**Chapter 2. Divine Spells**

***List of Common Divine Spells***

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

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

**Table 2.1 – Common Divine Spells**

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

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

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

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

**Legend:**

**Spell Name**

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

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

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

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

**First Level**

**Command Word**

**Range:** 10 feet

**Area of effect:** one creature

**Duration:** 6 rounds

**Effect:** a creature obeys an order

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

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

**Cure Light Wounds\***

**Range:** touch

**Area of effect:** one living creature

**Duration:** permanent

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

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

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

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

**Detect Lies**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 turn

**Effect:** reveal if a statement is true or false

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

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

**Detect Magic**

**Range:** 0

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

**Duration:** 2 turns

**Effect:** detect magical auras, items, and creatures

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

*1st round:* presence or absence of magic auras.

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

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

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

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

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

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

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

**Divine Aid**

**Range:** touch

**Area of effect:** one creature

**Duration:** 2 turns

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

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

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

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

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

**Fascinate Animals**

**Range:** 60 feet

**Area of effect:** 2 HD per level of animals

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

**Effect:** 2 HD of animals per level are charmed

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

**Holy Armour**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns

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

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

**Light\***

**Range:** 120 feet

**Area of effect:** 15 foot radius sphere

**Duration:** 12 turns

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

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

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

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

**Paralysing Touch**

**Range:** touch

**Area of effect:** one living creature

**Duration:** 1 turn

**Effect:** paralyse a part of a being’s

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

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

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

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

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

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

**Protection From Evil**

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 12 turns

**Effect:** offers a +1 bonus to the ST of the spellcaster and a –1 penalty to his enemies’ Attack Rolls

This spell creates an invisible barrier all around the cleric’s body (less than an inch from him). For the spell’s duration, all creatures that attack the cleric suffer a –1 penalty to their Attack Rolls, and the spellcaster gains a +1 bonus to all his Saving Throws.

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

**Purify Food and Water**

**Range:** 10 feet

**Area of effect:** volume of 1 cubic foot

**Duration:** permanent

**Effect:** purify food and water from impurities and mould

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

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

**Remove Fear\***

**Range:** 60 feet

**Area of effect:** 1d4 living creatures

**Duration:** 2 turns

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

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

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

**Sacred Aura**

**Range:** touch

**Area of effect:** a person or an object

**Duration:** permanent

**Effect:** confers a holy aura on the target

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

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

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

**Sanctuary**

**Range:** touch

**Area of effect:** one creature

**Duration:** 6 rounds + 1 round per level

**Effect:** the subject is protected from enemy attacks

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

**Second Level**

**Bless\***

**Range:** 60 feet

**Area of effect:** cube with 20 feet sides

**Duration:** 6 turns

**Effect:** +1 bonus to the subjects’ attacks and damaged

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

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

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

**Detect Evil**

**Range:** 0

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

**Duration:** 2 turns

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

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

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

*1st round:* presence or absence of evil auras.

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

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

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

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

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

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

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

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

**Elemental Resistance**

**Range:** touch

**Area of effect:** one creature

**Duration:** 6 turns

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

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

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

**Find Traps**

**Range:** 0

**Area of effect:** line of sight within 30 feet

**Duration:** 3 turns

**Effect:** find traps within 30 feet

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

**Hold Person\***

**Range:** 180 feet

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

**Duration:** 3 turns

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

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

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

**Holy Weapon**

**Range:** 0

**Area of effect:** 150 feet

**Duration:** instantaneous

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

Upon uttering this spell, a floating weapon appears in front of the priest made of energy corresponding to the type of weapon favoured by his Immortal (e.g. a cleric of Thor calls the “holy hammer of Thor”, that of Vanya the “holy sword of Vanya”, that of Odin the “holy spear of Odin”, and so on). The spellcaster chooses a target within 150 feet and the weapon is instantly against it. The *holy weapon* automatically strikes the chosen target, and if some other body is interferes with its journey, it smashes against the latter and is disapated, damaging the body hit (whatever it is). The *holy weapon* causes 1d6 points of damage + 1d6 for every 3 of the cleric’s levels, so 2d6 from 3rd, 3d6 from 6th and 4d6 from 9th, the maximum damage allowed. The victim cannot avoid the weapon, which always strikes it with certainy, nor is he allowed any ST for half damage.

