freedom, honesty, sacrifice and equality.

Darokin is the most advanced, democratic and liberal state in the Known World (and possibly on Mystara). Almost every church has at least one "mission" in Darokin's territory, (mostly) peacefully competing and coexisting. Usually there are clerics from different orders in towns large enough to support several clerics. They generally engage in petty competition, but they share the same general goals of prosperity and protection for the villages. The Church of Darokin embodies the epithet of the "typical Darokinian church", and draws many traditions from the other faiths affiliated to it. But this doesn't mean that the Church of Darokin worships ALL of these Immortals (it would not last much if it put side to side a cleric of Koryis and one of Thor, for example). The Church of Darokin worships those Immortals that most embodies the "spirit of the nation", a spirit of freedom, sacrifice, equality and endurance against the adversities. Asterius, Ixion, Koryis, the Twelve Watchers and Valerias are the ones that fit this role.

As a final note, it must be said that the Church of Darokin is not the most powerful church of the Old World, nor it is much widespread (aside from Darokin itself), mainly because it is a church founded FOR the Darokinians. It is surely the most important in the Republic, however the Church of Darokin is NOT the official state religion, because Darokin has no state religion whatsoever: this way nobody gets offended or can be punished for what is normally believed a very personal Matter. The Church respects the right to worship other faiths, but it constantly tries to "direct people on the right way" as much as the other cults do. However, it will never issue a holy crusade against a nation or a faith just because it goes against the Church's precepts, unless it threatens directly Darokin or the very existence of the Church of Darokin.

Vestments

The common vestment of the cleric of the Church is a bezant tunic with a golden circle on the upper torso. Each cleric uses the holy symbol of its Immortal.

History of the Church

The Church of Darokin is a young church much like that of Karameikos. It dates back to the 10th century and was founded in 930 AC by father Simon Stone, a priest of Asterius, who is now its High Patriarch.

The different Immortals worshipped by the Church became popular in Darokin in different periods. The most ancient one is obviously **Asterius**, whose faith dates back to the 1st century AC, when the first merchants began to prosper and to grow in power under the protection of the elves and of the East wind dynasty. **Khoronus** was known as the main Immortal revered by the East wind Kings during their reign, and its cult spread wide in the Streeel Valley during the I and II century, even though it later lost importance when the East wind dynasty ended and the merchants became more prominent. **Valerias** is the worldwide Patroness of Love and she was already worshipped in Darokin at the same Time Asterius was, probably brought there by some Thyatian priests. The **Twelve Watchers** were already known and worshipped in Darokin by all the workers (much like Asterius) during the Attleson dynasty, while **Koryis'** faith was first introduced in Darokin by fleeing Alphatians (Koryis is an Alphatian Immortal in origin) in the 9th century AC (after the Ylari kicked them off the Alayisian Basin) and later by Ochalean priests who came to Darokin at the beginning of the 10th century.

Similarly, **Ixion's** faith was one of the last additions, brought to Darokin by Alphatians (9th century), Ethengerians (as Tubak, in the 2nd century) and fleeing Ispans who chose to settle in Darokin instead of going to the Savage Coast at the beginning of 900 AC. **Diulanna's** faith was the last addition to the pantheon, brought to Darokin in the 10th century by Thyatian immigrants coming from the Hinterlands who settled in the forested borderlands along the Alfheim border.

The High Patriarch of the Church is an old wizened man in his eighties named Simon Stone, who happens to be also the founder of the Church. He is a cleric of Asterius who felt the need to unify the faiths of his beloved land to make the citizens feel more akin and closer to each other and to destroy any possible cultural and ethnic barrier still present in Darokin after the Great Merger. He founded the Church at the age of 30 and has subsequently assumed many potions of Longevity in his youth to fight against the passing of Time only for one reason: to accomplish his dream.

After the Church of Darokin has affirmed itself as the most prominent in Darokin, he stopped drinking potions and continued to age normally. He is now 83 (real age 115) and has already chosen his successor, a promising cleric of the Twelve Watchers in his thirties. The current patriarch will surely die before 1020 AC.

Organization of the Church

The Church is ruled by its High Patriarch (currently Simon Stone, C36 of Asterius), who is helped by a Council of Archbishops (clerics of all the Immortals worshipped) representing all the regions of Darokin (very similar to Darokin political government). The High Patriarch also has a special adviser called Holy Legate (currently Lino Volterra, C14 of the Twelve Watchers) that helps him in the bureaucratic affairs and examining diplomatic and religious issues presented weekly by the other priests.

The Holy Legate is personally chosen by the High Patriarch among his more experienced clerics (of level 10th or higher) and he is destined to become the new High Patriarch at the death of the current one. There are only three exceptions to this rule:

1. If the Holy Legate dies before the succession. In this case, if the High Patriarch is still alive, he chooses a substitute. Otherwise if he's dead already, the Council of Archbishops votes to elect the new High Patriarch (there must be a majority of two thirds of the voting members to elect the Patriarch).
2. If the High Patriarch decides he is not worthy anymore to succeed him. In this case he simply chooses another successor and has the right to abstain from giving any reasons for his decision.
3. If at the death of the High Patriarch the Council of Archbishops decides (with a majority of two thirds as explained above) the Holy Legate is not worthy of the position. In this case however, the Council MUST explain the reasons for this decision and the voting must be based on the reasons and proofs put forward by the detractors of the Holy Legate (that's to say: no proofs of his faults, no motion against him can be passed).

There is one Archbishop for each major city of the Republic (with a population of 10,000 or more) for a total of seven Archbishops in the Council (the Archbishop of Darokin City is the High Patriarch himself who also lives there). The Archbishops administrate the religious and commercial business of the Archdiocese they represent, which is made up of smaller Bishoprics each one administered by a Bishop. The Archbishops have also the power to impeach the election of a new High Patriarch and to issue new proclamations or religious laws (majority of two thirds of the voting members needed), which must then be approved also by the Patriarch (he has the power to veto anything). The Archbishops are elected among the Bishops of a specific Archdiocese by all the other Bishops and Archbishops: the ones that obtains the most votes wins the title. The Archbishop remains in charge until his death or until he is expelled by the Council or by the High Patriarch for some strong reason (in this case even the Patriarch needs a reason to exautorate an Archbishop). The Archbishop must be at least 9th level in power to be elected.

There is one Bishop for each Heartland inhabited by Darokinians, for a total of 33 Bishops. Each one administrates the religious and commercial business of the Bishopric he's in charge of and must always answer to his direct superior, the Archbishop of the Archdiocese his Bishopric belongs to. The Bishops have the power to ordain Priests and to publicly boycott those firms or individuals that go against the preachings of the Church and that threaten it or Darokin. For stronger and legal actions they must first ask permission to the Archbishop and then sue the offender legally (using Diplomats or Judges). The Bishops are chosen by the Archbishop that rules the bishopric they belong to among available the Priests of level 7th or higher. The Bishops remain in charge until they die or they are promoted to Archbishop or they are expelled from the clergy (see above). To become a Bishop a cleric must have reached at least 7th level and there must be a vacant charge, of course.

There is usually one (or more) Priest(s) for each village (with a population of 300 or higher) in Darokin, and each Priest has one or more Acolytes that help him. The Priest attends the ordinary and daily duties of the common cleric: he visits the followers to help them, he preaches every day during the holy mass to strengthen the faith of his parishioners, he attends the sick ones and offers solace to those who ask for it. He is also the spokesman of the common people when dealing with the hierarchy of the Church and can present petitions of any kind or any other request to his superiors (the Bishop or Archbishop -even though some Bishops don't particularly like to be stepped over). The Priest can enlist new Acolytes inside the order and teach them the basis of the faith in order to let them become priests in the future. Finally, he is the first defender of the village and of the Republic and must always show this to other people with his actions. The Priests are automatically ordained by their Bishop when they reach 3rd level and they are usually given the duty to found a new parish. If no villages are big enough to become a parish inside the Bishopric, then the Priest is allowed to move to another Bishopric or Archdiocese (thus changing the superiors he must answer to) or to become a missionary in another country or to stay within an already existing parish to help its Priest(s). No more than four priests are allowed to live in a single parish, though. A cleric must reach the 3rd level to be a Priest.

Finally, on the lowest step of the ladder of the clergy there are the Acolytes, the novices who want to become priests of the Church and study with a priest to obtain the required experience. They have no powers basically and must always obey the priests, helping him in his businesses and in turn he teaches them the precepts of the faith and the way to become a good cleric. The Acolytes must petition a Priest to enter the church and the priest has the right to choose or reject the applicants. A priest cannot have more than five acolytes with him. The Acolytes are always cleric of 1st or 2nd level and must not leave the priest until they reach 3rd level and are ordained Priest of the Church of Darokin. If they do go away they cannot enter the Church anymore, but this doesn't mean they will loose the clerical powers they've gained, provided they continue to worship and work for the Immortal they've chosen.

Wandering Priests of the Church

The Church of Darokin allows the existence of wandering priests, clerics that do not stay within a specific parish or Archdiocese but roam around the world trying to spread their beliefs. It tolerates them but do not really "encourages" them to take this road, because they feel that the priests should better stay and work for the welfare of Darokin. However the clergy know that it is its duty to spread the word of their Immortals, and for this only reason it permits the clerics who ask for it to go around the world in what is commonly referred as "catechistic mission". The wandering priests (or Missionaries) now answer directly to their Archbishop and they must contact him every 5 years to keep him informed of their progresses and successes. If however the Archbishop is not satisfied or feels the need to call the Missionary at home for a special job, he can do it and the priest must answer immediately or be later trailed inside the Church hierarchy for insubordination. The Wandering Priests (Missionaries) must have reached at least 3rd level to leave their parish.

Ethics of the Church

The Head of the Church Pantheon is Asterius, and the Ring of Darokin is open to every Immortal who has a particular love for that country (the Twelve Watchers are only Initiate but they/he is a distinguished member as his other Hierarch colleagues).

The Church exists to help Darokinians (or anyone else) live together in spite of the differences existing between them. The Church teaches to tolerate others, to work for the community and the welfare of the state and to behave honestly, because only the honest and trustworthy people will be rewarded both in this life and in the afterlife. The Church also operates many hostels for the beggars and the poor people unable to find a work (few in Darokin, so it's an easy job).

The Afterlife

The Church of Darokin teaches his followers to worship all the Immortal Patrons, and each one has a heaven for the souls to go in the afterlife. However, since nobody can be perfect and worship equally all Immortals as a real saint (like High Patriarch Simon Stone), each believer will go to the heaven he mostly deserved basing on his actions in this life (for example: if he helped maintain or restore peace, he could go to Koryis', Valerias' or Asterius' heaven -Asterius is patron of communication and this is the basis for every peace talk). This is the list of the heavens:

Asterius	(Patron of Trade and Communication):	Crystal Halls
Koryis	(Patron of Peace and Prosperity):	Fields of Dreams
Ixion	(Patron of Justice and Honesty):	Bright Kingdom
The Twelve Watchers	(Patrons of Crafts and Work):	City of Perfection
Valerias	(Patroness of Love and Charity):	Palace of Roses
Khoronus	(Patron of Time, Wisdom and Death):	Vale of Eternity
Diulanna	(Patron of Will and Courage):	Hall of the Radiant Heart

But what happens to those who don't live up to the beliefs of the faith? The Church of Darokin condemns more the false believers than the non-believers: in fact, the first ones have sworn to follow and to worship the Immortals but they haven't done it at all, whereas the second ones may not follow the Immortals' ways, but at least they never pretended to. So there will be punishment for those who trespass against Immortal laws, be them believers or non-believers.

Among non-believers, those who acted following the Church principles even without worshipping Immortals will be given a second chance to recognize their error and to bow to the greater powers: they will be reborn on this land until they swear fealty to one Immortal.

Believers will be given another chance to prove themselves worthy of the heavens and will be reborn on the world (Outer Plane) where the heavens exist: there they will have to overcome adversities and find their way to the Immortal Heaven before the end of their life, or they will be condemned to wander forever outside of the heaven, being allowed to see what they lost but not to enter. They will then live in a state of non-life, which will be somewhat between life and undeath, free to act as they will until the Time will come when the Immortal will forgive them all and open the doors of his heaven to these lost souls.

Non-believers will instead be sent to Limbo, where they will linger forever trying to escape the fiends and demonic beings that prowl that desolated world, without hope for a better tomorrow. At least that is what the Temple believes.

According to The Church of Darokin Limbo is where people not faithful to their beliefs go. The Church of Darokin identifies this place with the Hell of non-believers because it's populated by those who didn't follow their moral and ethic beliefs and who are now condemned to live as independent people, detached from the deities and from each other. There could be no worse place for a church that preaches communion, peace and friendliness among people. To the Church of Darokin Limbo is basically a big representation of the real world clouded in a perpetual dusk by a cap of dust. The inhabitants cannot see each other clearly, thus they cannot distinguish clearly between other souls and demonic spirits that haunts that wasteland, and so they live in constant fear.

Of course, what happens to non-believers is highly debatable, since this category comprises all the atheists (and there are many). This is just what the clerics think, not necessarily what really happens. As for other religions, the Church of Darokin tolerates them as long as they don't preach beliefs or an ethic code that go against the church principles.

Resurrection and Undead

According to the Church of Darokin beliefs, real followers have only one chance in life to prove they're worthy of the Immortals' reward (heaven). Thus the priests of the Church are forbidden to Raise or Resurrect any dead believer: after all, they have already been judged by the Immortals once they died, and the priests cannot oppose the Immortals' will in any way. Any priest discovered to perform such a ritual will be expelled immediately from the Church. However, the priests are not forbidden to Raise non-believers, especially because they will then have the chance to convert the non-believer and to make him see the true faith. They will usually try to know the way the non-believer acted in his life and the way he died, and only after evaluating the pros and cons he will judge if there can still be hope for his soul or not. This way, about a week will usually pass before a priest of the Church of Darokin decides whether to raise a person or not.

For the same reason, the enemy of the Church is the Undead race. The priests of Ixion and Khoronus in particular fight a personal crusade to eradicate this plague from the face of the world, considering undead no more than souls that have been negated their final judgment and who defy the natural laws of the universe. It is their duty to put these restless dead to sleep once and for all, both for their sake and for the livings'. The priests of the Church refuse to Animate or Speak with the Dead because it is considered immoral and unclean to meddle with the afterlife. The followers respect and pay tribute to their beloved dead ones, but they must never try to communicate with them nor to bring them to life again, because this way they will negate them what the Immortals have arranged for them.

For these reasons, the priests that belong to the Church of Darokin have no access to the spells Speak with the Dead and Animate Dead, getting instead the use of Protection from Poison (3rd level Druids' spell) and Control Temperature 10' radius (4th level Druids' spell).

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An Apprentice is in social ranking equal a civilian, and is thus addressed as Mister or Miss. A Priest is in social ranking equal to a Court Lord, and is addressed as Lord / Lady...(name), Bishops are in social ranking equal to a Landed Lord and are addressed to as Lord / Lady...(name), and Patriarchs are in social Ranking equal to that of a Knight, and addressed as Sir / Dame...(name). Only the High Patriarch is addressed as "Your Holiness". Remember that these are mere social rankings and not true social titles, and the cleric has no other right than the respect and addressing of this ranking.

Tithes

The church asks that their follows tithe 10% of their income to the church . Few people can afford that (on top their secular taxes), but enough do so that an average of 2% the nation's income is tithed to the church. Also, the churches do require that their adventuring clerics tithe the full 10%, and many clerics are inclined to tithe more (more Pip). The churches use their revenues to build and maintain church buildings, to train their clerics, to conduct holidays and special services, and (often) to exert political influence on the rulers of Karamaikos.

Important persons

High Patriarch of the Church of Darokin

City Patrons:

All large cities and towns in Darokin have a patron Immortal. This Immortal is regarded as protector and benefactor of the town and its people. Often, the Immortal patron has a large flock of worshippers within the city, but not necessarily the largest.

Cities and their patrons are:

Darokin:	Asterius
Akorros:	Khoronus
Corunglain:	Halav
Akesoli:	none
Selenica:	Ixion
Athenos:	Protius
Tenobar:	Protius
Dolos:	Koryis
Nemiston:	Kagyar
Ansimont:	Petra



Nithia

War Clerics

War-Clerics are a popular type of Nithian cleric. They generally patrol pyramid complexes and guard tombs from robbery. Only clerics who follow the current Pharaoh's Immortal may select this skill as only the Pharaoh's clerics may receive this special training. War-Clerics are allowed by Nithian law to use the mace-axe. Furthermore, they gain a bonus of + 1 to hit and damage with this weapon.

Immortals in **Red** or **Dark Ones**

Immortals of Ancient Nithia

Group Nithian Immortals Before Al-Kalim

(BC 1,500- AC 0)

Horus / Horon = Ixion

Immortal of the Sun

(Head Phanteon)

Amset

Immortal of the South

Amset looks like an extremely short man. His main power is to be unaffected by anything sent at him from a southerly direction. This power also lets him turn any force directed at him from the South back at its sender, double force. Amset is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Anhur-

Isundal

Immortal of War

General of Horon

Anubis =

Ranivorus

Immortal Guardian of the Dead

Apesh

Immortal of Greed and Evil

Apesh looks like a dragon turtle. Its main attribute is the power to summon 1-4 of any evil creature per day to fight for it. In battle it relies on its shapechanging power to kill its enemies. It is very fond of allowing maps to its many treasures to be found by Lawful beings and then taking a personal hand in killing them when they try to take the gold. Apesh is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal. (mostly Entropy).

Apshai

Immortal of Insects

Apshai is a giant praying mantis able to always hit his enemy. He can shapechange, and call an insect plague on a person, town, or country at will. This creature is not an Immortal but a mortal creature of enhanced longevity befriended with one or more of the Immortals. AC: 3, AV 6, HD20, Hp: 180, MV 200' / 90', Att 2 claw 2d12+ 1 Bite 6d10. He is sometimes revered as an immortal. But thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Basteh/Bastet

Cat Immortal

Bes Tyche Immortal of Luck
 Bes appears as a mountain dwarf. He has luck as only a Immortal can have it. He always makes his Save, he always hits with his weapon, and weapons striking him must have a roll of 17 or more no Matter what the plus. He commonly fights with a broadsword striking for 4d6 damage. Bes looks favorably upon all gambles and the greater the risk the better he likes it. There is a 5% chance that the Immortal will, if really pleased, give the being a luck stone, no strings attached. Bes is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Auskar / Eskar / Seker / Horus-Re Immortal of Light, Undead Bane. Eskar was actually a Pharaohs who did complete the path to Immortality. Cousin to Shu, Seker appears as a rather ordinary man. This Immortal is relentless in his efforts to destroy all evil on the earth. He always hits with at least one of the two weapons he uses every round, or casts shafts of light from his hands that destroys 4d6 HD Undead within 50 yards. He uses a halberd weapon hitting for 3d10 points of damage and a +3 mace with a disrupter power able to work on anything not making its Save and doing 2d12 points of damage otherwise.

Farath	Protius	Immortal of the Sea	
Geb	Terra	Immortal of the Earth	
Hapi	Protius	Immortal of the North, Fertility	
Haterat	Haterat	Immortal of Mothers	Wife of Orisis
Hauron	Corona, Zugzul	Immortal of Fire	
Isis / Isiris	Valerias	Immortal of Magic	Wife of Horon
Keb	Ka	Immortal of The World	
Khnum	Khoronus	Immortal of Time, River Nithia	
Maat		Immortal of Justice in the Afterlife	
Mayet	Tarastia	Immortal of Stability of the Empire	
Min	Thor	Immortal of War, Male Verility	
Munes	Asterius	Immortal of Trade, Merchants, Thieves	
Mut	Terra	Immortal of The Earth	
Neith	Diulanna	Immortal of Protecting the Pharaoh	
Nekheh	Loki	Immortal of Rebellion	
Nephiris	Tyche	Immortal of Luck and Wealth	
Nephtlys	Nephytis	Immortal of Wealth	

Nephtlys appears as a woman and has the powers of death, decay, and weakness. She casts 2 death rays from her eyes, anyone coming within 30' of her body is made so weak that they can't lift a weapon or cast a spell (save applicable). Finally, she can affect all ferrous material as a rust monster. She can find any amount of gold in any given 1 mile area.

Nun	Protius	Immortal of the Sea, Primordial Creation
Nut	Nyx	Immortal of Night, Stars, Afterlife
Osiris	Orisis	Immortal of Nithia, Afterlife, Pharaoh's Nature and the Dead

Osiris appears as a muscular man and his main attribute is the power to raise the dead. Anyone touching his body with anything dies, magic Save applicable. He can control all forms of vegetation, make it grow or shrink. He has a crown with the power to see all illusions for what they are, negate all 4th or lower spells, and make invisible objects appear before his gaze. He uses a Scepter in battle that acts as a Rod of Cancellation with unlimited charges. This Immortal is very aware of his priestly worshipers and if one does a great deed for the religion the priest is sometimes given a wish (he grants the effects if good worded and meant).

Pflarr		Immortal of Magic, Hutaaka, Wisdom
Ptah	Sinbad	Immortal of Sea-travelers, Adventures, explorers
Ptahr	Kagyar	Immortal of Creation
Qebhsenhuf	Sharpcrest	Immortal of The West

Qebhsenhuf looks like a man with a hippo's head. His main power is to be unaffected by anything sent at him from a western direction. This power also lets him turn any force directed at him from the west back at its sender, double the force. Qebhsenhuf is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Ra	Rathanos	Immortal of Fire, Solar Energy, Immortal King of the Immortals
Ran	Ranivorus	Immortal of Gnolls, Destruction of Nithia
Renenet	Verthandi	Immortal of Good Fortune

Renenet looks like an ordinary woman and when looking upon another being gives them the Luck of the Immortals. The being will make their Save every Time, will always hit their enemies, and will never be struck by their foes. She never fights in battle, but will stand in astral form above a fight using her power on any Lawful being she favors. Renenet is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Satet	Djaea	Immortal of Fertility	Wife of Khnum
Sobk/Sebek	Crakkak	Immortal of Crocodiles	
Selket	Hel	Immortal of Magic, the Underworld	
Seshat	Diamond	Immortal of Writing	Wife of Thoth
Set		Immortal of Evil and the Night	

Shu Frey Immortal of Sky, The Desert and Light
 Brother twin to Tefnut, this Immortal appears as a man. His main power is the ability to wither to death anything he touches. He is not affected by any form of heat, can shapechange. He can cast an area of full daylight anywhere. and call forth 1-4 air elementals per day. He wears +5 armor made of phoenix feathers enabling him to immolate for 25 points of heat. He uses an Artifact Staff of Wizardry in battle, with 2d6 as charges instead 1d6 as a normal staff.

Tefnut **Freyja** Immortal of Sky, Storms And Flowing Water
Tefnut is the twin to Shu and woe be unto the being that tries to hurt a hair on her head, as Shu will seek immediate revenge and Horus might come to help too! She appears as a well proportioned woman with the head of a lioness. Hers is the power to call up wind storms of the strength of an Elemental Air Ruler. Tefnut can also summon 3d6 water monsters to aid her.

Thanos **Thanatos;** **Immortal of Death and Destruction**
Toth **Ssu-Ma** Immortal of Knowledge, Wisdom, Magic
Tuamautef Immortal of The East

Tuamautef appears as a man with a crocodile head. His main power is to be unaffected by anything sent at him from a easterly direction. This power also lets him turn any force directed at him from the east back at its sender, double the force. Amset is no immortal, but only an ancient hero, who became a guardian angel and is sometimes revered as an immortal. As thus he has no clerics with spellcasting or other powers. Followers receive no omens, dreams, unless secretly given by any other immortal.

Zephyr **Odin** Immortal of Wisdom, Knowledge

Haterat, Horon, Isiris, Nephiris, Orisis, Pflarr, Ptahr, Ra, Toth, These nine Immortals are the Nithian Ennead, the "Great Nine" of the pantheon. They come in pairs, with one exception: Horon/Isiris, Orisis/Haterat, Ra/Pflarr, Ptahr/Toth, and Nephiris, who is often found with Horon/Isiris or Orisis/Haterat.

Note: Not all these Immortals were found throughout the entire period of the Nithian Empire (ca. 1700 BC through 500 BC). For example, Sobk/Atzanteotl showed up only later in the era, and Auskar / Eskar was actual a Pharaoh who did complete the path to Immortality.

LIFE SCEPTER

A magical weapon found only in the hands of Nithian Immortals. Its main power is the ability to make the mortal being holding it unkillable. It acts like the magic jar spell but it holds the hits points of the being. The holder can be hacked at forever with no harm because whenever he wishes he can return his Hp to his body. It is made out of a woody material and is easily affected by anything that affects wood and destroying it destroys the user. It is not used often by the Immortals except Toth because he is able to negate all the forms of damage inflicting wood.

Wardens of Nithia

(Immortals who brought the downfall of Nithia after Thanatos' corruption and still watch over Nithia's dark secrets in the outer world): Group.

Horon **Ixion** [Head]
Pflarr **The Gnoll**
Geb **Terra**
Farath **Protius**
Zephyr **Odin**
Ptah **Sinbad**

Ylari Immortals After Nithia

(AC0-the present)

Immortal Guardians of the True Believers: Group

Al-Kalim Head and main
Farath **Protius**
Geb **Terra**
Ptah **Sinbad**
Ashtiru **Asterius**
Zephyr **Odin**
Ptahr **Kagyar**
Balsam **Chardastes**
Tubak **Ixion**

Immortal Fiends of the False Path: Group

Talitha **Talitha** [Head]
Hated Mother **Corona**
Set
Ranivorus
al-Fakish **Alphaks**
Rathanos **Corona is in fact granting spells to these deranged Magians)**

Thothian Pantheon

(AC1000) group

Arachne Prime		Head*
Rathanos		
Orisis		
Horus	Auskar,	Noumena's son
Seker	Eskar,	Horus' descendant
Ptah	Sinbad	
Farath	Protius	
Geb	Terra	
Bast		

* by AC1003 Arachne Prime's mysticism will have been banned and Rathanos' faith restored as the original true faith of the Pharaohs.

The Rightful Immortals

Al-Kalim - The High Prophet, The Peacekeeper, Protector of Ylaruam, Lord of Freedom, Knowledge and Warfare. The man who brought Ylaruam into the modern era by chasing out Alphanian and Thyatian overlords and earned Ylaruam its freedom. al-Kalim was the first real hero of modern days Ylaruam, and is the most respected and followed Immortal in that area. He's considered a Prophet of the Guardian Immortals, but also a Immortal himself, the Protector of Ylaruam and bringer of knowledge and peace. It is also the Great Tactician, worshipped by Ylari raiders, nomads and warriors.

Ashtiru Mover of the Moon, Bringer of Wealth.

Asterius

One of the new Guardian Immortals of Ylaruam, was introduced by the Darokinian merchants in the ninth century and his cult helped al-Kalim's takeover of Alaysia. All merchants and many caravan guides (and all non-evil thieves and con-men) worship him to these days.

Balsam Patron of Healing.

Chardastes

The word 'balm' comes from his name. He is fairly neutral to al-Kalim, since he wanted to devote his attention mostly to Traladara. The cult of Chardastes came to Ylaruam via Selenica in the tenth century. Chardastes was revered there by Traladaran immigrants (there's also a university of medicine in Selenica) and some Ylari merchants imported his cult. He became one of the newest Immortal Guardians and now many "healers" and "doctors" raise prayers to him before curing patients.

Bast Cat Goddess, Patroness of Rakastas, Goddess of Luck.

Basteh

Bast is the Goddess who created Rakastas, and was worshipped as patroness of luck in ancient Nithia and still is in Thothia. Her cult is not so widespread outside Rakasta cultures.

Farath Old Man of the Sea, Lord of Waters.

Protius

The patron of al-Kalim and worshipped by many Marid tribes of genie. He was happy to allow al-Kalim take over the Emirates, since he is only interested in the seas. He's still worshipped as one of the main Guardian Immortals of Ylaruam, and is considered the bringer of life (since he's the patron of Water).

Horon/Tubak Father Sun, Banisher of Darkness.

Ixion

He protects the Ylari against monstrous enemies and evil, and was the Patron of Just Warfare in the ancient days of Nithia. He was the most revered Immortal before al-Kalim came out, and was likely in competition with Rathanos. Ixion has still got a minor following in Ylaruam, in the emirate of Makistani to be precise. The Makistani are of Ethengar descent, so they still honor Tubak the Lawgiver and Yamuga (Terra), while Cretia has been left out.

Horus-Re Holy Avenger, Patron of Justice.

Auskar

Horus was in mortal life Auskar, Orisis' own son and the first pharaoh of the Thothian colony on the Isle of Dawn. Inspired by his father, he chose to continue the Nithian expansion eastwards and managed to keep Thothia safe from the Entropics' corruption that doomed the homeland of the Empire. After Nithia's downfall in BC 500, Auskar was the only one to remember of its existence because of his father's guidance, and avoided making the same mistakes. He attained Immortality in the Sphere of Thought after defeating a major Set's plot to bring mischief and death into Thothia. Now patron of Justice and inspirer of those who fight against Evil throughout all Thothia.

Isiris Patroness of Love, Fertility and Arts.

Valerias

Much worshipped in old Nithia, lost her followers after the fall of Nithia. Nowadays Farath is revered as Immortal of Fertility in Ylaruam, Ptahr is Immortal of Arts, while al-Kalim has taken over the portfolio of kindness and respect toward the fellow man.

Orisis Protector of the Dead and Guardian of tombs, Patron of Knowledge, Immortal of Nature.

One of the latest addition to the outer world Nithia, Orisis was a Nithian pharaoh that attained Immortality before Nithia's destruction, then helped bring its downfall once Thanatos & Co. corrupted it. However, since he had already assured the continuity of his dynasty in Thothia, his Immortal status was saved. Nowadays it is still revered in Thothia and HW Nithia and by the White Druids of White Isle in Ierendi.

Pflarr Patron of Magic and Knowledge.

One of the main deities of Nithia, later caused its downfall seeing how tainted it was by Entropy and turned his attention from the outer world to the Hollow World, where it is still one of the main powers of Nithia. Nowadays his portfolio has been taken over by al-Kalim.

Ptah Traveller Immortal, Ferryman of the Dead.

He's the Traveller Immortal of the legends: an old Immortal who took the form of a young sailor to teach the Ylari the ways and the marvels of the world. He's much older than al-Kalim and still revered by many adventurers and all the nomadic tribes (including many Jennite tribes), and represents the will to know and to find the answer to any question, going to great lengths to obtain it. He was one of the main Immortals of the Nithian pantheon, but has lost importance after al-Kalim's coming, even though he doesn't mind. He's also acquired Orisis' portfolio in modern Ylaruum: guardianship over the dead.

Sinbad

Ptahr Patron of Craftsmen and Arts.

Remains friendly with al-Kalim, as dwarves and Ylari are allies. He still has some followers from the days of Nithia. Artisans and artists honour him with some rituals to craft good items and make profitable business, but he has got few real clerics.

Kagyar

Qeb/Geb Mother/Father Earth, Lord of the Desert.

The Ylari have both a deep respect and a deep love for the desert, which is viewed with mixed feelings. On the one hand, it's treacherous and deadly, a foe that must be always dealt with and cannot be trusted, since it hides countless snares and perils. On the other hand, it's a place of peace and astounding beauty, where man is in direct contact with his soul and those who created him: it is a friend for those who know its ways and speak its silent language. For this reason, the Ylari worship the desert, which is embodied by Terra, who strives to protect the land (each type of terrain) and that helps those who try to survive in every condition of living. To the Ylari the desert is simply *insert Arab name for "The Land" *, one of the many forms of Terra (who is the one that gives the dervishes their spells together with al-Kalim). Terra is also greatly worshipped by all Dao genies living in Ylaruum.

Terra

Rathanos Lord of Flame, Energy and Life/Destruction.

One of the greatest Immortals of ancient Nithia, he has taken over Horon's place as head of the pantheon in HW Nithia (together with Pflarr). The main Immortal in the Thothian pantheon after AC1003 (when the cult of Arachne Prime is outlawed), he is also still honored by Efrete in the Alaysian desert. Unfortunately for Rathanos however, his faith in Ylaruum is now banned, since some of his mages and clerics put it too far and began using violence to convert other to his cause, burning many followers "to let them return to the Great Flame". This way the Magians Fire Worshipers earned the populace's contempt and became a secret sect. Not exactly on the best of terms with al-Kalim and sworn enemy of Corona, who has perverted his Magians followers (she has driven them crazy).

Seker Holy Light, Banisher of Darkness.

One of Ausar's (Horus) great grand-nephews, Eskar sought his destiny as a wandering priest, battling the forces of evil in the name of Orisis and Horus. He traveled out of Thothia and even to the farthest reaches of the former Nithian empire, in Davania, where he discovered a civilization similar to the Thothian one prospering in the Aryptian Basin. Here he became a great prophet and fought against Corona's and Set's attempts to corrupt this culture. He couldn't prevent the destruction of the former kingdom, but grouped the survivors and founded a new one near the Aryptian basin around BC200. He later attained Immortality in the Sphere of Time and is now patron of Light and Goodness both in Thothia and in Eskarnak (the new Aryptian kingdom).

Eskar

Zephyr Lord of Storms and Air, He Who Walks Among Clouds.

Many Djinni honor him, as well as many sha'irs and travelers. He was one of the Guardian Immortals who destroyed Nithia for its sins and who still watches over its dark secrets.

The Dark Fiends

Al-Fakish Lord of Destruction and Violence.

He had human sacrifices in the past. Not a widely followed Immortal, but he helped the Ylari against Alphatian oppressors. He was worshipped during the Alphatian occupation, but he doesn't have many followers now: Alphatia is gone (after Wrath of the Immortals) and no Alphatian outposts remain near Ylaruum. The only interest Alphaks has in Ylaruum is Barimoor. In this case the only goal of the Followers of al-Fakish may be:

Alphaks

- a) to overthrow the "evil Barimoor", who's trying to plot the downfall of the Ylari;
- b) to rally Barimoor and plan the downfall of all Alphatians remaining in the Known World.

Hauron The Hated Mother, Lady of Darkness and Diseases

Formerly a good Immortal of the Nithian pantheon, Hauron was later corrupted by Thanatos and switched sides going from Sphere of Thought to that of Entropy. Her greatest trick was undoing the Nithian empire from inside (with Thanatos' and Ranivorus' help) without the other powers noticing it until it was too late. This is why Corona is usually referred to as Thanatos' secret ally. Former patroness of Healing and Guardian of the Dead, she finally let the doors of the kingdom of the dead swung open and cursed the land with diseases. Orisis first discovered her treachery and confronted her, but it was already too late to save Nithia. Her faith later resurfaced in western Ylaruum, bringing back the dead cults of Set and Ranivorus and unifying their followers under the same banner. Her influence has spread in nearby Darokin during these centuries, where secret sects of loyal cultists are always looking for long forgotten artifacts of the past to bring her and her "sons" into this world. (Falsely) Portrayed as the mother of both evil deities, she is now patroness of the Dark side of mortals, diseases and evil undead in general.

Corona

Ranivorus Lord of Beasts, Hatred and Insanity.

The first Gnoll to attain Immortality, this foul Entropic conspired with Thanatos and Corona to corrupt Nithia and still strives to bring insanity in this land and in Ylaruum.

Set Lord of Evil, Revenge and Treason.

An old Immortal, formerly a necromancer king of Taymora, later spread his influence over Nithia drawn by researches of scholars and other Nithians, who dabbled in dark magics and sought for more power. He is currently banished in all Nithian civilizations and in Ylaruam as well, but ancient cults are die hard and his beastly sons still slither in the sands of Ylaruam and Thothia. Sworn enemy of Orisis and his sons.

Tal'ishaa Lady of Assassins, Thieves and Deception.

Talitha

Her faith was imported by the Alphatian overlords around III century AC and quickly merged with the native Ylari secret sects, appealing to the most merciless assassins and thieves for her cold sadism. She's patroness of stealth and usually associated with murders, tortures and theft (and that's why many tribes of desert brigands pay homage to her nowadays). Many shady viziers also worship her to gain the upper hand on their lords, using them as puppets or removing them as they see fit. Rumors have the Kin Faction working together with adepts of Tal'ishaa to cause the downfall of the Preceptors Faction and of the current Sultan.

Thaton Immortal of Death

Thanatos

Lord of Death and Suffering. The main cause of Nithia's downfall, his worship is outlawed in Nithia, Ylaruam and Thothia as he represents the evil aspect of Death. However, many secret cultists still pay homage to him to bring even more death and suffering to their civilizations.

The Nithian mythology is largely incoherent. Rathanes is considered the father of the Immortals, but then Khufu and Khnef are often depicted as equally old.

Osiris, Horus the Great and Thaton-Thanatos are Rathanes' sons, and Hathor-Valerias (Immortalness of Love, Mother of the Sun), Thei the Lifetaker-Tarastia (Immortal of Justice) and Maat (Immortal of Justice) the Lifegiver are his daughters.

Three divine couples are formed (Horus-Hathor, Osiris-Maat and Thaton-Thei), but Thaton betrays and kills Osiris, who is then raised by Maat.

Thei, disgusted by Thaton (Immortal of Death) behavior, chases him off the Heaven, to the Underworld, where he becomes the lord of the damned.

Osiris, initially only the Immortal of Life, takes charge of the spirits of the righteous dead, and becomes Lord of the Dead.

Rathanes (Immortal of Fire) then decides to spawn another son to replace Thaton, but is dissuaded by Khufu, who suggests him to create a new Immortal, Pflarr (Servant of Rathanes, Patron of Hutaakans), a loyal construct.

Khnef-Ka (creator of the world), Khufu-Noumena (Immortal of Thought), and Rathanes-Rathanos (Immortal of Fire) form a triad of elder Immortals, believed to be the creators of the human being—body, mind and spirit respectively.

There are many minor Immortals, either native or imported from the nearby populations, Minroth (Patron of Explorers), Mendes-Faunus (Ram Immortal), Hapi-Protius (Immortal of Nithia River) Mut-Terra (Mother Immortal), Sebek-Crakkak (Crocodile Immortal), Her-ur/ Ixion (Immortal of the Sun, Horus the Great).

The Cynidiceans

This Clique consists of an Immortal "Family" . The only three Immortals who in life belonged to the now-lost culture of Cynidicea in the former lands before Nithia. Between them, they have kept the last remnant of that ancient civilization from vanishing. Each has no more than a few dozen surviving followers, to whom they devote what is, for Immortals, an unusual amount of personal attention.



The clique's members

Gorm	Empyrean of Energy
Madarua	Empyrean of Energy
Usamigaras	Empyrean of Energy

A Timeline Of Cynidicea:

- BC 5500: Akhor, sole survivor of a Carnifex colony on Brun, and a sorcerer of renown, makes his way to the swampy region that will become Ylaruam, in the southeastern corner of that continent. He befriends local primitive lizard men, who revere him as a Immortal.
- BC 5200: By this Time Akhor has brought all lizard men in the region under his control, and he has educated the most intelligent ones in the ways of Carnifex magic. His Empire of Mogreth covers the whole Alaysian valley, and subjugates local Neathar and Oltec tribes. These tribes are put to work in the mines and in the fields, supplying the material wealth of the empire, while the lizard man over-class rests in relative luxury. Akhor, due to his long lifespan and great powers, is named Akhor-K'ha (Akhor the Mighty) by his subjects.
- BC 5100: A peace treaty is concluded with local dragons, in which Mogreth will remain unmolested so long as the dragons are not bothered. There have as yet been no conflicts, but Akhor wishes

to avoid them at all cost. Mogreth at this Time has no dealings with any cultures beyond the mountain ranges that constitute its borders, and none who enter the empire from outside ever leave.