**Know Alignment\***

**Range:** touch

**Area of effect:** one creatura

**Duration:** 1 turn per level

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

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

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

**Poison Resistance**

**Range:** touch

**Area of effect:** one creature

**Duration:** special

**Effect:** a creature can resist poisons better

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

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

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

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

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

**Remove Stun\***

**Range:** 100 feet

**Area of effect:** up to 4 living creatures

**Duration:** special

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

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

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

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

**Repair**

**Range:** touch

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

**Duration:** permanent

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

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

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

If can only repair magic items or animated objects if the spellcaster if of higher than 10th level possono riparare oggetti magici o costrutti animati, but it cannot give charges to an item, or make destroyed objects whole, only repair those damaged but still active.

**Restorative Sleep**

**Range:** touch

**Area of effect:** a living being

**Duration:** 1 hour

**Effect:** subject sleeps and recovers its strength

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

**Shield of Faith**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns

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

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

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

**Silence**

**Range:** 180 feet

**Area of effect:** 15 feet radius sphere

**Duration:** 12 turns

**Effect:** silence in a 30 feet diameter sphere

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

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

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

**Sure Step**

**Range:** touch

**Area of effect:** one creature

**Duration:** 6 turns

**Effect:** walk on any type of liquid

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

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

**Third Level**

**Circle of Protection from Evil**

**Range:** 0

**Area of effect:** 10 feet radius around the spellcaster

**Duration:** 12 turns

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

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

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

**Consecrate\***

**Range:** touch

**Area of effect:** one item, place, or creature

**Duration:** permanent

**Effect:** confers a magical aura on the target

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

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

The effects of *consecrate* are permanent until the object or place is desecrated (see below) or destroyed and is visible via a normal *detect magic* spell(the consecrated target shines with an aura of Abjuration). The ritual lasts for 1 hour and to instill the aura to the object or person always requires a sacrifice of personal wealth (which must be within 10 feet of the priest) to a value of 100 gold pieces; if the cleric doesn’t have such a sum available, the spell uses his life force and permanentaly absorbing 1,000 xp.

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

**Continual Light\***

**Range:** 120 feet

**Area of effect:** 30 feet radius sphere

**Duration:** permanent

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

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

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

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

**Cure Serious Wounds\***

**Range:** touch

**Area of effect:** one living creature

**Duration:** permanent

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

Thanks to this spell, a living being touched by the cleric instantly and permanently recovers a certain amount of Hit Points, up to his maximum limit (which cannot exceed hit hp total). The spell produces the best affect for the wounded subject from the following: cure 2d6+2 Hit Points, or recover 30% of his total Hit Points.

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

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

**Dispel Magic**

**Range:** 120 feet

**Area of effect:** 20 feet sided cube

**Duration:** permanent

**Effect:** destroy spells in a 20 feet sided cube

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

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

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

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

**Force of Will**

**Range:** 0

**Area of effect:** a 15 feet radius sphere

**Duration:** 3 turns

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

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

**Gentle Repose**

**Range:** touch

**Area of effect:** a corpse

**Duration:** 1 day per level

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

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

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

**Glyph of Interdiction**

**Range:** touch

**Area of effect:** an item or passage

**Duration:** special

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

This spell creates a holy glyph (a gilt seal that covered either all the surface of an object or a 4 inch square if it is an passage), which is placed on an object (like a coffer or a trunk) or a passage (like a corridor or doorway) and inflicts damage to those that touch it or pass over it activating the condition established by the cleric at the moment of casting. The condition to activate the power of the glyph can depend on the physical or morale of the subject (e.g. explode when a certain species of creature or someone of a certain alignment that touches it or passes it) or by an uncompleted action (like reciting the appropriate formula that prevents the glyph’s activation); the glyph cannot be however regulated based on variables like the class, Hit Dice, or level of an individual. Until the condition is met, the glyph remains active on the target and is easily detected: an Intelligence check is enough (those that have the *Observe* skillor the thief ability *Find traps* automatically see it), or it can be detected magically (with *detect magic* or *find traps*). When it is triggered, the glyph creates a magical explosion (of fire, acid, electricity, cold, or sonic, at the cleric’s choice), which causes 1d6 points of damage per cleric level (to a maximum 10d6 at 10th level) to all the creatures within a 5 feet radius of its centre, halved with a successful ST vs. Spells.

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

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

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

**Oracle**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** instantaneous

**Effect:** ask an Immortal a question

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

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

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

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

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

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

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

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

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

**Remove Blindness/Deafness\***

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

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

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

The reverse spell, ***blindness/deafness***, causes permanent blindness or deafness (cleric’s choice) in the touched victim, unless he makes a successful ST vs. Spells with a –4 penalty. To touch the victim requires a an attack with his holy symbol, but the victim’s AC is calculated without armour, only bonuses derived fom shield, Dexterity, magic, and weapon mastery count.

A blind creature suffers a –6 penalty to Attack Rolls and a –4 penalty to ST against avoidable effects, its AC is reduced by 4, it cannot use ranged weapons, all it weapon mastery is reduced to Basic rank, and its normal movement is halved (reduced to ⅔ if it is guided by someone), with the risk of tripping and falling or bashing against something (50% each round) if it moves at normal speed.

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

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

**Remove Curse\***

**Range:** 10 feet

**Area of effect:** one creature, place, or item

**Duration:** permanent

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

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

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

**Remove Disease\***

**Range:** 30 feet

**Area of effect:** one creature

**Duration:** permanent

**Effect:** cure a disease; reverse inflict a disease

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

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

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

**Category A:** *Debilitating disease.*

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

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

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

**Category B:** *Mortal disease.*

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

**Category C:** *Naturally incurable mortal diseases*

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

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

**Speak with Dead**

**Range:** 10 feet

**Area of effect:** a corpse

**Duration:** 1 round per level

**Effect:** the cleric can ask a corpse three questions

By means of this spell, the cleric can ask three questions of deceased’s spirit, but only if at least 70% of the physical body of the deceased is found within 10 feet. Clerics of up to 9th level can only contact recently dead spirits (within a maximum of 7 days). Clerics of 10th to 15th level can contacts spirits of people who have been dead for up to 1 month, those from 16th to 20th can speak with spirits who have been dead for up to 1 year; clerics of 21st level or higher have no time limitations.

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

This effect cannot be made permanent.

**Spell of Striking\***

**Range:** touch

**Area of effect:** a weapon

**Duration:** 1 turn

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

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

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

This effect cannot be made permanent.

**Fourth Level**

**Animate Dead**

**Range:** 60 feet

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

**Duration:** permanent

**Effect:** create zombies or skeletons from corpses

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

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

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

**Damage Resistance**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** special

**Effect:** a barrier absorbs the damage suffered

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

***Dermal shield***: the cleric suffers 3 points of damage less from every attack that hits him, whether an attack is made with melee, natural, thrown, or protectile weapons, with spells or any type of magic effect, or damage caused by a fall, trap, or from anything else that causes an injury. Attacks that that don’t cause at least 1 point of damage are considered to have hit but not touched the subject’s skin. The shield lasts for 1 hour or until it is dispelled.

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

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

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

This effect cannot be made permanent.

**Divination**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** instantaneous

**Effect:** cleric gains information on a topic

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

**Table 2.2 – Divination Results**

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

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

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

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

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

**Divine Ray**

**Range:** 0

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

**Duration:** instantaneous

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

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

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

This effect cannot be made permanent.

**Elemental Immunity**

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 turn per level

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

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

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

**Enchanted Weapon**

**Range:** touch

**Area of effect:** a weapon

**Duration:** 6 turns

**Effect:** make a weapon magical

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

**Exceptional Skill**

**Range:** touch

**Area of effect:** one creature

**Duration:** 6 turns

**Effect:** improve a characteristic or general skill

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

It isn’t possible to cast the spell more than once to augment the same characteristic or skill, but it can be cast several times on the same individual to improve several characteristics or skills. The effect, moreover, is cumulative with other (different) spells or magic items that augment the same physical characteristic.

**Freedom of Movement**

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 turn per level

**Effect:** immunity to every type of blocking magic

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

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

**Immunity to Spells**

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 turn per level

**Effect:** subject is immune to 1 spell per 5 levels

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

**Life Protection**

**Range:** touch

**Area of effect:** one creature

**Duration:** special

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

This spell protects the touched creature from one of the following effects: drain of life force and characteristic points (like the touch of spectres, vampires, and various undead, the reverse of a *restoration* spell, or *devastating touch*), or a curse, or a magic effect that causes instant death without affecting Hit Points (like *obliterate*, *disintegrate*, *finger of death*, *death rune*,or *power word kill*, or even the gaze of a nekrozon). Once cast, the protection remains active on the creature indefinitely unless it is “removed” or magically dispelled. The cleric can use this spell to protect simultaneously a maximum number of individuals equal to one third of his level (rounded down): if an attempt is made to use it beyond this limit each further application of the spell has no effect.