- BC 5000: Akhor and his disciples implore upon the Outer Beings to present a sign that They are pleased with local developments. Zargon is created by Akhor, as if it is send as the Herald of the Outer Beings, and he obeys Akhor, and advises him in matters of faith.
- BC 4500: Akhor attains Immortality in the Sphere of Entropy, unknowingly guided by Thanatos. Even upon attaining Immortality, Akhor still believes that the Outer Beings are sponsoring him. A council of high priests and sorcerers takes over, as Akhor ventures to the Outer Planes in search of a way to free the Outer Beings. Some say that he is Arik the Banisher and his blasphemy and nonsense are the reasons for his imprisonment. It is typical that nobody has ever heard from him again, since this very moment.
- BC 4000: A civil war in the Empire ensues. Mogreth society has become increasingly stratified, as human slaves increasingly resent their lot, and the lizard man sorcerers resent the power of the priests. The slaves revolt, and many cities are destroyed. The sorcerers and priests begin fighting each other.
- BC 3900: The sorcerers, believing that Zargon is the source of the priests' power, devise a means, using now-lost Carnifex magics, to seal him away in a pocket dimension. They attack the main temple, slay the priests, and seal away Zargon. Imbuing five electrum disks, engraved with sigils, with the powers of the spell, they then hide these "seals" throughout Mogreth, in the hopes that no one will find them, and discover the means to free Zargon. Unfortunately, the Carnifex spell is too powerful for a mere magical item to contain; the seals will last only a few thousand years.
- BC 3800: The empire of Mogreth is destroyed by a combined assault of Oltecs, Thonian colonists, and dwarves. It had long been an obstacle to free travel in the area, and they feared its powers. This is not before some of Mogreth's greatest sorcerers use their powers to attain Lichdom, or build great sanctuaries underground. Many lizard men go into hiding along with their leaders, while others flee south, towards what is now Ierendi and Minrothad.
- BC 3300: Several settlements are founded along the coast of what was once Mogreth by Thonian colonists. The local lizard men who remain are enslaved.
- BC 3000: The Great Rain of Fire. Several Blackmoor devices explode in Skothar, shifting Mystara on its axis. Many Thonian colonies along the coast are devastated, some sinking into the sea, while others are destroyed during a massive uprising of lizard man slaves. The climate in the region also changes. Where once the great valley was rather damp, but cool, it is now becoming hotter and drier. Those lizard men still remaining abandon their homeland, going south towards the coast or east towards the newly formed Isle of Dawn.
- BC 2200: Neathar tribes from the modern Northern Reaches/Ethengar region, driven southeastwards by conflicts, settle along the fertile coastal regions of what is now Ylaruam. There, they lead a pastoral existence, and become steadily more fragmented as they spread further up and down the coast. Local identities soon predominate, but the people still hold a looser loyalty to their people as a whole.
- BC 1800: By this Time several Neathar settlements have developed early Bronze Age technology. Some rudimentary city-states war amongst themselves, while others set out across the Western Sea of Dawn to explore their world.
- BC 1700: Goblinoids move into the region, and Zargon appears to them in dreams. Frightened, they appease him, and he is pleased.
- BC 1530: The Nithians invade and conquer Neathar tribes living along the sea coasts of their realm. Some manage to escape the invasion, and these flee southwards, some moving into what is now Nicostenia and Dythestenia, and others moving even further south into what is now Thyatis.
- BC 1500: The Neathar tribes conquered by the Nithians, who call themselves the Traldar, are forcibly resettled in what is now Karameikos. They had proven themselves difficult to govern, and the empire does not have the resources to bring them fully to heel at this Time. It is hoped that they can tame the wilderness, allowing the Nithians to move in later to assert control. This period also marks the beginning of the Nithian Empire.
- BC 1400: The Traldar, due to circumstance, are devastated by poor climate, disease, and animal attacks. The resulting population losses mean that they cannot maintain their current technological level, and they regress to an agrarian state.
- BC 1200: Those tribes who had managed to flee from the Nithians begin to develop a common identity, although politically they are divided into numerous city-states. They call themselves the Doulakki.

- BC 1050: Nithian wizards create Gnolls, combining gnomes and trolls. They hoped to create a loyal servitor race; what they actually created was an intelligent, brutal race of humanoids. The Gnolls destroy the wizards, and flee into the wilderness.
- BC 1000: The Traldar are nearly destroyed during a Gnollish invasion. Some survivors are whisked to the Hollow World, while the remainder descend into a Dark Age. The Nithian Empire is at its peak by this Time.
- BC 900: A group of Doulakki set sail across what is now called the Western Sea of Dawn, and they settle on the eastern shores of the Isle of Dawn. The city-states of Trikelios and Ektos are founded.
- BC 800: A group of Doulakki tribes migrate from their homeland in what is now upper Dythestenia, due to the steadily worsening climate and Nithian encroachment. In the hilly lowlands near where Parsa stands today, they come across a fertile region of grasslands and swamps, populated by Goblinoids. They attack these creatures fiercely, killing most of them and driving away the remainder. They also come across a tall idol of a tentacled being, which they destroy. Unknown to them, one of the five electrum seals was hidden in the statue, and it is destroyed as well.
- BC 797: The city-state of Cynidicea is founded by the victorious Doulakki tribes.
- BC 794: In far-off Skothar, in the tiny coastal kingdom of Berushta, an aged Tanagoro king finally receives a son by one of his wives. This child is named "Gorm" - meaning "he who is strong as the wind".
- BC 770: The Tanagoro kingdom of Berushta erupts into civil war after four of Gorm's half-brothers contest his succession to the throne. Gorm is urged to leave the kingdom by the nation's sages, who tell him that he is destined for great deeds in the utter west. Shortly after Gorm leaves, the squabbling remnants of Berushta are destroyed by rampaging humanoids.
- BC 768: The ruling council of Cynidicea, hard-pressed to come to an agreement as to how to fight off the armies of neighboring city-states and the Nithians, is surprised by the arrival of a powerful-looking, dark-skinned man. Calling himself Gorm, the man offers his services as a war leader. The Council accepts.
- BC 766: A small horde of lizard men, who had been roaming the mountains for centuries, attacks Cynidicea, hoping to drive out the humans and reclaim this land for themselves. They are defeated by the Cynidiceans, thanks to the decisive leadership of Gorm, who is made the first king of Cynidicea.
- BC 750: The Nithian Empire expands into the region occupied by Cynidicea. After a series of tense meetings, the Pharaoh and King Gorm agree to conclude a treaty of friendship. The Pharaoh is having enough problems holding his empire together as it is; the conquest of Cynidicea, tiny as it may be, could drain too many soldiers away from more important battles.
- BC 716: After an incredibly long and successful reign, Gorm dies. In reality, he has become an Immortal, and soon makes himself known as Gorm to a select group of clerics. Thrasymachus, Gorm's son, assumes the throne.
- BC 700: The Nithian Pharaoh is corrupted by Thanatos, and he turns his empire towards the worship of Entropy.
- BC 694: Nithia attempts to invade Cynidicea, but the heroism of its defenders holds off the attack, and manages to drive the invaders away, but not before Thrasymachus is killed in battle. Cynidicea is in a state of chaos.
- BC 691: A Nithian warrior-woman, named Ashtat, leaves her declining homeland. She comes upon Cynidicea, and sees it in turmoil. Taking the city-state under her protection, she soon makes herself known as a capable warrior and a great leader.
- BC 682: Led by Ashtat, the Cynidiceans defeat a small goblinoid horde just north of their city. The Young Prince Tyrsus arose to the throne and married Ashtat.
- BC 679: Ashtat abdicates in favor of her son, Kallikrates-Oroth, deciding to embark on a quest for Immortality.
- BC 647: Oroth is assassinated by a faction loyal to the old line of Cynidicean rulers. A warlike brute named Heracles, who is an indirect descendant of Gorm, is made king.
- BC 632: Heracles is assassinated by a distant cousin, Xenopheus, a wizard who had been studying the lore of the Nithian mages, as well as those of now-forgotten Mogreth.
- BC 621: Trikelios and Ektos are conquered by the Nithians, who had already established themselves on the Isle of Dawn, and wished to consolidate their hold on the territory.

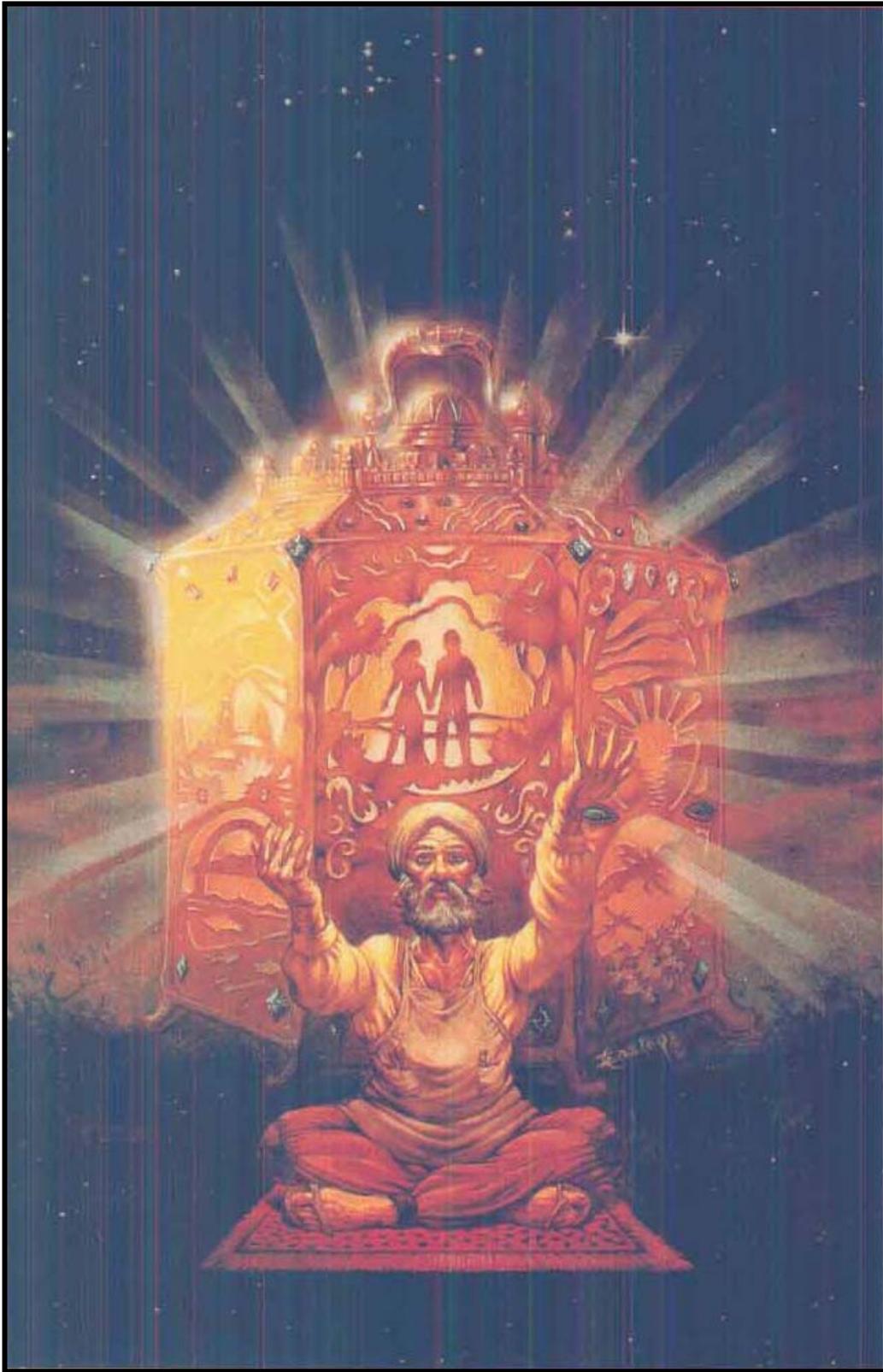
- BC 600: The Thyatian, Kerendan, and Hattian tribes migrate north from Davania and settle in what is now Thyatis. They begin a century of intermittent war with the Doulakki city-states already there.
- BC 599: A new Immortal enters the Cynidicean pantheon, calling herself Madarua. This is in fact Ashtat, who has succeeded in her quest for Immortality, and has decided to return to Cynidicea to develop a following.
- BC 500: The Nithian Empire collapses. The Immortals divert the river Nithia, promote unrest, alter the climate, and destroy all memory of the empire. Doulakki refugees from modern Thyatis arrive in Cynidicea, they share news of the invasion by the Thyatian peoples. Many of these refugees remain in the city-state, while others continue west into what is now Darokin, as well as Karameikos.
- BC 498: King Xenopheus, after ruling for an unprecedented 154 years, mysteriously disappears after mentioning his desire to experiment on Mogrethian summoning spells. His workroom is in a shambles, and there is no trace of his body. Only the word "Zargon" is scrawled on the wall. Oromines, a distant descendant, assumes the throne.
- BC 485: Oromines "the Mad" is removed from the throne in a coup. His rule was marked by contradictory laws, heavy penalties for minor crimes, and the naming of inanimate objects into positions of power (including a boot as strategic advisor). He is replaced by Armantia, a distant cousin.
- BC 445: Queen Armantia dies. Her reign is remembered as a peaceful one, and she becomes known as "Armantia the Benevolent". Her son, Menades, assumes the throne.
- BC 419: King Menades dies of old age, his rule uneventful. He is succeeded by his son, Psocretus, a rather hairy man who is surrounded by an unpleasant smell.
- BC 410: Cynidicea is plagued by a mysterious wolf-creature during the full moon of each month. Livestock and lone travelers are attacked.
- BC 400: Under the leadership of King Psocretus, Cynidicea begins the process of reclaiming land from the encroaching desert. Great networks of irrigation canals are dug, and more arable land is gained. The kingdom's borders expand as more land becomes available.
- BC 393: Psocretus' reign ends when the wolf-creature is finally killed. By now many people have begun to suspect that Psocretus and the creature were one and the same. The odd thing is that the wolf creature does not revert to the shape of Psocretus making many doubt that the two were indeed the same. Psocretus has no heirs, forcing the royal advisors to rule as a council.
- BC 385: A Halfling by the name of Usamigaras arrives in Cynidicea. He displays his magical powers (gained through a wish) and guile, and manages, against all odds, to convince the ruling council that he should be crowned their king.
- BC 380: Zargon manifests himself to a madman in his dreams. Instructing him to build a faith based upon worship of the tentacled being. The madman, named Damodes, founds the Church of Zargon.
- BC 320: By this Time enough land has been reclaimed that several villages are established outside the city. Cynidicea is no longer a city-state, but a true kingdom. The Church of Zargon has become a large underground movement, with close to a thousand adherents, from all social strata in Cynidicea.
- BC 308: King Usamigaras leaves Cynidicea, saying that he must embark on a final quest. He has secretly embarked on a quest for Immortality, and he has decided to finish it before his mortal life ends. His rule was peaceful, but large sums of money have mysteriously vanished from Cynidicea's coffers, which once brimmed with gold. Later this year, a robed figure comes out of the desert, saying that he is a long-lost descendant of King Xenopheus. Named Gaius, he proves to the advisors that he has royal blood, and he is crowned king.
- BC 290: Usamigaras becomes an Immortal. He begins building up a following in Cynidicea.
- BC 274: Gaius completes the secret rites required to attain Lichdom.
- BC 264: Gaius' increasing decrepitude can no longer be hidden easily from others. It soon becomes apparent through whispered discussions that he is some form of undead, and plans are put into action to put his son, Diomenesius, on the throne. Diomenesius does not know that his father has become a lich, and attributes his appearance to extreme age.
- BC 262: Gaius is chased from the palace by a horde of enraged citizens. He flees for the safety of the catacombs beneath the city. From there, he ventures into a large side cave, where he establishes his new stronghold. Diomenesius assumes the throne.
- BC 231: King Diomenesius is succeeded by his son, Emenius.
- BC 197: Emenius dies after a productive reign. His son, Adonius, becomes king.

- BC 159: Alexander begins his illustrious reign as King of Cynidicea, following the death of his father, Adonius. The irrigation networks are expanded even more, and aqueducts bring more water from the mountains, and he arranges to have a great underground lake created beneath the city, which is to serve as a reservoir. As the tomb of Alexander and Zenobia is being dug, workers uncover a previously unknown cave underground. They also find a corroded disk, apparently made of electrum, as well as an archway embedded into the cavern wall, filled with solid rock. One of the workers breaks the disk in picking it up, and Zargon is released, needing only two to be broken to do this. Although in a weakened state, he manages to kill most of the workers. Word spreads of the monster, plunging the city into chaos.
- BC 127: King Alexander and Queen Zenobia both die of a strange wasting disease, which the clerics of Gorm, Madarua, and Usamigaras were unable to cure. The public outpouring of grief is marred by accusations that the clerics deliberately let the king and queen die. These rumors are spread by worshippers of Zargon.
- BC 126: The clerics of Zargon gain control over the kingdom, convincing the people that only they know how to guide Cynidicea through these tough times. Zargon has been stalking the city at night, killing people at random. No one is able to kill him. Under their rulership, the Zargonites are able to "control" Zargon (by feeding him convicts from the jails). The unfinished tomb of Alexander and Zenobia becomes the Temple of Zargon, and he lives in the catacombs, content to be fed by his worshippers.
- BC 121: The Church of Zargon declares their faith to be the only legal one in Cynidicea. Worshippers of Gorm, Madarua, and Usamigaras are captured and fed to Zargon, and many more flee the city, spreading their tale. Some worshippers manage to hide their allegiances, and covertly work to overthrow the Church.
- BC 109: Instructed by Zargon, the clerics of Zargon cultivate and distribute a fungal narcotic to the people, saying that it will calm their fears and allow them to transcend their bodies so they may enter a better world. Many citizens take these drugs, and begin losing their drive, they sought oblivion in rare fungal wines and these bizarre drugs. Work becomes shoddy, the irrigation ditches are no longer maintained, rich land turned into desert, and the army loses its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea. This is part of a plan to bring the people fully under the control of the Church. What the Zargonites do not realize is that, because of the drug's effects, Cynidicea's days are numbered.
- BC 102: By this Time most of the other settlements in Cynidicea have been abandoned, or have revolted. Thousands leave the region in search of better lands, as well as regions devoid of Zargon's taint. Word of this chaos reaches the Antalian peoples living in what are now the Soderfjord Jarldoms. Many tribal leaders receive strange dreams, in which they are told to destroy the plague of Cynidicea.
- BC 98: A great horde of Antalian warriors sweeps in from the north, attacking the city of Cynidicea. They overwhelm the city's defenses within an hour, and loot the city, putting it to the torch afterwards. Some Cynidiceans manage to flee together with the clerics of Zargon underground, to a large cavern beneath the city. There, they begin to rebuild, and survive.
- BC 50: By this Time the underground city of Cynidicea has been built, and the Church of Zargon rules with an iron fist. Followers of Gorm, Madarua, and Usamigaras leave the city and set up their hideouts in the ruins of the pyramid. They control the upper levels, and are left alone. The fact that the Cynidiceans have managed to rebuild their civilization underground is nothing short of miraculous. They have domesticated several strains of fungus, and cave locust, to provide them with food, and irrigation ditches have been dug from the underground lake. Water channels have been burrowed into the solid rock, in the hopes of offsetting the slowly-falling water level. Despite these gains, the Cynidicean physiology is still unsuited to life underground. Fresh oxygen, although present, is far too rare, and the absence of the sun's rays are depriving the people of essential Vitamin D.
- AC 20: Some elements of all three societies opposed to Zargon have infiltrated the new city of Cynidicea by this Time.
- AC 33: Working in secret for many years, the three societies pool their resources, and then stage a coup, invading the temple of Zargon. Although the Zargonites put up some fierce resistance, they are soon overwhelmed by the resolve of the three allied societies. After a few hours, the surviving Zargonites have been driven from the city, and across the lake. The three victorious factions form a coalition government. Once across the lake, the Zargonites come across several tribes of goblins and hobgoblins, many of whom are worshippers of Zargon. Pleased at the discovery, the evil clerics reveal their allegiance to the Zargon-worshipping goblins, and are taken in by them. These foul creatures are descendants of those who were defeated by the Cynidiceans in BC 800, when those people first came to the region.
- AC 34: The Zargonites, hiding amongst the newly-discovered goblin tribes living across the lake from Cynidicea, convince their goblinoid allies to help them reconquer Cynidicea, in exchange for support in their own wars against "unbelievers" - Goblinoids who do not worship Zargon. The clerics, as a show of faith, agree to assist the goblins first. In Cynidicea, various efforts to kill Zargon have proven unsuccessful, though the creature does not leave his lair.

- AC 36: After only three years in power, cracks are beginning to show in the ruling coalition of Cynidicea. None of the factions can agree as to how Cynidicea should be ruled, since each one feels its own beliefs should be paramount.
- AC 39: After five years of hard campaigning, the Zargonites and their goblinoid allies succeed in conquering the "unbelievers". Only those that agree to worship Zargon are spared, while the others are put to the sword. The victors carve out a temple to Zargon in one of the southernmost caves in his honor.
- AC 41: Cynidicea is invaded by a small horde of Goblinoids, led by the surviving exiled Zargonite clerics. Although the defenders have a numerical advantage, the three factions' forces cannot co-ordinate their efforts, pursuing their own goals. As a result, Cynidicea falls within hours, forcing the defenders to retreat to the ruined pyramid above. Those living in the city who do not express sufficient enthusiasm at the return of the Zargonites are fed to Zargon.
- AC 113: After several decades of consolidating their power, the Zargonites stage an invasion of the upper levels of the pyramid. Although their forces, composed of Cynidiceans and goblins, manage to draw close to the strongholds, they are all beaten back, suffering heavy losses.
- AC 170: Noticing that the population of Cynidicea is in decline, both due to the oppressive environment and the drugs, which suppress reproductive drives in many people, the Magi of Usamigaras commune with their Immortal to find a solution to the problem.
- AC 172: One of the Magi, while in a trance, receives a dream message from Usamigaras, saying that "only the blood of those who are truly of the depths will revitalize the people of Cynidicea." Perplexed, she relates this message to her fellow members.
- AC 175: The Magi decide to conduct an experiment, based on what Usamigaras has said. Using their magic, they locate a sizeable, embattled group of healthy goblins, who are not worshippers of Zargon. Secretly, they cast polymorph spells on the goblins, giving them human forms, and they drive off the Zargon-worshipping Goblinoids who were harassing them. They then come upon the surprised goblins in peace, offering to help them deal with this "curse" that has struck them. In exchange for being hidden in the stronghold of the Magi, the goblins agree to be educated in the ways of humans, so that they can fit into society.
- AC 200: Having educated the polymorphed goblins, who have now been converted to the worship of Usamigaras, the Magi quietly lead them into Cynidicea, where they seamlessly merge into the society there. Over the next few generations, not only will fresh blood be added to the local gene pool; infravision will also develop among the new generations of Cynidiceans, who will still retain the human appearance of their ancestors. This new trait will allow the Cynidiceans to adapt more easily to their new home. (infravision, daylight susceptibility, pale skin and hair).
- AC 300: Gorm, Madarua, and Usamigaras, dismayed at the fate of their people, meet with Ka, Ordana, and Korotiku. They know of the efforts being made by these Immortals to preserve various cultures in the Hollow World, and ask them to save a portion of their followers, who are much reduced in power since the original flight underground. They realize that, due to continuing difficulties adapting to their new environment, and to increasing dependency on the drugs cultivated by the Zargonites, the Cynidiceans will eventually die out unless some outside power rescues them. The Immortals say they will consider the request.
- AC 310: Korotiku, Ordana, and Ka privately discuss the predicament of the Cynidiceans. They know that the eternal sun of the Hollow World would be harsh on the Cynidiceans, though they would adapt eventually. The main drawback of this is that the culture of this strange group of humans would be forever altered. The Hollow Moon, Patera, with its darkness, would be a far more suitable place for them to rebuild. As a result, the four Immortals opt to whisk equal numbers of Cynidicean adherents of Gorm, Madarua, and Usamigaras to the Hollow Moon.
- AC 311: After conferring with the three Cynidicean Immortals, and obtaining their grateful consent, 500 followers of each, +500 non-aligned Cynidiceans, are quietly urged in their dreams to ascend to the surface. Standing amidst the desert sands and half-buried ruins of their old city, the Cynidiceans look up to a strangely glowing moon, whose rays almost seem to writhe about as they reach towards Mystara. Then, slowly, the awestruck Cynidiceans are gently gathered up with these beams, and, as they slowly fall asleep, they look downwards, seeing the ground recede below them.
- AC 350: Within the Hollow Moon, the city-state of Cynidicea has already begun to rise in prominence.
- AC 399: A schism begins to develop within the Church of Zargon. During a study of Zargon's directives, some lesser clerics question the importance of Zargon, saying that his presence is far too remote to be of any significance. Instead, they advocate worshipping the beings whose names are inscribed in the cavern walls in several places. Accusing the dissidents of blasphemy, the reigning high priest orders their imprisonment.

- AC 410: The dissident Zargonites are released from prison, though their convictions are firmer than before. Some of them, obviously insane, babble incessantly about "great Beings from Beyond who call us in dreams". In truth, Thanatos has turned these clerics to his will. He has assumed the guise of a hideous monster, so otherworldly that any who behold him risk going mad. Instructing them in their dreams, he has ordered them to build up a following and rise up against the ruling Zargonites. The dissidents go into hiding, and manage to recruit some of the local goblin tribes to their cause. Although opposed to the dissidents' precepts as well, the followers of the three Cynidicean Immortals provide weapons and food to the rebel clerics, realizing that they have a common enemy in the Zargonites.
- AC 424: A small army, led by the dissident clerics, arises among the goblin caverns across the lake from Cynidicea. Marching around the body of water, the force makes its way to the temple, and proceeds to attack it. Most of the citizens remain in their homes for the duration. The battle turns against the Zargonite defenders, who are forced to flee to the catacombs underneath the temple, and from there to secret tunnels leading to one of the goblin strongholds.
- AC 427: The ruling Thanatos-worshippers pass a law forbidding the veneration of Zargon. The tunnel leading to Zargon's lair is sealed up, and powerful enchantments are cast, with Thanatos' aid, to render the creature immobile. They also permit the worship of the Cynidicean Immortals, as a form of payment for the assistance they received. During the rulership of the Thanatos-worshippers, the three factions recruit many new followers.
- AC 434: By this Time the Church of Zargon has once again built up a network of supporters among the goblinoid tribes to help retake the city. This Time, the goblins provide aid in exchange for uncontested rule of the lands across the lake from Cynidicea. The Zargonites stage a frontal assault, and are repulsed just inside the city.
- AC 441: The Zargonites launch a second attack, which succeeds. After fierce fighting outside the city, the Zargonites triumphantly return to their temple, and convert it once more to a place in honor of Zargon. Immediately afterwards, they use their spells to free their master. Seeing that Zargon is very hungry from his long imprisonment, they decide to feed their prisoners to him. The followers of the Cynidicean Immortals, realizing the danger, manage to flee to the pyramid once more, bringing most of their converts with them. They each leave behind a network of informers and spies to keep them abreast of developments in the city.
- AC 650: A new tribe of goblins, from the Altan Tepes Mountains to the south, migrates northwards, and proceeds to annihilate many of the Zargon-worshipping goblins. The Zargonite clerics of Cynidicea, seeing a means to rule the entire cavern, do not aid their allies, hoping both sides will be weakened enough that they can destroy them all afterwards.
- AC 683: The war amongst the goblins reaches a standstill - both sides have taken many casualties, and neither wishes to continue fighting. Seeing an opportunity, the Zargonites launch an assault of their own, with 600 soldiers. They have the element of surprise, and manage to slaughter many of the goblins, while driving the remainder further underground or outside of the cavern system as a whole. The fleeing goblins, renouncing their faith, warn that they will return.
- AC 685: The Zargonites order the construction of a fortress, near the Eye of Zargon, in order to better defend their southern flank.
- AC 729: The goblins return to the cavern once more, and in great numbers. Within days, the embattled fortress falls to the invaders. Those unfortunate enough to survive the siege are massacred. Word quickly spreads to Cynidicea, where the Zargonites issue a call to arms. Within hours, the two forces meet among the fungal groves running alongside the lake, and do battle. Both sides take heavy casualties, but the result is a stalemate. The leaders of both sides meet, and they agree to cease hostilities, in exchange for respecting the other's territory.
- AC 850: By this Time relations with the goblins have normalized somewhat.
- AC 1000: Some Adventurers from outside, penetrate the pyramid, explore and defeat, many of the evils Zargon has supported, and finally defeat himself. Unbeknownst to them, he starts regenerating right away.
- AC 1014: Some adventurers finally defeat Zargon by plunging his horn in "the Eye of Zargon" fire pool. This will be a promising start for a new—though underground—rise of Cynidicea.

Sindhi Phanteon



Sindhi honor a lot of Immortals (like Real World Hindus), So here a list of names under which Sindhi know various Immortals. The Sindhi pretty much take in any Immortal that comes along, just in case so that he won't be offended at them. Sind is a good place for a novice Immortal to gain some starting worshippers, until he can establish himself better. Note that most of these Immortals don't have Rishiyas (clerics) in Sind, but they are nonetheless recognized and their names invoked in appropriate situations.

Sindhi Names for Immortals

Ahmanni	turtles, whales	Ahumani
al-Kalim	vegetation, Asanda river	Kalman
Alphaks	demon of violence and rage	Athaksha
Alphatia	pacifism	Latehani
Arik	ancient demon imprisoned by Himayeti	Arikha
Asterius	trade, thieves	Asuradha
Atruaghin	longevity, safety	Atrughanya
Atzanteotl	corruption	Acchanital
Brissard	treacherous offerings	Bhrisrada
Calitha Starbrow	sea, monsoons	Kalithasi
Chardastes	medicine, healing	Khridasa
Cretia	pranks	Kritya
Danel	tigers, hunting	Danal
Demogorgon	demon of destruction	Dhamurgana
Diamond	benevolent creatures	Rohin
Diulanna	willpower	Dhalani
Djaea	survival, protection of land	Jaivana
Eiryndul	mischief	Ayodhnal
Faunus	hedonism	Panesha
Forsetta	law	Prisatha
Frey	counseling, advising	Parjana
Freya	good heroes	Parjani
Garl	invention	Gharal
Gorrziok	giants	Gurjakha
Great One	ruler of dragons and nagas	Mahanaga
Halav	warfare, defence	Halavan
Hattani	bears, comfort	Hathanya
Hel	destruction, death	Kala
Isundal	wisdom, magic	Isrundra
Ixion	sun, fighting demons, creation, protection, destruction	Ayazi/Himayeti/Aksyri
Jammudaru	ogres, destruction of art	Jammudaru
Ka	protection of creatures	Kah
Kagyar	arts	Kaghara
Karaash	war, bloodshed	Ksharyah
Khoronus	Time, destiny	Khauran
Korotiku	Thought	Karut
Koryis	peace, prosperity	Kurya
Leptar	demon of pain	Lapitri
Loki	betrayal, lies	Lukya, also Bhajyagwan
Maat	many talents, justice	Mata
Mahmatti	spiritualism, meditation	Mahamatya
Marwdyn	necromancy	Maravidya
Masauwu	temptation	Mavasa
Mealiden	agility, sharp sight	Milidhan
Minroth	patron of Minrothad, known in coastal cities	Minuratha
Noumena	riddles, games, tactics	Nauman
Nyx	night, darkness	Nikhi
Odin	wise rule, kings	Vadhana
Opal	neutral creatures	Bhaskar
Orcus	demon of slaughter	Auraksha
Ordana	nature, fertility	Uradhani
Palartarkan	air magic	Palatrikana
Pearl	malevolent creatures	Chandri
Petra	defending cities	Pitari
Pflarr	learning, study	Vrilatha
Polunius	architecture	Paulanah
Protius	oceans, seas	Puratha
Rad	sorcerers	Radhya
Ranivorus	demon of perversion	Yainughu
Rathanos	fire, desert	Rathanasri
Razud	self-sufficiency	Rajudha
Saasskas	demon of drowning and sacrifices	Sakasi
Sinbad	sailors, voyages	Sinbhada
Ssu-Ma	literature, knowledge	Shuma
Tahkati	horsemanship, storms	Takhata
Talitha	misfortune, ruin	Talithi
Tarastia	justice, revenge	Trisathi
Terra	earth	Prithivi

Thanatos	death, oblivion	Tanathasa
Thor	honour, warriors	Thauran
Tiresias	music	Tirasa
Twelve Watchers	craftsmen twelve incarnations of	Dhauragara
Valerias	love, beauty, passion	Valiryasi
Vanya	war, conquest	Vanyani
Verthandi	Time, history	Vrithanda
Wayland	smiths, building	Vailanda
Wogar	wild beasts	Vaughara
Yagrai	plagues, disease, vengeance	Yagharya
Yav	divination, prophecy	Yavadha
Zirchev	animals	Jirchava

Indra

1st ruler of the Immortals, he appears as a heavily muscled man. His main strength is the ability to control any form of weather. He also has an ESP range of 100 yards, shapechanging power, and the ability to control humans, animals, and vegetation as a staff of commanding. Indra wears +4 armor and shield into battle and uses a bow made out of rainbows called Vajra, which shoots lightning bolts at a rate of 1 per melee turn, doing 3-30 points of damage, with the range of a long bow.

Indra's Elephant: a white beast standing 50' tall, able to move at 18" on the ground and fly 24" per melee turn. The creature takes 75 Hp and stomps its enemies for 5-50 points of damage.

Agni Immortal Of Fire

Agni is 10' tall, has 3 heads made of blue-white flames, and a humanoid trunk with 3 legs and 7 arms. His main attribute is the control of all forms of fire. He is able to control any number of fire creatures, all of the fire spells as a 50th level wizard, cure any sickness, remove any curse, make anything evil reverse its alignment, make a dense cloud of smoke as a double darkness spell, and his voice is as a human control spell. Agni has a breath weapon useable 3 times a day that shoots a flame up to 30 yards for 5d10 points of damage and he immolates for 25 points of fire. When he is immolated all weapons of +4 or less melt on contact with his body. He disdains the use of armor and fights with a shaft of flame that hits for 3-30 points of damage and kills minor demons at a touch.

Red Chariot Of Agni: This Chariot, Whose Wheels Are Made Of The 7 Winds, Is Pulled By 2 Giant Red Horses. On The ground it travels 360 / 120' per melee turn, when in the air it travels 480' / 160' per melee turn. The vehicle casts heat in a 30' area about itself for 25 points of damage. The horses take 50 points of damage and only respond to telepathic direction.

Shiva Immortal Of The Beasts

Shiva is 10' tall, with tiger striped skin, 5 human-like heads. 3 eyes in each head, 4 arms, and a humanoid trunk. His main attribute is the complete control of any number of nonhuman nonmonster type creatures within 50 yards of his mind. He can impart the damaging ability of a Storm Giant to any creature or being, with this power lasting a day. He is also known as master of illusions, his third eyes shoot beams of white fire a maximum distance of 15 yards for 30 hit points of damage once per day. The Immortals refer to him as the "destroyer" because of his skill at killing the more powerful demons. He normally has 3 large poisonous snakes wrapped around his body that are trained to strike his enemies. These snakes have the ability to regenerate 2 points of their 30 total Hp per round. He uses a special bow called Ajagava which shoots a curse spell (Save applicable) for a distance of 200 yards. Other weapons he owns are: a +3 sword capable of raising a wind as a staff of wizardry, a trident called Pinaka whose purpose is to slay minor demons, a club called Khatunanga with a skull of a demon lord on the top hitting for 10d10 points and he owns a set of +4 armor that he wears into battle.

Surya (Saliiri) The Sun Immortal

Surya appears 10' tall, has dark red skin, long golden hair. 3 eyes in his semi human head, and 4 arms on his humanoid trunk. His main power is the ability to sleep any number of 20th level or less beings (no save applicable) and he can sleep higher level beings who are given a save. He can see anything with light on it, teleport, shapechange, and is triple hasted. He disdains the use of armor and fights with a shaft of light that cannot be grasped by anyone. This shaft strikes with a +4 and does 4d10 points of damage. It also destroys any illusions within 100 yards of the Immortal regardless of whether he is aware of the illusion or not.

SURYA'S CHARIOT: this device is made of a piece of the sun pulled by 7 magical horses, each a color of the rainbow. The vehicle is not corporal unless Surya rides it. The chariot travels with no limit to the speed it can attain. The horses are always noncorporeal. never affected by magic, and take 25 Hp apiece.

Vishnu Immortal Of Mercy And Light

Vishnu is 6' tall, blue skinned, has a young man's face, and 4 arms on his humanoid trunk. His primary power is the ability to make any creature or being unable to commit violence of any type within 30 yards of his mind (no save applicable). Vishnu can also make a double strength prismatic wall, shapechange. and teleport. When he enters battle he uses 4 devices: a sea shell capable of sending the holder into an ethereal state, a disc weapon capable of shooting fire rays for 5-50 points of damage a maximum distance of 40 yards, a lotus flower capable of restoring all lost Hp at a touch, and a mace which disintegrates anything it touches not making its magic Save. He also has a bow of curses called Sarng, and a +3 sword of demon slaying called Mandaka.

Vishnu rides GARUDA. the king of all birds. This half man half bird hates all things evil with a mad passion. It moves 180' / 60' on the ground and 360' / 120' in the air per melee turn. It is 60' tall and strikes with its wings for 5d10 points of damage. It has 100 Hp and a save of 3. The Garuda is said to be able to carry 5 Immortals in full battle armor and not be slowed in its flight. The bird can sense any evil creature or thing in a 1 mile area.

Orisis

Rathanos

Demogorgon

Ixion

Atruaghin

Brahama "Ruler Of The Immortals"

Brahama commonly appears 10' tall, having blue skin, 4 arms, and 4 slightly human, more bestial heads. His power is the ability to break anything in his grasp. He can also teleport, shapechange, levitate himself, and is impervious to any type of heat damage. He has a bow of curses, a small clay jug that pours a liquid able to regenerate and restore anyone or anything to its original state by contact with this liquid. He has a set of beads in the form of a bracelet that allows him to wish 7 times a month. He never wears armor and fights as if hasted. Brahama rides a 70' tall goose.

Brahma's Goose AC: 2 Move: 18/32 Hp: 75

This bird can carry 3 Immortals in full battle armor and not be slowed down. His wings strike for 2-20 points of damage and its beak hits for 3d10 points. The bird is fully aware and will fight alone.

Odin**Rudra** Immortal Of Robbers And Thieves

Rudra appears as a normal man and his main attribute is the ability to use illusions that are not affected by the Sun Immortal's power. He is even able to make illusions that are not affected by the Sun Immortal's power. He has the thieving abilities of a 30th level thief, he flies and teleports. All of his treasure is stored in a dimension only he can reach. Aside from having an almost unlimited supply of gold, silver, and other trade metal, he has a portable hole device that opens into an area much the same size as the Grand Canyon, the skull of a sage that talks and can answer any question 75% of the Time, and a large box that will automatically clone any piece of flesh or bone. This device only works 50 times.

Asterius**Kali** The Black Earth Monster

Kali commonly stands 20' tall, with night black skin, tusks coming from her mouth. 3 eyes in her one head, and 4 arms ending in claws. She demands human sacrifices of her human worshipers on earth. She can shapechange. anyone facing her must make their fear Save every 5 melee turns, and her claws penetrate anything they touch hitting for 4d10 points of damage.

Hel**Devi** Immortal Of Energy

Devi appears as a 10' tall woman with 10 arms. She is able to make any part of her body ethereal, shapechange, regenerate 10 points per round, and she shoots 30 points of Energy from her hands every round. She moves as a beam of light at any speed she wishes.

Rathanos**Lakshmi** Immortal Of Good And Bad Fortune

She appears as a golden skinned woman standing 6' tall. She always sits on a giant floating lotus. When she looks at a being with her right eye, they always make their save or always hit their target, with her left eye the exact opposite happens. Her lotus travels at any speed she wishes and can teleport. She always makes her magic save and no material object can hit her.

Tyche**Sarasuati** Immortal Of Water And Knowledge

She appears as a woman with white skin about 6' tall. She can, with a touch of her hand, heal all bodily damage and any question asked of her with a Lawful purpose in mind will be answered.

Protius**Ratri** Immortal Of The Night

Ratri is a well proportioned woman standing 5' tall, always wearing black robes. She has the power to place anything in an area of darkness, as the spell, with the difference being this area moves with the enemy. She also will permanently blind anyone that crosses the path of her shadow.

Nyx**Vasha** Immortal Of The Dawn

Vasha, a woman wearing red and gold robes, stands about 6' tall. She is capable of regenerating 30 points per round, can reincarnate anything into anything else, and can send a brilliant light from her body that will blind any being for 1d4 turns (no save).

Lornasen**Yama** Immortal Of Death

Yama started life as a normal man but so impressed the Immortals that they made him into an Immortal. He appears to the world with green skin, copper eyes, standing 7' tall, and he always wears red robes. He enters battle with armor of etherealness, and uses a +5 noose and a +3 mace that hits for 5d10 points of damage. He rides a giant buffalo.

Yagrai

Yama's Buffalo AC — 3 Move: 18" Hp: 100

This beast is 10' tall and can carry 2 Immortals dressed in full armor without strain. It travels in the air, land, or water and goes for 4-40 points of damage.

Varuna Immortal Of Cosmic Law And Justice

Varuna appears as a very ordinary man able to become ethereal at will, raise gusts of wind as a Staff of wizardry, and no missile or spell thrown in the air can affect him. He commonly wears +4 armor into battle.

Tyr**Tvashri (Visvakarma)** Immortal Of Weapons And Science

He, unlike the other Immortals, changed his AC. He appears as a normal man and designs weapons for the Immortals. Tvashri understands all forms of magic and can toss a spell as a 20th level wizard. He regenerates lost Hp by taking pieces of the air and applying them to his body.

Wayland**Karttekeza** Immortal Of War

Karttekeza is 20' tall, with 6 heads, 12 arms, and black skin. He strikes with a lance for 5d10 points of damage and wears +5 armor into battle.

Vanya

Peacock Of Karttekeza AC — 2 Move: 24/36 Hp: 100

This bird stands 10' tall and its beak hits for 3-36 points of damage. It is fully aware and often fights alone.

Krishna**Minroth**

He was a man with 18's in all things except strength, which was 20, a gift of the Immortals. He was able to cast illusions that could fool the Immortals, and he could be in 2 places at once. He fought in +3 armor and shield and used

a disc weapon. This weapon hits for 3d12 points of damage and was +3 in striking ability. It could also shoot fire a distance of 15 yards for 2d10 points of damage once per melee turn.

Maruts Wind Spirits

Maruts are humanoids wearing +2 armor and fighting with broadswords. They are able to ride the wind and were commonly used as shock troops by the Immortals.