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

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

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

The effect cannot be made permanent.[[1]](#footnote-1)

**Mystic Circle**

**Range:** 0

**Area of effect:** 10 feet radius sphere

**Duration:** 6 turns

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

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

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

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

***Imprisoning mystic circle*:**is a circle of silver runes that appears at the point touched by the caster and remains fixed to that point. The cleric selects a type of creature from the above list, and any being that belongs to this category that puts a foot inside the *imprisoning circle* must make a ST vs. Spells with a –2 penalty (if against a specific creature the ST is at –5): if the ST succeeds it can leave the circle, but is forced to make a new ST each time it passes through it. If the ST fails, the victim is forced inside it without any means of escape as long as the circle persists, but if it is of equal or higher level than the cleric it can attempt a new ST each minute to escape the circle. If the dimensions of the creature are larger to the amplitude of the circle, it enlarges to encompass it all without affecting others. The circle prevents the prisoner from using its special powers (as well as magic) to escape, but not the use of ranged weapons or spells to to harm his enemies or to dispel the *mystic circle*.

**Neutralise Poison\***

**Range:** touch

**Area of effect:** one being, item, or container

**Duration:** permanent

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

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

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

**Paralysis**

**Range:** 0

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

**Duration:** 6 turns

**Effect:** energy paralyses victims for 3 turns (ST negates)

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

**Programmed Cure**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** special

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

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

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

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

This effect cannot be made permanent.

**Fifth Level**

**Champion’s Strength**

**Range:** 60 feet

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

**Duration:** concentration

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

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

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

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

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

**Command\***

**Range:** 30 feet

**Area of effect:** one creature

**Duration:** special

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

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

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

This effect cannot be made permanent.

**Commune**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns

**Effect:** 3 questions

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

This effect cannot be made permanent.

**Create Food & Water**

**Range:** touch

**Area of effect:** a surface

**Duration:** permanent

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

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

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

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

**Create Normal Animals**

**Range:** 30 feet

**Area of effect:** 2 HD of animals per level

**Duration:** 10 turns

**Effect:** create 2 HD of normal animals per level

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

This effect cannot be made permanent.

**Cure Critical Wounds\***

**Range:** touch

**Area of effect:** one living creature

**Duration:** permanent

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

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

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

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

**Dispel evil**

**Range:** 0

**Area of effect:** 30 feet radius

**Duration:** special

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

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

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

This effect cannot be made permanent.

**Elemental Cure\***

**Range:** 10 feet

**Area of effect:** one creature

**Duration:** permanent

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

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

The reverse spell can be cast in one of three versions: ***burning*** (burns the victim’s skin, leaving permanent burns on the body), ***freezing*** (causes a total freezing of the tissues and internal organs) and ***melting*** (provokes the melting of skin and muscles like acid damage). Each effect causes 2d6 points of damage of the appropriate type (fire, cold, or acid) to the victim, who can make a ST vs. Spells to only suffer 2 points of damage. The inflicted damage is permanent and is subtracted from the creature’s maximum Hit Point value. The lost Hit Points can only be recovered with the *wish* spell, *regeneration*, or with *elemental cure* of the appropriate type; all the other cure forms have no effect. If a creature dies because of wounds caused by this spell, it cannot be resurrected in that body, but only reincarnated or magically cloned, unless a *wish* is used to cure the corpse of its wounds. Elementals oe beings made of fire are immune to *burning*, creatures made of ice are immune to *freezing*, while beings related to fire (e.g. red dragons) or cold (e.g. white dragons) automatically make their loro Saving Throw against the version of the spell bound to that element.

**Healing Circle\***

**Range:** 60 feet

**Area of effect:** 20 feet radius circle

**Duration:** permanent

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

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

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

**Mental Cure\***

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

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

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

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

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

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

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

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

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

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

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

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

**Purifying Zone\***

**Range:** 30 feet per level

**Area of effect:** 10 cubic feet per level

**Duration:** 1 turn per level or permanent

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

This spell creates an invisible barrier in the area chosen by the cleric that prevents the ingress of any airborne poisonus substance and annuls the effects of liquid and airborne poisonous substances already present in the area at the moment of purification. For the spell’s entire duration no poison has any effect in the *purifying zone*, even poison from the glands of some creatures (like snakes and spiders) and the poisonous element simply becomes inert as long as it remains in this area (thus any being “poisoned” by substances present within the area ignores the effects of the poison). If a poisoned creature enters the p*urifying zone*, he is temporarily freed from the effects of the poison while he remains within the area, but the poison acts again when the spell ends.

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

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

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

**Resistance to Magic**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 6 turns

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

This spell creates a magical barrier around the cleric that acts as a defence against any spell from without directed at the cleric. In practice, he gains a resistance to magic expressed as percentage equal to 30% + 1% per cleric level, up to a maximum of 66% at 36th level. The barrier lasts for 6 turns, but can be temporarily lowered to receive benefical spells from without, even if once lowered it remains inactive for the entire round (it is always lowered at the start of the round if the cleric wishes it). Any spell (spoken of cast from magic items or monsters with inate spells) cast against the cleric protected by *magic resistance* has a percentage cast of not influencing the priest (roll d% below the barrier’s value). The magic barrier doesn’t affect spells cast by the cleric in any way, or on magic effects that affect other people (e.g. it cannot see an invisible person), or on the permanent bonuses of items (like the bonuses of magic weapons), or finally on the special powers of various creatures (like a medusa’s gaze, a dragon’s or gorgon’s breath, etc.).

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

**Resurrection\***

**Range:** 60 feet

**Area of effect:** a living creature

**Duration:** permanent

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

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

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

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

**Trueseeing**

**Range:** 0

**Area of effect:** 120 feet radius

**Duration:** 6 turns

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

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

**Sixth Level**

**Animate Objects**

**Range:** 60 feet

**Area of effect:** one or more objects

**Duration:** 6 turns

**Effect:** animated objects that obey the cleric

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

**Table 2.3 – Statistics of Animated Objects**

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

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

**Barrier\***

**Range:** 60 feet

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

**Duration:** 12 turns

**Effect:** barrier of spinning weapons that causes 6d10 hp

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

In the first case (full cylinder), all those within the area of effect where the *barrier* materialises suffer 6d10 points of damage with no possibility of halving it, and ifthey don’t leave the area within 1 round, in the next round he loses another 6d10 hp, as long as he remains within it, and the same thing happens to those who enter it. In the second case (hollow barrier), the creatures within the barrier and those without suffer 6d10 points of damage only if they try to travel through the barrier of spinning weapons, and any ranged attack that involved physical missiles passing through the barrier is completely impossible. The *barrier* lasts for 12 turs or until it is magically removed.

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

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

**Converse\***

**Range:** 30 feet

**Area of effect:** any creature

**Duration:** 1 round per level

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

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

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

**Find the Path**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 6 turns +1 turn per level

**Effect:** show the way to the indicated place

When casting this spell, the cleric must speak the name of a specific place, even if he has never been. For all the spell’s duration, the cleric instinctly knows the direction to follow to reach the prefixed destination, and acquires any special knowledge needed to reach the place or to shorten the route (e.g., become aware of the position of any secret doors, shortcuts, passwords), but does not inform him about any traps along the route, or how to disarm them. At the end of the spell’s duration, the spellcaster immediately loses any knowledge or hint to reach the fixed goal, and it isn’t possible to write this information down as it is simply instinctive knowledge, withour precise points of reference.

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

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

**Forbiddance**

**Range:** 120 feet

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

**Duration:** permanent

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

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

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

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

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

At the spellcaster’s choice, it is possible to associate a password to the *forbiddance* that, when spoken, allows the creature who used it to avoid all the damage and enter the area as if it had the sama alignment as the cleric. It is necessary to specify this option when casting the spell.

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

**Heal\***

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

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

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

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

**Heroes’ Coming**

**Range:** special

**Area of effect:** special

**Duration:** special

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

When the cleric casts this spell, a beautiful instrument appears in his hands, typical of the Sphere that his Immortal belongs to (a horn for the Sphere of Matter, a bugle for Energy, a flute for Thought, a small gong for Time, a drum for Entropy), finished in silver and decorated with scenes of combat and with his Immortal’s symbol. The instrument is really a magic creation, and can be dispelled with *dispel magic*, or vanishes anyway after it has been played or after a maximum of 12 turns since its creation. Only a follower of the Immortal that created the instrument can play it to evoke its power: if someone else tries to use it, it simply vanishes and the spell ends. Moreover, if the priest tries to sell this valuable instrument, the Immortal makes the instrument vanish and the blaspheming individual is immediately deprived of his power and cursed (at the DM’s discretion).

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

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

Defeating magically summoned orcreated creatures doesn’t grant xp until whoever summoned them has also been defeated.

This effect cannot be made permanent.

**Heroes Feast**

**Range:** 120 feet

**Area of effect:** one creature per level

**Duration:** special

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

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

All the feasters are cured of any contracted disease (including those of a magical nature), and for the next 12 hours gain immunity to poison and to all effects of fear and desperation, and moreover gain a +2 bonus to their Attack Rolls and damage for the next hour. Finally (if they have drunk at least some nectar during the feast) they recover 1d6+1 Hit Points.