Rakshasas Demons Of India

These demons constantly fought man and Immortals alike. Many of their leaders were so powerful that the Immortals were forced to call a truce at times and give them concessions. All Rakshasas have these powers in common: shapechange, fight invisible except against Immortals, all regenerate as a troll, crave the taste of human flesh, and cannot refuse a gambling bet. Some of the more powerful ones have complete control over forces of nature.

Yakshas "Weaker Demons Of India"

Similar to the Rakshasas but much weaker in power having the abilities of Efreet and djinns.

Bhut Phanteon

The Bhut have a complex Sindhi-based and originating religion with a full pantheon, based upon three Immortals who oppose in Sind the three personae of **Ixion (Ayazi, Himayeti & Aksyri)**, that is the creator, the preserver, and the destroyer).

The Creator would be opposed by an Immortal who perverts creation, the Preserver would be opposed by a champion of Entropy and Destruction, and the Destroyer by a master of Undeath. **Loki, Demogorgon, and Hel**, are this triad.

Bhajyagwan(a)	Distortion of Truth, The Daytime Masquerade
Dhamurgana	Destruction, The Nightly Hunt
Kala Endlessness,	The Promise of Undeath

The (a) after Bhajyagwan is because one could consider the possibility of having three female Immortals (with Loki using a female persona) in opposition to the three (male) aspects of Ixion.

The three Immortals would have generated three children,

Mavasa,	the Herald of Corruption
Jammudaru,	the Herald of Destruction
Maravidya,	the Herald of Undeath

And each of these Children would have generated in turn one of the progenitors of the Bhut by mating with Chandri, the mother of all creatures. This could allow for different types of Bhut (differing not only in power, but also in abilities), with Sons of Jammudaru being the first met by the party, since they would be vengeful and proactive, while Sons of Mavasa would be subtle and reactive, and Sons of Maravidya would be more similar to the undead.

Each of the three Children also represents one of the aspects of the Bhut, namely the human façade, the beast within, and the undead. So we have a pantheon with 7 Immortals involved in the Bhut.

Phanteon of Great Hule

These are the ranks of the Immortals that I have developed for Great Hule. The "Great Ones", or simply "The Eight", are the primary figures in the Hulean Pantheon. All Temples of Chaos in Great Hule will have shrines to these eight Immortals; lesser temples will serve but one to three of The Eight as well as the local favorite lesser Immortal. The overall symbol of The Eight is the Arrow of Chaos unbound; the symbol of the Temple of Chaos is the Arrow of Chaos bound by a circle (all-encompassing force of Chaos).

Bozdogan (Loki) is the Patron of Great Hule, the focus of the worship of the Holy Men, and is currently the head of the Hulean Pantheon (in the distant past, this position was held by Kraliche; see more on this in her own description as well as in the History of the Hulean Pantheon). Bozdogan is the Patron of Lies, Master of Deceit and Father of Falsehood. His symbol is a white crystal on a black field, representing the "Purity" of faith in Bozdogan, or alternatively, a black Arrow of Chaos on a white field (in his "Master of the Pantheon" aspect).

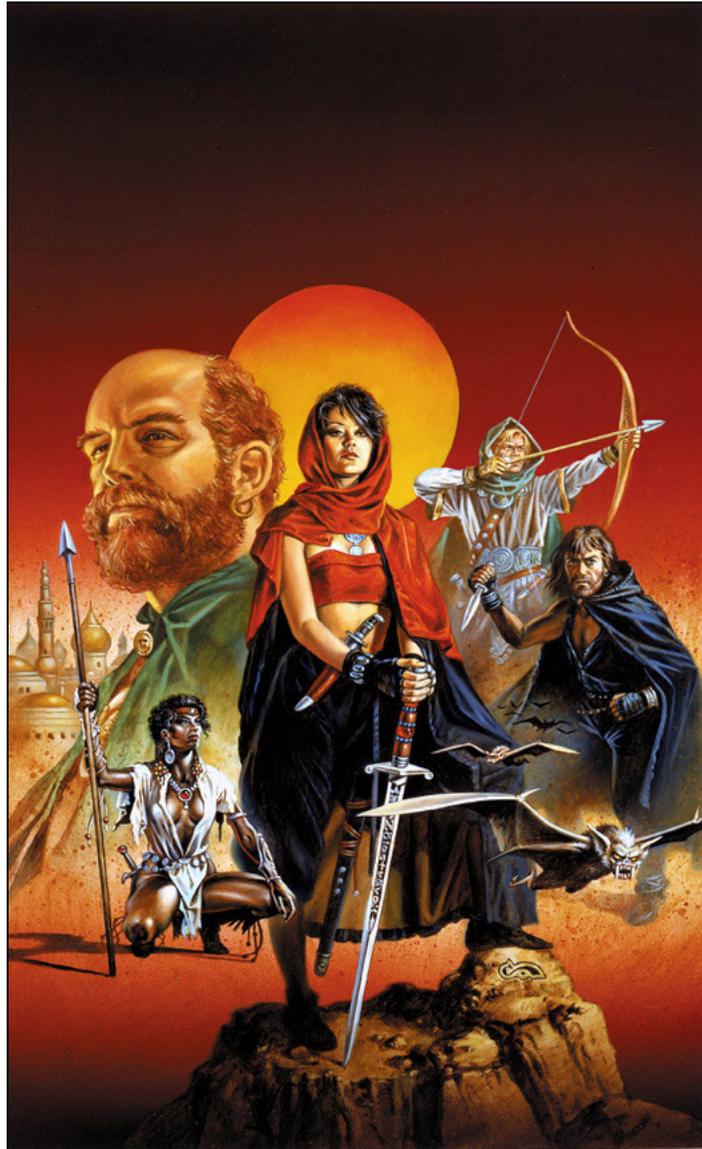
Yalanemek (Masauwu) is the "Left-Hand-Man" of Bozdogan, and is the Patron of the Diviners; Yalanemek and his minions are in charge of recruiting powerful opponents to the side of Chaos. He is also the patron of merchants and nobles, as well as those who are the "Power behind the power". As Yalanemek and his minions often see to the day to day workings of the Hagiarchy, many in the know believe that Yalanemek may well be the "Power behind the power" in great Hule. His symbol is a left hand holding an olive branch, or alternatively, a black and red "Balance" symbol (oriental yin-yang symbol, only black and red).

Savashan (Orcus) is revered by the Janissaries of Great Hule as the Patron of War and Battle; generals call on his aid for victory. Though he is thoroughly chaotic, Savashan respects organization and planning in carrying out mass destruction; he is not subtle, rather he is thorough. He has a great rivalry with Veleketer, Chokorku and Iriyelan that causes no little dissension among the various branches of the military. His symbol is a pair of crossed daggers.

Veleketer (Alphaks) is the Patron of the Chaos Legions and the Holy Berserks; he is also placated by the populace to fend off storms and natural disasters. While Savashan plans, Chokorku plots and Iriyelan schemes, Veleketer rages against all that he despises, and he despises many, many things. His followers are the type to automatically destroy, without Thought for consequence, anything that gets in their way. His symbol is a red skull with horns.

Eylenmek (Faunus) and **Yazabali (Talitha)** are most commonly worshipped together by the urban folk of Great Hule as Patrons of sensuality, passion, and wild abandon; rural folk also revere them as Patrons of Earth, Grain and Vine as well (note that Sevignesh formerly held Yazabali's position of Patroness of Grains and the Earth; see more on this in her own description as well as in the History of the Hulean Pantheon). The rural festivals held to secure the success of the harvest are little more than blood-drenched revelry. Their symbols are blossoming grain stalks and ripened grape vines (rural), or the black silhouette of a pair of lovers (together, urban), or a black rose with thorns (Yazabali, urban) and a white goblet (Eylenmek, urban).

Buyulome (Thanatos) is said to ride the back of **Guzelik the Great (Pearl)** and bring death and destruction upon those who do not follow the Way of Chaos and revere the Great Ones properly. Buyulome and Guzelik are generally not worshipped per se; rather, they are placated by those wishing to be passed over by their wrath. The priests of Buyulome are generally shunned by even the devout peoples of Great Hule; Guzelik herself has few priests and no temples dedicated specifically to her service (at least, none within the structure of the Hagiarchy). Buyulome's symbol is a skeletal hand holding a golden orb, while the symbol of Guzelik is a pale dragons claw holding a silver orb. Together, their symbol is a bleached-white skull with bat wings and red eyes.



There are numerous other Immortals revered openly in Great Hule; all of those that are allowed by the official state religion are ethically chaotic, and either neutral or evil in moral alignment (**Orumjek** is the only chaotic Immortal specifically and absolutely forbidden in the Hulean Pantheon; others may fall in and out of favour as Time passes and situations change).

Kabaluk (Crakkak), Kabustanir (Ranivorus), Karaskan (Jammudaru), Vurmak (Bartziluth) and Yemekhershey (Bagni) are revered by the humanoids of Great Hule. Unlike the Beastman populace elsewhere, the relationship between a specific Beastman Immortal and its former race is not as strong in Great Hule, due to the great deal of chaotic intermixing between the Beastman races. Kraliche is also often found as the specific patroness of a tribe or two; she is revered overall as the Dark Mother of the Beastmen. Their symbols are many and various, depending on tribe or even clan. Together, they are often represented by five swords forming a five pointed star (hilts inward), surrounded by a pentagram (representing Kraliche, as the Dark Mother).

Bolshanslari (Tyche) is the Patroness of Luck in Great Hule, luck both good and bad. Those who follow her path are, perhaps, the most chaotic of all Huleans, as they go so far in their reverence of chaos that they will determine their actions by the flip of a coin. Bolshanslari has few temples dedicated specifically to her, though there is much peasant superstition about the best methods to invoke her favour. Many curses and common phrases invoke her name. Her symbol, of course, is a coin.

Buyugulmek (Eiryndul) is the wild Lord of the Forest and patron to the few elves that live in Great Hule. As elves are often out of favour with the Hagiarchy, and Buyugulmek out of favour with Bozdogan, followers of Buyugulmek tend to be very swift on their feet and quick with their wits; they are also extremely skilled at living in the wilderness, and often fall in with outlaws. His symbol is a crescent moon with a smiling face in profile.

Chokorku (Demogorgon) is the Lord of Pure Evil in the Hulean Pantheon. The darkest sorcerers and wizards turn to the Dark Child in the darkest night in their quest for power; rarely is Chokorku called upon in religious services except to placate his wrath. Chokorku often plots to overthrow either Savashan or Veleketer to take their place in The Eight, so sorcerers of Demogorgon are often at odds with the military and the Chaos Legions; Chokorku is often on the "outside" of the official state religion as far as the Hagiarchy is concerned. His symbol is a child's face with three horns and three eyes.

Iriyelan (Set) is another rebel Chaos Immortal, often out of favour with the Hagiarchy. This comes as no surprise, as Iriyelan is the Patron of Traitors and Rebels; though the Hagiarchy reveres Chaos, they dislike those who would turn against the Hagiarchy itself (Chokorku and Buyugulmek also fall in this category; Misafir, while a troublemaker, is not a true rebel within the Pantheon). While Iriyelan has nothing to do with Buyugulmek, he often "cooperates" with Chokorku in plots to bring down Savashan and Veleketer, though most plots end up dissolving into chaos long before they reach fruition, as neither Immortal is naive enough to truly trust the other. His symbol is a snake in a figure eight swallowing its own tail.

Kraliche (Hel), the Dark Mother, Primal Mistress of Chaos, is, along with Orumjek and Sevignesh, one of the original founders of the Chaotic nature of the Hulean Pantheon (see the History of the Hulean Pantheon to follow). Since her fall from the head position of the pantheon centuries ago, she has ended up as little more than a minor figure in the theological structure of the Hagiarchy. She is the Patroness to a few tribes of Beastmen; her priesthood is rather small among the human population as well. She is mostly revered today by wizards and mages who study transmutation and alchemy; she is also revered by a moderate number of peasants as an "Earth Mother" figure. Her symbol is a set of eight arrows pointing toward a common center (the symbol of Primal Chaos internalized).

Misafir (Cretia) is the Patron Immortal of Minor Chaos, Disorder, Thievery, Practical Jokes and Mischief. As such he is rarely worshipped in the Temples of Chaos, rather he is placated by those who do not wish to be subject to the various crimes he might commit. He is worshipped mostly by thieves, mostly as a deterrent to his attentions, but also in respect for his more cunning deeds (there is a whole cycle of myth concerning the thefts he has attempted on other Immortals, especially the stuffy Lawful types of other pantheons, though even Bozdogan is not immune to his larceny). His symbol is a copper coin shattered into eight pieces.

Orumjek (Korotiku), Kraliche and Sevignesh were the original founders of the Temple of Chaos; Orumjek is now the only Immortal of Chaos specifically forbidden by the Hagiarchy (see the History of the Hulean Pantheon). He is the Enemy of Bozdogan, and thus the Enemy of All that is True and Just, as far as the Hagiarchy is concerned. His followers are rebels in the society of Great Hule, and the Diviners are ever alert to the presence of the most basic Thought concerning Orumjek (little do the Diviners realize that worshippers of Orumjek receive a special resistance against ESP and other forms of magical and psionic detection concerning their faith). Followers of Orumjek work in cells numbering no more than eight; their function is to spread dissent among the people of Great Hule concerning the faith in Bozdogan and the current structure of the Hagiarchy. His symbol is an Arrow of Chaos in the form of a spider; his assassins also use weaponry and materials depicting a spider motif.

Sevignesh (Valerias) is one of the original trinity of Chaos Immortals worshipped by the peoples of Great Hule; she has since fallen from one of the leading positions in the Pantheon to that of a minor figure (her place as a Patroness of Grain and Earth has been taken by Yazibali within the last 400 years). She is now simply the Patroness of Love and Passion (whereas Yazibali is Patroness of Lust and Pleasure); needless to say, even this function has been fading under the Hagiarchy under the Master. Her followers are now few and far between; she has only one temple specifically dedicated to her (though there are still a fair number of shrines in other temples, they are most often passed up for the shrines dedicated to Yazibali). She is, however, the primary Immortal revered by the Hulean Darine (Gypsy) population. Needless to say, Sevignesh is no friend of Yazibali's; she would favour nearly any plan to embarrass Yazibali. Her symbol is the full moon, or a red rose.

Yanguesh (Rathanos) is the Patron of Fire and Flame; his worshippers are those who use flames in their labors (including smiths, potters and a number of warriors, who revere the martial aspect of flames in warfare). A good number of wizards also revere him for his magical knowledge; his temples are often also centers for magical study. His priests are known to assist in military endeavors by summoning Efreet and fire elementals. His symbol is a dagger blade made of flame with a pommel in the form of a human figure.

The Milenian Empire

by Anthony Herring



Greek Based Mythology

The Greek assembly of Immortals is much more familiar to us than all the rest of the groups in this work, because they were woven into a literature that has lasted down through the ages.

Group

Apollo Immortal of music and light

Apollo enjoys appearing as a 20' tall, incredibly handsome man. He can shapechange, teleport, has the divine awe power, and can create a purple haze around anyone which acts like +5 armor. He commonly enters battle using a bow that shoots arrows with a +3 hitting ability; its range is whatever he can see. The arrows, made of adamant, hit for 5d4 damage points. He also has a harp having several magical properties. The harp can raise the listener's strength to that of a storm giant for as long as Apollo wishes, it can throw curses (magic save applicable), and it can disintegrate as the spell. If Apollo is especially fond of a human (judge's option) he will aid them once in battle or give them a bit of information proving very useful to them.

Palson

Ares Immortal of battle

Ares appears as a normal muscular man. He is able to fly, use a limited teleport, never misses his target, can shapechange, and has the divine awe power of the Immortals. He wears +5 armor and shield into battle and his favorite weapon is a spear having 3 powers. The spear strikes for 5d10 points, any enemy within 10 yards of it must make their fear save every 5 turns, and no one but Ares can pick the spear up. He also has a +5 sword that creates an antimagic shell around its master and makes him invulnerable to poison or being turned to stone.

Bemarris

Athena Immortal of wisdom and war
Athena usually appears as a well proportioned woman wearing a war helm and using a spear and shield. She can shapechange, use limited teleportation (as a blink dog), fly, and never misses her target. Her helm creates an antimagic shell around her. Her shield is +5 with a medusa head emblazoned on it, looking at it is just like looking at a medusa. The spear does 5d10 points of damage. If this Immortal likes a human (judge's option) she will fight at his or her side for one battle.

Hades Immortal of the underworld and death
Hades looks like a heavily muscled dark skinned man. He can shapechange, fight invisibly, has the divine awe power, and his touch or stare acts as a death spell. He has complete control over all things made of earth and can reform it.

Hecate Immortal of magic
Hecate appears as a beautiful woman and is able to use any spell anytime she wishes as if she was a 36th level Wizardess. In the darkness she can cast 2 spells at once.

Hera Immortal of intrigues
Hera looks like a very tall woman. She can shapechange, teleport, throw curses as a spell, and her voice can become so rasping that it causes 20 damage to all those who hear.

Hermes Immortal of thieves, liars and gamblers
Appearing as a handsome teenager, this Immortal has all the thieving abilities of a 25th level master thief. He teleports (as a blink dog), has the strength of a fire giant, and is always hasted. He uses a pair of winged sandals to fly, has a helm of invisibility, and a white staff that is able to absorb any magical or clerical spell of the 1st through 7th level and cast it back whenever Hermes wills. He will reward an unusually daring theft or an outrageous lie on a 5% chance after the action (judge's option). This reward is in the form of raising that being's lowest category (intelligence, strength, etc.) By up to 3 points.

Hephaestus Blacksmith of the Immortals
Hephaeston looks like a 20' tall humanoid with a humped back and a club'. He is the only being able to work the extremely hard metal adamant into weapons and armor and he has double the strength of a storm giant. The Immortal has so few worshipers that any being doing a great service (judge's option) for Hephaestus' religion on a 10% chance is given a +3 shield especially made to be useable by any class and not hamper them in the slightest.

Nike Greek Immortal of total victory
This unusually stubborn Immortal appears as a woman of very tall stature. She always uses her divine awe power and cares nothing for the lesser beings that might be affected. This Immortal main power is the ability to destroy any device used against her (magic save applicable). She can also shapechange and use any 6th level spell of a clerical or magic nature.

Pan Immortal of nature
This fun loving Immortal has the trunk of a human with small horns on his head and his legs & hooves are like those of a large goat. His main power comes from the sound of his voice. It can act as a rod of beguiling, and it can cause a being to be feared as the spell (magic save applicable). In times of great danger the Immortal can shout and cause anyone facing him to be stunned for 1d4 melee turns (no save given). His 1st strikes for 3d10 points of damage and he can call on 1d20 satyrs to aid him.

Poseidon Immortal of the seas, oceans, and streams
This Immortal appears as a humanoid, 30' tall. He is the controller of the water areas and therefore when he gives a command to any number of water dwellers they obey unto death. He can also shapechange, summon 2-20 of any water creature, and has the divine awe of the greater Immortals. In battle he forms a watery haze about his body that has the effect of +5 armor. He uses a trident able to absorb any spell and return a like one. It has a +5 hitting ability and strikes for 4-40 points. If this Immortal takes a liking to a human (judge's option) he will give you a paladin-quality horse. This beast may not be used in an act of cowardice.

Zeus Immortal Of The Air "Ruler Of The Immortals"
This Immortal appears as a human male of powerful physique. He is able to shapechange at will, has double the strength of a storm giant, his open wounds, when they spill blood, form sixth level monsters, one every melee turn, that fight for him. Finally, he has the power of divine awe. This power is unique among the mythos and only applies to a select number of Immortals. When confronting a mortal of less than the twentieth level in this state, that mortal will be paralyzed (no save) for as long as the Immortal wills. It is necessary for the Immortals with this power to use a limited shapechange to tone down their splendor. This Immortal disdains the use of armor but will use a +5 shield in battle. A white eagle, a giant of this species, always appears at Zeus' side.
white eagle AC: 2 move: 90' / 30' hp: 50
If Zeus takes a liking to being (DM's option) he will give that being a small marble image of an eagle which when thrown will turn into this eagle and strike for 2d10 Hp per melee round. It will disappear after the battle.

Lokena

Thanatos

Hel

Patura

Turmis

Wayland

Maat

Faunus

Protius

Taroyas

Well Known Titans

Atlas

AC — 3 move: 120' / 40' , F19th level hp: 250

This titan is 100' tall and very massively built. His main attribute is his great strength. He strikes for 9d10 points of damage, he can lift anything in the universe except Ares' spear, and once grasped he can break anything. Magical spells have no effect on him and once he has given his word he will never break it.

Coeus titan of fear

AC: 2 Move: 180' / 60' , F16th level Hp: 200

Coeus appears as a storm giant with the power to kill by fear. When 1st coming within 20 yards of him, a magic Save must be made or the being dies of fright. Following that, this save must be made every 5 turns or the being runs away in fear for 10 full turns. He can also shapechange and use all fourth level spells as a 15th level magic user. Coeus has a +4 sword that does 5d6 points of damage per hit.

Crius titan of density and gravity

AC — 3 Move: 24' Fighter Ability: 16th Level Hp: 290

He appears as a 100' tall giant. His powers include the complete mastery of gravity and mass. He can make any one thing so heavy that it cannot be moved, or weightless (no Save Given). He can make this effect permanent if allowed to work on the object for 10 melee turns, Undisturbed, otherwise the effect wears off in 1-4 melee turns. When in battle he can work on Any object once per melee turn. Atlas is the only one able to lift an object Crius has affected.

Cronos former ruler of the world and the titan of Time

Cronos is very fond of appearing to all as a 100' tall extremely handsome giant. His eyes can place any being or creature in a Time stasis (magic save applicable) from which they cannot move or be touched. He can also shapechange, create lava balls that he hurls for 4d10 points of damage, and he can use all 8th level spells as a 20th level wizard. In battle Cronos uses a +5 sickle made of adamant, that strikes for 5d10 points of damage and when it hits it always cuts off a body part.

Epimetheus "known as afterthought"

AC: 3 Move: 150' / 50' , F12th level Hp: 225

The bumbling brother of Prometheus, this titan means well but is not very careful with his creations. He can create as does Prometheus, but there is a 45% chance that all the creatures he makes will fight him! He can also use the 1st through 3rd level spells as a 12th level wizard. He also likes mankind and if a being does a difficult act (judge's option) there is a 10% chance that the Immortal will reward the being as does his brother. There is a 60% chance that the creature will try to kill the person making it.

Oceanus titan of the sea and water areas

AC — 3 Move: 180' / 60'. Fighter Ability: 15th Level Hp: 290

A titan standing 100' tall; always has a green shimmery haze around him that acts like +5 Armor. He is able to raise hurricane wind with the motion of his hand, create waves of great force Where there is no water, his hand strikes for 7d10 points of damage, and he can use all 7th level Spells as a 30th level wizard. All things of the water must obey his commands even over the orders Of any other Immortal.

Prometheus "light bringer" also known as forethought

AC: 3 Move: 150' / 50' F16th level, Hp: 275

Prometheus is as the titan in appearance. His main attribute is the power to create any living mortal thing out of clay in only 2 turns. He can also use all the 1st through 5th level spells as a 15th level wizard. He is very fond of mankind and if a being does a difficult act unusual for a human (DM option) there is a 15% chance that prometheus will reward the being with a clay ball which can be made into any creature the person desires. This creature will serve the being until it or the being dies.

Other Important creatures

Erinyes furies (alecto, tisiphone, megarea)

These 3 ladies are the punishment force of the Immortals. They appear as old crones carrying metal Barbed whips. They have the strength of a Fire Giant, are not affected by magical spells, and They have the power to find anything or anyone not hidden by magical means. Their whips, when Striking, subtract 1 from every category a being has (intelligence, strength, etc.).

Cerberus

AC — 4, move: 300' / 100', hp: 100

This 30' tall, 3 headed dog has the intelligence of a human. It is not affected by any type of magic, each head is able to bite for 3-30 hp, and it regenerates 5 points per turn.

The hundred handed one

This being stands 100' tall and has 100 arms. Its intelligence is on the moronic level, but it displays an unusually high manual dexterity. Its favorite battle tactic is to throw 100 rocks at its enemy which acts as a meteor swarm as per spell. If the creature decides to grab a person, an 18 strength will give that captured person a 10% chance of escaping the creature's hold. If for some reason the creature serves a being, it will remain faithful to this one person until it dies.

Ancient Traldar Phanteon

This is the Pantheon of Traldar Immortals that goes along with the ancient Traldar history; these Immortals are the old Immortals of the Traldar, that were worshipped before the Beastman War of 1000 BC; they are still worshipped by the Traldar of the Hollow World, though Halav, Petra and Zirchos (Zirchev) are also popular Great Heroes. [The Traldar Kingdoms of the Hollow World, needless to say, make an excellent setting for a Hercules/Xena style game!]

Immortals of the Elder Traldar (Not including the Great Heroes**)

* These Immortals are the "Tarsian Twelve" of the Traldar. The home of the Elder Traldar Immortals was believed to be found on Mount Tarsus, the highest peak in the Altan Tepe/Black Peaks/Cruth Mountain Range. Though Daros/Kagyar had been the original Patron Immortal of the Traldar, the Traldar mythology developed greatly over the centuries, adapting many of the Immortals of the Earth People and the People of the Night (the local peoples descended from the Taymorans). These Immortals included Thanatos, Hel, Nyx and Faunus. Khoronus was the ostensible ruler of the Tarsian Twelve, though Ixion took the lead in many cases. These Immortals are still worshipped in much the same manner by the Traldar peoples of the Hollow World, though the Hero Cults of Halav, Petra and Zirchev are strong there as well.

** The Hero Cults revered the many Great Heroes of the Traldar people. While most were mortal men (and women) who had attained Great Hero status (such as Sclaras, still revered today in Thyatis, as well as in the Milenian Empire and Traldar Territories), a fair number were Scions of the Immortals (Darocles, the founder of Mesonias was one such). The Hero Cults of the Elder Traldar are still reflected today in the Church of Traladara, as Halav, Petra and Zirchev were Great Heroes of the last days of the Elder Traldar. Unlike these three, the Great Heroes of the Traldar Hero Cults were not necessarily Immortals; a very few were Immortals, and while some others had attained Exalted status under their respective Immortal Patron, most had simply passed on as any normal mortal would, and their former Patron Immortal kept their spirit alive by granting a few spells to worshippers. The Hero tradition among the Hin of the Five Shires is also an outgrowth of the ancient Hero Cults of the Elder Traldar, adapted to the Halfling way of life and belief.

Traldar Name	Common Name	Areas of Concern
Asterios*	Asterius	Trade, Merchants, Thieves
Cthonos	Thanatos	Death, The Underworld
Daros*	Kagyar	Craftsmanship, Metalworking
Dianna*	Diulanna	Willpower, Archery, The Moon
Gaea*	Djaea	Fertility, Crops
Heilos*	Ixion	The Sun and Harvest
Hela	Hel	Magic, The Stars
Khoronus*	Khoronus	Time, Wisdom, Rulership
Night	Nyx	Darkness, the Night, Revenge
Panos	Faunus	Wine, Herdsmen
Protios	Protius	The Sea, Sea Travel
Sonios*	Ilsundal	Forests, Music
Tarastia*	Tarastia	Justice
Tauros*	Thor	War, Valiant Combat
Terra*	Terra	The Earth
Tyche*	Tyche	Luck
Valeria*	Valerias	Love, Romance, Passion

Milenian Phanteon

Homage is given to many different Immortals and legendary figures such as heroes or past emperors. Not all of them are true Immortals. Statues and small altars to these people stand in parks, homes, and civic buildings throughout the Milenian Empire. Most are unattended and can be found in the strangest places, such as in a wall niche at the back of a dank alley.



Every Immortal personality rules one or more aspects of daily life. There are Immortals of the hearth, harvest, bread, wine, peace, war, and countless others. Strict allegiance is seldom paid to any single immortal. For example, a young soldier leaving for war might leave offerings at the statue of the immortal of Travel to aid him on his journey, at the Immortal of War for strength in battle, and with the Immortal of Hearth to provide and protect his family while he is away. Milenians are very superstitious in this regard. They honor many Immortals to avoid leaving one out and possibly offending him.

The orders of Halav and Petra have the most followers. The emperor and Senators often seek council from the High Priest and Priestesses, and attend ceremonies at the temple of Corisa.

All the following Immortals are honored to some extent in the Empire. Major orders are those with many followers and large temples. Minor orders have fewer devout followers and small temples (if any).

Major Orders

Halav		Patron of Warfare and
Matera	Vanya	Patroness of Childbirth and Women
Petra		Defender of the Holy Empire
Protius		Patron of Sea Travelers
Zargos	Nyx	Patron of Darkness and Magic

Minor Orders

Asterius		Patron of Trade and Merchants
Faunus		Patron of Wine and Herdsmen
Ixion		Patron of the Sun and Harvest
Khoronus		Patron of Timekeeping
Koryis		Patron of Slaves
Palartarkan		Patron of Magic
Thrasda	Tyr	Patroness of Justice
Twelve Watchers		Patrons of Twelve Crafts;
		Armorer, Baker, Bowery/Fletcher,
		Jeweler, Leatherworker Mining,
		Shipbuilding, Smithing, Stonecarver,
		Weaponry, Winery, Woodcarving.
Valerias		Patroness of Love
Zirchev		Patron of Forest 'travelers

Oracles, Icons, Shrines

In within Milenian Culture, oracles are holy men and women with the power to divine the future. An oracle also gains certain powers through an icon, a physical representation of an Immortal. The place where an oracle lives, and where his icon stands, is holy ground and is called a shrine.

Oracles

Those mortals who can peer into the future are greatly respected by all Milenians; their prophecies are accepted as undeniable truth. The Senate and Emperor look to oracles for aid in resolving difficult decisions concerning such things as migration and colonization, war and peace, and even guilt or innocence. In this way, oracles have considerable power, though power and political gain are of no interest to them. They live only to serve their people as guides into the future. To the leaders of the Empire, oracles are seen as a natural resource, much like farmland, mines, or timberland. As a result, Oracles are protected by law; bringing harm, whether directly or indirectly, to an oracle is punishable by death.

Oracles are clerics who have received a special calling from their Immortal. In response to the call, the cleric must make a pilgrimage to Corisa and drink from the Fountain of Tomorrow. Though he is given sight into the future, he can no longer see into today, and is stricken permanently blind.

The oracle must then fashion an icon to represent his Immortal. When the icon is complete, the oracle must take it into the wild- ness, alone. His journey can take many sleeps, or even circles. There is no predetermined destination: the oracle simply knows when he has reached his journey's end. This place is sacred ground to the oracle's patron Immortal.

Here, at this shrine, is where the icon is placed, and it is here that the oracle will spend the rest of his sleeps.

Oracles retain all their clerical abilities and restrictions, and can continue to gain experience levels as clerics. Because they spend the remainder of their lives at an immortal's shrine, and because they can see into the future, oracles should only be used as NPCs. It is strongly recommended that DM's do not allow oracle PCs into their game. Oracles are best used as mysterious NPCs who give the PCs clues and lead them into further adventures.

Icons

An icon is usually crafted of wood, clay, bone or stone. It can be quite small, and is never so large that the oracle cannot carry it. An icon can be of any shape, but typically looks like the immortal it represents.

When crafting the icon, the oracle may use tools to aid him, but must rely mostly on his sense of touch and his mind's eye. When the icon is finished, the oracle intones a simple prayer, and the object is mostly instantly (depending upon his activity) occupied by the immortal in incorporeal form. The immortal can and may leave and later re-enter the icon at will, but remain a particle (up to 1%) of his might behind in the item to fully make it into an icon.

As the oracle journeys to find a shrine, the immortal in the icon protects and guides him. The immortal can change to his manifestation forms while remaining in the icon, and use manifestation powers to defend the oracle and help him overcome obstacles. At the journey's end, the immortal selects the location of his shrine, which is conveyed to the oracle by an omen or vision.

When the icon is placed in the shrine, the immortal leaves the object, but first permanently enchants it with numerous abilities. Thus icons are essentially artifacts, with the following minor exceptions.

Powers:

The number and types of powers can be chosen using the standard rules. An icon can have clerical, druidic, and magic-user spells, all considered 40th level for determining magical effects.

When choosing powers for an icon, consider those that will best defend the shrine and oracle, such as the various protection spells or an anti-magic effect. Also pick spells that will provide for the oracle's needs, such as create water and create food.

An icon's powers can only be used while it remains in the shrine. Removing an icon causes it to cease functioning (though it still radiates magic) until it is returned to the sacred ground.

Range:

Normally, artifacts must be handled to be used. Not so with icons. As long as the user remains within the boundaries of the shrine, the icon's powers may be called upon. This usually involves speaking aloud brief prayers or supplications to the immortal (and the oracle is typically the only living mortal who knows these command phrases).

Handicaps and Penalties:

While the icon is in its shrine, the user suffers no handicaps or penalties, but only if the user is a follower of the icon's immortal. Others who use the icon suffer these effects as normal. If the icon is removed from the shrine, its powers cannot be used, but its handicaps and penalties are still in effect, and may even be more severe!

An immortal is attuned to his icon, and knows immediately if it is removed from the shrine. The immortal will typically send a powerful follower to investigate, but may even take direct action. The immortal's objective is to hunt down and punish the thief, and see that the icon is returned to its proper resting place.

Shrines

A Shrine is always a natural setting of virgin beauty, one never before tread upon by mortal feet. For this reason they are typically in secluded wilderness areas on the fringe of the empire. Shrines, for example, can be located at a spring, the top of a mountain, or in a cave, subterranean grotto, or a grove of trees. Shrines do not encompass vast areas of ground. They typically have a spherical, invisible boundary extending up to 100 yard away from the icon in all directions, with the icon being at the center.

For creatures and characters happening upon a shrine, it is obvious they have entered a special place; colors are brighter, the water tastes purer, the plant life is healthier, and so on. A feeling of tranquility permeates from everything and everywhere.

Followers of the shrine's immortal receive special benefits while they are there;

- For every turn spent resting in the shrine, wounded characters regain 1hp up to their normal limit.
- Clerics of the immortal regain lost hit points at the rate of 2hp per turn, and can even regain lost limbs if a full seven sleeps (days) are spent resting here.
- Blindness and diseases can be cured if seven sleeps are spent resting and praying at the shrine.
- Curses are lifted while at the shrine, but return within 2d6 sleeps (days) after exiting the shrine.
- By fasting and praying at the shrine for three full sleeps (days), it is possible to receive visions or omens pertaining to matters concerning the follower. The base chance is 10% + 1% per level of the follower, or +2% per level if the follower is a cleric.

In general, think of a shrine as an immortal's hideaway. Deities enjoy coming to these places to think, meet with favorite followers or lovers, avoid other immortals, or just to be alone. As with anywhere else on the Prime Material Plane, immortals can take any of their three forms (material, Manifestation, or Incorporeal) while at the shrine.

There is always a slim chance of encountering an immortal at his shrine. When characters first enter a shrine, there is a 5% chance that the immortal will already be present. While the characters remain at the shrine, there is a 1% chance of the immortal arriving (check one each sleep).

Exactly how an Immortal reacts to "Intruders" is up to the DM. Consider the alignment, religion, and past deeds of the PCs with regard to the Immortal's aims and personality.

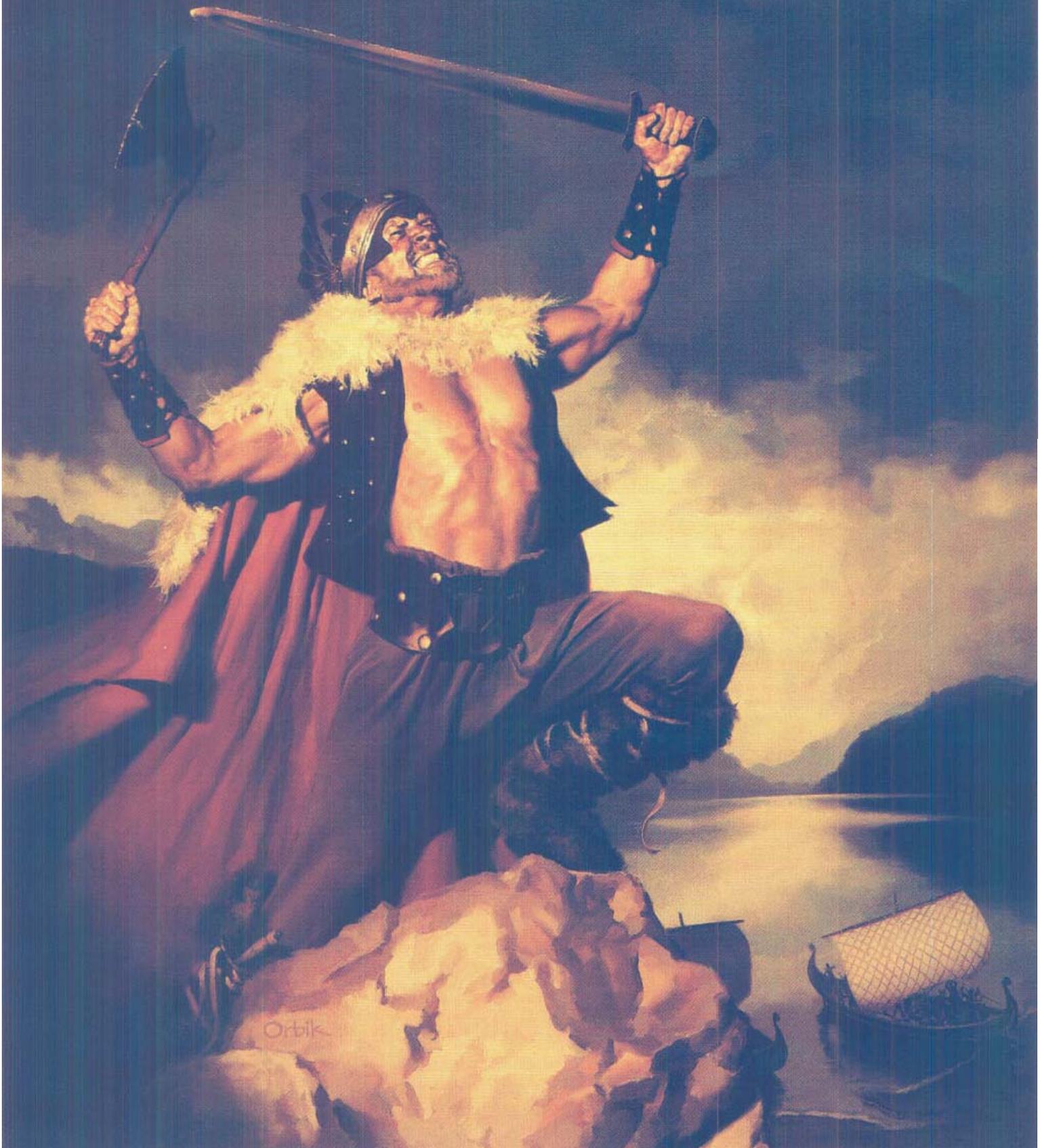
If the Immortal has taken a liking to the PCs, he might make his presence known and even speak to the adventurers directly. Otherwise, the Immortal might simply remain hidden, and allow the PCs to enjoy the comforts of his shrine undisturbed. It is even possible that the Immortal was expecting the PCs, and has information for them or wants to ask a "little favor."

likely be driven off with threats or displays of power, but usually not attacked outright. Remember the law of the Immortals: Direct Action Against mortals is Forbidden. If the Immortal really dislikes the PCs, he can circumvent the law by commanding the oracle to attack them with the powers of his icon.

Even the most passive Immortal will be angered when spied upon by gawking mortals, especially if the Immortal is bathing or pursuing a romantic interest. An offended Immortal might even risk breaking the law of direct action by cursing the "peeping Toms" and making them blind, erasing their memories, or bestowing some other creative malediction. One of the easiest (and sometimes accidental) ways to make an Immortal really mad is to defile his shrine. There are several ways to do this: harming the oracle, disturbing the icon, or marring the natural beauty of the shrine (cutting trees, littering, trampling flowers, and just mucking about in general). The Immortal knows every rock, plant, or grain of sand in his shrine, and does not like these things disturbed. A shrine is not a campsite!

Mortals who defile a shrine can expect enmity and interference from the offended Immortal and his religious order for the rest of their lives, and sometimes even beyond. However, it is possible to seek retribution. This typically involves finding a high-level cleric of the Immortal, confessing one's "sin", and doing something to aid the order (i.e. a dangerous quest, a large donation, and so on).

The Celtic Mythology



Skothar Phanteon

The Celtic mythology is by no means confined to the English (Skothar) Isles. The Immortals are all in human form as opposed to some of the other pantheons mentioned. They all have spheres of influence given for each Immortal. These spheres are areas of control for the Immortals and any manipulation of them by humans or other life forms causes the Immortals to take an interest. Group

Daghdha "dozen king"

Daghdha is the ruler of a very loose pantheon of Immortals. His 2 primary attributes are the ability to separate himself into 12 distinct entities with all 12 fully aware and mobile; 11 are ethereal in nature and roam the earth with unlimited range, constantly supplying information to Daghdha. He has a strength that enables him to break anything in his 2 hands. He is very fond of walking the earth in the form of a shabbily dressed man with a large club (noted below), his other abilities include unlimited shapechanging, ESP, and teleportation. Daghdha's club has 2 powers: the large end. When touched, acts as a death spell to the thing touched, the small end is able to raise the dead no Matter how long the being has been dead. When it is used as a wielded weapon the club does 5d10 points of damage. He has a cauldron able to brew any nonmagical liquid and a sentient harp that talks in the common tongue, and can control weather as the spell once a day.

Twelve Watchers

Manannan Mac Lir "sea Immortal"

Manannan Mac Lir appears as a large bearded man. He commonly goes into battle wearing plus 5 armor made out of what seems to be sea shells. He uses a trident which has the power to draw out all the moisture in a being's body when it hits. This will cause the being to lose one third of his hp everytime he is hit; a magic save is applicable. His main attribute is the power to call on any creature of the sea to fight by his side. He has 2 magical spears called yellow shaft and red shaft that he rarely uses and likes to lend out. These spears act as dancing swords in battle. He has a helm with 2 magical gems embedded at the top. A red gem heals any wound if not fatal, and a yellow gem makes him invisible even in battle. He has a large war galley called "wave sweeper" able to sail itself 240' / 60' even in the absence of wind.

Protius

Donn Immortal of the dead "the dark one"

Donn appears as a normal man and lives upon an island in the sea that only the dead can find. His main attribute is the ability to flash 2 death spells from his eyes anytime he wills. Anyone striking him with a material weapon dies and he is able to use any spell of the third level as a 15th level magic user. Donn will appear if someone restores to life a being he wants to stay in his domain and either fight for the dead man or offer a substitute from the vast ranks of the dead.

Thanatos

Oghma Immortal of knowledge "the binder"

Oghma looks like an aged, white-haired man. He has 2 main powers: the ability to answer any question after a period of study, with the more difficult the question the longer it takes (DM's option on Time) and he knows the secret name of any creature. In Celtic mythology everything has a name it gives the world and another secret name that links it to its soul. If any being knows this secret name he can control the creature or being or simply make them die (magic save applicable). He commonly uses +4 armor in battle and fights weaponless, relying on his naming power to defeat his foes.

Ssu-ma

Goibhnie blacksmith of the Immortals

Goibhnie appears as a hugely proportioned man. His main attribute is the ability to make weapons and amulets of great power. The weapons never fail to hit and the amulets have the power of nullify one spell of any type.

Wayland

Silvanus Immortal of the forests and nature

Silvanus looks like a man with very long legs, standing 7 feet tall. He can control any number of animals and creatures of the forest. He has the power to make plants grow and/or shrink. He wears armor made of leaves that acts like +5 armor and uses a wooden +5 mallet. This mallet strikes for 5d10 points. A giant wolfhound fights at his side, taking 50 hp and regenerating 5 points per round. It is so fast that no Matter how many beings strike at his master the dog will take the hits. It is necessary to kill the animal before the master can be hit. The hound fights as a dire wolf. Silvanus has a drinking jug from which any liquid desired flows endlessly.

Ilsundal

Dunatis Immortal of the mountains and peaks

Dunatis appears as a normal man. His main attribute is the power to raise a giant mountain from any flat plain or make a giant mountain turn into a flat plain. He goes into battle using +4 armor and shield and his weapon are boulders he forms out of thin air hitting for 8d10 points per melee round.

Kagyar

Nuada Immortal of war "Immortal of the silver hand"

Nuada appears as a man with an artificial silver hand. He has the ability to make any weapon he holds +3 in hitting power and double in damaging power. When in battle and hard pressed he detaches his hand of silver and it will enter battle as a dancing sword, hitting for 6d6 points. He commonly uses +4 armor and a +5 sword that has the power to fend off any 3 weapons used against its master no Matter how powerful the weapons.

Halav

Dioncecht physician of the Immortals

Dioncecht appears as a young man. He can heal any wound or restore any dead being, no Matter how long dead, even if the head has been removed. He never fights in battle, but has fought with Donn over some of his dead men. In these battles Dioncecht has always won because his other power is to be unaffected by any type of magic.

Chardastes

Brigit

Immortal of fire and poetry

Brigit appears as a tall woman with fire colored hair. She can use any fire spell once per melee round and her fireball is of 35 dice. She immolates for 30 points and all +3 weapons or less melt when striking her. She has +5 armor in the form of tongues of flame. She loves to hear poetry sung in battle and there is a 5% chance that she will favor a singer by raising him 1 level during the battle.

Tiresias**Medhbh**

war Immortal

This Immortal appears as a well built woman with a hideous face. She has the power to deprive all who face her of their courage (magic save applicable). She uses 2 spears in battle that never miss and strike for 3-36 points each. Medhbh can fight invisible, see clearly over 15 miles, and travel on land at any speed she wishes to catch her foe. It is said that she will strike dead anyone who runs away from a battle she watches.

Vanya**Liegh**

"long handed"

Liegh is unique among the Immortals in that he can use any one attribute of any of the other Immortals. He appears as a tall man with very large hands. He never uses armor and in battle he depends on his one power to defeat his foe.

Great One**Cu Chulain**

Immortal of war

Cu Chulain in battle shines with a brilliance that makes it impossible for his mortal enemies to look directly at him. He can control weather as the spell, and he has the strength of a storm giant. He uses +3 armor and shield and a spear called Gae Bolg made out of the bones of a sea dragon. This spear is +4 in hitting and strikes for 4-40 points of damage. When holding this weapon he can never be surprised.

The Shining One**Others****Math**

neutral wizard

Ac: 5 Move: 90'/30', F30, Hp: 100

Math is the greatest of all the legendary wizards in Celtic myth. He has 18's in all his categories and has given himself the power to hear anything said in a breeze anywhere in the world. He is a thirtieth level wizard and has done so much for the Immortals that he has been given a "torc of the Immortals" (explained later). Math also has a rod of power that turns any being touched by it into a pool of water permanently, (save applicable)

Balor

Ac: 2 Move: 0 Hp: 100

Once a huge monster, this creature is now nothing but a 30' tall head. When the eyes of this head are forced open, all beings looking at it will die (no save applicable).

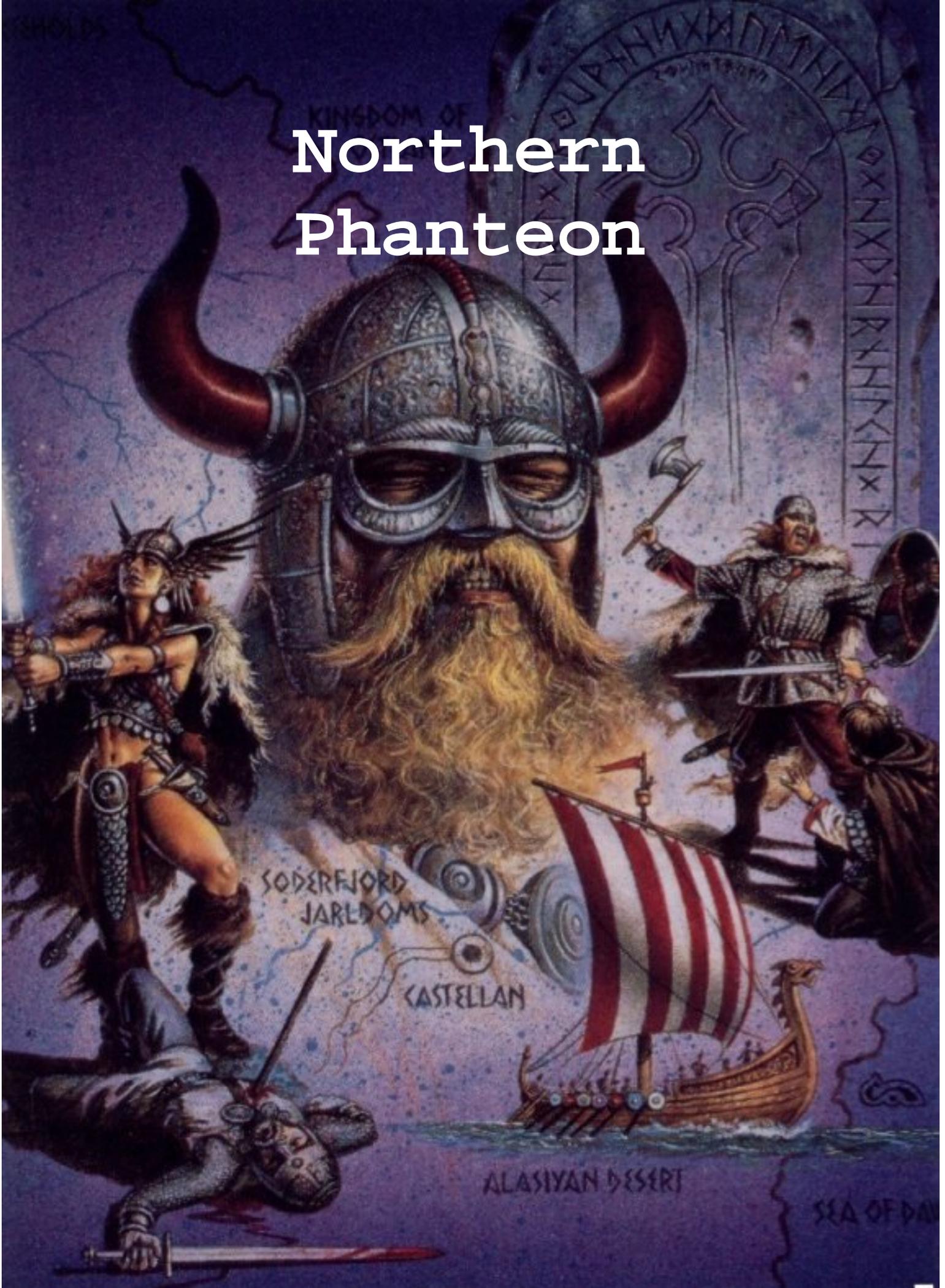
Torc of the Immortals:

A magical device made by Goibhnie that allows the holder to shapechange at will. It appears as a short rod with a large gem of any type at the top.

Tathlum:

A weapon of war with magical properties easily made by anyone. Cut off the head of an enemy and coat it with lime allowing several coats to dry to a rock hard ball. When thrown at friends of the former owner of the head, it will have a chance of damaging up to one fourth of the hp of the person hit. If the person hit is a relative one half of the hp are taken away. This weapon is useable only once.

Northern Phanteon



Norse Mythology

The Story as told by the Godi (Clerics)

Life began without any one creator. In the beginning there was a magic-filled gulf (Ginnungagap) bounded on the North by cold and darkness from Niflheim, and on the south by fire (Muspelheim). Life began at the place where the positive Energy of Muspelheim melted the negative Energy of Niflheim. These flashing sparks of life and hailstones of cold combined to produce the life seeds of all Matter.

From sun's warmth on the on the whirling life seeds came Audhumla, the Great Cow, and Ymir, a Giant. Audhumla licked a being, Buri, out of the salty ice. Both Buri and Ymir were asexual beings, capable of spawning offspring without a mate. Ymir perspired in his sleep, producing the Giant children. Buri produced a male being named Borr. Borr married Bestla, one of Ymir's Giantess daughters. Their children were Odhinn, Vili and Ve. These offspring created the first Human man (Askr or Ash) and woman (Embla or elm) out of the named living trees, by giving them a new for, intelligence and a soul.

But Ymir was terrible cruel, so Odhinn and his brothers killed him. The whole race of giants drowned in Ymir's blood, except for Bergelmir (Mountain Old) and his wife who hid in the great world-mill. From this pair came all the Jotnar or Common Giants.

The Great world-mill was used to grind the mold that made earth. Odhinn and his brothers put Ymir's body in the millstones. From his flesh they made earth, from his bones the rocks and mountains. His jaw and teeth became boulders, his blood and rivers and the seas. His brain and skull were set in place to make the sky. The bodies of the other giants were also ground up to make sand and pebbles.

Maggot-like creatures crawling from Ymir's flesh were changed by Odhinn into the first Dwarves, small stocky and sturdy human-shaped creatures. However, he left them the color of the earth in which they tend to life. Their first king became Modsognir. There were three tribes of Dwarves, one which lives in the mounds of the earth, another in rocks, and the third in the mountains. Four of these dwarves were given the permanent task of holding up the sky. They were named for the four directions; Nordhri, (North), Austri (East), Sudhri (South), and Vestri (West).

Odhinn set the heavens swinging around Veraldar Nagli (world Spike) which is the North or polar star, also known as Odhinn's Eye. He hung bright sparks of fire from Muspelheim inside Ymir's skull as stars. The sun and moon, larger fire sparks, were carried across the heavens in chariots made by the Elf-smith sons of Ivaldi—children of the vanquished Mudilferi, a rival of Odhinn, who were also appointed to drive the chariots.

Mundelferi's daughter Sol drives the sun chariot with the horses Arkvagr (Early Dawn) and Alsvið (Scorching Heat). Her brother Mani drives the moon chariot. With him are two kidnapped children—a boy Hjúki and a Girl Bil. Bil was petitioned by the skalds to sprinkle magic song-mead on them from the moon. The milky way was known as Bil's way, named after this girl who rides in the moon chariot with Mani.

The Story as explained by Immortals

Ginnungagap will be an explanatory word for the Multiverse, where on the beginning of the Age of Creation two opposing Planes intertwined. Energy from Muspelheim and Matter from Niflheim. This caused Time and Thought to entwine also (the whirling can only be done in the air, which stands for Thought, and the story itself is a clear declaration of the passing of Time).

Audhumla, stands clearly for the sentient image of life, and may even have been, the first and foremost Immortal, with the essence of all elements combined in her. A True fairy, from which Buri became the first Immortal. Ymir was clearly an Immortal of the former era of Chaos. As Audhumla created more life in the passing Time, so tried Ymir to negate this by creating opponent who would slay this life ultimately. The animals, Trees, and such were the foundation of life, while Ymir only created the top. With every cruel and evil act of destruction, the power of Creation undid it a thousand-fold more.

From the creations of Audhumla, some reached the level of consciousness, and from these arose Odin the first Mortal who followed the Path to Immortality, together with Vili and Ve. They quested together and battled the Giants, and finally Ymir himself.

The few mortal witnesses tried to explain all this in their meager understandings and wordings. As there was everywhere blood in multitude, and dead giants all over, they Thought that the Giants drowned all in the Blood. Some Giants survived and became the ancestors of the today Giants, some had become Immortal themselves, like Thanatos and Hel, sponsored by Ymir.

Odhinn, always thinking ahead, copied the thoughts he saw when he learned of the creation of the creatures of Life, by both Immortals. His Thought was; 'What they could do I can do Better'. He succeeded to copy this task, by learning to understand the magic of the Elements. From the vermin living upon the corpses of the dead giants, he created the ancestors of the Dwarves. And learned them to study the world, four of them he send in opposing directions, to learn the world, and bring this knowledge to him. To them were named the wind-directions. The hill version of the dwarves was the most prolific, genetically consuming the other two species (which later were re-emerged by Kagyar for mountain Dwarves, and Modrigswerg by some unknown (Entropic??—Atzanteotl??) Immortal.

As Odhinn learned how the world worked he was not finished, he then started to study the skies. The North Star was intriguing for him, as everything seemed to revolve around that point. He found out that stars were in fact spheres of Energy, when he followed the children of Ivaldi, a vanquished rival race of Elven towards these worlds. One of them became Immortal like him as an Immortal of Energy, also sponsored by Audhumla, he called himself Ixion.

As Audhumla dissappeared (there were enough Immortals to fill the Age of Creation), she took with her all the knowledge of the era before this moment, to further spurn the creation to continue to expand and grow. She went beyond the Astral Boundary. As she is all and nothing, all elements, harbors all spheres, she is the beginning and the end. She is the one and Only Old One. What some Immortals and some (very rare) mortals have perceived were actually nothing more than Avatars of her. When the end of the Age of Creation comes, she will perish under the hand of the now gone Ymir, heralding the new Age of Chaos, until even that Era will pass and a new Age of Creation will commence, continually repeating into eternity. Ymir will be the Old One in the Age of Chaos, awaiting the same like Audhumla.

The chariots of the moon and the sun are eternally chased by two evil wolves, Giants in disguise. Skol (Adherer) chases the sun, Hati (Hater) chases the moon. At Ragnarok (as predicted by Odhinn) these wolves will catch and eat these celestial bodies.

Nott or Nat (Night) is the dark daughter of Mymir, or Narfi (the Binder). She brings inspiration, peace and rest to humankind. Her second husband was Annar (Water) by whom she had the Giantess Jord, who became the mother of Thor by Odhinn. Her third husband is Delling, (Red Elf or Dawn), their son is Dag or Dagr (Day).

The Spring Hvergelmir (Roaring Cauldron) is the source of all water and rises up through the Yggdrasil to all worlds. It lies in the lowest level of the nine worlds and has one of Yggdrasil's (world Ash) roots deep within it.

Yggdrasil grows out of the past, lives in the present and reaches toward the future. It nourishes all spiritual and physical life. Its roots reach into all the worlds, its bough hang above Asgard.

Yggdrasil has three main roots which hold everything together. One root reaches into Well of Urd in Asgard, another into the Fountain of Mimir in Midgardh, and the third into the Spring of Hvergelmir in Hel. At Hvergelmir is the watchman Ivaldi and his sons who defend Hel against the Bromdignags (Storm Giants).

The World Tree is constantly under attack by evil creatures. In Niflheim, the Dragon Nidhogg continually chews at its root. In Midgardh, four giants eat the buds and leaves. Age rots its side, and many serpents from the underworld attack its wood. But he Norns sprinkle it each morning with water from Urd's fountain of Life.

Of the nine worlds in this mythology, Asgard is on the highest level, with Ljosslfheimr to the east and Vanaheim to the west. Midgardh is in the center of Ginnungagap, an area of 11 rivers and frozen wasteland. It is Midgardh that ties together all the other worlds. On the same level as Midgardh is Svartalfheim to the south, Nidavellir to the east, and Jotunheim to the west. Below Midgardh lie Hel and Niflheim.

The Aesir Immortals live in Asgard, the Vanir in Vanaheim, and the light elves in Alfheim or Ljosslfheimr (Light Elf World). In the sky between Asgard and Midgardh hangs the beautiful Bifrost (Rainbow) bridge, guarded by the Immortal Heimdal, in his silver armor with ram's horned helmet. From his tower Himinbjorg (Ward of Heaven), which sits at the highest point of Bifrost, he guards the Bridge. He can see a hundred miles by day or night, can hear grass growing, and sleeps very little. He is also called Gullintani (Golden Teeth).

The southern span of Bifrost reaches Midgardh. The bridge is built of air and water with protecting fire to the edges. Everyday the Immortals ride their horses and chariots across the Bridge to the lower world Thingstead. Thor however, has to walk as his thunder chariot could destroy Bifrost.

Asgard is situated on an island in the middle of a broad dark river which flows up through Yggdrasil from Hvergelmir. Around Asgard is a High wall. The flames of the boiling river lap the base of the wall, thus making Asgard impossible to enter except through Odhinn's mighty gate. In the middle of Asgard is Valaskjalf, the court of Judgment or High Thingstead of the Immortals. (A thing is a Judgment Hall). Here they discuss and decide their private affairs. This great hall is roofed with silver and all the walls are overlaid with burnished gold. Odhinn's great throne is here, with twelve golden seats around it for the other Immortals who sit in judgment with him.

Here he found out that in the immense Time he used to study, that not only he but many other species—of which several much later than him—had become Immortal. Mundelferi, was in fact Ordana, who sought a safe spot to study her creations, the Elves. Her first creation (Hjuki and Bil, together with the first horses Arksvakr and Alsvid) she took with her, to keep them safe from the evil giants still harassing all life. Two of them (Skol and Hati) even mastered magic, and followed them in the sky, and became Immortal-like themselves—changed (not sponsored) by Thanatos. They however went into hiding, as told by Thanatos to await, and start the end of the Era of Creation when it was due. This they called Ragnarok.

Other Immortals rising from the early races were Nyx (Night), Annar (a forgotten Time Immortal, and sponsor of Fish, creator of the Merrow), Jord (a by Thor defeated Giant Immortal, and was the cause of his transgression into Immortality), Delling, (a minor Immortal of Time, active only on the sphere Time) and Dagr (a minor Immortal of Thought, active only on the sphere of Thought). These latter two became the sponsors of the first Elemasters of their corresponding Spheres.

Yggdrasil, is a Planar conduit between several Outer Planes, but is clearly influence by the Element of Time, as it reaches to both ends of Time. The fact that the Yggdrasil ruptured through the Prime Plane was probably also the reason for the Prime Plane its creation. Maybe it is due this that it nourishes all spiritual and physical life.

The 'Tree' conduit has all elements in it and took the form of a tree, to mimic life itself. There are rumors that the Yggdrasil is an Old One itself, and as thus a part of Audhumla. And therefore under continuous attack, to herald the End of the Time of Creation. Why in Niflheim, an Immortal Dargon (Nidhogg) does the same, is completely beyond any comprehension, of Mortals, Immortals, and Dragons alike.

The Bifrost is also a Planar Conduit, but it is also a Plane on in itself, consisting of Thought, Time and Energy, but almost no Matter or Entropy. As thus it is fragile yet sturdy, dangerous yet stable, beautiful yet simple.

Odhinn discovered the Plane of Asgard, with a direct connection to the Prime Plane and took it as his seat of power, and view over the Prime Plane. As he still feared the Giants of Ymir, he took multiple precautions.

At first he collected the souls of fallen mortals, gave them a superior body and let them live in Asgard, to become warriors (Einheriar) in the days of the Ragnarok, which Odhinn foresaw, would eventually come.

He also created High-Thing, and the wardings around it. The first mortal he sponsored (Heimdal) he placed as a guard on the Bifrost bridge Heimdal created, due his special abilities (It was Heimdal who discovered the Immortal Spell Immortal Eye.).

Heimdal took several Einheriar, and erected a fortress (Himinbjorg) on the Bifrost

Vigolf (Abode of Friends) is the beautiful sanctuary, as well as private Thingstead, for the female Immortals of Asgard.

Also in Asgard is a smithy where the Dwarves (such as Ivaldi's sons and Sindri's kings men), work in fine metals, making all kinds of implements and objects for the Immortals.

Freyr, the brother of the goddess Freyja, was the ruler of the Light Elves in his early days as an Immortal. A very interesting group of Elves were the sons of Ivaldi—Volund (Weland or Wayland) and his brothers. They used many traits of the Dwarves, Giants, and the Immortals, and were symbolized as mountain wolves and often winged. These Elf-smiths were rumored to be stronger than the Giants in the Teutonic myths.

On the middle level of the Yggdrasil are Midgardh (Earth) or Mannaheim (World of Men), Jotunheim (Lands of the Giants and Ettins), Nidavellir (Land of the Dwarves), and Svartalfheim (land of the Dark Elves). Midgardh is surrounded by a deep ocean in which lives the world-serpent (Jormungandr or Midgardsormr) created by the by Thanatos misguided Loki.

In Jotunheim, which occupies the eastern edge of Midgardh, lies the mountain stronghold Utgard of the Mountain Giants. These giants, evolved, and are not all against the Immortals, nor against other races. The Hag (mother Giant) warned and instructed Thorr.

In Niflheim or Niflhel (Misty Hel or Misty World) is the world of the Dead, ruled by the Immortal Hell, while the kingdom Hel is the realm of the Frostgiant, ruled by Urd. Niflheim lies to the south of Midgardh. It is an immense land of Darkness and great cold, an area of torture for evil souls (before transformed into other creations of evil). To reach Niflheim, one has to travel 9 days from Midgardh on the Helway, through deep forests, dark valleys and over high mountains, and then locate the deep black cave between the two levels of Midgardh and Hel. Near the end of Helway, the maiden Modgud guards the Gjallarbru or Gjoll (Howling) bridge over the boundary river Gjoll. Beyond this bridge are the Hel Gates (Helgrind), and behind them the Hall of Death. The palace of Hel is located in this realm and is called Sleetcold or Sleet-den.

Hel is the lower world Thingstead of the Immortals. Here the souls of the dead are judged by Odhinn, and reward and punishments handed out. Even the Valkyries must first bring their chosen warriors to this Thingstead where they are accepted or rejected as unworthy. At this Thingstead, the Hamingjur (individual guardians—often spirits, but can also be personal power, or the luck of a person) can speak for an individual's judgment. If he is evil he will be deserted by his Hamingja. Those souls judged good go to Limbo to await their reincarnation, or passage to another Plane as an Immortal's personal sponsor. Those condemned as evil are shackled and driven to Niflheim by the Dark elves. There they must drink burning venom and are subjected to the nine realms of torture.

Muspelheim is guarded by the Fire Giants ruled by their Immortal Leader Surtur and his flaming Sword.

Once it became clear to the Immortals that they had to protect themselves from an attack by the Ice Giants. The walls around Asgard had been damaged in the Aesir-Vanir Immortal conflict. About this Time a stranger rode up, offering to do the work. In payment he wanted the sun, the moon and Freyja as his wife. Loki, suggested the Immortals accept, with the condition that the building be done in six months without help. The stranger agreed as long as he could use his stallion Svadifari (Hazard-Farer). It soon was evident that the walls would be finished on Time. Loki found himself in a lot of trouble with all the Immortals. But Loki was a shape-changer. He turned himself into a mare and lured the stallion away. The last of the walls remained unfinished. With a roar the stranger became his true self—a rock giant, the first Earth Elemaster.. the Immortals killed him immediately. When Loki returned after a year, he brought with him a magical eight-legged horse named Sleipnir, offspring of Svadifari and Loki as a mare. The Trickster gave it to Odhinn to regain his friendship.

One day a beautiful girl showed up at the gates of Asgard. She called herself Gullveig-Hoder but was really a Giantess in disguise. She was the wife of the Giant Gymir and was a spy bent on causing all the trouble she could. She became handmaiden to Freyja. Although Loki was already married to Sigyn (a female Einheriar), he took Gullveig-Hoder as a wife also. Naturally she was willing to aid his ambitions to be ruler of the Aesir Immortals. It wasn't long before Hoder-Hoder lured Freyja out of Asgard where the Freyja was captured by the Giant Beli (Howler), the father of Grep. He fled with her to his castle in Jotunheim where she remained a prisoner until rescued by Sviddag and Uller. The Immortals met at the High Thingstead and discovered who was responsible for Freyja's capture. Thor went to find Hoder-Hoder and struck her down. Three times the Immortals struck her down and twice she came back. The third Time the Immortals threw her ashes away, but Loki secretly swallowed her heart, thus becoming even more evil.

Loki was always creating trouble for the Immortals. Against several dire warnings he became involved with the Giantess Angrboda. From this union came two monsters; Jormungandr, the World Serpent, Fenris, a huge Wolf. It was rumored that Hel was involved in these evil creations also.

Fenrir became savage and unpredictable, even by Immortal standards. They decided the Immortal animal had to be chained, but were unable to do it. they needed a special magical chain and somehow to make Fenrir agree to the chaining. Frey's servant, Skimir, went to the Modrigswerg Dwarves, who forged a magical ribbon chain. Fenrir was afraid of the innocent looking goods, so the Immortal Tyr volunteered to put his hand in the wolf's jaws while the chain was fastened. Fenrir struggled but was caught fast. Before Tyr could remove his hand, the Immortal wolf severed it of by a bite, and devoured this part of Tyr's Immortal essence.

The Northern Immortals

This is a loose collective of Immortals whose common bond is that they are very interested in the races and nations of the Northern Reaches (Ostland, Vestland, Soderfjord Jarldoms, Norwold, Heldann). They often fight among themselves but unite whenever something threatens their favorite part of Mystara.

The Immortals of the Northmen are known for their common interest in the realms of Ostland, Vestland and Soderfjord, but also Norwold, Heldann, Isle of Dawn (North). Among them, Odin, Hel, Thor, Frey and Freyja, Loki, and lastly Forsetta are the seven most worshipped patrons of the Northmen. But in recent years, other Immortals have played more active roles in the roles of mortal men and their cults are rising into prominence in the Northern Reaches.

There are 12 months like the 12 Aesirs, and there are 24 hours in a day because the Aesirs + Asinye are 24, according to the Norse myths. Also, each day was sacred to one of the Immortals. So these are the 12 Aesir and the 12 Asinye.

The deities mentioned in the Norse Mythoi are always tied to specific individuals and/or Immortals who performed great deeds in the Antalian region during their mortal or Immortal life (like Donar, Korrigans, Fredar and Fredara).

As such, is hypothesized that the Real World Viking pantheon is almost equal to the one in Mystara, with just some minor changes. This pantheon is the base of the Antalian Cult, and should be worshipped in the Northern Reaches, Heldann (secretly), Wendar, Norwold, parts of Isle of Dawn, Qeodhar, Antalia and probably even in Nentsun. Now, since Odin wanted to be the Head of the pantheon, in his version of the creation myths he is responsible for giving mortals the breath of life and waging war against Jotun (Ymir), the first giant. Odin himself was created by the ur-cow Audhumla, which licked his body out of Niflheim's ice and gave him life.

When Audhumla died later, from her guts came forth Erda (Fulla), from her heart came Frigg, from her tears formed Nooga (Njord) and from her last breath, frozen in Niflheim, took shape Hel. Nooga and Erda are the forefathers of the Vanirs, while Frigg married Odin and together they sired the Aesir and Asinye (it's a bit more complex than this actually, but I'm trying to be short). After the war with Jotun, Odin took the corpse of the giant and created the universe and the dwarves, while Jotun's surviving children became the giants.

The light elves (Ljosalfar) were the children of Frey and the giantess Gerd, while the dark elves (Dökkalfar or Svartalfar) were the children of the dwarf Ivaldi and some elves who were cast away from Asgard for their crimes and went living underground, worshipping Hel.

The humans get to rule over Midgardh, while the giants over Jotunheim, the light elves took Alfheim (a.k.a Ljoslfheimr), the Aesir lived in Asgard and Vanirs in Vanaheim. Hel was given rule over Niflheim, Land of the Mists, where she gathers the souls of those who do not die bravely, and Surt (one of Jotun's get) reigned over primeval Muspelheim. Thus were the worlds of Yggdrasil shaped.

Hel then insisted on mating with Odin and Nooga to seal their peace and approve of the division of the worlds. From Odin she begot Loki the Trickster, while from Nooga she got Nott (Immortal of night) and Gullveig (Immortal of witchcraft). Each child went to live with his or her father.

[Note that according to RW myths, Loki is in fact Hel's father, while Nott is Njord's mother. However, since Hel and Protius/Nooga are more powerful and ancient in Mystara than Loki and Nyx, their positions have been reversed.]

Later a war erupted between Aesirs and Vanirs because of Gullveig, which offended the Aesirs in their own house and Loki tricked them into burning her for avenging the insult only to inherit her magical gifts. Gullveig's soul was then taken by Hel, who reincarnated her into Angrboda, the ogre-witch who dwells in the Iron Forest and has sired all the witches and trolls of the world (and who is the mother of the wolf Garm and Fenris and the Midgardh Serpent, horrendous creatures she bore from Loki).

The Vanirs considered the death of Gullveig an insult, and the war began. Only after Odin traveled through the universe and drank at Mimir's well did the war end. In fact, when he returned, he unveiled he had gazed into the future and this had cost him his left eye. But in turn, he saw that all the Immortals were doomed to meet their end at Ragnarok, so it was useless to fight among them now. His wisdom prevailed and the Vanirs and Aesirs called a truce, sealing it with some marriages between Odin's sons and Nooga's daughters.

Later, Loki tricked the blind Immortal Hod to kill Balder and his wife Nanna was so heartbroken that she killed herself in order to go to Hel with her husband. Odin was forced to sire two more sons to avenge this offence: thus Vali and Vidar were born, and Vali killed Hod to punish him for his crime.

But the prophecy of Odin has that after Ragnarok, Hod, Balder and Nanna will come again into the world that has been reshaped, and will rule in peace over it, together with the survivors of the Ragnarok, the sons of the Immortals (Vali, Vidar, Forsetti, Magni and Modi).

Name	Normal Name	Portfolio
Aesir	Asen	
Odhinn	Odin	Wisdom, Authority, Knowledge, Storms, Skies, Magic
Tyr	Tyr	War, Justice, Power, Heroism, Berserker Fighters
Baldur	Balder	Light, Beauty, Wisdom, Forgiveness, Harmony, Youth, Renewal, Rebirth
Thorr	Thor	Battle, Bravery, Honor, Strength, Warriors
Odur	Ixion	Sun, Harvest
Frigga	Valerias	Fertility, Marriage, Women
Heimdall	Heimdall	Guards, Bifrost, Defence, Patience, Loyalty, Guardians
Loki	Loki	Mischief, Betrayal, Trickery, Deceit, Change, Treachery, Cunning, Magic
Bragi	Guidarezzo	Poetry, Eloquence, Song, Divine Singer, Eloquence, Poetry, Ballads
Forsetti	Forsetta	Justice, Peace, Order, Law, Justice, Rulership
Vidar	Halav	Strength, Loyalty, Sacrifice)
Vali	Mealiden	Eternal Light, Archery, Just Revenge, Justice, War

Asinye

Frigg	Terra	fertility, prosperity, protection
Sjofn	Kythria	love, passion, desire
Saga/Grammaton	Ssu-Ma	knowledge, legends, history, memory
Vary	Tarastia	justice, honesty, trust, just retribution
Nanna	Thalia	Balder's Wife, motherhood, family, love, harmony
Gefion	Rathanos	Magical Arts, Prosperity, Luck, Plowing, Crops, Land, nature, fertility, virgins
Eir	Chardastes	Immortal of Healing, Wise Healer, healing, medicine, health
Hlin	Keeper of Souls	one of the Korrigans, solace, protection, guardian of souls
Snotra	Maat	virtue, integrity, honesty, self-restraint
Syn	Petra	guardianship, sacrifice, loyalty
Sif	Madarua	Thors wife, fertility, crops, courage
Idunn	Spring Maiden	Bragi's Wife, one of the Korrigans, youth, beauty, eternal life

Sif is one of Thor's sponsored Immortals (together with Bemarris and Bartziluth, who play his sons) and we can assume she's his lover. Balder and Nanna, went to Hel but are still considered alive and will return one day to inherit the new world.

Vanir Vänen

Nooga (Njord)	Protius	water, fertility, nature, Seas, Seafaring, Storms
Erda (Fulla)	Djaea	nature, fertility, plants and animals
Frey	Frey	Intelligent Warfare Heroes, fertility, manhood, courage, happiness, ripeness
Freya	Freyja	Women Warriors, Love, Fertility, sexuality, magic, love
Uller	Zirchev	Hunting, Archery, Beasts, snow & skiers, woods
Aegir	Aegir	Storms, Air, sea, prosperity, sailors, abundance, brewing
Ran	Kallala	sea, death at sea, malice
Nott	Nyx	night, darkness
Gullveig	Demogorgon	witchcraft

Enemies

Hela	Hel	Death, Reincarnation, Entropy, corruption, cold
Angrboda	Demogorgon	witchcraft, monsters, curses, trolls
Fenris	none	Immortal Creature Artifact
Ivaldi	Atzanteotl	corruption, svartalfars
Midgardh Serpent	Jormungandr	Destruction, Ragnarok
Jotun	Ouranos	giants and giantkin
Surtur, Surt	Zugzul	Fire, Giants, Fire giants, destruction, war

Others

Audhumla	...	Motherhood, Child-rearing, Home crafts
Norns	Urd, Verthandi & Skuld	
Skuld	Khoronus	Time, Past, Fate
Urd	Ordana	Time, Present, Destiny
Verthandi	Verthandi	Time, Future, Prophecy
Asgrod	Asterius	Travel Trade
Holda / Hymir	Ymir	Witchcraft, Winter, Wyrd, Fate, Karma, The Arts, Revenge, Giants.
Mimir	Noumena	Knowledge
Modsognir	Kagyar	Dwarves' King
Modi	Bartziluth	Thors son. Personification of Courage.
Magni	Bemarris	Thors son. Personification of strength.
Saga:	Liena	Immortal of History.
Tiuz	Ilisundal	Dain, Light Elves' King
Tyras	Tiresias	Poetry, Songs, Bards
Volund / Wieland	Wayland	Master smith, Immortals' smith
Vor:	Patura	Immortal of Marriages.

Dain is the light elves' king (Frey is also renowned for being the elves' king in Norse myths, but here he is "only" their father). Tiuz / Ilisundal's nation of Eusdria, is in fact is a nation whose culture derives partly from the Norse-Antalians

and partly from the Celtic-Antalians (the same stock that colonized the Isle of Dawn and was enslaved and moved to Davania by the Nithians, and later became the Thratians of the Thyatian Hinterlands).

Njord, Patron of the Sea.

Protius

All seafaring cultures worship the Old Man of the Sea in one form or another, and the Northmen are no exception. This ancient yet temperamental Immortal rules over the seas and oceans, sometimes placid and generous of its bounties, often times tempestuous and dangerous. He is also the bringer of storms, and Northmen sailors offer to him to placate his wrath.

Odur Sun-Lord.

Ixion

Though far less exalted than Odin All-Father, the Patron of the Sun has a following in the Northern Reaches, as he does elsewhere throughout Mystara. The Sun-Lord brings warmth, light, and life to the otherwise dark and bleak existence of the Northmen, and the passage of his sun-chariot across the skies mark the Time for planting, growth, and harvest. Ixion's worship is universal throughout Mystara, and the Sun-Prince figures in cultures even when he is not the chief patron (i.e. as Horon in Nithia, Solarios in Thyatis).

Frigga

Valerias

May actually have been an earlier more primitive Immortal of fertility and nature of the ancient Neathar, whose worship was later subsumed by the more civilized cult of Freyja. But in recent years, Frigga has regained her popularity, in no small part due to the identification with the highly popular Thyatian Immortal Valerias. Nowadays, she is also worshipped as the Patroness of Romance, Marriage, and Womanhood, particularly by women who do not fight with the sword-but use other means to express their passions and fury. Some cultists of Frigga have scandalously suggested that she is the mate of Odin, a grave heresy in the nation of Ostland where the worship of Frigga has been outlawed! As with Ixion, Valerias must have her finger in every pie, especially with her recent rise in popularity in Thyatis and Glantri. A patroness of love and war (like the Babylonian Ishtar or Sumerian Inanna) and a patroness of fertility and womanhood. Chaotic and ambitious, Valerias easily took on the role as Odin's peer and equal (especially with that little Freyja in the way)!

Asgrod, Patron of Travellers and Merchants.

Asterius

Only one myth ever mentions the nimble Immortal Asgrod, who served as a messenger of Odin from Asgard. So quick in wit and feet was Asgrod that he could journey to the darkest depths of Hel unscathed. He was never truly worshipped, until recent cults imported by traders from Thyatis, Minrothad, and even far-off Darokin. Asgrod ensures safe, swift travel, and fair trades, but unlike his foreign counterpart, he wards against theft and trickery-misdeeds inspired by Loki! The Asgardian messenger Immortal is named Hermod, which sounds like the Greek. Asgrod is patterned after the Thyatian Asterius.

Baldur, Patron of Rebirth and Renewal.

Razud

Baldur is portrayed as an eternally young, handsome man with bright green eyes, and he rewards those who are self-sufficient, self-reliant, and enduring through hardships. His worship began in the Alphatian colonists of Norwold, but was eventually introduced to the Northern Realms. His curious myth revolves around his Immortal death, which will herald the end of the world or Ragnarok. But disaster is averted as Baldur always returns, reborn and renewed! Many Northmen elders discount this myth as mere allegory: the eternal cycles of nature, the resilience of life, such as evergreen through the harsh winters (Baldur's holy symbol is the mistletoe.), while the more politically-minded interpret Ragnarok as the invasion of the Alphatians. But the Godi of Baldur have demonstrated their Patron's will with miraculous powers of restoration, renewal, and even resurrection-a feat which has elicited mixed and powerful reactions. (Northmen consider returning from the dead as cowardly and even morally wrong, preferring to die courageously and enter Valhalla. Raising the dead and reincarnation are also the domains of the sinister Immortal Hel.) Balder is the Immortal of Beauty. His main attribute is that of granting people more beauty, which he does by raising their charisma. (Since beauty is not necessarily considered all that there is to high charisma, Balder may raise any person's charisma by two points only.) Those mortal females that look upon this Immortal become immediately "enchanted" with his beauty and must save at -5 pr become charmed if the Immortal asks that person to serve him. He will only ask those females of a 15 charisma or higher to do so and there is a +2 chance that the desired person will comply. Balder cannot be harmed in any form or way except by the use of mistletoe fashioned as a weapon. His son is Forsetti. Balder abides in Breidablik and has a seat amongst the "twelve" in Asgard.

Bragi, the Immortal Bard.

Guidarezzo

Compared to most of the grim and gloomy Immortals of the Northern Reaches, Tyras is relatively cheerful and carefree. His role is to bring song, poetry, music, and dance to the world, but he also composes epics tales of legendary deeds-or grand eulogies for heroes in Valhalla. On occasion, Tyras is known to let slip divine secrets or knowledge of the future. His bardic portfolio fits with the Asgardian/Northmen pantheon, and his name is derived from the Norse Immortal Tyr. Being the Immortal of Poetry, Eloquence and Song, he inspires such. All those persons not content or having bad intentions on their mind will be overcome by this Immortal's song or verse if they approach within hearing distance. Persons so affected will lose all of their former intentions and join this Immortal for song and revelry until Bragi is satisfied that they have learned their lesson, whereupon he will set them free. Bragi rewards those that actually seek out his fine arts with genuine interest and he may bestow upon them a great legend (from a poem or song of course). Also, all those hearing Bragi play upon his Harp of Calm will cease fighting, quarrelling etc. Bragi's house is not mentioned and he has no sons. He sits amongst the twelve Immortals at Asgard.