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

This effect cannot be made permanent.

**Holy Power**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 24 hours

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

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

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

**Planar Ally\***

**Range:** 60 feet

**Area of effect:** extraplanar creatures

**Duration:** special

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

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

If the summoned being has the same alignment as the cleric, the *summoning* succeeds without a problem(see below); otherwise the called creature can rebel against the spellcaster. In this case make a test of Spiritual Strength between the cleric and the summoned being: both roll 1d20 and add to it their Intelligence, Wisdom, and Charisma scores, and whoever gains the highest score wins. If the cleric wins, the creature is forced to serve him until it completes its given task, at the end of which is is free and can automatically return to its own world of origin; the maximum duration of the service is 1 day per cleric level. It should be noted that, although bound to the cleric’s orders, certain chaotic and demonic creatures can however try to distort the orders to its liking, often to damage its master. If instead the summoned creature wins, the summoner loses control, and it behaves as believes best (usually attacking the summoner for disturbing it and kidnapping it from its habitat). If it doesn’t have it own means to return to its own world, moreover, the creature is forced to remain in the dimension in which it had been called until someone sends it back magically. It is possible to simultaneously have a number of summoned creatures via this spell equal to a quarter of the cleric’s level (rounded down), and it is possible to assign the same task to more than one creature.

Defeating magically summoned orcreated creatures doesn’t grant xp until whoever summoned them has also been defeated.

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

This effect cannot be made permanent.

**Regeneration\***

**Range:** touch

**Area of effect:** one creature

**Duration:** special

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

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

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

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

**Restoration\***

**Range:** touch

**Area of effect:** a living creature

**Duration:** permanent

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

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

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

The reverse spell, ***life drain***, causes the permanent loss of an experience level (or 1 HD) in the touched creature, as if it had been touched by a spectre or wraith, without which the cleric suffers some penalisation. Touching the victim requires an Attack with his holy symbol, but the victim’s AC is calculated without his AC, only bonuses derived from his shield, Dexterity, magic, and weapon mastery count. The flow of life energy is absorbed by the priest, who uses it to recover 2 hp for every 10,000 xp drained if he is wounded (but cannot however exceed his hp limit), or to regain an experience level lost via energy drain. The victim can avoid the effects with a ST vs. Death Ray with a –2 penalty Remember that this is an extremely chaotic action, and only in rare circumstances will benign Immortals grant this spell to their priests.

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

**Righteous Might**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

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

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

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

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

**Word of Recall**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** instantaneous

**Effect:** teleports the cleric to his sanctuary

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

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

**Seventh Level**

**Barrier to the Living\***

**Range:** 0

**Area of effect:** 20 feet radius sphere

**Duration:** 1 turn per level

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

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

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

**Breath of Life\***

**Range:** 0

**Area of effect:** radius of 175 feet per level

**Duration:** concentration

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

This spell allows the cleric to cure half of the wounds or to heal a specific disease (except lycanthropy) that afflicts several living beings: it is up to the caster to choose which of the two effects to evoke. He must meditate and constantly recite the appropriate holy word, and while breathing his breath of life is full of curative power that expands in a spiral around him, covering a 175 feet radius area for every minute he concentrates (max 175 feet per level). All the creatures that can benefit from the evoked power (wounded or hurt by the disease that he has chosen to cure) benefit from the spell’s effects and are instantly cured. *Breath of life* is an invisible but scented magical energy and isn’t affected by atmospheric conditions or by physical barriers present around the cleric. Only a forcefield or an anti-magic zone prevents *breath of life* from having an affect.

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

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

**Destruction**

**Range:** 60 feet

**Area of effect:** one creature

**Duration:** instantaneous

**Effect:** destroy a creature

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

**Divine Blessing\***

**Range:** 30 feet

**Area of effect:** a creature or item

**Duration:** 1 day per level

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

This potent spell can only be cast by clerics with at least a Wisdom score of 16. The beneficiary of the blessing must be a creature that has made an important contribution to the Immortal’s cause or church served by the cleric, independent of his alignment, or an object considers sacred to the cleric’s Immortal or that has great weight in the order’s fortunes (e.g the sword with which the patriarch of Vanya killed the demon sent by Thanatos, or the urn in which lie the ashes of the order’s first patriarch, or the presumned remains of an Immortal). It is up to the Dungeon Master to establish if the prerequisites to grant this blessing have been met, but it is important to remember that it must be someone or something that has played a fundamental role in the advancement in the cause of the religious order to which the cleric belongs. The priest cannot, however, cast this spell on himself, as the guarantee for a correct awarding of this blessing is that others acknowledge the beneficiary’s value.