Vidar

Halav

Vidar is strength personified and he shows his strength continually throughout the Mythos.

The Iron Shoe of Vidar:

Vidar cannot be toppled when wearing this shoe for it holds him firm to the earth in those types of emergencies. Likewise any object, or person for that Matter, that Vidar steps upon will be trapped beneath the shoe. In the mythology (the Odhinn visions of the future), for instance, Vidar slew the Fenris wolf by placing his iron-bound upon the jaw of Fenris and at the same Time lifting upwards with all of his strength upon the upper extremities of the wolf thus ripping Fenris asunder! Vidar also dons +3 armor and wields a +3 two-handed sword. Vidar is one of Odin's sons and he sits among the Aesir.

Uller

Zirchev

He is the patron of hunters and archers, and also protector of wild beasts and game. He was never recognized as a full Immortal (He was merely known as the huntsman of Frey), until the influence of the Alphasians and other worshippers of Zirchev from Norwold and Thyatis. Sentient forest creatures, as well as werewolves, Werebears, Wereboars, and other Lycanthropes, also pray to Uller to protect them from human incursions. The name is derived from the Asgardian Immortal Uller, with some spelling change. This is the Immortal of Hunting and Archery, Uller is also falsely considered one of the strongest Immortals and second only to Odin himself. Uller did very little except to usurp Odin's throne and cause disharmony amongst the Immortals until Odin returned and deposed him, Uller then fleeing into the wilderness. For this reason, if these two Immortals cross paths, they will automatically fight. Since he is the Immortal of the Hunt and Chase he has an increased movement rate of 240' / 80' and all followers that worship Uller receive a permanent 20' bonus to all movement. Uller may control any weather that is cold or wintry. He tracks as a 13th Level Scout / Ranger and Uller ignores the effects of cold, including blasts from cold wands, etc. For hunting purposes Uller is armed with a +3 bow of yew wood and a quiver full of arrows to slay animals. Uller's wife is Skadi and their abode Ydalir will be found somewhere upon Asaheim amongst a vale of yew trees.

Forsetti:

Forest's title is 'Peacemaker'. He is also Immortal of Justice. Forsetti has little ability in the magical or fighting fields, but is one of the twelve main Immortals seated at Gladshheim. His dwelling place is Glitner made of silver & gold. He is the son of Balder.

Frey:

Frey is not an Aesir. being the son of Njord and Nerthus, but he is a Vanir, the other interrelated class of Immortals in the Norse mythology. He is the Immortal of Fairyland and has at his command all of the Fairies (elves) of that land. He is also the Immortal of Sunshine and Summer Showers, and thus is able to control weather to that degree.

Frey's Magic:

Sword: This sword slays fire giants as Heimdall's sword slays Frost Giants. Against other giants, it merely adds +5 to damage done. It has no basic +chance to hit.

Frey's Ship: This was a gift from the dwarves (as was most of the Immortals magic weaponry, etc., was) and when in use can hold all of the Immortals and their horses. It can travel 60" a turn on water or through the air and when not in use it may be folded up into a one by one inch cube and placed in Frey's pocket!

Golden Bristles: Another gift from the dwarves to Frey was a gigantic golden boar. This 'monster' is very attentive to Frey's needs and wants. Golden Bristles attacks as a 10th level monster (2 tusks for 2-12 per), its AC is 3 and it may take 8-12 sided dice of damage. This boar runs 20" a turn and charges 24". It may fly 32" a day and it never tires. Frey's other steed is Blodug-hofi which corresponds to a paladin's horse in all respects and with one addition in that itself and anyone mounted upon it can never be harmed by fire in any amount or form. Frey's most trusted servant is Skirmir (9th level fighter) who wields a Vorpall Blade. Frey lives and rules in Alfheim (Fairyland) with his wife Gerda. Their son is Fiolnir.

Freya:

Immortal of Love and Fertility. Freya is Frey's sister, daughter of Njord and Nerthus. Freya commands fire and is adept at removing curses. She often travels in falcon guise but she can shape change into any bird (large or small). When traveling in 'person' she goes by chariot pulled by two gigantic cats, (AC 5. MV 180' / 60', Hp 30 each, and three attacks per turn for 1d8 per claw and 2d6 for the bite). Freya possesses the necklace Brisingamen. a piece of jewelry of fantastic value. She also has a cloak of falcon feathers that allows her to fly at 240' / 80'. Freyja's husband is Odur. Freya dwells at Folkvang in Vingolf.

Hel

Although Ran has some small claim towards the title. Hel is undoubtedly the Immortal of Death. Hel controls diseases, plagues and pestilences. Hel's abode is Niflheim where Odin hurled her and gave her power over the nine worlds. To get to her dwelling is a task indeed! 1st one must travel to the crystal and golden gate that is guarded by a 30th level Lich whose name is Modgud. This Lich requires a toll of blood before the adventurer may pass. Next is the Gjaller bridge which is enveloped in flames. Should the person(s) pass this successfully, they venture through Ironwood (trees with iron leaves) where nothing dwells and will find themselves at Hel-gate guarded by Garm, a gigantic dog with blood-stained fur. (This monster will be dealt with separately). The only way to pass is to appease the dog with Hel-cake. Within, the adventurers will pass many streams among which are Leipter. where solemn oaths are sworn, and Slid, where swords continually roll down its flowing waters. Finally the hall of Hel, Elvinder. (And you best have a good reason for coming!) Hel will often travel about on her three-legged white horse spreading famine and plagues. Hel is the daughter of Loki.

Hymir

Ymir

Hymir is the King of the Frost giants. He is magically protected so that only weapons with a +3 to hit or better can score damage upon him. Cold has no effect and fire (as from a wizard's fireball or such), if it is above 12th level in origin, will destroy Hymir if he doesn't make the proper Save. Hymir will have from 2d12 White Dragons at his beck and call. Hymir is also served by his 10 brothers who can take 150 points of damage, use 1st -3rd level spells and attack as 15th level monsters.

Heimdall: The Bright Immortal

Guardian of the Bifrost Bridge is the Immortal's main function, keeping it secure from all those that would have evil thoughts in mind for Asgard or from those that did not have any business in that city. (The Frost Giants are a classic example) Heimdall can never be surprised and likewise always surprises his opponent (excluding other Immortals). He is also gifted with exceptional eyesight, which gives him the attributes of an unlimited range and duration clairvoyance spell. Since it is also quoted that "Heimdall could here the wool growing upon sheep [sic]" he may clairaudience with no duration or range penalties. Heimdall's house is Himinbiorg located at the highest point of the Bifrost Bridge. He has a seat with the twelve Immortals at Asgard.

Hoder:

This blind Immortal had very little to do with Norse mythology except that he accidentally slew his brother Balder. He talks very little and does not involve himself too much, although he has a seat amongst the twelve.

Idunn

The Immortal of Spring and Eternal Youth. Idun keeps the Apples of Youth that the Immortals partake of everyday to keep their longevity. Her dwelling place is the Groves of Brunnaker in Vingolf.

Loki:

Loki is the Immortal of supreme mischief and strife. He is the bringer of many pangs to Asgard and at the end will fight against the other Immortals on the side of the Giants and their minions. He is the adopted son of Odin, though, and will remain immune to punishment until Ragnarok.

Loki may Shape Change into any object or creature, and often does. Those that are not Immortals that converse with Loki for more than three rounds will come under Loki's control until he revokes the situation.

Loki's Magical Boots:

These boots combine the powers of: — Water walking— Flying— Traveling— Speed

Loki's 1st offspring were from his wife, Glut. They were female humans named Eisa and Einmyria.

Loki's second wife (according to legends a giantess named Angrboda) bore him Hel, Jormungandr and the wolf Fenris, all three of which will be dealt with in detail later. In fact Angrboda and Hel helped him to create the artifact creatures Jormungandr and the wolf Fenris.

Loki's last wife, Sigyn, bore him two sons, Narve and Valin. Loki is seated as one of the twelve Immortals at Asgard but no other dwelling place is mentioned.

The Midgardh Serpent

Jormungandr

Its body encircles the earth where it dwells beneath the waves. This serpent is the last mentioned offspring of Loki and it is the fiercest of all Norse encountered monsters. Its body can sustain any amount of damage but its head will sustain only one mightily blow from Thor's hammer. It remains otherwise impervious to any other form of attack. The Midgardh Serpent rarely rises from the depths to attack but if it does it may breathe its poison gas for which there is no Save or antidote (XX). The gas spews forth from both nostrils forming a cloud of 100' X 100' area. It may also choose to bite treating its bite as that of a purple worm.



Njord

Protius

Frey's father is represented as a mild Immortal. Those peoples that are normally found at sea (Vikings, pirates, buccaneers, etc.) are very likely to worship this Immortal or call upon him to calm the seas, in Time of storms. Njord has full control of all types of sea creatures within a 100" X 100" Area around him. He controls weather and is the Ruler of the Water Elementals. He may windwalk at any Time. He is immune to the effects of storms (except those conjured up by the Thunder Immortal). Njord's wife is Nerthus, and his children, Frey and Freya. He dwells at the palace Noatun in Asaheim.

Ran:

Thanatos

A cruel Immortal, Ran's favorite pastime is lurking near dangerous reefs where she lures mariners to their doom. She is equipped with a large net which she also uses to drag the ships under with. Ran is sometimes called the Immortal of Death. She has a great affection for gold and if sea-travelers take the proper precautions by dumping some gold into the deeper regions of the sea as tribute to Ran she might not attack. Then again ... as a final note, this Immortal despises anyone using fire or worshipping a fire using Immortal (Including Surtur).

Surtur

Zugzul

Surtur is King of the Fire Giants. As is Hyrm, he is gifted with protection from weapons up to +4 in hitting ability. Holy Swords are the only exception to the rule and they will score double damage upon Surtur while Swords of Cold will inflict triple the damage done. Cold has the same effect on Surtur as fire has upon Hyrm. Surtur is armed with a normal iron sword of flame (a Flaming Sword) which burns continuously. Anyone struck by this blade will take 2-20 points of normal damage and 2-8 dice of fire damage. Frost giants are automatically slain if this blade hits them, and other creatures of Coldness, of the snows, etc., will flee in terror before this blade. Surtur is served by 3-18 Red Dragons and he may call upon six Class 6 fire demons a year to do his will.

Thor:

The Thunder Immortal is second in importance only to his father Odin. He often changes shape into a Falcon or Dragon. The servants of Thor within the same 4 yard range of him gain +2 on all attack dice and they will never tire due to the strains of combat. Those using any type of lightning or weather spell on the same battlefield or area in which the Thunder Immortal is present have a 50% chance of that spell reversing upon them. Any person that is foolhardy enough to direct a spell of the same type at Thor himself may have it rebound upon him for double damage/effects if he doesn't make the proper Saves. When not using his magical Belt or Gloves, Thor's strength matches that of a Hill Giant.

Vali:

Vali is the Immortal of Eternal Light besides being the best archer in all of the nine worlds. Vali is impregnable to any type of shot or hurled missile, magical or otherwise.

Valis' Bow: This +4 Shortbow fires a number of different arrows, as listed:

1. Arrow of lightning, (as Javelin of Lightning except 15" range)
2. Slay Monsters.
3. Slay Giants.
4. Arrow of Flight. (+3 with triple range modifier)

Vali will always have a quiver of these specialties. This Immortal ranks amongst the twelve and shares his father's dwellings in Valaskialf.

Heroes or Einherjar

These are the special guests that have been chosen from among the dead to stay in Valhalla and fight on the Immortals' side at Ragnarok. They are usually of the 7th level or above, although there may be exceptions. It is the Valkyrs' job to choose those that fought and died the most valiantly of all and then transport them to Asgard. They fight and eat and if killed they are magically resurrected to fight once again.

Name	Normal Name	Portfolio
Gullveig		Magic, Seeress, Prophecy, Healing
Hermod		Honor, Bravery
Hoder		
Hoener		Aggressiveness, Bravery
Thrud		Daughter of Thor and Sif.
Ve		Brother of Odin.
Vili		Brother of Odin

with his father and the other Immortals in Gladsheim.

The monsters of Norse mythology:**The Giants:**

As a general rule, giants are among the most magically gifted beings in all Norse mythology. Fire and Frost giants have the ability to change shape, polymorph objects, control weather to a certain extent, use illusions (count 10% as solely illusionists) and use fire and cold respectively. Another interesting characteristic is that these giants are not stupid as legend often informs us that they are. Also, some of them equal the Immortals for beauty. Listed among the other giants that reside in Jotunheim (Giant land) are Storm giants. Rock giants and Stone giants, though these groups are not as banded together as the Fire or Frost giants are. Giants have class H treasures. If not detailed, giants take 100 Points of Damage and their AC is 3.

Sterkodder:

This giant has six arms thus allowing three attacks (clubs) per turn since he is intelligent and uses three shields. Treat hits as those of a storm giants for damage.

Hymen

This is a Frost Giant of 200 points damage with AC 3 in the body and -6 in the head. He has at his command 20 other Frost Giants. His wife has 900 heads!, and her daughter is the beautiful mother of Tyr.

Vafthrunder:

This giant proclaimed he was the wisest living being on all of the nine worlds. With the exception of Odin, and possibly the Norns, this is true.

Skymir:

This giant was actually an illusion created by Utgard-Loki (one of the principal Fire Giants) to deceive Thor and his companions.

Mokkerkalfe:

A clay Giant. Treat this being as a clay golem with increased speed and all other abilities of giants.

Hrothjof, Hrungrer, Orvandel, Gymer and Thjasse. Other Giants Names.

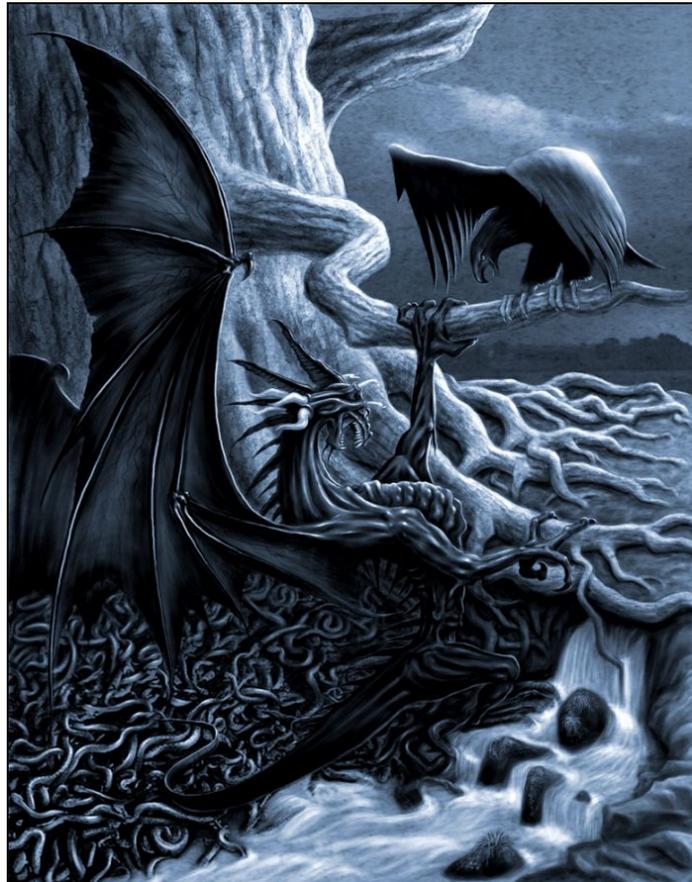
Notable Dragons:



Fafnir: This dragon was slain by Sigurd. When its blood is consumed it bestows the person with the ability to understand all types of bird languages. It guards a hoard of a double treasure.

Nidhogg: This dragon dwells below the tree Ygdrasil where it gnaws relentlessly at its roots.

Ofnir: This dragon helps Nidhogg in his duties.



Other Creatures

Garm:

AC0, AV6, HD60, Hp 200, Sv F11, MV 180/90'

Garm serves Hel by guarding Hel-gate, the entrance to Hel's domain. This dog attacks only once a turn. (Bite = 6-60 points) When loose and wandering, all below the 6th level will flee before this hound. He brings with him 3-24 wolves of six dice value or better.



The Fenris Wolf:

AC-2, AV20, HD120, Hp 300, Move: 240/120', SV F11, AM 100%

Fenris was the offspring from Loki's second marriage with a giantess wife. This Immortal wolf is held in Asgard by the magical "chain rope" that the dwarves supplied the Immortals with which to bind Fenris. The only Immortal that Fenris ever trusted and allowed to feed him was Tyr. When loose (this monster will break its bond at Ragnarok) it attacks once much like a purple worm for if it scores a hit which is four points higher than what it requires it has swallowed its prey. Otherwise it deals 10d8 points of damage.



The Modrigswerg Dwarves:

The dwarves were Thought of as trolls in Norse mythology and are referred to as such (along with their proper name) throughout the Mythos. Dwarves will be found living underground in their traditional caves trying to keep as far away from mankind as is possible. Dwarves hate noise and are acute listeners. They are the friends of the Immortals but are sometimes at odds with them. (Thor out of spite, kicked a meddlesome dwarf onto Balder's funeral pyre). Dwarves are fond of making magic and there is much self esteem and competition amongst their ranks as to who can make the best magic. The two principal races of the dwarves are Modsogner and Durin. The dwarf kingdoms are divided into four parts. Those of the North rules by Nordre, the South by Sudri, of the East by Austre, and that of the West rules by Vestri. If they are found in their lair, they will always have magic. Their king at some points in the mythology was Sindre although the four "kingdoms" stayed divided. A note worthy dwarf mentioned in the Mythology was: Fjalar: This dwarf slew a giant. Treat him as a Super-hero for combat purposes.



The three Norns or Crones

The Immortals of fate. The Norns (of which there were principally three being Urd, Verdandi, and Skuld) represent the past, present and future, respectively. These Immortals are ever diligently questioned by the Immortals (particularly Odin) about the future as it pertains to themselves. The Norns will not let it be known what fate awaits the Immortals, although they are willing to answer most any other question. They often travel as swans. Besides the three principal Norns, there are many less powerful and less important ones that attach themselves as guardian spirits and frequently give tokens (magic, monies, etc.) to the one they have chosen. These Norns are adept in the art of polymorph and invisibility and may appear in varying forms. Their abode is near the Urdar fountain where they keep watch over the tree of life allowing only Idun to pick the apples from its branches.



Mortal Knowledge

Mequisa (Urd-Lawful), Bethidia (Skuld-Neutral), and Chasandri (Verthandi-Chaotic) are the three crones, they represent something more. These old women symbolize the balance of forces, or alignments, in the world. Their origin is obscure, but they are certainly very old. They are always together. You may want to use them in future adventures. If you do, adjust their spells and possessions, based on the passage of Time.

Immortal Knowledge

The Norns are three eldritch and fearful Immortal crones that mysteriously appear to a mortal at the Time of birth and death, though Northmen myths tell of heroes and even Immortals, who seek out the Norns in the remotest mountain crags for their wisdom, their power, and their prophecies. By tradition, the Norns are known as **Skuld (Khoronus)**, Keeper of the Unchanging History, Patroness of the Past; **Urd (Ordana)**, Mistress of the Manifold Paths, Patroness of the Present; and **Verthandi**, She Who Sees the Unforeseeable, Patroness of the Future. Verthandi has always been a mysterious Immortal from the Sphere of Time, and his name clearly comes from one of the Norns of the Norse Pantheon. Modern legends say that in a dark cave atop a high and rocky peak in Norwold sit the Norns (or at least their mortal avatars), where the locals know them as the Crones of Crystykk.

Urd or Mequisa, the Lawful:

AC-4, AV6, C23; hp 52; MV 90' (30'); AT 1 mace+4; D 5-10; Save C23; ML 12; AL LN; XP 3,750; ST 12; IN 10; WI 17; DX 14; CO 11; CH 6 Spells;

1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.

2nd level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal.

3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.

4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes

5th level: commune, cure critical wounds, raise dead, truesight.

6th level: aerial servant, animate objects, barrier, cure-all.

7th level: earthquake, holy word, raise dead fully* (x2)

Mequisa wears plate mail +3, a ring of invisibility, and a ring of fire resistance. She carries shield +2, a mace +4, and a snake staff (32 charges).

Skuld or Bethidia, the Neutral:

AC-6, AV6; C23; hp 63; MV 90' (30'); #AT 1 mace +5; D 6-11; Save C23; ML 12; AL N; XP 3,750; ST 10; IN 12; WI 17; DX 14, CO 15; CH 8 Spells.

1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.

2nd level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal.

3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.

4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes

5th level: commune, cure critical wounds, raise dead, truesight.

6th level: aerial servant, animate objects, barrier, cure-all.

7th level: earthquake, holy word, raise dead fully* (x2)

Bethidia wears plate mail +2, a ring of fire resistance, and a ring of spell storing (antimagic shell, conjure elemental, haste). She carries a shield +4, and a mace +5 (slows victims— no Saves apply).

Verthandi or Chasandri, the Chaotic:

AC-6, AV6; C23; hp 57; MV 90' (30'); #AT 1 mace +4; D 6-11; Save C23; ML 12; AL CN; XP 3,750; ST 14; IN 9; WI 15; DX 14; CO 14; CH 6 Spells.

1st level: cure light wounds*, detect evil, detect magic, light*, purify food and water, remove fear*, resist cold.

2nd level: bless*, find traps, hold person*, know alignment, resist fire, silence (15' radius), speak with animal.

3rd level: continual light*, cure disease*, growth of animal, locate object, remove curse*, striking.

4th level: cure serious wounds, dispel magic (x2), neutralize poison*, protection from evil 10', sticks to snakes

5th level: commune, cure critical wounds, raise dead, truesight.

6th level: aerial servant, animate objects, barrier, cure-all.

7th level: earthquake, holy word, raise dead fully* (x2)

Chasandri wears plate mail +2, a displacer cloak, a ring of spell turning (7 charges), and a ring of memory. She carries a mace +4 (double damage to Lawful victims), and a shield +2.

Fighting the crones

The crones, sometimes battle as a test of wit, courage and mettle, and, of course, know exactly when characters enter their home. To prepare for an upcoming battle, the crones cast a few spells. Bethidia casts haste and conjure elemental from her ring. The crones then cast bless, resist fire, protection from evil (10' radius), and truesight. These spells affect each crone. Just before the characters come into the entrance tunnel to the crones' cave, Mequisa casts a barrier spell at the end of the tunnel that leads into the cave. As soon as the characters enter the tunnel, Chasandri casts another barrier spell at the tunnel's outer end. Chasandri immediately moves forward to attack the characters. The three crones stay as far apart as possible. They try to ensure that two of them do not get caught in the area of effect of a spell cast by a character. Mequisa sends her snake staff into the fray 1 round after Chasandri moves forward. She continues to cast spells as long as she can. Bethidia casts the anti-magic shell from her ring as soon as the battle begins, and then she too moves forward. When possible, the crones use spells that allow demi-human characters no Saves. (Ignore this guideline if there are no demi-humans in the characters' party.) The crones direct those spells that do allow Saves at the party's human members. The crones fight to the best of their abilities in their battle with the characters. If characters kill two of the three crones, or if they have reduced each of the crones to 8 hit points or less, the remaining crones surrender. If the crones are winning the battle, they demand that the characters surrender, and they continue to fight until the characters do so. If the characters flee, the crones follow them.

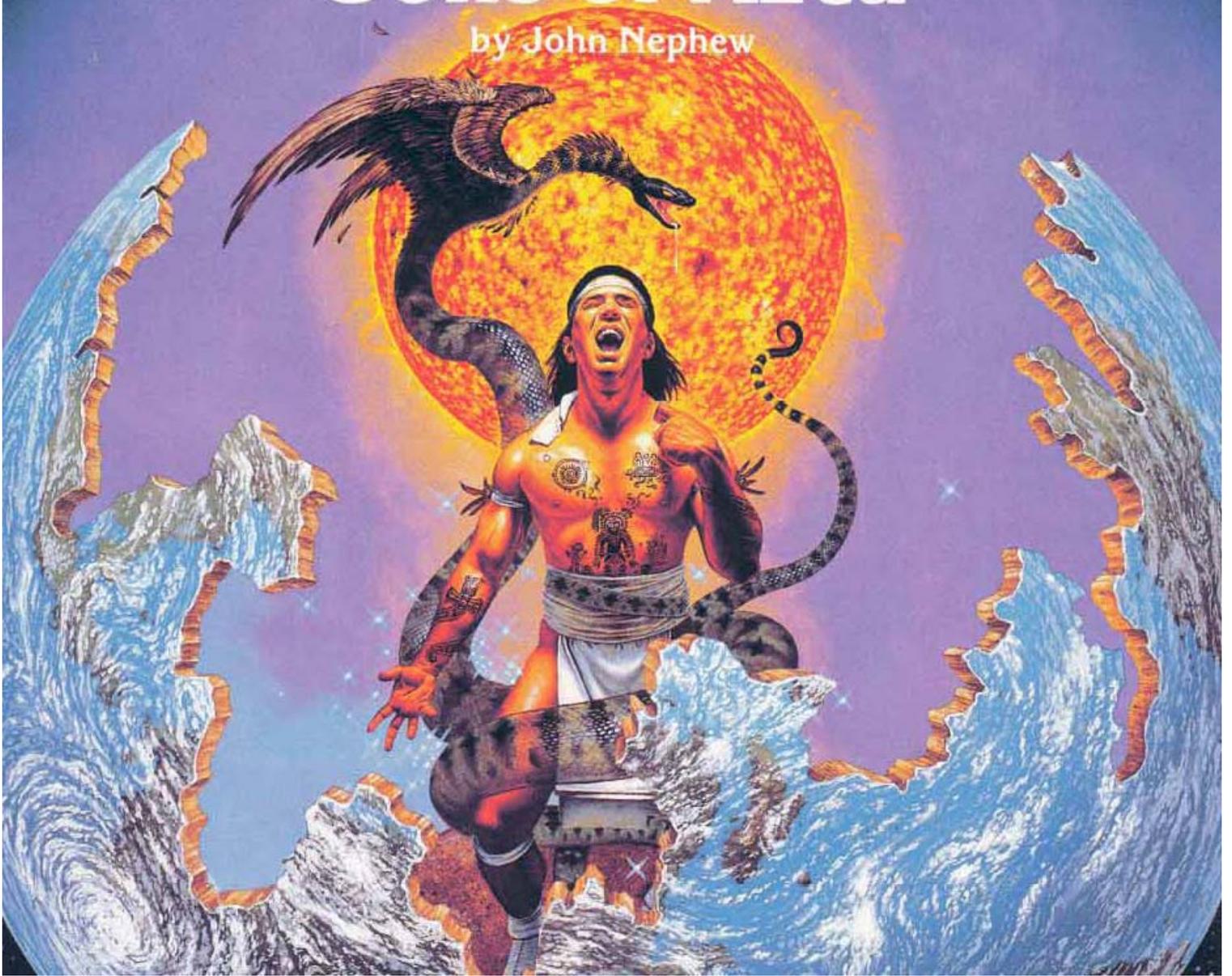
Battle results

The crones have not staged this test because they enjoy bullying weaker characters. Rather, they enjoy the thrill of a tough battle. They are good sports about winning or losing. After the battle is over, they make sure that all wounded characters are healed. If a character is killed in battle, the crones bring the character back to life. The crones use a rod of health and a staff of healing for these purposes. If the characters lose: In this case, the crones claim the following "fruits" of victory, as they take one magic item from each character and 5 years' service by one character (characters may share this responsibility—one character serves the crones for 6 months, and then another character takes over for 6 months, etc.). The crones claim whatever magic item is most available (hidden or covered items are taken when none are visible).

If characters must go to work for the servants, their jobs include cooking meals for the crones, cleaning their cave, and going after nuisance monsters that might show up in the vicinity of Crystykk. If a character deserts while working for the crones, all three aerial servants chase the character. When they capture the character, they afflict him with some mild curse, such as warts. Characters who desert repeatedly may be punished more severely. If the characters win: The crones greatly respect any characters who are able to defeat them in battle. As a token of their respect, the crones offer the characters important knowledge gained through their mirror.

Sons of Azca

by John Nephew



Azcan Phanteon

Group

Religion and Priesthood

Azcan cosmology is based on a conception of cycles, or “suns,” of the universe, successive worlds that existed before the present one (and will exist after), and were destroyed by cataclysm. On the outer world, the Azcans were taught that the previous era was *Nauī atl*, the fourth sun, which ended in a cataclysmic deluge.

They believed that they themselves lived in the fifth sun. That era was known as *Nauī Ollin*. “Ollin” is the name of a cross-shaped glyph in the Azcan written language of pictograms. It means both “movement” and “earthquake,” and was understood to mean that the world would end in a cataclysm of earthquakes.

“Movement” was understood as the beginning of the age, when the Immortals set the sun and the rest of the heavenly bodies, which controlled the destinies of all beings, in motion. At the beginning of Time—or, more properly speaking, before Time—the Immortals gathered in the twilight, for there was no sun, no motion, no time.

One of them, *Otzitiotl*, a small and ugly Immortal, covered with boils, perceived the hollowness of the universe. He therefore sacrificed himself, casting himself into a great brazier filled with burning coals. By the flames he was raised up to heaven, burning as the sun, lighting the world. But he was motionless, and so the other gods immolated themselves, too. Out of the life-energies released by their deaths, the sun drew the energy to move, setting time and history into motion. Out of this creation myth, the Azcans came to believe that sacrificial blood—*Chalchiuatl*, “the precious water,” they called it—had to be periodically offered to *Otzitiotl*, to keep the sun healthy and in motion. A foundation of all Azcan thought was that nothing could come to be or endure without dire sacrifice.

Long ago, according to the priests of *Atzanteotl*, weak and cowardly people resisted the practice, and tried to eliminate human sacrifice. This weakened the sun, and brought the fifth age crashing to an end.

When the fifth sun came to an end, the few Azcan survivors found another meaning for *Ollin* glyph’s sense of “movement;” however: The evil spirits of twilight, the *Tzitzimime*, descended from the western sky, swarming across and devouring the land, and the world trembled and shook. As the Immortals sent myriad omens of destruction, the Azcan people prayed feverishly and offered sacrifices, and their prayers were answered. They were whisked away from the collapsing universe to a new world, the Hollow World.

The orthodox mythology of *Atzanteotl*’s followers states that he was the only Immortal to hear the Azcan cries for succor. He carried them to the Hollow World, where he immolated himself, as *Otzitiotl* had in the previous sun, and brought out of the darkness of the Hollow World the red, thirsty, unmoving sun. To sustain him and hold him in the sky, *Atzanteotl* requires *Chalchiuatl* from his Azcan children.

Ritual Sacrifice

The Azcans are most infamous for their brutal practice of human sacrifice. There are several methods that the priests of *Atzanteotl* employ to sacrifice sentient creatures to their Immortal patron. It is not necessary for us to discuss the graphic details; if you are really interested, your library may have several volumes on the topic of related Mesoamerican customs.

Player characters’ being sentenced to death by sacrifice does not ensure their demise. Some methods may be similar to gladiatorial combat: If the object of sacrifice can overcome a certain number of Azcan warriors (say, five) When the sun came to an end, the few in ritual combat before *Atzanteotl*’s altar, taken as a sign of *Atzanteotl*’s special favor and the victim’s life will be spared. A feast typically be held in his honor to celebrate *Atzanteotl*’s beneficence.

Death by sacrifice is, according to Azcan beliefs, one of the best ways to leave this world. They believe that warriors who die on the stone of sacrifice, like those that die in battle, become *Qauahtecatl*, “companions of the eagle,” the bird associated with the sun. These spirits live in bliss, near the Hollow World’s red sun, and revel in the splendor of mighty *Atzanteotl*.

The Four Hundred Rabbits

Besides *Atzanteotl*, the acknowledged overlord of everything Azcan, there are countless minor, local divinities that are implicitly tolerated by *Atzanteotl*’s priesthood. These beings are called “the Four Hundred Rabbits.” (Four hundred is not literal in this context; it simply means a large and indeterminate number.) Most of these “or deities and powerful spirits are guardians of the land, guarantors of fertility and prosperity. They may be associated with particular locales, after which they are named (e.g., *Tepoztecatl*, “he of [the village of *Tepoztlan*”). While treated as Immortals, many are just fairies, such as *Xochiquetzal*, or other such nature spirits, that have been helpful to the humans. Few of the “Four Hundred Rabbits” have clerics or druids. Instead, the simple common folk who honor them leave offerings of food and drink, and hold gay harvest festivals in their tribute.

Under the ostensible tolerance for the honoring of the Four Hundred Rabbits, there flourish several cults of genuine Immortals. Foremost among these are *Kalaktatla* and *Otzitiotl* (Known as *Ka* the Preserver and *Ixion*, respectively by other cultures).

The Priests of *Atzanteotl* closely monitor the cults of the “Four Hundred Rabbits”—especially those of *Kalaktatla* and *Otzitiotl*—and arrange for “accidents”, “coincidences”, and ubiquitous bureaucratic roadblocks, to keep any of these groups from gaining too much power or knowledge. Well-known priests of the lesser deities have an unfortunate habit of disappearing or dying under questionable circumstances.

The formal leader of the all the minor cults together is the ometochtzin, “venerable two- rabbit” (whose title is the name of one of the innumerable minor Immortal-spirits). He is subservient to the hierarchy of Atzanteotl, and administers the proliferation of servants of the Four Hundred Rabbits. The hierarchy perceives the minor cults as hotbeds of heresy and threats to the theocracy; but for the moment their policy is that the best way to repress religious dissent is to authorize and supervise the minor cults as part of the larger hierarchy. Many PC clerics would be answerable to the ometochtzin.

The Priesthood

The most talented youngsters of the empire and the children of nobles attend a special monastic school called the calmecac, where they live side by side with pious priests in austere poverty. Here they are not taught the arts of war, as are most male children; they are instead educated in the history and beliefs of the Azcan people, and the secrets of reading and writing.

Most children leave the calmecac and find roles in Azcan secular society—judges, administrators, merchants (if they come from a merchant family), and so forth. A select few (who have the requisite high wisdom) become novices, destined for the priesthood.

Between the ages of 20 and 22, the novice must decide whether or not he will forswear marriage and become a Tlamacazqui, or priest. Some novices decide against this, and join other professions; others choose to be initiated into a priesthood of the Four Hundred Rabbits. Most, however, select Atzanteotl's priesthood. The prestige and power of a position in Atzanteotl's theocracy is virtually unparalleled in Azcan society.

From Tlamacazqui, the young Azcan may rise to higher ecclesiastical grades. Next is the quad , an assistant or Village priest; and the tlenamacac, a title for experienced and important clerics such as the chief-priest of a town.

A host of high-level clerics carry the Teohuatzin titles, indicating that they are important administrators. The utzinauac Teohuatzin, for example, is the arbiter of questions of ritual; the tepan Teohuatzin is the administrator of education in the Church. The high priest of each Azcan city bears the title of Teohuatzin.

Finally, above all of Atzanteotl's priests, answerable solely to the Tlatoani and Atzanteotl himself, is the Coatl Atzanteotl Tlamacazqui, the supreme high priest of Atzanteotl.

Priests of Immortals other than Atzanteotl must be registered in the temple records, or risk the punishment of death by sacrifice. Such priests are theoretically subservient to Atzanteotl's clerics (see “The Four Hundred Rabbits”).

Azcan women are able to become clerics. Sometimes a couple will deposit a girl-child, with an offering of copal (a type of incense), at a temple. If the child has the potential, the priests will educate her for the religious life. When she becomes an adult she may elect to become a ciuatlamacazqui, “priestess,” so long as she will accept celibacy. Priestesses of Atzanteotl retain this title and role as long as they do not marry.

There is no written law that prevents women from rising in the hierarchy, but it's no secret that the theocracy is a “male club.” For this reason many priestesses prefer the Four Hundred Rabbits, amongst whom they are relatively free of the sexism and patriarchal oppression that dominate the high levels of Atzanteotl's theocracy.

Clerical Titles and Levels

The titles of the ranks of Azcan priests do not correspond precisely to clerical levels, but the following may be used as a guide for estimating the level of an NPC cleric with a particular station:

Rank	Level
Novice:	NM-1
Tlamacazqui:	2
Quacuilli:	3-5
Tlenernacac:	6 +
Teohuatzin:	9
Coatl Atzanteotl Tlamacazqui:	12 +

Note that the titles of Teohuatzin and Coatl Atzanteotl Tlamacazqui are limited by the number of administrative positions to be filled.

Soothsayers and Physicians

Divination is performed by a particular class of specialists, the tonalpouhque, who are educated in the monastery schools. They do not enter Atzanteotl's hierarchy, though; they rather set up a “private practice” of astrology, and soothsaying outside the temple (often on its steps!). Business flourishes, as everyone in Azcan society is obsessed with predestination.

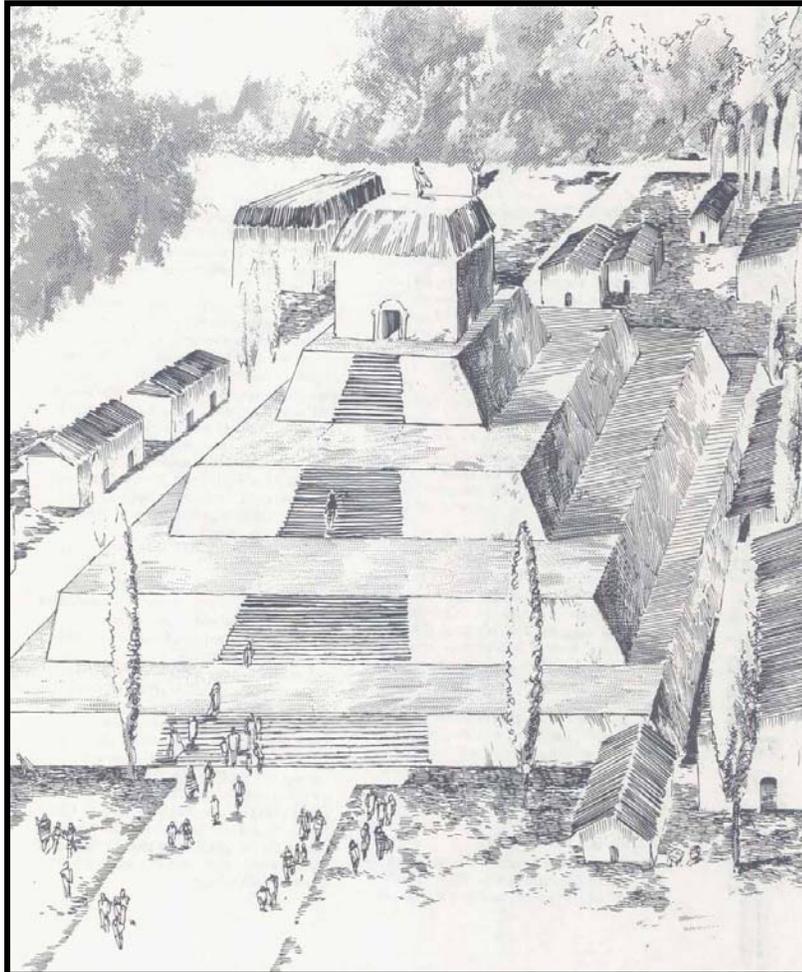
Soothsayers are well-off financially, and their social independence makes them excellent material for PC clerics, thieves, or magic-users. Physicians are another special, semi-secular class of calmecac graduates. Men and women may be officially recognized as doctors. In game terms, this may reflect knowledge of healing techniques and Herbalism; or the character could in fact be a cleric with access to healing spells. Both soothsayers and physicians are often secretly clerics of the old Immortals.

The Temple

The Great temple of each city is traditionally the meeting point of all walks of Azcan life. Even those who despise Atzanteotl find it necessary to visit the temple, whether for paying certain taxes, answering a court summons, or meeting someone (since it's the most accessible landmark in any city).

Azcan temples are in the shape of step pyramids. They have several square tiers, each at least the height of a man. A great, narrowing staircase ascends the front of the temple, and faces the main plaza of the city. At the top of the highest tier is also the entrance to the inside. Stairs lead to various interior chambers, including dormitories and rooms in which Atzanteotl's acolytes live and learn.

A detailed description of the remarkable Great Temple of Atzanteotl in Chitlacan, which was (as was often done) over an earlier temple consecrated to Otzitiotl, is found in D&D module HWA1 Night Wail—TSR9303.



The New Way

Over the centuries a secret cult, known to its adherents. As "The New Way" has arisen. These heretics (as the priests of Atzanteotl would call them) deny Atzanteotl and reject him as the evil deceiver.