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

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

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

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

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

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

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

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

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

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

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

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

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

**Table 2.4 – ST Penalty for *Divine Curse***

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

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

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

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

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

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

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

**Divine Wrath**

**Range:** 0

**Area of effect:** 60 feet radius sphere

**Duration:** instantaneous

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

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

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

The spell cannot be added to any item.

**Earthquake**

**Range:** 400 feet

**Area of effect:** square of 5 feet per level

**Duration:** instantaneous

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

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

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

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

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

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

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

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

**Holy Word**

**Range:** 0

**Area of effect:** 60 feet radius sphere

**Duration:** special

**Effect:** word damages creatures within the area of effect

Casing this spell, the cleric attracts the power of his Immortal around himself, indiscriminately striking all those (both allies and enemies) that are within a radius of 60 feet around him. Only the creatures faithful to the same Immortal, church, or cult as the priest are immune to the effects of holy word, while the others are affected and suffer different effects according to the difference between their level or HD at that of the cleric, as follows:

|  |  |
| --- | --- |
| **Difference** | **Effects** |
| 9+ levels less | Instant death |
| 5-8 levels less | *Paralysed* for 2d10 turns |
| 1-4 levels less | *Stunned* for 2d10 rounds |
| Equal | *Blinded* for 1d10 rounds |
| Higher | *Deafened fo*r 1d10 rounds |

***Blindness***: –6 penalty to Attack Rolls; –4 penalty to ST vs. saveable effects; AC reduced by 4 points; impossible to use missile weapons; weapon mastery is reduced to Basic rank; normal movement is halved (reduced to ⅔ if he is guided by someone); risk of falling or bumping against something (50% per round) if he moves at normal speed.

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

***Stun***:–4 penalty to AC, ST, and any skill check; movement reduced to ⅓ (running impossibile); impossibile to attack or concentrate; weapon mastery is reduced to Basic rank.

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

This effect cannot be made permanent.

**Luck**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 turn per level

**Effect:** modify a dice roll

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

***Note*:** when speaking of “dice roll” it doesn’t mean a single dice, but an entire roll. If for example a cleric of Vanya expert in sword inflicts 2d8, the character can use this ability to obtain a double 8, which is the maximum damage possible; if the character also has a *spell of striking* active, the cumulative d6 aren’t modified in any way, as that is a distinct roll.

This effect cannot be made permanent.

**Sacred Seal**

**Range:** 120 feet

**Area of effect:** 30 ft2 per level

**Duration:** permanent

**Effect:** a mystic barrier that imprisons a being

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

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

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

The other creatures present within the area of effect at the moment the spell is cast must make a ST vs. Spells: if successful, it can leave the area without impediment, but if it fails it remains a prisoner like the primary victim. It however retains its powers, but cannot destroy the seal or leave the designated perimeter, neither normally nor with magical means. Within the prison time runs ten times slower than normal, so the creatures age more slowly, although they must however eat to not die of starvation. Any successive attempt to bypass the barrier must make a successful ST vs. Spells: if successful it can enter and leave only once, if it fails instead it remains imprisoned in the perimeter like the other victims. Only an individual on the outside can break the *sacred seal* and free the trapped creature, but to do so requires the physical destruction of the seal, or use a *dispel magic* or *disjunction* cast by a spellcaster who is of at least the same level as the priest who placed the seal, or finally using a well worded *wish*.

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

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

**Survival**

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 hour per level

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

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

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

**Travel**

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** 1 turn per level

**Effect:** allows movement between planes and flight

This spell allows the caster to move quickly within a plane or to travel between the planes of the multiverse. Firstly, for the spell’s duration (1 turn per level) the cleric can fly in the same way allowed by the arcane *fly* spell at a speed of 360 (120) feet per round. Then, simply by concentrating for a round, while the spell is active the cleric can also enter an ajoining plane, taking with him another creature per 5 experience levels (rounded down): all those who wish to transported must be in contact with the cleric when he makes the move, and any reluctant creature can make a ST vs. Spells to remain where he is, while the others vanish. It is only possible to make one planar transition per turn, and only to the outer planes open to interplanar travel.