They don't necessarily put much faith in the old gods, either; they believe, like the followers of Atzanteotl, that the Immortals—if they ever existed at all—abandoned the Azcan people to the horror of the cataclysm. As such, a return to the service of Kalaktata, Otzitiotl and their ilk would serve no purpose. Most followers of the New Way do not realize that it is to the thanks to those Immortals that the Azcan people were saved at all, and transported to the Hollow World. Followers of the New Way reject this Hollow World as a passing illusion, and await the day of a savior, the new Sun, whose sacrifice will return a world of seasons, of a moving sun. This messiah's sacrifice will not require more blood in the future, but will rather be the last blood, the satiety of the thirsting sun; his Chalchiuatl will free the Azcan people at last.

This messiah myth is rooted in the legend of a beneficent god-king, Quetzalcoatl. Quetzalcoatl was a king in the early days of this age, when the Azcans were new to the Hollow World. He so loved his people that he refused to permit human sacrifices. Instead, he offered sacrifices of birds, snakes, and butterflies, to placate the Immortals. The priests of Atzanteotl declare that Quetzalcoatl was a weak and heretical priest-king, and so Atzanteotl justly destroyed him.

Adherents of the New Way say otherwise: They tell that Quetzacoatl-spoke the truth, and refused to bow down before the diabolical Immortal. Quetzalcoatl refused to let him dominate and enslave the Azcan people. Atzanteotl hated Quetzalcoatl, and used black magic to turn the people against the king, and drive him from the city.

In various stories, Quetzalcoatl lived before after the terrible cataclysm. Some hold that after exiling Quetzalcoatl, Atzanteotl deceived the Azcans, and stole them away to this evil place over which he holds sway.

Many people who have heard his story secretly hope that Quetzalcoatl still wanders, that he has achieved Immortality, and that he will return—in full Immortal splendor, or by reincarnating himself as an avatar among the Azcans—to free his people from the scourge of Atzanteotl's evil shackles.

The highest initiates of the New Way are often skeptical of this belief in a messiah. They doubt that such a person will ever come, but still, they recognize that it is a powerful myth, one that gives hope to those who chafe under evil's burden. It is a heresy that makes the Priest-kings of Atzanteotl tremble with rage and dream terrible plots in the dusty Inner sanctums of their palatial temples.

Inner Circles of the New Way also realize the difficulty, or even futility, of their project: Thanks to the Spell Of Preservation, Azcan society can never be fully purged of the evil which has become its nature; and there are no Immortals who will overtly oppose Atzanteotl in Azcan matters. These highest initiates suspect, or are even quite convinced, that their quest is utterly futile—and yet, they are the project's most unconditional devotees. Having devoted their lives to a goal, revealed now as impossible, they renew the struggle hundred-fold, for the struggle's sake. These desperate crusaders have a burning passion unmatched in gentler climes.

They know that they run a terrible risk. By opposing the bloodthirsty Immortal's will, they may be subject to the evil spirits and horrors that, in return for human blood, Atzanteotl holds at bay from his people. But those of the New Way fight on for Truth and Goodness and its inevitable triumph.

Little is known about the structure of the New Way, even by its followers. Some of its members are placed very high in the clergy and government; but their identities are kept utterly secret. (If the truth were to leak out, would mean certain death.) It seems that the individuals are not the real movers behind the New Way, however; perhaps no one but those individuals themselves know who they are.

Members meet in secret, and do not use their real (public) names. Instead, they take a use-name among their comrades the glyph the name-day under which they were born. (Anyway, that is more useful for the group's soothsayers than a public name!).

Followers of the New Way may have special adventuring opportunities—and obligations—because of their allegiance. They are open targets for terrible, extraplanar creatures that Atzanteotl holds at bay from his loyal followers: and they may be called upon at any moment by their superiors, to risk or give up their lives for the hope of the way

Reigning Immortal

Atzanteotl

This is the only allowed immortal in Azca, but others still remain (though secretly) in existence. They all belong to the so-called Four-Hundred-Rabbits.

Four Hundred Rabbits

Kalaktatla

Together with Atruaghin they work on the underground movement to prepare for the toppling of Atzanteotl's might.

Otzitiotl / Tonatuh:

Together with Atruaghin they work on the underground movement to prepare for the toppling of Atzanteotl's might. Tonatuh is the Sun Immortal. As such he dwells near the sun and he is a Immortal which, if summoned, will only appear in full daylight.

Tonatuh's Powers: Only fire attacks from the other Immortals will damage Tonatuh and any other such punitive methods of attacks from anyone but Immortals will meet with disaster. (Usually the person so doing burning up in his own fireball or whatever ...). He may summon 1d4 fire elementals per round. Or summon eight fire elementals-rulers a year. He may cause great draughts and Tonatuh can form something like the "Death Valley U.S.A." in about one week's Time. He may summon up fire spells (fireballs, pyrotechnics, etc.) with the level of effect being 36th.

Huitzilopochtli:

This Immortal is the divinity of War. He will often appear upon the field of battle as a warrior or such, but will rarely consort with humans otherwise.

Huitzilopochtli's Powers: He may call upon twelve 15 to 20th level fighters to fight whenever he wishes. Fighters below the 7th level will flee in panic from this Immortal for as long as Huitzilopochtli is within sight. All those fighters below the 10th level will fight him as if a slow spell had been placed upon them. Those fighters above the 10th level will see two exact duplicates of this Immortal when engaged in combat with him. This mirror image can never be destroyed although it appears that when struck that the image or likeness is taking damage. This Immortal strikes four times a turn for 2d12 points (+bonuses) of damage.

Tezcat: Immortal of the Jade Petticoat

This Immortal appears as a gigantic bat and since he is the Bat Immortal, this befits him well. In attacking, he may either claw twice for 2d12 points of damage per claw, or bite for 2d8 points of damage and cause paralysis if a Save versus magic is not made (by the person so bitten). He usually flies in concert with 1d10x100 other bats. This Immortal can Mass-Polymorph 10d100 beings a turn. She may also Shape change, polymorph self or polymorph any object. This Immortal is very tempted to comply to a summons by a person if he is offered many insects for his followers. Priests can actually appease this Immortal by offering him an insect plague! He is served by three servants: Third Monster: Conch and Cane — (no further information available).

Mictantecuhtli:

This is the Immortal of Death. He dwells beneath the Earth and appears as a skeletal figure of a man. He commands all those that are dead although to use any of these forces requires darkness. He is the ruler of the Undead also and as such immediately commands:20d100-2,000 skeletons, 10d100 ghouls, 6d6x10 Wights, (1d4+1)x5 specters. Any person that worships this Immortal is definitely worshipping Chaos itself, since Mictantecuhtli craves death. Human sacrifice is very prevalent with this Immortal.

Ka

Ixion

Vanya

Nyx

Thanatos

Quetzacoatl: (Kulkulkan in Incan-Azcan group diverted from Azcans)

Atruaghin

Quetzacoatl is the feathered Serpent-Immortal of Mayan religion. As with all of these Immortals, he has an infinite move when and where he wants and at any Time.

Quetzacoatl's Powers: Shape Change (into any serpent type, including dragons), Windwalk, Insect Plague, Polymorph others, Polymorph self, Hurl Lightning Bolts (as Call Lightning Spell of the 20th level) All serpents are subservient to him. He has at his beck and call one of every class (type) of dragon, Create A Fire Storm.

Clerics



Priests are among the most powerful people in Azcan society. Most priests serve Atzanteotl, the bloodthirsty patron Immortal of the Empire. These clerics may rise to the heights of power and social status, but they are also restricted by their place and duties in the hierarchy.

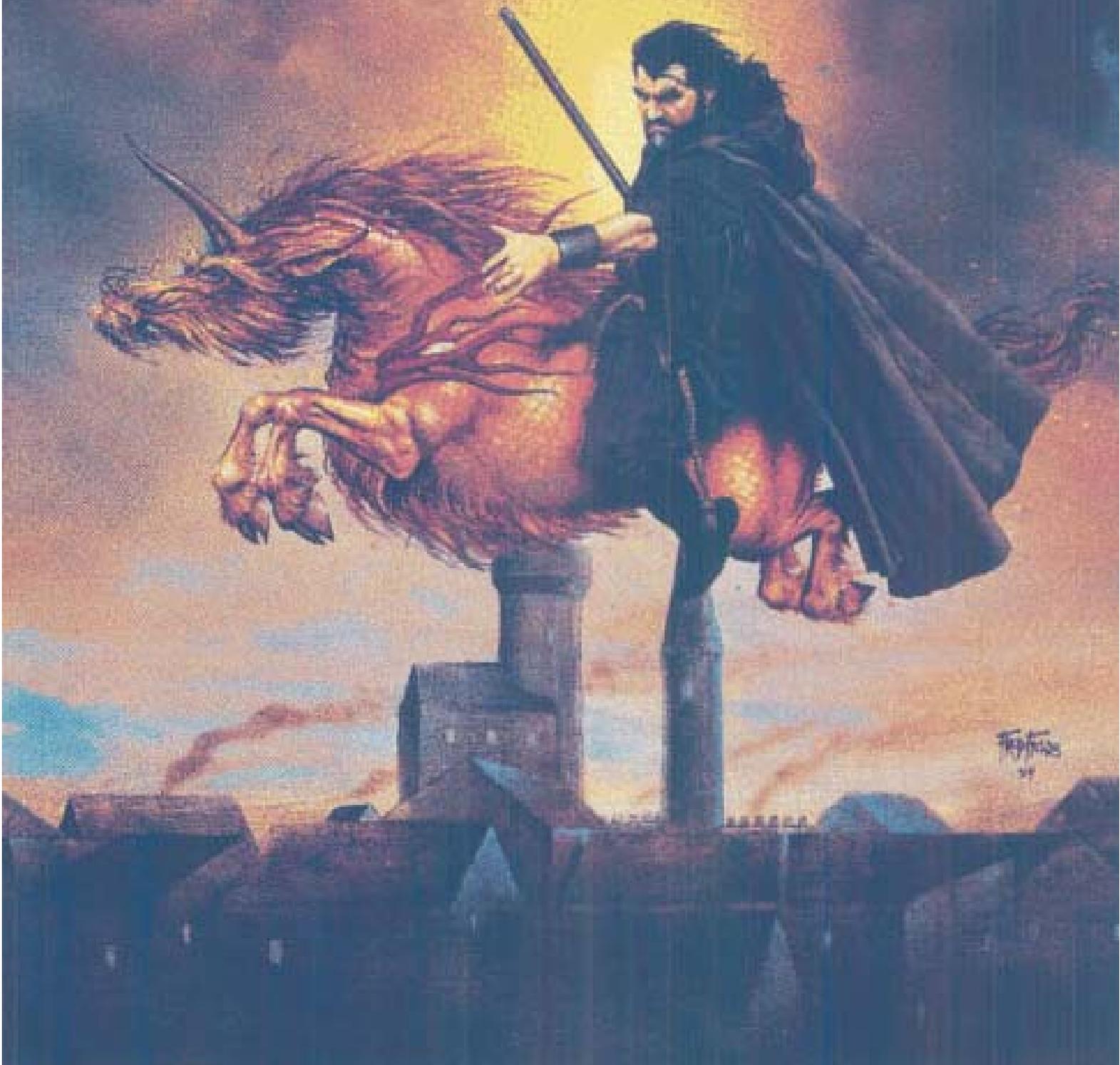
Other immortals' clerics do exist in Azca. While they have somewhat more freedom than Atzanteotl's, they are constantly watched, as Atzanteotl's hierarchy obsessively guards its role over society.

Hollow World clerics must have a natural wisdom score of at least 16. this high score still earns the usual experience bonus. In the Hollow World, many clerical spells are useless or unknown (never granted) in the Hollow World. The following list is the spells readily available to clerics of spellcasting Azcan Clerics. Clerics of Atzanteotl will favor reversed forms of spells. Atzanteotl's Hand and Sticks to Flying Vipers are only available to clerics of Atzanteotl.

Level 1	Level 3	Level 4	Level 6
Cure / Cause Light Wounds Detect / Hide Evil Detect Magic Light / Darkness Protection from Evil / Good Purify Food and Water Remove / Cause Fear Resist Cold	Continual Light / Darkness Cure Blindness Cure / Cause Disease Growth of Animal Locate Objects Remove Curse / Minor Curse Striking	Animate Dead Atzanteotl's Hand Create Water Cure / Cause Serious Wounds Dispel Magic Neutralize / Create Poison Protection from Evil / Good 10' Speak with Plants Sticks to Snakes	Animate Objects Barrier / Remove Barrier Cureall Find the Path Speak with Monsters / Babble
Level 2		Level 5	Level 7
Bless / Blight Find Traps Resist Fire Silence 15' Speak with Animals		Create Food Cure / Cause Critical Wounds Dispel Evil / Good Sticks to Flying Vipers	Earthquake Holy Word Restore / Life Drain Survival Wizardry

Eastern Mythos

Ochalean Phanteon



Group Phanteon

The Ochalean, as a society, are very highly educated, philosophical and highly evolved in their religious and spiritual beliefs. They are not a theocracy, unlike the Nithians and Thothians, where religion (and the religious hierarchy!) interferes with every breath and movement of the people. But in Ochalea, religion and spiritual belief does permeate in all aspects of their lives.

The Ochalean proudly claim that there is the proper understanding and perspective with regards to Immortals. As evidence of this, Ochaleans will be quick to show you their long history of peace and prosperity, free from any Immortal interference and machinations, even during the recent Wrath of the Immortals.

Ancestor Worship and Immortals

One crucial concept in Ochalean mysticism and religion is Ancestor Worship. Culturally, the Ochaleans put great import on honoring their parents and elders. Ochaleans view them as those who are wiser, more experienced in life, who have gone before, and in turn, become guides for the future generations. Understandably, this respect and honour extends even to deceased Ancestors, many of whom were local heroes, famous personages of the past, or distinguished predecessors of their family and clan. In their mortal lifetime, these Ancestors accomplished many deeds of glory, and their descendants should not only be grateful for them, but should emulate and strive to be like them. This forms the basis of Ancestor Worship.

On a grander scale, this is also how Ochaleans view Immortals. Ochaleans believe that Immortals were once mortals too, and therefore the greatest and most ancient of their Ancestors (Uh-oh! Mystara meets Birthright!). Most Ochaleans understand that this concept is more philosophical than factual, though it is not unheard of for some unscrupulous self-important fool to claim to be a direct descendant of Lan Yi-Xiong or Hua Fei-Xiang, complete with (forged) genealogical charts!

Thus, Ochaleans hold a reverential affinity to the Immortals, and the idea of a scheming, megalomaniac Immortal, manipulating mortal pawns in a cosmic chess game is totally unacceptable, even incomprehensible, for the Ochalean mind. (But then again, Ochaleans are also known to have an attitude of playing blind to unpleasant circumstances...)

The Ochalean Pantheon

The Ochaleans do not have a fixed pantheon that they worship, like the Tarsian Twelve of the Traldar or the Pantheon of the Church of Darokin. Instead, they have a constantly rotating cast of Immortals that gain or lose prominence, depending on the seasons of the year, the alignment of the stars, the amount of harvest, the necessity of the Immortal's blessing, the popularity of the Immortal in the locality, the amount of gold donated by the patrons in the name of that Immortal, and so forth. To add chaos to confusion, the Ochaleans also sometimes include their Ancestors among the number of Immortals that they worship. It would be safe to say that all Immortals are known and worshipped, in some form, in Ochalea- and then some.

The Ochaleans have many classical texts, religious or otherwise, about the Immortals, but none give a definite listing or a prescribed pantheon. Depending on the source, the number of Immortals ranges from 1 (The Creation of the Immortals) to 8 (The Eight Immortals) to 100 (The History of the Kingdom of Pan-Du) to ten thousand (Essays on Immortals, Ancestors and Other Celestial Beings). This is because most of these Ochalean texts are more a mixture of religious legend, mythological literature, philosophical commentary and fanciful conjecture than actual historical records.

Complex as it may be, the Ochaleans do believe in a divine order among the Immortals. In fact, they believe that the Celestial Court of Pan-Du (Pandius), is not unlike their own mortal Kingdom of Ochalea. They pride themselves that their society most closely reflects that of the Immortals, and claim that this system pleases the Immortals (read: not incurred any Immortal's wrath...).

The mythology of the Far East is varied and colorful. In dealing with it, the concepts of Yin and Yang must be defined. These are the Chinese equivalents of bad and good. These opposites are almost beings in themselves and move all Immortals and creatures in a war for supremacy. In using eastern Immortals one should always think of them as not Lawful or Chaotic, but having good Yang or bad Yin.

The following are the major Immortals worshipped in Ochalea (although this list is not exhaustive, by far!):

Koru Yi-Si, The Great Patron of Peace and Prosperity. **Koryis**

He is the Patron of Ochalea and his is the major faith in the Kingdom. Outwardly, all other Immortal beings of the Celestial Court of Pan-Du (Pandius) bow to his will, when it comes to dealings with the Ochaleans. He is lawful and benevolent, and only promotes goodwill for his strongest group of worshippers.

Nü Yue-Wang, The Empress of the Shadowed Moon. **Nyx**

This shadowy Immortal controls the powers of the night and the undead in Ochalea. Traditionally, she is Koru Yi-Si's major foe in Ochalea, although her machinations are never overt, always shrouded in mystery and secrecy, as her powers over shadow and darkness are. Ochaleans grant her nearly equal reverence as fear, if only to sway her to stay her malicious wrath.

Hua Fei-Xiang, The Heavenly Artisan. **Alphatia**

Her worship comes from Alphatia, brought to non-spellcasting Alphatian emigrants of long ago, but her teachings on art and beauty, peace and serenity, have had a long-standing impact in Ochalean culture and history. She is pacifist Immortal who avoids the intrigues and conflicts of other Immortals. Ochaleans credit the distinct style of their artwork and architecture to her (although this may be historically anachronistic). Her main opposition in Ochalea is Hua Fan-Liang, who advocates destruction, often of her artworks, claiming it to be "a natural state of change to make way for new creations."

Hua Fan-Liang, The Jewelled Mandarin. **Alphaks**
This Immortal's worship also came from Alphatian dissidents long ago, as is often identified as Hua Fei-Xiang's equal, if darker, more sinister, partner. On the surface, his teachings speak of Ochalean pride as a nation separate from Alphatian imperialist wizards, but his worship also has a dark side that appeals to Ochaleans as well. He offers his followers "healthy occasions" of wildness and rage, to balance off the reserved and restrained nature of the Ochaleans. Very few Ochaleans are foolish enough not to detect the destructive nature of his doctrines, but even fewer will openly admit that they actually follow his philosophies and practices.

Chang Dang-Su, The Revered Physician. **Chardastes**
This Immortal patron of health and healing has appeared to the Ochaleans fairly late in their history. But his benevolent ways has found strong following in the Kingdom, and his worship is now only second largest to Koru Yi-Si's in Ochalea.

Tang Da-Si, The Guardian of Death. **Thanatos**
Ochalean philosophy accepts death as a natural part of life, and thus Ochaleans revere this dark Patron of Death more than they fear him. By the same token, this Immortal is less sinister, and less involved in Ochalean affairs, than he is in other nations in Mystara.

Long Wang, The Dragon King. **The Great One**
Dragons have always been a symbol of power and mysticism in Ochalea, and it is no wonder that Long Wang is one of their most revered Immortals. Ochaleans believe that the Dragon King rules alongside with the Three Dragon Rulers:
Yue Long, The Moon Dragon **Pearl** Ruler of Chaotic Dragons;
Ri Long, The Sun Dragon **Opal** Ruler of Neutral Dragons;
Xing Long, The Star Dragon **Diamond** Ruler of Lawful Dragons.

Lan Yi-Xiong, The Prince of the Sun. **Ixion**
According to the Ochalean classic entitled *Legends of The Eight Immortals*, the radiant Lan Yi-Xiong, handsome Prince of the Sun, is the foremost among the Immortals in brilliance and power, and master of the sun's life-giving force. Ochaleans honour him with symbols of the sun in bright golden-yellow colors during harvest festivals.

Kong Ru, The High Prefect of Time. **Khoronus**
The oldest among The Eight Immortals is the Patron of Time and History. Kong Ru is depicted as an ancient sage with infinite wrinkles on his wise face, and never-ending grey-white beard, who teaches the Ochaleans the lessons of history and Time.

Rong Han, The Fiery Duke. **Rathanos**
Chaotic and hot-tempered, this red-faced Immortal is the master of flames, fiery Energy, and masculine superiority. He is most popular among soldiers and defenders against Alphatian imperialism. With a recent rise anti-Alphatian and magophobic sentiment, an alarming number of his worshippers are now turning to Hua Fan-Liang. They find the Fiery Duke's teachings to be too "slow, inactive and institutionalist," compared to Hua Fan-Liang call for total annihilation of their enemies!

Tao Ru-Jia, The Immortal Judge. **Tarastia**
The Patroness of Justice and Equality is usually portrayed in judicial robes, stern and regal, holding scrolls of law and legislation. Because of the Ochalean's disparaging views on women, she is usually depicted as androgynous, or even as a man. Her teachings of equality for women are all but neglected, and only her rival, Rong Han, finds the sweet irony in this, and fully takes advantage of the situation.

Zhu Cheng-Wei, The Lord of Ten-Thousand Beasts. **Zirchev**
Zhu Cheng-Wei of The Eight Immortals is the protector of forest creatures and patron of hunters and rangers. He often appears in the shape of animals to help his followers, or to punish those who defile his forests and its creatures.

Lao Pang-Tiu, The Old Master of the Sea. **Protius**
The Immortal Lao Pang-Tiu is often depicted as a bearded old fisherman with a fishing pole, a net and a straw basket brimming with fish. Ochaleans worship him not only for the bounties of the seas and for safety in seafaring, but also for the protection of the oceans around Ochalea from foreign invaders.

Hua Mei-Liang, The Lady of the Scarlet Lotus. **Valerias**
This beautiful Immortal is charged with dealings of love and romance. In the *Legends of The Eight Immortals*, she is the consort of Lan Yi-Xiong, and their affair in the Celestial Court of Pan-Du (Pandius) is the Ochalean ideal of true love. She is often depicted as the perfect Ochalean woman, holding a magical scarlet lotus flower that invokes love in any creature. She is the most popular female Immortal worshipped by both men and women in Ochalea.

Ting Lei-Xian, The Flute-Playing Prophet. **Tiresias**
Ochaleans view this Immortal as a gentle youth with a whimsical expression, dancing gaily and playing the flute free from cares. Although his playfulness is not strongly advocated, his musical talent, as his wise insight and prophecies, is most appreciated by the subdued Ochaleans.

Shi Su-Ma, The All-Knowing Sage of Heaven and Earth. **Ssu-Ma**
Literacy and scholarship are of utmost importance to the Ochaleans, and Shi Su-Ma is one of the most revered of the Immortals. According to the Ochalean religious text, *The Creation of the Immortals*, Shi Su-Ma invented calligraphy and taught the first mortals how to read. He is said to be the Keeper of All Secrets in the realms of Immortals and mortals alike (although according to *The History of the Kingdom of Pan-Du*, it is Kong Ru, the Prefect of Time, who holds this office among the Immortals).

Mao Si-Wu, The Master of Four Evils. **Masauwu**
Mao Si-Wu earned his epithet for being the Patron of Vices and Temptations. Ochaleans worship him, hoping that he will hold the Four Evils (drinking, gambling, violence and lechery) away from them. According to some legends, he purposely appears to mortals during times of difficult decisions, offering them five choices, four of which are wrong. *The History of the Kingdom of Pan-Du* calls him the Favored Minister of the Dark Empress, Nü Yue-Wang, as his methods are not overtly evil, but often leading to disaster and ruin.

Koru Ti-Kong, The Spider Trickster. **Korotiku**
This rakish ebony-skinned Immortal comes from the Pearl Islands, and is first introduced in the religious classic *Journey from the West*. He is called "The Spider" because he has eight nimble limbs (sometimes with four arms and four legs, sometimes six arms and two legs). According to the story, irreverent trickster that he is, he appeared before the Great Koru Yi-Su and showed him his due respect, thus gaining him acceptance on Ochalean shores. Traditionalists frown upon the frivolity he espouses, but most people enjoy the humor in the legends about him.

Diu Nan-Liang, The Heroine of the South. **Diulanna**
This Immortal comes from the Hinterlands and promotes women achieving their fullest potentials, whether as scholars, philosophers, or even as warriors and adventurers. As expected, her worshippers are mostly women. But strangely, her chief rival in Ochalea is Tao Ru-Jia, who finds that this Immortal's new worship is becoming more successful than her long-standing one.

Hua Niang, The Conqueress from the West. **Vanya**
With the success of Diu Nan-Liang's worship, this Immortal has made her presence felt to the rare and few Ochalean women-warriors, in ways that are a lot less subtle. Most Ochaleans cannot tell the difference between the two female Immortals, and merely view the two as twin sister warriors, or the self-same Immortal! Most male Ochaleans view their teachings with equal contempt.

Shi'Er Xian-Gong, The Twelve Immortal Craftsmen. **Twelve Watchers**
Not mentioned in any of the religious Ochalean texts, this Immortal has nonetheless established worship in Ochalea. His worship is fairly new, but it is very similar to that in any other Mystaran country, except for the variations in local Ochalean crafts.

Tai Qi, Madam Good Fortune. **Tyche**
This minor Immortal is depicted as a happy, chubby matron with a smiling, child-like face, capriciously strewing coins and gold ingots to anyone who happens upon her way. She is frivolous and happy-go-lucky, caring only in bringing some amount of happiness to mortals, no matter how small or fleeting. Some scholars do not count her as a true Immortal, but consider her as just a fairy spirit, or an Ancestor who has gained immense popularity in the Celestial Court.

Huan-ti Immortal of war **Gorm**
Huan-ti appears as a heavily muscled man standing 6 feet tall. He uses +3 armor and a halberd-type weapon of +2 that does 3d10 points of damage. When hard pressed, he draws a +3 sword with the purpose of slaying all things yin. He rides in a chariot pulled by 4 pegasi at 240' / 80'. When fighting in this vehicle no magic spell can affect him or the horses.

Chih-chiang Fyu-ya Immortal of archers "punisher of the Immortals" **Set**
Chih-chiang Fyu-ya is 8' tall, with fire red skin resembling scales, a demonic head, elephant ears, large leathery wings of a span of 40', a humanoid body, and cloven hooves. His weapon is of course the bow and his primary attribute is the ability to strike at any range in line of sight, his arrows hit for 2d10 points. If any other beings try to use his bow they find the shafts turning on them. He can also teleport and shapechange once a day. The Immortal uses +4 armor in battle and when hard pressed in hand to hand combat he teleports away.

Shan Hai Ching Immortal of wind and sea **Calitha**
Shan Hai Ching has a roc's body with the oversized head of a woman or man. She has 2 main attributes: the power to raise up a hurricane wind and the power to call forth any creature of the sea. She also has the ability to reverse to its user anything launched at him through the air, this works with only one thing at a Time. While She is perfectly able to fly by himself, She likes to ride on the back of an imperial dragon.

Lei Kung duke of thunder **Thor**
Lei kung appears as a man with smoking skin and eyes that look like lightning bolts. He uses +3 armor in battle made of lightning and a +4 hammer which casts 25 points of electricity at a touch. In the thick of battle he pulls out a set of drums which act as a horn of blasting and drums of panic combined.

Yu Shih Immortal of rain **Carnelian**
Yu shih looks like a man wearing +3 armor which seems to be rusting off of his body. This armor has the property of rusting completely any metal touching it. He wears a blue helm giving him the powers of teleportation and flying. He prefers to ride a storm cloud, at 240' / 80', that supports 10 beings of any size.

Fei Lien and Feng Po "counts of the wind" demi-Immortals **Frey and Freyja**
These beings appear as men. They use +2 armor in battle with lightning bolt swords that have no +in hitting power but strike for 2d10 points of electrical damage. They ride a piece of the wind which travels 240' / 80', and cannot be hit by anything. They have a large sack from which winds (as a staff of wizardry) blow whenever an opening is made.

Wen Chung "minister of thunder" demi-Immortal **Usamigaras**
Wen chung appears as a man with 3 eyes in his head. His third eye shoots a 20 point lightning bolt for 180 yards maximum range 10 times per day. He can teleport and control any form of weather.

Spirits of the air AC 5, MV 240' / 80', F10, Hp: 25

These minions of the wind Immortals can be called on, in numbers of 1d100 at a Time. They have black skin, large bat wings, clawed feet, and a monkey head with an eagle's beak. These creatures hit for 2d10 points of damage with their claws.

Lu Yueh Immortal of epidemics

Lu Yueh has 3 demon-like heads, 6 arms ending in claws, green scaled skin, and is 10' tall. His main attribute is the ability to cast the rotting sickness as a spell on his enemies killing them in 2 melee turns if they do not make their magic save. He does not bother with armor because all wounds heal themselves instantly and anyone hitting him suffers this rotting sickness with no save applicable. This Immortal has 5 servants that fight with him in any battle:

Being called "center" AC -4, Move: 120' / 40', F10, Hp 25

Center appears as a yellow cloud of gas about 30 square feet in size. She fights with a large silver spoon having the power to cast the rotting sickness which kills in 6 melee turns if they do not make their magic save. In a large battle she brings forth a jug that pours out an endless Cloudkill spell. She likes to roam the west.

Being called "spring" AC -4, Move: 120' / 40', F10, Hp 50

Spring appears as a green cloud of gas about 30 square feet in size. She fights with a flaming plus 2 sword that is called fever. This sword, whenever touching a being, will give them a rotting sickness that will kill them in 2 melee turns if they do not make their magic save. She uses a leather bag over a large battle that spreads the plague. She likes to roam the east.

Being called "summer" AC -4, Move: 120' / 40', F10, Hp 50

Summer appears as a red cloud of gas about 30 square feet in size. She fights with a fan that casts killing fevers to any within 30 yards of her if they do not make their magic save, the fever kills in 3 melee turns. She roams over the south.

Being called "autumn" AC -4, Move: 120' / 40', F10, Hp 100

Autumn appears as a white cloud of gas about 60 square feet in size. He fights against all the others and travels the earth with a small clay jug that pours forth a gas that can counter all the powers of the other form, since sometimes the others affect the Immortals in battle.

Being called "winter" AC -4, Move: 120' / 40', F10, Hp 150

Winter appears as a grey cloud of gas about 50' square. She fights by expelling chilling cold causing killing frost damage in 2 melee turns at anyone within 20 yards of her if they do not make their magic save. Lu Yueh bestows gifts on those he deems evil enough. This is decided whenever an evil act affects more than 50 people. There is a 5% chance Lu Yueh will give the evil being a present with no strings attached. 1st a fan which blows killing feverish chills and has the effectiveness of a sleep spell, these chills kill in 5 melee turns. Second, a gourd that pours forth a cloudkill spell once a week. Third, a ring that upon touching the wearer puts the rotting sickness on the touch much like a mummy's touch. Fourth, a wand made out of wolves' teeth that causes a deep coma lasting until a remove curse is used on the victim. Fifth, a vial of endless water that when thrown on a being acts as one touch of a staff of withering. When deciding which one the Immortal will give the judge rolls a 1d6 and if a 6 is rolled the person gets his choice.

Shang Ti Immortal of the sky

Aegir

Shang ti likes to travel among men dressed as an old man in tattered clothes and a long white beard. He also likes to float in the air ethereally, viewing cities and towns. His is the power to use any magic spell and nothing thrown in the air will touch him. He enters battle in +3 armor and shield and uses a shaft of light that is a +2 in hitting ability and does 3-36 points of damage.

Tai Yang Ti Chun Immortal of the sun

Ixion

This Immortal appears as a noncorporeal column of light that stands 20' tall and 4' wide. He can teleport and coming within 60 yards of his body causes the being to suffer 25 points of heat damage. Any weapon +4 or less will melt when hitting him. He fights with a shah or white light that hits for 30 points of fire damage.

Yama Immortal of death

Atzanteotl

Yama appears as a normal man and his primary attribute is paralyzing anyone touching him with anything if they do not make their magic save. He can also shapechange and cast 2 death rays from his eyes as the spell.

Chung Kuel Immortal of truth and testing

Tyr

Chung Kuel travels the earth as a normal richly dressed man. His primary attribute is the ability to beat anyone in any test of any type. Whatever power it takes to defeat his enemies or complete his tasks he has until the job is done.

Kuan Yin Immortal of mercy

Guidarezzo

Kuan yin appears as a slim young woman. Her main attribute is the ability to completely negate the effects of any type of violence, directed at anyone. She heals completely, resurrects, and grants wishes involving the ending of suffering and sadness. When a person accomplishes some good act affecting 50 or more persons there is a 5% chance that the Immortal will grant that person's wish.

Tou Mu Immortal of the north star

Terra

Tou Mu appears on the earth 20' tall, with 16 massive arms, and 3 eyes in her barely human head. She fights as well as the male Immortals in battle, and has a large array of magical devices of offensive and defensive power.

1st is a bow that never misses its target within 100 yards,

2nd is a +3 spear that hits for 3d10 points of damage,

3rd is a +3 sword that is able to fight as a dancing sword,

4th is a large red flag that projects 3 death rays from its folds every melee round,

5th is a living red dragon's head that breathes fire as a normal dragon,

6th is a piece of the moon that is able to intercept one hit directed at her per turn and be unaffected by the weapon,

7th are 2 amulets of yin and yang that protect the Immortal from spells sent from any of lawful or evil alignments,

8th is a lotus flower that heals all wounds at a touch;

9th she owns 5 chariots that fly at 240' / 80' without the aid of any creature pulling them.

She is able to use all of these at the same Time. If she likes an especially valiant fighter (DM's option) she will give him one of 2 books: the 1st is a tome of death which allows anyone reading it to use one death ray spell once a day, the 2nd tome allows anyone to raise the dead once a day. The chance of her doing this is 3% in any battle having 1,000 or more persons. It seems that she has an unlimited supply of these books and she will give the fighter his choice. The tome is made of a very brittle paper, but will remain useable as long as they are not exposed to hard wear and tear.

Lei Chen Tzu demi-Immortal "son of lei kung" **Orcus**
Lei chen tzu stands 10' tall, has green scaled skin, 2 large tusks in his one head, an overly long nose, red spotted wings with a span of 30', has the strength and the damaging power of a storm giant, and his 2 eyes act as a mirror of life trapping. Anyone daring to kill this darling boy will suffer the revenge of lei kung.

Chao Kung Ming demi-Immortal of war **Bemarris**
This Immortal looks like a very strong man and has the strength of a storm giant. He wears +3 armor and shield with his weapon being an inexhaustible supply of large black pearls which he hurls into battle exploding for 10-60 points of damage per melee round. He rides a 75 hit point tiger into battle. This cat has jet black skin and can fly through the air at 24" per turn and it strikes for 4-24 points of damage.

No Cha demi-Immortal of thieves **Asterius**
No cha appears as a 60' tall, 3 headed, 8 handed monster, with silver scaled skin, and the strength of a storm giant. He can fly at dragon speed, and throw 30 point fireballs, 5 per melee turn. He uses a flaming spear that hits as a disintegrate spell, he has a small brick of gold that he throws for 5-50 points of damage, he has a panther skin bag that when opened blows a wind as a staff of wizardry, and finally he has a bracelet which when thrown, and hitting, attaches itself to his enemies and strangles them. Treat this being as a 20th level master thief.

Shen shut: powerful spirit that guard portals the most powerful of which are called Yu and Lei.
This spirit seems to be a man until he starts to fight. It stands by a portal summoned by a very powerful wizard or Immortal in ethereal form and when beings of the wrong type try to enter it moves to stop them. It fights in +2 armor and shield and uses a halberd.

Ma Yuan Shuai **Jormungandr**
This monster got great enjoyment out of killing Immortals. It stands 70' tall, has a scaled body of rock hard toughness, 3 eyes in his one head shaped like a tyrannosaurus rex, and 4 large arms. This monster has a powerful magical device shaped in the form of a small triangular piece of stone that has the power to turn into any weapon the holder wishes. Ma Yuan Shuais favorite battle tactic is to make a weapon from this stone twice as powerful as the one used against him.

Note: the cods have magic devices that they use in common of which they are very fond and will react violently at their misuse.

Dancing sword of lightning
Behaves as a dancing sword, except that it shoots one lightning bolt from its tip per melee turn worth 3d10 points of damage.

"canon of changes"
A book of the Immortals that deals with redistribution of Matter and motion. It allows the reader to create any nonmagical object.

Fire gems
5 hand-size gems that shoot for 50 yards, a flame worth 6d10 points of damage, once per full turn.

Jade scepter of defending
This device will defend the user from any number of material weapons, not permitting any to strike its master.

The 5 fire, 7 feather fan of defending
This device acts as a jade scepter of defending and also negates all spells used against the holder.

Wind fire wheels
There are 25 of these and they shoot fire and wind at the same Time as a staff of wizardry, whenever turned.

Giant black pearl
Negates all wind and earth turbulence in a 1 mile radius.

There are 4 purpose whips
Slay demon whip

Slay law whip

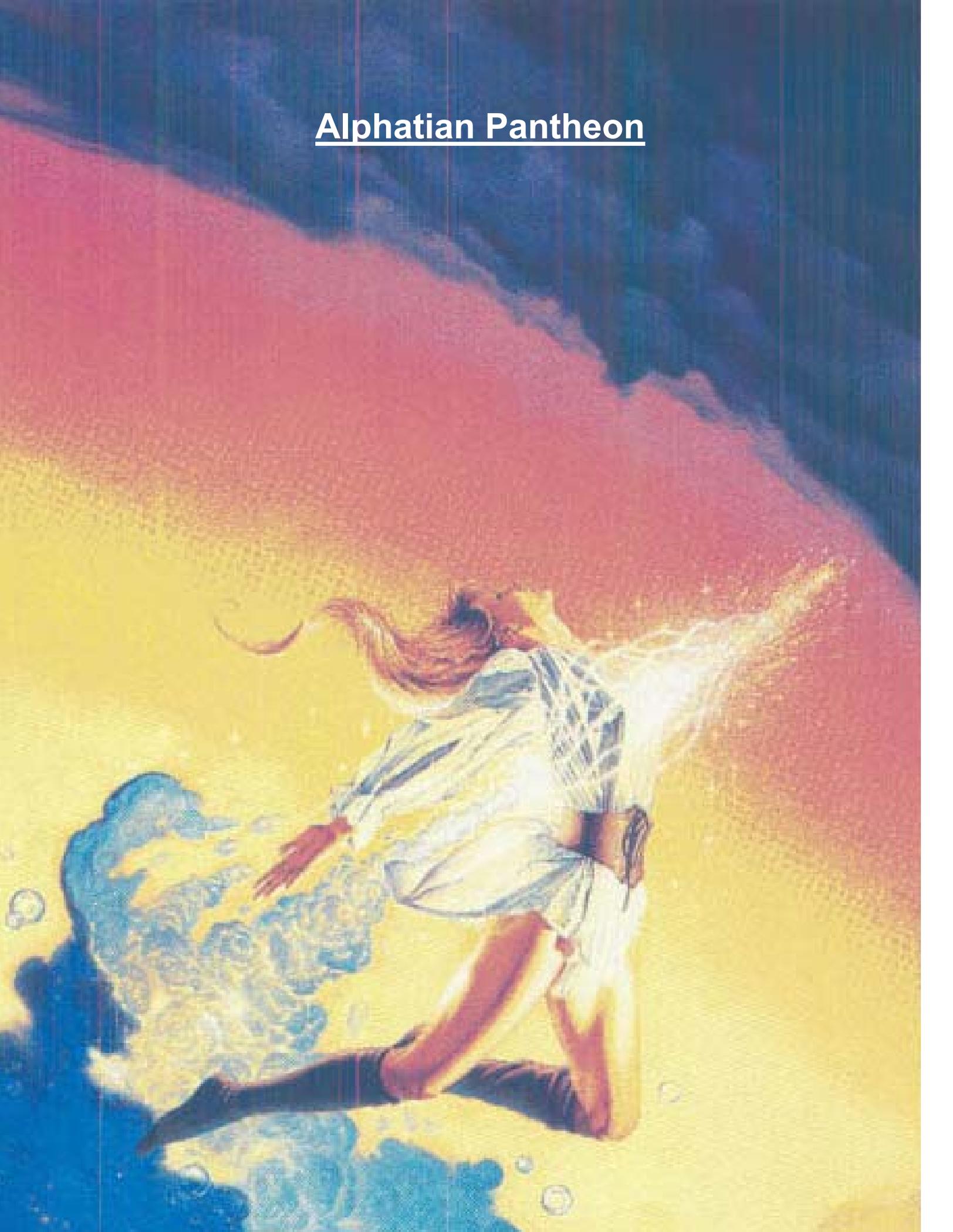
Slay evil whip

Yin-yang mirror

Paralyzes all beings of the lawful or evil alignment that look into it: duration - 1 year

Iron wand
This device makes all invisible things appear if within 30 yards of it. It can make objects disappear as disappearing dust, it acts as a staff of striking, and will grow to any length and become roughened for easy climbing.

Alphatian Pantheon



There is little canon information about the Alphatians' religion and its pantheon. Given the large size of that empire, and the utilitarian approach to priesthood, there are many different temples and faiths, probably in competition with each other. While each priest would be quite zealous in his duty—no one wants to be left without spells, their rivalry would be not overt, nor exceedingly violent—no priest would be really willing to die for its faith. This attitude could have allowed the creation of a number of different Phanteons, often worshipping different aspects of the same Immortals. Norwold and Thothia follow different traditions, but each has a national pantheon.

The Pantheon of Magic

First of these pantheons is the Pantheon of Magic, a collection of Immortal Patrons for the various schools of magic. There are twelve patrons, and the head of the Pantheon and its chief enemy, the personification of the lack of magic. Each patron of a school is also patron of a month of the year --supposedly, the month where that school is stronger.

Head of the Pantheon

Razud, Immortal of Wizardry, Patron of All Magic

Patrons of the Eight Schools

Alphatia ,	Patroness of Alteration	Alphamir
Koryis ,	Patron of Abjuration	Cyprimir
Noumena ,	Patron of Divination	Vertmir
Ixion ,	Patron of Invocation	Sulamir
Nyx ,	Patroness of Conjuraction	Nyxmir
Marwodyn ,	Patron of Necromancy	Burymir
Eiryndul ,	Patron of Illusion	Hastmir
Brissard ,	Patron of Enchantment	Islamir

The Four Patrons of Elemental Magic

Palartarkan ,	Patron of Air Magic	Eimir
Khoronus ,	Patron of Water Magic	Amphimir
Rathanos ,	Patron of Fire Magic	Andrumir
Kagyar ,	Patron of Earth Magic	Sudmir

The Enemy

Talitha the Thief, Immortal of No Magic, Patroness of the Day of Dread

Obviously, Talitha becomes Patroness of the Day of Dread only after Wrath of the Immortals affair, both in Hollow World Alphatia and in the Alphatian settlements in the Outer World.

National Pantheon

This is the composition of a series of national churches based in each Alphatian Kingdom. Each patron is recognized within the Imperial Church of Alphatia, but most have their own local church in their home kingdom.

Head of the Pantheon

Alphatia & Razud, Patrons of the Empire

National Patrons

Alphatia ,	Patroness of Haven
Razud ,	Patron of Vertiloch & Arogansa
Koryis ,	Patron of Bellisaria
Eiryndul ,	Patron of Shiye-Lawr
Ixion ,	Patron of Randel
Nyx ,	Patroness of Limn
Kagyar ,	Patron of Stoutfellow
Palartarkan ,	Patron of Floating Ar
Marwodyn ,	Patron of Blackheart
Zirchev ,	Patron of Foresthome

The enemy of the National Pantheon is

Alphaks the Destroyer, in his main aspect of enemy of Alphatia.

The Craft Pantheon

This last Pantheon as some following among the mundane population. The priests of this pantheon are considered to have tedious but well-paid jobs. However, they aren't especially popular among the aristocracy. This Pantheon also has a rigid hierarchy, with Razud at the head, followed by Noumena and Alphatia. The Immortals are listed here in order of decreasing importance in the pantheon.

Razud ,	Patron of Wizards
Noumena ,	Patron of Scholars
Alphatia ,	Patroness of Artists
Ixion ,	Patron of Warriors
Eiryndul ,	Patron of Jesters
Kagyar ,	Patron of Artisans
Palartarkan ,	Patron of Sailors
Zirchev ,	Patron of Rangers
Brissard ,	Patron of Merchants
Khoronus ,	Patron of Farmers
Talitha ,	Patroness of Thieves

The Enemy

Alphaks the Destroyer

In the Craft Pantheon churches, Alphaks is seen in his aspect of destroyer of art and knowledge.

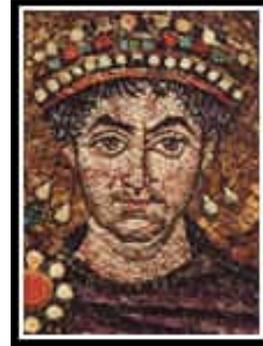
The Taymoran Pantheon

Tanyt Night Mother, Creator **Nyx**
 Clerical; Alignment, Follower Alignment; Any / Any
 Holy Symbol; A miniature of a woman.

Tanyt is the primary Immortal in the Taymoran Pantheon. She is the creator of life, and the patroness of Night, who saved the Taymoran from the Longest Day, when fire rained from the sky. She is strongest in winter, and her most holy celebrations are held during the longest night of the year and at the autumn equinox. She is also the main patron of the ruling caste. Tanyt is represented as a pale, beautiful woman with long tresses, either naked or wearing an ankle-long tunic and a large necklace.

Sarrattalu Death, Otherworld **Thanatos**
 Clerical; Alignment, Follower Alignment; Any / Any
 Holy Symbol; Eclipsed sun.

This Immortal is the personification of Death in the Taymoran religion. His name means literally King of Darkness, and he is perceived as the ruler of the Otherworld. The commoners of the Taymoran City-State worship this evil Immortal in an attempt to escape his wrath, and postpone the day of their demise. Only the Nosferatu nobles do not worship Sarrattalu, for they have been blessed by the Night Mother with the Water-of-Life, the blood which supports their eternal unlife. Sarrattalu is never represented. His temples hold a giant size, empty throne of black volcanic rock.



Melq-Ashtir Trade, Sailors, War **Asterius**
 Clerical; Alignment, Follower Alignment; Neutral / Any
 Holy Symbol; An ingot in form of a stretched animal skin.

An aggressive, expansionistic Immortal, Melq-Ashtir is patron of Trade and Travellers, as well as a patron of warfare and conquest. He is worshipped by all castes, but especially by the upper-middle class, merchants, weaponsmiths, and warriors. Temples of Melq-Ashtir serve as business centers, and offer arbitration, measurement, storage, and primitive banking services. Melq-Ashtir is portrayed as a well-muscled, handsome man in his thirties, wearing only an animal skin wrapped around his hips.

Qorun Sea, Rulership **Khoronus**
 Clerical; Alignment, Follower Alignment; Neutral, Lawful / Any
 Holy Symbol; A man's head covered by a feather headdress.

The Taymor Father, Qorun is the mythical progenitor of the Taymoran Immortals. He is represented as a middle age, bearded man wearing a crown with a conical feather headdress inside and a long tunic. An Immortal Patron of rulership, he is revered mostly by the noble class, including the Nosferatu rulers, who see him as the first of the Undying Kings. Also the merchants worship Qorun, in his role of Immortal of the Sea.

Urtni Elves, Women, Forests **Ordana**
 Clerical; Alignment, Follower Alignment; Neutral / Any non evil
 Holy Symbol; A tree with a short trunk and many branches.

This Immortal is a patroness of the Shelash, the Sheyallia Elves who have obtained from the Undying King of Temuraz the right to live in the Eastern Borderlands. She is a nature Immortal, but represents a solemn, ritualistic, rather than wild or untamed, aspect of nature.

Sethlanis Metalsmithing, Volcanoes **Wayland**
 Clerical; Alignment, Follower Alignment; Lawful / Any
 Holy Symbol; A forge, or a volcano, or any red-hot metal.

The Immortal patron of Metalsmithing. It is not known how Nyx convinced him to teach the Taymorans his secret techniques, but it is certain that he doesn't like them very much. The Taymorans try and appease him with many donations and sacrifices, but his volcanoes are always ready to unleash their deadly fluids over the miners. Sethlanis is a patron of the Fomorian giants, and his represented as a muscle-bound giant with many tentacles instead of the lower legs, each tentacle ending in a fire-breathing snake head.

Immortals of the Savage Coast

Los Guardianos revere several Immortals. Five Immortals are venerated throughout the baronies:

The Ambassador

Masauwu



The General

Thor



The Judge

Tarastia



Milan

Mealiden Starwatcher



Valerias.



Some baronies have local patrons as well.

In Cimarron,

Kagyar

is revered as the patron of artifice and the master of firearms.

Al-Kalim

is venerated in Saragón as the patron of scholarship, tolerance, and courage. He is the favorite of sages, wizards, and warriors who favor strategic planning.

Narvaez also reveres two Immortals:

Ixion

is the center of the Church of Narvaez. He is the sun, fire, life, power, and wisdom; citizens of Narvaez see him as the one Immortal worthy of true veneration. Much religious persecution has been carried out in his name.

The Inquisitor (Vanya)

acts as Ixion's avenging servant. She represents pride and the correctness of beliefs, seeking vengeance against those who do not follow the way of Ixion and punishing those who stray.

In Vilaverde, Texeiras, and Torreön,

The Inquisitor is revered as **Fanha** (spelled **Faña** in Torreön). She represents war and pride in those states. She is the patron of warriors and the representation of self-defense and vindication, especially against those who deliver insults.

Extra Spells

On the Savage Coast some extra spells are in use, which do not exist anywhere else, and are thus not granted by Immortals if requested elsewhere. But any Immortal which has a following on the Savage Coast may grant this spell to his followers, even if they originate from somewhere else.

Measure Cinnabryl

Interruptible Light

The Lupin Pantheon



Lupins refer to Immortals as Saimpt, holy lupins who achieved ultimate greatness in this world. Over the centuries, many saimpts were authenticated, either genuine Immortals or heroes of the lupins' history now long gone. Following are descriptions of some of the more popular saimpts.

Saimpt Clébard: Patron of loyalty, fidelity, and family. Initiate of Thought. Lawful/Any. One of the few Lupin Immortals, he is the patron of loyalty, fidelity, and family. He represents the law, as well as love between those of good breeding.

Saimpt Loup: Patron of mercy, hunger, destruction, night, and winter. Saimpt Loup portrays both good and evil among lupins.

Saimpt Malinois, the Were-Slayer: Patron of hunters, revenge, courage, warriors, blacksmiths, and those who go to war.

Saimpt Matin: Patron of fortresses, guards, and those who died on the battlefield defending their kin. He is the master of safety and happiness at home.

Saimpt Ralon: Patron of life, good food, fun, health, wealth, farmers, merchants, and those who produce goods.

Saimpt Renard (Korotiku): Patron of wit, freedom of Thought, wisdom, sense of smell, cunning, and trickery. The chief Immortal of the pantheon, Renard has so far guided the royal dynasty of the Clairvaults well. He is the only Immortal of this group who was not a Lupin (although everyone in Renardy would object to this statement).

Much like other civilizations, the lupins of Renardy adopted spiritual patrons among the Immortals. The novelty here is that they refer to them as saints, holy lupins who achieved ultimate greatness in this universe. Over the centuries, any saints were authenticated, either genuine Immortals or heroes of the lupins' history now long gone. It would take too long to enumerate all these here, other than some more-common ones:

Immortals of Bellayne

The Rakastas have adopted Immortals of other cultures, primarily those of the humans that founded Bellayne more than five centuries ago. The cat-people revere these Immortals in their own way now.

Belbion **Vanya**

Patron of pride, honor, war, and conquests. She is a favorite of warriors and those who believe rakasta culture to be inherently better than any other.

Felidae **Calitha**

Patron of oceans, travelers, adventurers, good fortune, and merchants. She is an Immortal common to both Rakastas and elves. By Turtles as Mother Ocean, and by Wallaras as Barramundje the Mother. Celestial of Time. Neutral/Any. In Bellayne, this Immortal governs oceans, travelers, adventurers, good fortune, and merchants. The Turtles revere Calitha as their mother and protector, chief among their Immortals. Among the Wallaras, Barramundje is the mother of rivers and billabongs, patron of fertility, the element of water, and all that grows. Anyone who befouls the lands of the Wallaras runs the risk of being cursed to become a wandering frilled lizard, eventually to fall to some hunter's boomerang. One of the first Elven Immortals, Calitha also protects the sea, which is the cradle of life.

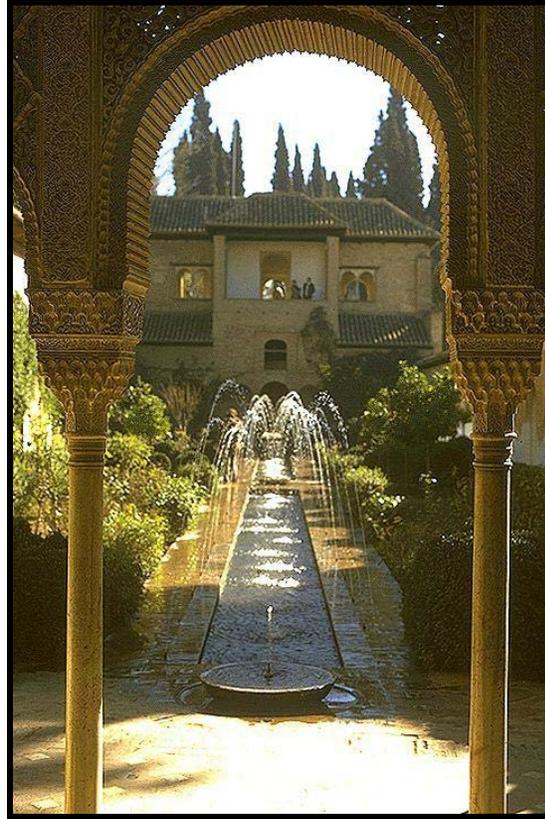
Kagyar

This "foreign" Dwarven Immortal was primarily followed by dwarves in Penwick and northern Fairfield. His following then grew among rakasta coal miners working with the dwarves. Being the only male in the rakasta pantheon, he became a favorite among masculine rakasta males with an axe to grind against the high-brow, stuffy, Bellaynish philosophic establishment.

Pax Bellanica **Tarastia**

Patron of rakasta justice and peace. It is often in her name (and in Belbion's) that the Rakastas mount holy crusades against the goblins.

Tawnia (Ordana): Patron of the people of the forests in general, defender of hunters, archers, and druids.



Lizardmen Phanteon

Cay **Terra** Patron of the Kingdom of Cay, earth, life, fertility, and good luck.

Goron **Demogorgon** Patron of Ator, victory, bravery, and death. This reptilian queen of evil interfered with Herathian experiments, instilling the Gurr'ash with the racial instincts that make them brutal and bloodthirsty.

Ka'ar **Ka** Patron of Shazak, trade, wealth, and better life in general.

Kutul **Kurtulmak** Patron of Cay, war, fire, and territorial gains. Kutul contrived to have the Caymans create a caste of warriors headed by Shamans and devoted to him. Kutul balances Cay's lawfulness with his own brand of chaos.

The Robrenn Pantheon

In Robrenn each of the following Immortals, with the exception of Belsamas and Nyt, has a druidic following.

Arduinna	Diulanna	Patron of willpower, archery, and hunting. She approves only of female druids.
Belnos	Asterius	Patron of healers, traders, and travelers. Eternal of Thought. Any/Any. Asterius controls the moon, money, and commerce. The patron of healers, traders, thieves, and travelers abroad, Asterius is popular among Halflings.
Belsamas	Kagyar	Patron of forging, metalworking, construction, and dwarves. Clerics of Belsamas are always true neutral in Robrenn.
Breig	Ordana	Patron of Robrenn, head of the pantheon. She approves only of female druids.
Cernuinn	Faunus	Patron of forests, songs, poetry, bards, and woodland beings.
Leug	Zirchev	Patron of demihumans, wisdom, and the arts. Leug is a recent addition to the Robrenn pantheon.
Nyt	Hel	Patron of death and reincarnation. She is acknowledged, but not worshiped.
Taranos	Odin	Patron of skies, storms, and mighty Lightnings. This Immortal is not as influential here as in Eusdria.
Tuatis	Thor	Favorite patron of warriors.

The Eusdrian Pantheon

Donar	Thor	Popular patron of warfare.
Eirys	Eiryndul	Patron of woodland beings and elves, but especially of elf wizards.
Fredar	Frey	Patron of free heart warriors.
Fredara	Freya	Patron of female warriors.
Kagyar		Patron of dwarves and metalwork.
Lokar	Loki	Patron of flames, mischief, and lies, Lokar is not honored except by evil beings.
Nyt	Hel	Patron of death and reincarnation. She is acknowledged but not worshiped.
Tiuz	Ilsundal	Patron of elves, wisdom, law, and trust, Tiuz is often represented as a warrior missing his right hand.
Viuden	Odin	Chief Immortal of the Eusdrians. Patron of the sky, storms, and authority.
Menlil	Atzanteotl.	Revered in Nimmur. This corrupter of civilizations seeks destruction of all surface life. He is the patron of war and revenge among the Manscorpions; he also taught them how to make protective body paints so they could venture into Gilmun, the "land above," a place of sun and light.

Immortal Patrons of Herath

Enebaan	Masauwu	Patron of diplomacy, intrigue, influence, masquerade, rulers, spies, and thieves.
Negyavim	Iliric	Patron of Herathian wizardry, but also of greed and insensitivity. His followers use the local mining of gems and the dwarves' skillful crafting of these precious stones as a source of sacrificial gifts to this greedy Immortal.
Shaibuth	Eyrindul	Patron of forest dwellers. This Elven Immortal took on the Aranean cause as an afterthought, merely as a means to compete against Korotiku (Yehm), his old rival.
Shaya	Valerias	Patron of beauty and love, especially unrequited love. Valerias was attracted by the true love felt between a human paladin and an aranea who appeared human; rather than expose her secret, the aranea bit her lover, poisoning him, and then ended her own life. The tragic tale touched Valerias, and she has since found a wide following among Herathians.
Yehm	Korotiku the Spider	Araneas are an old favorite of Yehm, one of those Immortals who no longer remembers ever being mortal. It is tempting to say he once was a mortal aranea, which would attest to this race's ancient existence in the universe, but no proof exists of this. Nevertheless, Yehm is the grand patron of Araneas, even more so than of the lupins

Antalian Faith (Aasatru)

Pantheon: Antalian Pantheon
Church: Antalian Church (Clan based)
Roots: Unknown. Possibly Blackmoor Era Skandaharian Faith.
Countries: Ostland, Vestland, Soderfjord, Heldann, Norwold, Wendar, Isle of Dawn

Eternal Truth

Pantheon: None (**al-Kalim**)
Churches: Church of the Eternal Truth
Roots: Thyatian Faith, Ylari Tradition, Nithian Faith
Countries: Ylaruam, Darokin (Selenica), Ierendi, Thyatis (Biazzan)

Thyatian Faith

Pantheon: Thyatian Pantheon
Churches: Church of Thyatis, Church of Karameikos, Church of Darokin
Roots: Nithian and Old Traladaran Faiths
Countries: Thyatis, Karameikos, Darokin, Minrothad, Ierendi

Traladaran Faith

Pantheon: The Traladaran Three, Hero Spirits
Churches: Church of Traladara
Roots: Old Traldar Faith and Tradition, Nithian Faith
Countries: Karameikos, Darokin, Thyatis, Glantri (Boldavia).

Demihuman Church Traditions

Dwarven Faith

Pantheon: Dwarven Pantheon
Churches: Dwarven Church (Clan Based)
Roots: Dwarven Tradition
Countries: Rockhome, Karameikos, Thyatis, Darokin, Soderfjord, Vestland, Ostland, Norwold, Ierendi, Minrothad, Isle of Dawn, Alphatia (Denwarf-Hurgon), Gwaithallin (Moulder / Dwarves-Modrigswerg).

Elven Faith

Pantheon: Elven Pantheon
Churches: Elven Church (Clan based)
Roots: Elven Tradition
Countries: Alfheim, Wendar, Karameikos, Minrothad, Darokin, Thyatis, Minrothad, Undersea, Glantri (Erewan, Belcadiz), Alphatia (Shiye Lawr), Norwold (Shiye Clans)

Hin Faith

Pantheon: High Heroes
Brindorhin
Raven

Churches: Hin Church

Roots: Hin Tradition

Countries: Five Shires, Karameikos, Darokin, Thyatis, Norwold (LeehaShire)

Human Mystical Traditions

So here's the list of Immortals worshipped in the Five Shires.

Brindorhin
Nob Nar
Coberham
Raven
Karaash
Bartziluth
Wogar
Ordana
Zirchev
Asterius

Despite the lack of temples or a sufficient number of followers to be included in the list, there are many clerics and druids worshipping **Ordana and Zirchev** living in the wilder lands of the Shires.

Asterius has got a temple in Shireton and many followers among the humans living in the Shires.

Atruaghin Mysticism

Pantheon: Atruaghin Pantheon, Spirits
Atruaghin
Hattani Stoneclaw
Mahmatti Running Elk
Ahmanni Turtle rider

Opponents: **Atzanteotl**
Danel Tigerstripes
Tiger Clan

Churches: None (Atruaghin Shamanic Tradition)

Roots: Oltec Tradition

Countries: Atruaghin lands, Darokin

Glantrian Mysticism

Pantheon: Rad

Church: Shepherds of Rad

Roots: Ethengar Mysticism, Arcane Philosophy

Country: Glantri

Ethengar Mysticism

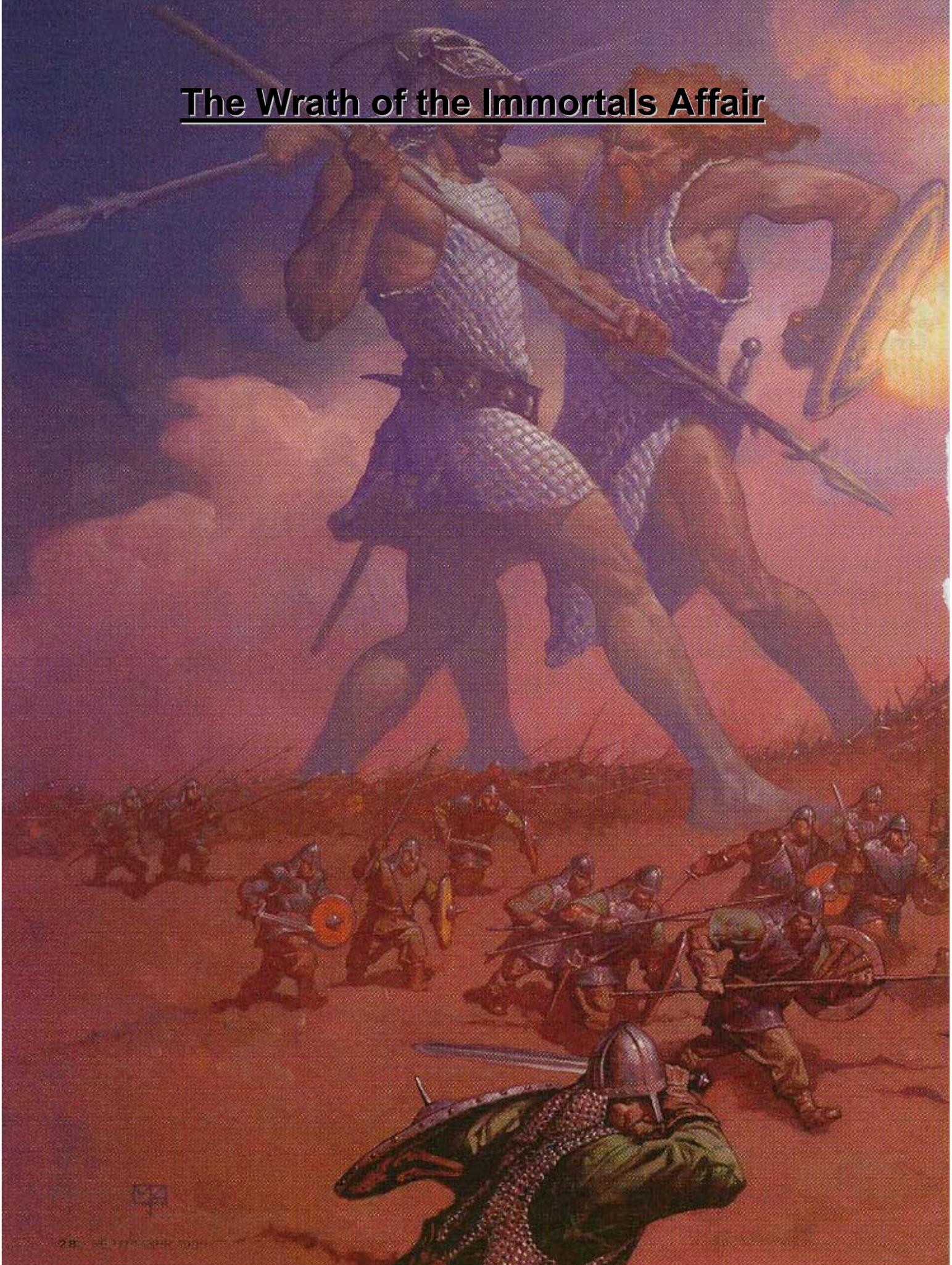
Pantheon: Ethengar Pantheon, Spirits

Churches: None (Ethengar Shamanic Tradition)

Roots: Blackmoor Era Peshwah Tradition and Beliefs

Country: Ethengar

The Wrath of the Immortals Affair



" My Lords and Ladies, Immortals and Exalted servants, we face no less than the destruction of the World of Mystara... and our own society."

The speaker—tall and elegant, with skin the color of bronze gleaming in firelight, and flaming eye sockets—took the center of the Central Dome's main chamber as if it were a stage reserved for his use. His gaze swept the crowd, Immortals all and looked for opponents to quell, doubters to sway, and supporters from whom to draw encouragement. He spun and pointed an accusing finger up at the raised judges' bench, where five Hierarch sat.

"It is your responsibility to pass sentence on Rad, to end his studies before they destroy everything we know. In his greed for knowledge, he will sacrifice anything, from an entire world to the very future of our kind."

The object of his tirade, standing quietly a few yards away stroking his beard, coughed up a little laugh.

"eh, Monsieur, you credit me with far too much influence and far too little sense. Would I endanger the world of my birth, the world where my descendants still live? No. the object I am studying, the artifact which causes you so much consternation, is no threat to Mystara. It is a source for understanding. It shapes energies in ways which no one has ever seen before. It ignores the known laws of magic and yet achieves magical results. There is nothing like it in any of our records. By studying it, I may discover a whole new kind of magic previously unknown to us—perhaps I may even unlock the secrets of those who went before us, the Old Ones".

Ixion glowered, and the fire in his eye sockets burned brighter.

"Each Time you use this device, this thing, it draws magical Energy, the source of our power, from the world. We have no way to replace that lost Energy. And the rate of consumption is increasing. In a few centuries, perhaps a few decades, your irresponsible experiments will have robbed the world of Mystara of all magic".

Rad shrugged, the delicate fabric of his crimson robe rustling.

"So?"

After a second of stunned silence, Ixion whirled to face the audience.

"You see? His own words condemn him. No other place in the multiverse has produced as many candidates for Immortality as Mystara, the very world this madman threatens. Many of you called it home during your mortal lives. Steal away its magic, and you turn it into a wasteland of squabbling warriors. You doom all the wonderful races of magical creatures who cannot survive without it to slow and lingering extinction. Not is this all..."

Ixion said, turning his attention to the five Immortals who sat in judgment.

"...Rad has violated one of the most ancient laws of our kind. By leeching power from the world, he is directly interfering with the lives of mortals unless we stop..."

Rad's voice interrupted him;

"that is a Lie."

Ixion whipped around to glare at him in angry disbelief. The crowd stirred and began to mutter; no Immortal, even one as knowledgeable as Rad, had ever dared to speak like that to a higher-ranking Immortal before, especially not to a Hierarch as powerful as Ixion. Before Ixion could answer, Rad continued;

"The 'law', good monsieur, states that we are not to take direct action against mortals. Traveling to Mystara and forcing a mortal to do your will, that is direct action. Dropping thunderbolts on a city you despise, or sinking an island into the sea, that is direct action. What I do is

indirect action. I study, I encourage, I inspire. I take no direct action.

Ixion laughed bitterly.

"Your 'inaction' will change the world more completely than any thunderbolt from an angry Immortal on an erring mortal. I congratulate you on the sheer power of your inaction. I've never seen any inactivity so powerful...or so dangerous".

Ignoring Rad's mocking bow at the compliment, Ixion turned again to the judges before them.

"You have seen, and you have heard. I have proven conclusively that Rad's research is draining Energy from Mystara. Unless he is stopped, his work will eliminate the influence of Energy there, and perhaps elsewhere on the Prime Plane. Not even Rad could contest my findings. Now I demand a vote, I demand by my right as a Hierarch that he be stopped".

On the bench, Djaea, speaker for the council of Mystara, nodded.

"So be it. We shall decide".

She turned to confer in whisper with her fellow judges. Ixion took a moment to relax. He shouldn't have let Rad get him so angry. He knew he's won his case. Rad was clever—too clever—but he had only been an Immortal for less than two centuries, while Ixion had known the judges for eons. He knew how each would vote. Djaea, a Hierarch of Matter, was sure to vote his way. As concerned as she was with the preservation of worlds and species, she would never allow harm to come to the exotic races of Mystara. Ilsundal, a fellow Hierarch of Energy, was Ixion's friend and shared his fears about the sphere losing influence on Mystara. He, too, was a sure vote. Korotiku, Hierarch of Thought, was another friend whose frivolous manner had a deep wisdom. A co-founder of the Hollow World Council, he too would act to protect his charges from the danger Rad's experiments posed.



Ilsundal, Hel, Djaea, Korotiku, Khoronus.
Ixion vs. Rad

His vote would go with Ixion. Khoronus, Hierarch of Time, was a cipher, Ixion could never tell how he might vote on any issue. He might find some precedent for Rad's actions in the deeds of a madman of centuries past, in which case he would vote for Rad, or he might accept Ixion's charge that Rad's refusal to stop at his Hierarch's command was a defiance of tradition, in which case he would vote with the others. He, a Hierarch of Entropy, in keeping with her nature would probably vote whichever way would cause the most trouble. But it didn't Matter; with Djaea, Ilsundal, and Korotiku on his side, Ixion's victory was assured. He stood savoring the moment, thinking of how he would discipline Rad once the verdict was announced. Yes, the votes were counted, it was Djaea and Ilsundal for Ixion, Korotiku and Khoronus for Rad, and Hel abstaining. Ixion stared in surprise at Korotiku while the crowd buzzed at the unexpected outcome. The ebon-skinned Immortal stared back, sympathy but not the lightest trace of remorse on his face.

"Knowledge and Growth do not come from stagnation, my friend"...He told the solar Immortal "...This was nothing personal".

"We have a Tie", Djaea announced; she, too, looked surprised. "As speaker for the council, it is my right to break the tie. I decide in favor of Ixion. Rad will abandon his studies of the device. This meeting is at an end".

There were unhappy mutterings from the crowd as Djaea and the other rose to depart, but they stopped when Rad quietly said

"No, I do not accept your ruling". In the shocked silence that followed, Rad's calm voice continued; "I came here to answer the charges against me and to explain the importance of my work for us all. Even had the vote gone against me, I would not have abandoned my research. But your council is deadlocked; two for my humble self, two for good monsieur Ixion, with Madame Hel keeping her own council is her right. No verdict has been reached, and your attempt to vote twice is, how you say, below the board? My studies will continue".

It took the outraged Hierarch a moment to find her voice, during which time the background noise slowly grew to a low roar as Immortals in the crowd began arguing among themselves. When she did speak, it was clear that her tone that she was hard trying to keep her temper. "By rights, the council should not even had to intervene in this matter, Ixion is the reigning Hierarch of your Sphere. Once he ordered you to stop your lunatic scheme, you should have obeyed him without question. I offer you one last chance to obey your superior, to do the right thing, to honor our tradition.

There was dead silence as they all waited for Rad's reply. "I defy your tradition" he said at last, his quiet voice carrying to every corner of the great chamber. "Traditions are only laws when all accept them. I do not. Our 'traditions' are not laws but regulations made up by the Hierarchs to keep all power in their own hands, Ixion is older and stronger than I, but he is not my superior, and I will not obey his orders. Have you forgotten?" cried Rad, turning from Djaea to the crowd.

"The Hierarchs command such subservience because they sponsored so many of you to Immortality. No one can become Immortal without serving an Immortal sponsor—or so we are told. Most of you have never outgrown the habit of deferring to them; that is the hallowed tradition which Madame Djaea evokes. But I achieved my Immortality without the benefit of ancient traditions. I owe my allegiance to no sponsor. I myself am proof that the old ways can change, thanks to the very studies these Hierarchs wish to suppress. Who is to say that those who went before, the Old Ones, are not responsible for guiding me to this new path now opening before us? I will not, I cannot stop now because one world might lose its flying carpets and Crystal Balls! For the sake of us all, for the sake of the future, I must continue my studies. And I will, to the last of my strength, even if I must defy you all to achieve my goal.

Ixion clinched his fists and took a threatening step forward;

"I should destroy you here and now, before you cause any more damage" he hissed. Suddenly two figures stepped out of the crowd up to Rad's side; Rafiel and Rathanos, fellow Emphyreals of Energy.

"Rad does not stand alone" Rafiel said to the fiery Hierarch. "I too became Immortal without a patron. I, too, would like to see what experiments bring". Rathanos merely nodded.

"Traitors!" said Valerias, sliding up to Ixion's side. "Say the word, my love, and we will stop this rebellion before it spread farther". Ixion smiled and raised his weapon, but before he could strike a huge figure moved between the Antagonists. "No!" said Ka the Wise. "This is not the way. Rad is right in one thing at least. He and Rafiel are the first of a new kind of Immortal. I have devoted all the millions of years of my existence to protecting endangered species from harm. I cannot allow you to destroy them. Come, my friends, can we not talk this over before it is too late?" "It is already too late" said Ixion, gesturing to the crowd, which had degenerated into small groups shouting and shoving at one another. "Much as it pains me to count you among my enemies, my duty is clear. I must not allow Rad to destroy my Sphere and rob Mystara of its magic. If I cannot fight him here in Pandius, then I will fight him in the Mortal world below. "Look to your followers, rebel." He said, turning to Rad a final Time. "An Immortal without mortal followers quickly loses his power. Unless you halt your research now, I will unleash my followers against yours in a war that will wipe your precious Glantri from the map. And I will not stop until all knowledge of you and your "Radiance" has vanished from Mystara." For the first Time Rad hesitated. "You condemn hundreds of thousands of mortal to death—many of them your own followers, or innocents who will get caught up in the struggle". "No, rebel, it is you who condemn them" Ixion snapped back. "I do not desire their deaths, but if that is the price I must pay to prevent the doom of every magical creature on the planet, then so be it. Give up your work, submit to the council and myself, and the war need never take place. Refuse, and their blood is on your hands".

Rad Shook his face. "I cannot".

"Then it is war—and such a war as that the world has never seen before. Look to your defenses, Traitor. Gather what allies you may, nothing will save you from my wrath" and with that, Ixion and Valerias vanished in a blinding flash.

Rad's shoulders sagged. "So be it," he sighed before turning to his supporters. "My friends, we had best take council together. If my dream is to survive, I will need all the help I can get" then they too vanished.

Djaea sat in the rapidly emptying hall with her face in her hands and said "What have we done?" Khoronus put a comforting hand on her shoulder and quoted an old rhyme softly to himself; "The old order changeth, giving place to the new. Lest one good custom should corrupt the world..."



Years 1000 AC to 1004 AC In the years following this fateful exchange between Ixion and Rad, all the Immortals involved assemble their allies to prepare themselves for the conflict to come. Ixion and Valerias are joined by another Hierarch, IIsundal, who fears for the elves if Rad's work continues, and by Alphantia, who knows that the disappearance of magic would doom her own followers on the Alphantian continent. These four organize themselves into a band called the **Ring of Fire**. Their goal is to protect magic and the status quo by forcing Rad to end his studies. Ixion and Valerias seek Rad's personal destruction.

They encourage their followers—clerics and non-clerics alike—to become unusually active so that they will advance in level and be more powerful for the events to come. They also do their best to gain followers a role in influencing the governments of these and other nations. Finally, they subtly stir up anti-Glantri sentiments so that Rad's followers will be isolated when the ear finally comes.

Meanwhile, Rad's cause continued to attract supporters. Soon he, Rafiel, Rathanos, and Ka were joined by Korotiku, Eiryndul, Vanya, and Asterius. Together they form the **Fellowship of the Star**. While Rad, Rafiel, and Rathanos work to find ways to use the Radiance defensively, Korotiku and Ka continue to present his case in Pandius. Between Ka's prestige and Korotiku's willingness, they prevent Ixion from gaining any more allies. Asterius roams the Known World in mortal identities to spy out Ixion's plans so Rad will know what to expect. Eiryndul devotes himself stirring up so much trouble in Norwold that civil war breaks out there, preventing this Alphantian colony from helping the mother country in the war against Glantri, Vanya meanwhile, fans anti-Alphantian sentiment among her own followers in Thyatis and the Heldann Freeholds so that these nations be likely to side with Glantri when hostilities begin.

By the year 1004AC, the Known World is a powder keg, ready to explode—and an angry Ixion to light its fuse. The **Brotherhood of Shadow**, is Entropy's answer to these effects.

During the same period the **Wrath of Olympus affair** takes place in Darokin, further disturbing the mortal world.

Fellowship of the Star

This group is founded during the course of the Wrath of the Immortals affair. It is led by Rad and made up of Immortals who believe that the Radiance should be preserved, studied, and exploited in spite of its detrimental effects on magic in the Prime Plane on Mystara. Several of its members also oppose the current Immortal hierarchy and seek to change the laws and traditions by which Immortals govern themselves.

The group's active members are

Rad	Leader and Founder
Rafiel	Empyrean of Energy
Rathanos	Eternal of Energy

Tactical Members

Eiryndul	Empyrean of Energy
Asterius	Eternal of Thought

Political Members

Ka	Hierarch of Matter
Korotiku	Hierarch of Thought

Secret Member

Vanya	Empyrean of Matter
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Rad, in his mortal identity of Etienne d'Ambreville, continues to study the dangerous artifact known as the Nucleus of Spheres and the strange Energy it emits, the Radiance.



It's obvious to him that his enemies of the Ring of Fire plan to use the vast magical might of the Empire of Alphatia against him. The Nucleus of Spheres is currently buried deep beneath Glantri City, Mystara world—except for Alphatia.

Rad anticipates an Alphatian assault on Glantri to decimate his mortal followers and seize possession of the artifact. His response is to intensify his study of the Radiance in hopes that he will learn enough to protect his followers and defeat his enemies when the Time comes.

Rafiel and Rathanos, Energy Immortals whose main interests lie in the acquisition of knowledge, are spending most of their Time studying the Radiance with Rad. However, Rafiel is also the patron of the Shadow Elves; as such, he has been urging them that the Time has come at last for them to seize power in the land of Alfheim. If his plan is successful, Glantri will gain an ally in the troubles ahead.

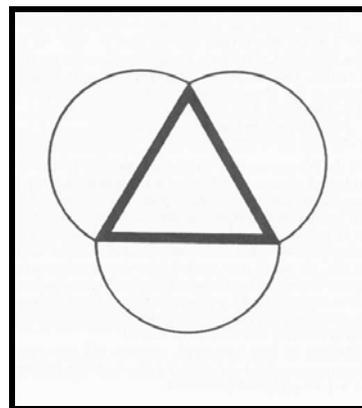
Ka is not active at all on the Known World. He remains in the Immortal city of Pandius, where he and Korotiku argue on behalf of Rad's cause and make sure that Ixion does not gain any more support for his group. So far, popular opinion remains mixed, with most Immortals waiting to see how things come out on Mystara before committing to either side.

Finally, there are Asterius and Eiryndul, both of whom are having the times of their Immortal lives. Eiryndul, a renown troublemaker, divides his Time between Alfheim and Norwold, stirring up mischief in both to prevent their being used effectively against Glantri. Asterius, meanwhile, has returned to his mortal skills as a thief and acts as Rad's eyes and ears. He travels the Known World watching for signs of the interference from the Ring of Fire.

Rad's most important ally in his efforts to buy Time is Vanya, who is secretly setting up the Thyatian Empire, traditional enemies of the Alphatian Empire, to blunt Alphatia's anticipated assault against Glantri. Vanya is influencing the emperor of Thyatis to be more reactionary and less tolerant, so that the empire will denounce and oppose any action that Alphatia takes. Simultaneously, she is urging her devoted followers in the Heldann Freeholds to forge an alliance with Thyatis, so that Alphatia will have an unexpected enemy in the north if war should actually erupt. Vanya's actions are secret, no one (not even Rad) knows she is on Rad's side.

This group uses no mortal followers other than the Immortals belonging to this group already possess. To distinguish themselves and their group goal they use the Holy Symbol of Rad.

This group fell apart almost directly after the end of the Wrath of the Immortals affair (read Chamber of the Spheres.).



Ring of Fire

This group is founded during the course of the Wrath of the Immortals affair. It is led by Ixion. It is made up of immortals, especially those of the Sphere of Energy, who realize that the Radiance is drawing power from the Sphere of Energy and threatens to damage the relationship between that Sphere and the Prime Plane. Founded in direct opposition to the Fellowship of the Star, it seeks a halt to all use of the Radiance and the destruction of Rad.

Its members;

Ixion	Hierarch of Energy	Leader
Valerias	Hierarch of Matter	
Ilsundal	Hierarch of Energy	
Alphatia	Celestial of Energy	

Tactics of the Ring of Fire.

The Ring of Fire has only four members, but since three of these are Hierarchs, it is still a most potent group.

Ixion, the ring-leader, spends most of his Time in Pandius, pressing for formal action to be taken against Rad and trying to gain more members for his clique. Without Ixion's continual presence, Ka and Korotiku between them might gain yet more allies for the rebellion, delaying what Ixion sees as certain victory.

Rad is greatly relieved to thus hold the enemy "King" in check. However, the truth is that Ixion's plans are more subtle than Rad guesses. Ixion may be "in check", but what Ixion knows and Rad does not is that Ixion is not the most dangerous member of the Ring of Fire.



Rad assumes Valerias, Ixion's Mate, is of little strategic use in any intrigue which does not involve passion and romance. He's wrong. For the last several years, Valerias has been setting up Mortal Identities in all important nations of the Known World and Hollow World and gaining influence there.

For instance, realizing that the Empire of Thyatis could be used as a shield between Alphatia and Glantri, Valerias has spent much of her attention in Thyatis city. In her Mortal Identity of Helen Ledamiades, she has become a popular figure in society, hosting wild parties and frequently acting as a Patron for the city's lavish gladiatorial games.

She has sparked romances between the most capable of the Thyatian military officers and mortal women of choice (often Alphasians)—romances which have led officers to defect to foreign lands, to form strong bonds with Alphasian families, or to lose interest in military matters. She has introduced new types of decadence and self-indulgence into the courts of Thyatis and allies such as Karamaikos. The worst of these is her popularization of the use of Zzongha fruit, an Alphasian fruit which causes its users to become drowsy, unambitious, and eventually inept; she has particularly pressed it on the military officers among her guests.

In short, while Vanya influences the rulers of Thyatis to become more reactionary and aggressive, Valerias is deftly removing the very 'backbone' of Thyatis' military might and bureaucratic efficiency... with neither aware of the other's activities. And this is only the most successful of the many plots Valerias has been conducting under the noses of the Fellowship of the Star.

Ilsundal, patron of the Elves of Alenheim, is regrettably influencing his followers to gird themselves for war. The immediate pretext is increased activity among the Humanoids of the Broken Lands, but once Alenheim is ready for conflict he plans to sabotage their alliance with the Glantrians and ally them with the Alphasians. He is not aware that Rafiel is doing something similar with the Shadow Elves, far below, nor is Rafiel aware of his activities.

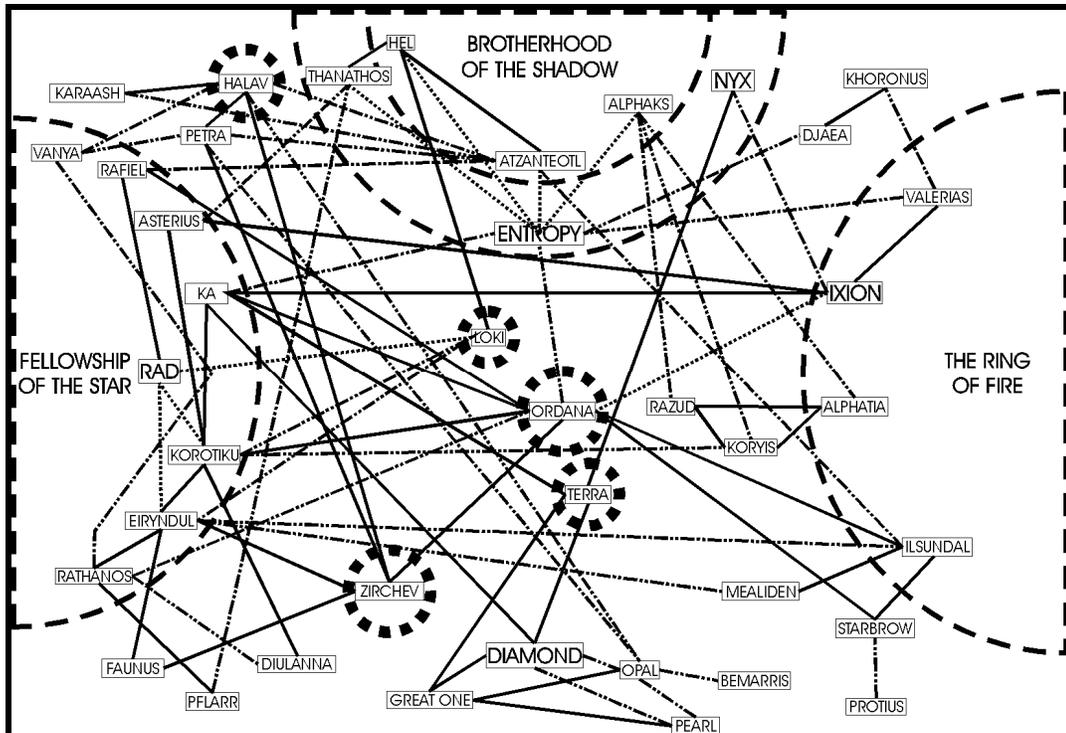
Ironically, Ixion's least powerful ally is also the most important for his success. Alphatia, a patron of the Alphasians, has been working directly to bring the Alphasians to bear on the Glantrians. Normally a gentle Immortal; she realizes that Alphatia cannot survive without it's magic, magic which Rad's studies are leeching away. The desperation which this realization causes her has made her the most vehement of Rad's opponents.

Using a variety of Mortal Identities, she has been spreading a lot of propaganda. In the wake of Alphatia's 2000th anniversary, she has been inspiring writers and poets to remember the origins of their people in their works. Since Glantri was founded by ancestral enemies of the Alphasians, this helps stir up old hatreds that had long been nearly-forgotten.



In addition to suppose past sins, there is plenty about modern-day Glantri to upset the Alphatians, and she takes pains to see they are reminded of them all. First, the Glantrians forbid clerics within their borders, which infuriates clerics everywhere and gives her a pretext to have her own clerics speak out directly against them. Second, the Glantrians claim that their School of Magic is the premier source of magical wisdom in the world...a claim which everyone in the nation of Alphatia believes a dirty lie. Third, she circulates disturbing rumors that the Glantrians have discovered some sort of new magic which enables them to actually steal away the power of Alphatian wizards—a highly disturbing Thought for a nation which depends on its magic as much as does Alphatia.

The clerics of Alphatia are surprised to hear such a litany of hatred and intolerance from their normally mild and temperate Immortal. A few refuse to spread the columny, but most believe that she knows best. So, slowly, she poisons the minds of the nation of Alphatia—the nation with more magic-users than any other on (or in) the world—against Glantri. The thoughts she sets in motion will continue on their own accord... and it will not be long before the average Alphatian spits at the mere mention of Glantri.



A Diagram of the relations of the Immortals during Wrath of the Immortals.

- Line; Positive
- Dotted Line; Negative
- Enlarged Name; Leader
- Encircled; Neutral to the case

The proximity of the names to the represented groups also reveals their alliance, or respect to its case.

The Brotherhood of Shadow

This group of Entropic Immortals organizes itself during the Wrath of the Immortals Affair. Its aim was to pretend neutrality in the conflict between the immortals while secretly lending aid to whichever faction is losing at a given time, thus lengthening the war and ultimately weakening all the protagonists.

Members of the Brotherhood

Atzanteotl Hierarchy of Entropy Leader

Hel Hierarchy of Entropy

Alphaks Emphyreal of Entropy



The Brotherhood of Shadow is made up of Entropic Immortals who see a lot of opportunity in the Wrath of the Immortals conflict and its aftermath (1000AC –1010AC+); its aim is to pretend neutrality between the Immortals while secretly lending aid to whichever faction is losing at a given Time, thus lengthening the war and ultimately weakening all the protagonists. The more the war spreads and the longer it lasts, the more death and suffering it will bring. Their plan, then, is to help whichever side seems to be the weaker at the Time. By helping to maintain a balance of power, they will ensure that the war will be longer, bloodier, and more devastating to all concerned, and its aftermath more enduring.

The Brotherhood's leader, Atzanteotl, negotiates with Bozdogan (AKA Loki) to borrow some of his followers, the Desert Nomads of Hule, and have them gear up for a massive invasion of the Known World to the West.

Alphaks, with his lust for mass destruction, waits impatiently for the Empire of Alpathia to take the upper hand so that he can work against it. he makes no secret of his desire to destroy it and its people utterly. However, he hates the Glantrians with equal vehemence. So he plans to destroy them as well. Until then, he contents himself with stirring up the Humanoids of the Broken Lands.

Hel, the third member of the group, really is neutral on the subject and doesn't care which side wins the war in the end. She enjoys seeing the changes that these events are producing, especially seeing dignified Immortals at one-another's throats. Hel has taken a novel approach to the situation; she has established manifestation form identities with the names and appearances of long-dead heroes of various cultures. She then pretends to be these heroes after they have achieved Immortality. She's even been recruiting new clerics for these false Immortals. Not only is this great fun. (won't they be surprised when they actually discover that the Immortal they Thought they were following doesn't even exist and they've been helping the cause of Entropy all the Time)., it's useful, as she is having these brave young clerics attack the enemies of whichever side the Brotherhood of the Shadow is helping at the Time.

The group has a combined following under the Holy Symbol of Hel.

The Chamber of Spheres 1009 AC

The Nucleus of Spheres

This power plant, known among the Immortals as the Nucleus of Spheres, still survives today. It is buried 10,000 feet below the Great School of Magic in Glantri, encased in solid rock with no access tunnel.

Its radiation is deadly; any living being visiting the artifact would have to make a save vs. poison every round or die then and there.

After leaving, such a visitor would have to make another save vs. poison, this Time with a penalty of -1 per round of exposure the character just had, or be permanently affected by the radiation.

Should the being fail, death occurs after 2d4 weeks of progressive debilitation with;

- 1; Hair loss, Skin aberrations = Cha degradation,
- 2; Muscle weakness = Strength degradation,
- 3; Blindness, loss of thin extremities like ears, nose, fingers = Dex degradation,
- 4; Convulsions, Internal bleedings, Corporeal failures = Co degradation,
- 5; Genetic changes to future offspring = +5% chance corporeal change per round exposed, etc.

A Wish or other high-level Healing might cure the victim, but will not save the offspring or reverse damage done. Any degradation will spread evenly over the rolled period. The DM must calculate this degradation, so that the character reaches 0 in the mentioned abilities at the moment of death. The character will notice the effects, but will not immediately notice the degradation (the player will know, but must accept and role-play this.)

The Nucleus of Spheres is an artifact in every sense of the word: both because of its ancient age and because of its potency as a Power source.

Immortals of the Sphere of Energy discovered the nuclear reactor and bestowed their Immortal magic upon it, giving the artifact the ability to produce the Radiance and enable mortals to attain Immortality in the Sphere of Energy with it. Naturally, Immortals from the other Spheres did not see this development as a good thing, for the power of the Nucleus to assist the Sphere of Energy seriously unbalanced the delicate equilibrium among the Spheres.

So Immortals of the Spheres of Time, Matter, Thought put a great curse upon the artifact, giving it a nasty side effect in the form of a permanent magical drain. The artifact cannot currently be destroyed (Time travel would be required to undo its existence in the present) and will eventually result in the annihilation of all magic in the world of Mystara. This particular curse was selected because of the affinity of the magic-user class with the Sphere of Energy, so that revenge will slowly, increasingly be exacted upon that sphere.

The following is a description during the finale of the Wrath of the Immortals 1009 AC, and could differ here and there on other dates.

The wall of this huge cavern appear as to be made of black stone which has been fused by great heat. The chamber itself is about 500' in diameter and spherical except for the flattened floor.

Stalagmites and stalactites, and natural stone columns of both molten stone and later seeped in chalk stone are illuminated by glowing globes hanging on chains from the ceiling, filling the cave with Immortal Continual Light.

In the center of the chamber is a huge object unlike anything ever seen by a Mystarean creature—a box 60' wide and 60' high, and 180' long, made of some dull pitted grey metal. It looks very, very old. Snapped off ends of metal spars and rivets stick out in all directions, as if the thing had once been torn from an even bigger object.

A strange grid work (3) seems to completely surround the entire box. It looks like the sort of grid engineers build around towers and large buildings they are repairing. It seems to be made of copper tubing. Occasionally sparks run up and down its lengths.

There also is a glow which pulses and fades, pulses and fades in regular five-second cycles, completely surrounding the box. The air in the chamber hums with Energy, even at the low end of the cycle, causing the hair on the back of your neck to stand up, tingling everything with static Energy.

There are few other items in the chamber as well. A statue on a pedestal and a cluster of tables with what looks like magical paraphernalia on them.

The Statue (2).

On a pedestal stands a tall, 24' bronze statue of a stern, determined-looking man in archaic Glantrian dress. His eyes gaze into the future. Inscribed on the pedestal are the Glantrian (Sylaire) words; "Alexander Glantri / Still he protects us. This is actually a giant bronze golem Rad placed here to guard the artifact.

It will seem nothing more than a statue (in any divining way) until one of the items on the tables is touched or the Nucleus is about to be entered. 3 seconds later it will animate, announce; "the words of safety are not spoken. The intruders must die" and attacks.

Actually there is no password, this is just Rad's little joke to distract trespassers long enough for the golem to win initiative in the upcoming round of attack.

Its destruction will alert Rad, who will arrive within a few rounds, cloaked by an Immortal level Invisibility spell. Unnoticed he watches them silently to discover the golem destroyer's purpose here, only appearing if they start destroying his laboratory, tampering with it or enter the Nucleus of Spheres.

Giant Bronze Golem, AC0, AV 9, HD 40**, hp 300, #Att 1 fist for 6d10 impact + 1d10 Heat, MV 240' / 80', Sv F20, ML12, Treasure nil, Int 13, AL N, XP 20.750. Its speed enables it to attack while moving. Immune to non magical or silver weapons, Sleep, Charm, Hold, Illusions, Gasses, Heat, or Fire based attacks. Liquid fire as blood generating immense heat, if wounded by edged weapon spray out in 5' of wound for 2d6 damage of spurting blood (Sv DR to negate by jumping aside (next attack initiative -1).

Rad's Laboratory (4).

his cluster of tables, cabinets, and equipment is clearly a wizard's laboratory—a rather strange wizard's lab. Among the more unusual items are a crystal ball attached to the metal grid with a wire, two poles with electricity constantly sparking between them, a 5' square cube of black lacquered wood, and a multicolored globe suspended in mid-air over a long table.

Inside the 5' square open-faced cube whirls a miniature tornado descending from a miniature rain-storm. If listened closely, the wind can be heard whistling and the sound of the rain. On the side of the box is a dial pointing to one of four unknown runes. (deciphered by Read Magic only; as Fire, Storm, Flood, Earthquake.) the dial is currently set at storm, if the setting of the dial is changed, the appropriate conditions appear within the black box.

(This weather box is Rad's attempt to put to good use some of the Energy the artifact is soaking up, hoping to spend all that Energy in the form of disasters over unpopulated areas—or if things go wrong as a way to protect himself and his allies against more powerful Immortals.)

Hanging suspended in space directly above one of the empty tables is a multicolored globe—mostly blue, brown and green. For such a small thing (it is about a' in diameter) it has an impressive amount of detail. You can see that the globe is hollow, with openings at top and bottom. A glimpse of what appears to be a tiny red sun within. The globe is covered with motion of tiny wisps like clouds drift slowly across its surface, and the whole globe slowly, almost imperceptibly rotates.

Only one detail seems out of place. A small red disk hovers over one spot on the globe, casting a ruby shadow on the surface below. As the globe rotates, the disk moves with it to stay in exactly the same position in relation to the globe's surface. (characters with a mapping skill recognize this as a three-dimensional representation of Mystara as it might appear from far, far above its surface. The red circle is above the city of Sundsvall, Alphatia.). The whole globe is similar to an incredibly complex illusion, non-dispellable, or non-touchable.

The crystal ball affixed to the adjacent table has a similar, but much smaller, red disk attached to its surface, which can be touched and moved. With moving the disk here the one on the globe changes correspondingly. (This device is the doomsday weapon responsible for the destructive storm on Sundsvall in 1009 AC. It does not glow like the Nucleus, as it is an artifact created by Rad, Rafiel and Rathanos working together. AC-20, hp 750, Sv MU 36, Immune to weapons of lower than +5 magic or spells of less than 5th power level.

Rad did put this device into operation as a response of Thyatis withdrawing from the war in 1009 AC. But instead of draining all the magical Energy in the targeted area it also released it in the form of a violent storm, which laid waste to the city, killing thousands of people—the Alphatian Empress Eriadna among them. Unwilling to use the artifact again before finding a way to avoid this unwanted side effect, Rad even stated a negotiation with Ixion and the Alphatians to end their quarrel, only to be rejected by both. Ixion interpreted Rad's offer as a sign that victory was near, and ordered his followers to redouble their efforts, while Zandor (the new Alphatian Emperor) seeks revenge for the attack on Sundsvall.

Rad was, by this point (1009 AC), desperate. The war was going against him, the Nucleus was beyond his control, and his people were in danger of annihilation. He will therefore propose an alliance to the adventurers; if they could alter the Nucleus to stop it from leeching power from the Sphere of Energy. Ixion's main complaint against Rad would vanish. Rad's allies Ka and Korotiku would then be able to negotiate an end to the quarrel that started the war.

The party did accept, and Rad let them enter the Nucleus to carry on with their mission. In return he they would help him find a way to defuse the Doomsday weapon and bring the Nucleus under control. While they were entering Ixion himself appeared in the Chamber Rad's appearance here in manifestation form (as opposed to his mortal identity form of Etienne d'Ambreville), his use of Immortal level magic (Invisibility, Forcefield, and his intent to meddle directly with mortals, have given Ixion the excuse he's been waiting for to intervene directly. Ready to attack Rad, Ixion advanced. Meanwhile the adventurers advanced in the Nucleus, intrigued, baffled and attacked by the internal technology.

Suddenly all magic ceased in the Chamber, including that of the Immortals. A tall, dark figure steps out of the Nucleus of the Spheres, near Rad. It was the shadowy silhouette of a robed figure. Within its darkness, the twinkle of stars could be seen. Two brighter ones marked the location of humanly placed eyes. It said in a low voice : "Cease". Rad fell to his knees in absolute awe, while Ixion stepped back, his fiery brightness somewhat dulled. The mortals present fell instantly in consciousness (failed Wisdom check -5) or were paralyzed by awe, aging 20 years or more.

The mysterious creature then added in a voice that seemed to come from the other side of the universe 'You've failed to understand the nature of your privilege, Immortals. You should take better care of those from whom you've risen, and from whom you draw that which allows you to exist. Only then will you know who We are".

Then pointing at Ixion, the being says "Leave and learn". Ixion disappears and the creature turned toward Rad. It uttered a single word—"come". Totally mesmerized, Rad stood up, and silently entered the Nucleus. As Rad became one with the artifact, a surge of Energy pulsed from the Nucleus, down the grid, and into the crystal ball, which shattered. The miniature globe flickered, and the tiny red dot suddenly expanded to cover the whole continent of Alphatia. cracks appeared across the surface of the continent and water washed over the edges of the land. Alphatia was breaking up and sinking. Atlantis was gone.

The creature then followed Rad into the Nucleus, and a second surge of Energy, even more powerful than the last, magnetized the artifact. The Doomsday Weapon was dunn up against the huge grey box, crushing it completely. The mortals inside the Nucleus fled from the warnings of a critical imminent overload, just before this happened.

The Nucleus altered (some say permanently some say temporally), to draw negative Energy from the Sphere of Entropy. The Doomsday Weapon forever destroyed, the two Immortals and the Old One gone. The Immortal Benekander then did appear to save the mortals from the deadly radiations, and brought them to the conclusion.

Council of Intrusion

This council of Hierarchs investigates intrusions from other dimensions, particularly those which look dangerous. For instance, if a planet from the Dimension of Nightmares appears on the Prime Plane or a vortex from the Dimension of the Old Ones pops up in one of the Outer Planes, it is to this council or its agents who go to investigate and make sure the intrusion poses no threat to the multiverse. If the intrusion is a threat, the council takes steps, such as mustering the rest of the Immortals, to oppose it. This council is very old and honorable one. Its membership gradually changes from Time to Time, but by ancient tradition all its members are of Neutral alignment.

Its current members are;

Khoronus Hierarchy of Time
Ixion Hierarchy of Energy
Nyx Hierarchy of Entropy
Noumena Hierarchy of Thought
Djaea Hierarchy of Matter

Council of Mystara

This council watches events on the World of Mystara, assigns observers to monitor the world for signs of Immortal magic and interference, and keeps its eyes open for actions by which Immortals, directly or even indirectly, affect the world in a negative fashion. They often converse with their clerics in dreams to find hidden (to Immortal eyes) signs.

Its members

Djaea Hierarchy of Matter
Ilsundal Hierarchy of Energy
Khoronus Hierarchy of Time
Korotiku Hierarchy of Thought
Hel Hierarchy of Entropy

Council of the Hollow World

This council of Hierarchs shaped Mystara's empty interior into the Hollow World and has watched over their creation ever since.

Members of the council of the Hollow World agree in principle that the Hollow World should be used to preserve life-forms and interesting cultures from the Outer World which might otherwise become extinct.

Their members also have individual goals. Hel, for instance, draws on the cultures of the Hollow World to have unusual agents and murderers she can use on the Outer World. She was added later to the group to ascertain the delicate balance of the Prime Plane.

Members of the Council

Ka Hierarchy of Matter (founder)
Ordana Hierarchy of Time
Ixion Hierarchy of Energy
Korotiku Hierarchy of Thought
Hel Hierarchy of Entropy

Mystara Outer World

Megalith

Sphere: Matter
 Status: Empyrean
 Power Points: 5,000
 Anti-Magic: 75 %
 Armor Class: -5 (core) or + 15 (mantle)
 Hit Dice: Unknown (see below)
 Move: Constant (see below)
 Attacks: See below
 Damage: See below
 No. Appearing: 1
 Save As: Empyrean 5
 Morale: 12 +
 Treasure Type: Self
 Alignment: See below (Habits)
 XP Value: Not applicable

Outer World Southern Gate

Description:

Megaliths were the largest known life forms in the multiverse. They may have been related to Baaka, but were of a greater order of magnitude, and were as yet classified as a different life form. A megalith may, at first sighting, appeared to be a planetary body. In its long dormant phase, it may have been indistinguishable from a planet. The smallest known megalith was about 3,000 miles in diameter; the largest, over a million. The average weight of a megalith's form varies from 100 to 500 pounds per cubic foot. Its exact Hit Dice are unknown, and of no practical use in games, but were believed by Immortals to be about 1 per mile of the creature's diameter.

Southern Gate to the Hollow World

A megalith's body had two distinct parts. Its center, in which the life essence resides, was a warm, solid core weighing almost 20% of the total mass. This core, effectively the creature's magical brain, was protected by an outer covering of mixed solid and liquid matter. This covering was called its mantle, and could withstand nearly any imaginable attack due to its sheer size.

Over long periods of time, very thin layers of earth, water, and air collect on the creature's surface. Most transient life forms present during a megalith's active phase confine themselves to these added layers, and rarely penetrate any large fraction of the mantle.

Hollow World Southern Gate

Abilities and Limits:

In its active phase, a megalith could use all forms of Power attacks, and could create any magical effect within its Sphere by standard procedures. The range of such effects was measured from the creature's outer edge, not the core. A megalith in dormant phase was immune to Power and magical attacks.

Megalith Strength and Constitution scores were extremely high. They varied by the creature's size, with a minimum of 1,000 (virtually incomprehensible even to Immortals). Megaliths had no Dexterity whatsoever, and were immune to direct attacks on that ability score. Mental ability scores, including Charisma, were of the usual range for Empyreans (50 to 75).

Hollow World

During its active phase, a megalith could communicate by gentle, subtle manipulations of the surface of its mantle. The only mortals able to understand megalith "speech" were specialists called druids, and even they did not fully understand the process or the implications. Immortal intelligence, augmented by magical aids such as *telepathy*, could establish two-way communication with megaliths in active phase.

Outer World

During its dormant phase, a megalith rejected all attempts at communication, and would instinctively use its mantle to defend itself or to repel irritants. Its physical attacks included great earthquakes and huge volcanic eruptions. The latter may be used to hurl large quantities of lava

(molten liquid matter) to a maximum range equal to the megalith's diameter. The combined force and heat of the lava caused an amount of damage equal to the megalith's Hit Dice, thus instantly slaying any victim hit and utterly obliterating any object, even an artifact. An Immortal may have made a Dexterity check to avoid being struck, with bonuses or penalties based on the amount of warning indicated by the circumstances.

Resistances:

A megalith's core had 75% A-M and was immune to direct Dexterity attacks, but had no other special defenses other than its protective mantle. Only the core life force could be attacked by Power or ability score attacks, and the process of physically reaching it could be difficult.

Habits:

The monotony of a megalith's life was broken by cycles. Each cycle consisted of two phases, active and dormant. In the active cycle, the megalith was fully awake and Lawful in alignment. It observed its surroundings and examined itself constantly, noting the appearance and disappearance of life forms on and within it aiding their development and defending itself.

Of generally good intentions, a megalith would try to avoid unexpected movements while awake, for such can damage or destroy the life forms. The active phase lasted for 10,000,000- 1000 million years. Near the end of its active cycle, a megalith lost interest in its surroundings. It cooled its outer parts by rotating with increasing speed, slowing only after all extraneous material (such as water, life forms, etc.) was discarded. It then withdrew its life force to some central point, finally lapsing into a dormant phase (similar to animal hibernation). During this phase it ignored most activity within, on, and around itself, and becomes Chaotic in alignment reacting randomly and instinctively. Whether it dreamed or not, who can tell.

Background:

All the known megaliths were created at the same time as the multiverse (the beginning of the age of creation). The home planet Mystara, was a megalith. The Immortals had made special arrangements with this creature, who was known to them as Urt, before starting to cultivate life forms upon and within it.

Thanatos his Wrath:

Thanatos the first immortal of entropy and death was so angered of these ultimate forms of creation, who seemed to be indestructible. That he devised specific means to still plunge them and their energy into the domain of death. As all immortals were able to move planets by using the Shape Reality Spell, Thanatos moved all individual Megalith's with great force against each other and so destroying them with their own power. The plan worked and all megalith's were destroyed.

Only the last two remained. A small one (now named Patera, the today moon) and a greater one (named Urt and now named Mystara). The mass of these two megalith's was so different that they weren't destroyed completely. The brain of Urt collapsed into itself and the rest exploded outside and coalesced into an individual sphere of magical matter (now named Patera, the invisible Moon). The smaller megalith was also damaged but no one knows if it still has its brain or life power within itself.

At least it is so greatly damaged that no one knows whether it will restore if it is alive. There are rumors of hollow spaces within like as with Mystara. Several years after the Wrath of the immortals affair, an egg of the megalith was discovered on Mystara as a junction between the planes. The removal caused Mystara to be blocked from the Spheres in the apocalypse stone affair. This greatly changed all happenings on Mystara. It could be that the megalith race could be reborn with it, it could be that Thanatos has finally won, and the end of the age of creation is nigh.

Discovery of the Hollow World

It was Ka who discovered the fact that the world was hollow. A great meteor, a rock the size of a large island, slammed into Mystara, causing massive environmental changes, and threatening thousands of species with extermination (the dinosaur races).

After thousands of years it took to preserve as many species as possible, Ka, exploring the crater of the great meteor, discovered that the impact had created innumerable fissures in the surface of the world. Ka found a series of cracks and gaps that led to the center of the world.

A few hundred miles deep, he found the World-Shield, a belt of magical matter several miles thick. The presence of the World-Shield explained why he'd never detected the hollowness in the earth before; the shield didn't just provide the pull of gravity (as the hollow planet didn't have enough mass to produce it itself), it also acted as an anti-magic barrier of incredible power. All the scrying magic in the world would not detect it, much less penetrate it; investigative magic directed at the interior of the world could detect nothing, not even the presence of the World-Shield. Why was it there? What had created it? Ka did not know...though he badly wanted to find out.

In those days, the hollow at the center of the earth was a dark, empty, lifeless cavern thousands of miles in diameter. Ka's great discovery appeared to be a useless hole in the ground (though it was the greatest hole in the ground there ever could be)...but the reptilian immortal gave his discovery years of thought, and eventually came up with a use for the hollow World.

Reshaping the Hollow World

The Outer World was an ever-changing, chaotic place. One had to wait only for minutes or days for the weather to become different. Whole species and races ascended and declined in mere millennia. Great rocks fell from the sky and cracked the world. It was not a peaceful place, and it was certainly dangerous to life.

So Ka decided to make his Hollow World into a refuge—a place where he could preserve all the races, species and cultures he felt were in danger of extermination. He'd remake the Hollow World so that it could accommodate different species from different ages, preserving them unchanged, keeping them somewhat isolated and "pure".

However, he couldn't do all this reshaping himself. To sustain all sorts of life, the Hollow World needed its own sun, its own source of light and life...but an Immortal of the Sphere of Matter is not the best choice for that. And doubtless Immortals of the other spheres would become hostile to his project if they were excluded; they might conspire to destroy or wrest it from his hands. So the reshaping of the Hollow World had to be a cooperative effort, with all interested Immortals helping.

It proved to be comparatively easy to persuade other Immortals to help with his project. For his allies in reshaping the Hollow World, Ka chose Ixion, the Energy Immortal most closely tied to the magics of sunlight; Ordana, the Time sphere Immortal with the greatest ties to forest life and plant life; and Korotiku, perhaps the most brilliant of the Thought sphere Immortals.

Most Immortals, other than the Entropic ones, also liked the idea of having a refuge where they could place and preserve the races and cultures they loved, so they did not oppose Ka's plan.

Changes to the Hollow World

Over subsequent millennia, these four Immortals sculpted and altered the Hollow World, with Ka as its chief architect.

Ixion the sun-prince, opened up a small, permanent Gate to the Sphere of Energy at the exact center of the Hollow World; energies emitted by this gate became the central Sun of the Hollow World.

Ka altered the land, structuring it so that it would more easily act as a zoo or natural preserve. Along the line of the equator, he raised an incredible series of mountains which effectively divided the northern hemisphere from the southern; only the hardest of flying animals, the bravest of mountain-climbing adventurers, and magical beings could cross that barrier.

The Great Mountain range did not act as just a barrier; Ka filled it with vast, incredible series of caves and caverns, ones which could house subterranean races and species.

Northward and southward from the equatorial mountains, he created a belt of deep, hidden mountains and mountain valleys. He deliberately made it difficult to cross from one valley to the next. That way, each valley could house an entire race or environment and be in little danger of invasion from the valley 'next door'.

Continuing on toward the poles, he made terrain ranging from deep jungle and forest to wide-open plains and prairies. These would be the lands appropriate to species and races which needed open spaces and which were in less danger of extinction.

The land turned much colder towards the poles. Ka opened great shafts a few miles across from the Outer World to the Hollow World. The natural dangers of the arctic reaches made it certain that accidental crossings from the Outer World to the Hollow World would be rare and unlikely.

Ordana took unto herself several jobs. She created the oceans, lakes and rivers of the Hollow Worlds, and set up the pattern of rains and floods there.

Because the internal sun was constant and unchanging, and the inhabitants of the Hollow World would have no way to measure the passage of Time, she set up a series of yearly 'calendar events' which would alert the inhabitants of the Hollow World to the passing of Time. The greatest of these were the Floating Continents. Around Ixion's sun, she placed a series of largest landmasses in permanent orbit. Each of them was at a different attitude, traversed a different plane, and took a different amount of Time to orbit the central sun; each full cycle of orbits, when the Floating Continents would return to their "original position", took exactly one year.

Elsewhere in the Hollow World contrived things so that rainfall would have an annual pattern, being heavier in some parts of the year and lighter in others. For her own entertainment, she experimented with other calendar events. In one area she made an annual flood. In another, she created a series of Geysers that spouted on a daily schedule. Elsewhere, volcanoes blasted away on a lunar cycle.

Korotiku of the Sphere of Thought did not do much shaping of the Hollow World. Mostly he Thought about it and suggested approaches and changes to the way it was being shaped. Among his contributions was suggesting to Ka that the Saurian Immortal set up at least one hidden valley as a repository of knowledge, a great library of learning. That library has changed its form and content over the millennia, and is now called the Lighthouse. Naturally the destructive Immortals of the Sphere of Entropy were not invited to participate in the shaping of the Hollow World. Consequently, they despise the Hollow World as much as they hate the rest of reality.

Populating the Hollow World

Once the Hollow World was created, the Immortals began the long, slow, deliberate process of populating it. If an Immortal knew of a species that would soon perish on the Outer world, and it was a species he particularly liked and admired, he might alter it so that it would be competitive where it was...or, if he truly felt its Time had come, he would take some examples of the animal to a hidden valley in the Hollow World and let the species normally die out on the Outer World.

This doesn't mean that the Immortal protected or mollycoddled individual examples of the species. He didn't put the species in a valley where it would not be preyed upon by more fierce beasts. For instance; he simply put it in an environment where it would probably not be wiped out by such predators.

Eventually, sentient human and humanoid races were created on the Outer World. As more and more of their heroes achieved Immortality, their own Immortals began to outnumber the earlier Immortals who had shaped the Hollow World. Their interests were largely in the preservation of the cultures that had birthed them.

For example, Kagyar, an Immortal who had sprung from a swiftly-vanishing Neanderthal race, gathered up tribes of Neanderthals and put them in their own secluded valley. There they might continue, in much less danger of extinction, preserving the language and the culture their Immortal patron remembered so fondly. In this fashion, several sentient races known as Brutemen were placed in the Hollow World.

As the millennia passed, more and more races, creatures and cultures were preserved in this way, each put in its own place in the Hollow World. Most were dropped into isolated valleys, though they didn't necessarily stay in their new homes; some were planted in the open forest or plains, for it was believed that their cultures would not be corrupted through contact with other races.

Threats to the Hollow World

Gradually, many of these races came into contact with one another. Some interacted peacefully, just trading and exchanging knowledge. Others warred on one another, sometimes conquering one another (though the Immortals made sure that no culture was actually wiped out during these conflicts—or at least tried their utmost best to).

But as conflict and knowledge spread, it eventually became clear to the Immortals that this contact must inevitably change these cultures; they would gradually be altered until they no longer resembled their original forms. Something had to be done.

At the same Time, an Immortal of the Sphere of Entropy created a race of horrible monsters and let them loose in the Hollow World. These creatures, the Burrowers, had great mental abilities and rivaled the average Immortal in power and cunning. They were chaotic creations and took many forms, usually featuring writhing tentacles and squid-like anatomies. They had the power to burrow through the earth and hide far from the eyes of mortals or Immortals. Their task; to corrupt and drive mad all the sentient races in the Hollow World.

They excelled in their task. They burrowed beneath the homelands of the Brutemen, inciting whole tribes to war against one another, to explore Entropic magics, to perform arcane and disgusting rituals in defiance of the Immortals. Soon they had twisted many tribes nearly out of recognition and started many powerful Brutemen mortals on the path of Immortality in the Sphere of Entropy. As Ka's plans and work for the Hollow World began to unravel, he desperately tried to hatch a plan which would stop the corruption.

The Spell of Preservation

Ka and his Immortal allies had to choose one of two plans.

The first was to isolate all the Hollow World's species and cultures completely—to cut them off from one another so thoroughly that the Entropic Burrowers could never make contact with those races. This would require creation of impenetrable anti-magical "bubbles" to keep all the races and cultures apart.

The second was a two-stage plan; to meddle with the magic of the Hollow World so that the evil Burrowers would be paralyzed or destroyed, nevermore to plague the Hollow World, and so that humans and demihumans were more likely to reject the customs and traditions of other peoples rather than adopt them. This two-stage attack would keep the Burrowers' corruption from spreading and would keep the human cultures from being blurred or significantly altered by normal contact with other races.

The Immortals chose the second option. Ordana, the Immortal of the Sphere of Time, was not so happy with the choice. It ran contrary to the tendencies of the Sphere of Time, which promotes change and development. But, outvoted, she had the choice of coming into conflict with the other three patron Immortals of the Hollow World or acquiescing, and so reluctantly agreed.

So, about 5000 BC, the Immortals purged the corrupt elements of the Brutemen cultures, leaving behind only unaffected members of that race.

They created what they called their Spell of Preservation. This was a massive outpouring of Immortal magical Energy was continuously fueled by the energies of the central sun (which itself is just a pinhole-sized gate to the Plane of Energy), and it did several important things to the Hollow World.

It paralyzed the Burrowers

The first and foremost direct effect of the spell was that it attacked the powerful burrowing creatures and placed them in a state of paralysis, nearly of suspended animation. They were dimly aware, barely conscious, but basically unable to do anything about their state, and the efforts of Immortals of Entropy would be unable to free them.

The Immortals believed that the Burrowers' mental powers were completely shut down. Such was not the case; those powers were severely curtailed, limited in range and power, but were not completely eliminated. At a very short range, they were still able to affect mortal minds. So when human communities were built atop their burial places, the Burrowers were eventually able, once more, to persuade mortal magic0users to do forbidden researches—but this Time they would research ways to free the burrowers and let them resume their evil. So far, the Burrowers have not escaped from their imprisonment, but it is only a Matter of Time until they finally do.

It preserved individual cultures

Every thinking creature in the Hollow World now possesses an innate preference for his or her race's own culture. This doesn't mean that he hated or rejected other cultures—just that he preferred his own, and would teach his own to his descendants.

An adventurer of the Hollow World might wander through several different nations and civilizations, but he's always wear the clothing and observe the customs of his nation of origins. A skin-clad savage visiting the very civilized Nithian would always prefer to retain his own clothing and weapons.

A whole tribe might be captured and enslaved, but they'd never take on the traits of their captors; they'd teach their own customs and language to their children, even if they had to learn another language to serve their masters.

The Spell of Preservation was not an inflexible spell controlling minds. Though individuals were always affected by it, they were not slaves to it. For example; an adventurer might find a hidden valley whose people are in great danger. He might become their warlord, marry their queen, and eliminate that great danger. But he would never adopt their customs wholesale. He'd merely learn what they considered mannerly behavior and behave that way when necessary. He wouldn't try to force his people's customs on his queen and she wouldn't try to force hers upon him.

They would make some arrangements concerning their children. Most commonly, all the sons would be brought up with the father's culture, and all the daughters with their mother's. The warlord might be well-loved by the tribe he'd joined, but he'd always be distinctively different from them. Like a fly preserved in amber, never blending in with the local population.

And, of course, headstrong individuals of any culture could deny the effects of the Spell of Preservation; they would become outcasts from their native cultures, but could individually adopt habits, dress, and other traits not originally part of their culture.

Though it would seem that the Spell of preservation would make races with different cultures into inflexible enemies, and would promote unending wars of culture and religion, quite the opposite was true. Cultures soon learned the futility of trying to convert another culture through proselytization; they learned that capturing and enslaving another race would never eradicate its culture, religion, or language. And they learned that no matter how many times they might try to destroy another culture utterly, members of that culture would always escape and build themselves back up to power.

Wars designed to destroy other cultures were ultimately futile. Naturally, other types of wars were not, wars to take land, to avenge a real or imagined insult, to acquire slaves, and so forth occurred with more or less the same frequency as in the Outer World.

It made magical learning more difficult

Because the Spell of Preservation made use of the anti-magic properties of the World-Shield, it made magic use more difficult. Magic users and elves had to have a higher intelligence in the Hollow World than on the Outer World. If they were to learn magic. Clerics had to have a higher degree of wisdom. In both cases a score of 16 or higher is required. Consequently, races the Hollow World began feature fewer Spellcasters than their counterparts on the Outer World.

It affected certain mortal magic.

Also as a by-product of the spell's relationship with the World Shield, the Spell of Preservation affected the way that mortals could cast magic in the Hollow World. Spells that allow quick, long distance travel by Planar bypass (like Teleport), which summoned creatures from other planes, and certain other spells would no longer work for mortals (though Immortals could cast their magic normally).

Ka and the others didn't anticipate that result, but after thinking about it decided that they didn't mind. Magic which offered adventurers the opportunity to travel quickly and efficiently all over the Hollow World had nothing to do with their plans for the preservation of cultures and species, so the Immortals were not dismayed to see those magics limited.

Limits of the Spell of Preservation

Especially because of the influence of the Immortal Ordana, the Spell of Preservation is not an unlimited, unbreakable shackle on the world. Here are some of the things that do not happen.

Cultures do not become 100% static. Pre-existing elements of the culture (those that were in place at the Time it was moved to the Hollow World) can wax and wane in importance to the culture. For example, before the Azcans were moved to the Hollow World, some of their individual cities performed sacrifice; it was the exception, rather than the rule, but it was done. Once the Azcans were placed in the Hollow World, ritual sacrifice became a lot more common (because the machinations of the Immortal Atzanteotl). This was a change to the culture, but it was not an introduction of a new cultural element. So cultures in the Hollow World can change their priorities, elevate less-common elements to wide-spread practices, etc. eventually, inevitably, these cultural elements will wax and wane with the passage of Time.

New cultures can still develop from those already present. For example; many primitive Neathar tribes were planted in the Hollow World. Some adapted to their new environments by exploiting native animals and conditions in ways the Outer World Neathar never did. These were obviously changes to their Neathar traditions, but since the other Neathar tribes adhered to their ancient traditions, the Spell of Preservation did not curtail changes in a few tribes. So long as the original, traditional culture still exists, new cultures can develop from it.

Mortals and Immortals can still create new races. Magic users and Immortals in the Hollow World have, from Time to Time, created all-new races and species (like the Kubitts) some of them have gone on to found whole new cultures.

Nothing in the “rules” of the Spell of Preservation prevents this process; nothing about this process endangers existing cultures.

Characters can still learn magic, provided that they have already begun to do so. Though a Hollow World magic user has to have a high intelligence, and a cleric a high wisdom, an Outer World Spellcaster who enters the Hollow World but does not have those high scores still can continue to earn experience levels in the Hollow World with all its corresponding abilities.