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

**True Resurrection\***

**Range:** 60 feet

**Area of effect:** one creature

**Duration:** permanent

**Effect:** resuscitate any being; reverse kill any living being

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

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

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

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

**Wish**

**Range:** special

**Area of effect:** special

**Duration:** special

**Effect:** special

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

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

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

It is necessary moreover to keep in mind that, as the holy *wish* is grantd by the Immortal to his priest, it has much more limitations than an arcane *wish*, as the Immortal doesn’t often consent to grant such power to placate need for power or fulfil the whims of a mortal cleric. In these cases, the DM must always judge if the *wish* is useful to Immortal’s cause, if the priest that requested it has always been pious and devout towards his Immortal, and if the demand is coherent with the aims of the same Immortal, before accepting it. It is however possible that an Immortal dispences a wish as recompense for services rendered to his cause, and the cleric will use the spell as he believes best, but this must be the exception and not the rule.

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

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

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

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

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

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

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

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

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

A *wish* can permanently change a character’s race, retaining, unchanged, his xp, characteristics, and age (as well as his ability to cast spells, if his new form can do it) from one form to another, and gains the physical and special abilities of the new race. If the creature wants to oppose it, it can make a Saving Throw vs. Spells.

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

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

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

**Wizardry**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 turn

**Effect:** the cleric can use any magic item

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

This effect cannot be made permanent.

***List of New Divine Spells***

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

**Legend:**

**Spell Name**

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

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

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

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

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

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

**First Level**

**Alter Writing**

**Immortal:** Pflarr, Ssu-Ma

**Substitute:** *Paralysing touch*

**Range:** touch

**Area of effect:** a non-magical written text

**Duration:** special (max 1 day per level)

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

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

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

**Bleeding Wound**

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

**Substitute:** *Fascinate animals*

**Range:** 60 feet

**Area of effect:** one creature

**Duration:** 1 hour per level

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

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

**Ceremony**

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

**Substitute:** *Sacred aura*

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

**Effect:** consecrate a creature

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

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

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

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

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

**Claws of the Demon**

**Immortal:** all the Entropic Immortals

**Substitute:** *Purify food & water*

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 turn

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

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

**Detect Totem**

**Immortal:** Atruaghin pantheon

**Substitute:** *Paralysing touch*

**Range:** 0

**Area of effect:** only the spellcaster

**Duration:** permanent

**Effect:** determine the totem associated to an individual

Thanks to this spell, the cleric is able to determine the totemic spirit linked with a subject. It is cast on all adolescent Atruaghins upon reaching the age of 15 and entering adulthood, and on new arrivals who wish to join the tribe.

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

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

**Table 2.5 –Totem Type**

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

**Genealogy**

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

**Substitute:** *Fascinate animals*

**Range:** 30 feet

**Area of effect:** one creature, item, or place

**Duration:** instantaneous

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

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

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

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

**Invigorating Glyph**

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

**Substitute:** *Detect lies*

**Range:** touch

**Area of effect:** a wounded living creature

**Duration:** 1d4 hours

**Effect:** regenerate 1 hp per turn

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

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

**Life Status**

**Immortal:** Chardastes, Chiron, Idraote, Ka

**Substitute:** *Paralysing touch*

**Range:** 0

**Area of effect:** 60 feet radius sphere

**Duration:** 1 round per level

**Effect:** diagnose a subject’s diseases and health

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

**Locate Water**

**Immortal:** Al-Kalim

**Substitute:** *Detect lies*

**Range:** 0

**Area of effect:** 300 feet radius

**Duration:** 2 turns

**Effect:** find the presence of water within 300 feet

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

**Offensive Impulse**

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

**Substitute:** *Fascinate animals*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** instantaneous

**Effect:** cleric gains +4 to Attacks and maximum damage

With this prayer the cleric invokes on himself the spirit of battle to strike with a better certainty that his enemy will be mortally wounded. The effect is instantaneous, as while casting the spell the priest must deliver his blow, benefiting from a +4 bonus to Attack and if the attack hits it also inflicts maximum damage to the victim, or 10 damage if the maximum is lower. The only way the victim can avoid the damage is by dodging the blow or by parrying the cleric’s weapon before it hits (if he can parry).

**Shadow Trap**

**Immortal:** Arachne Prime, Hel, Nyx, Zugzul

**Substitute:** *Paralysing touch*

**Range:** 90 feet

**Area of effect:** one creaturs

**Duration:** 1d6 turns

**Effect:** victim anchored to the shadow cannot move

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

**Second Level**

**Boiling Blood**

**Immortal:** all the Entropic Immortals

**Substitute:** *Repair*

**Range:** touch

**Area of effect:** a living creature

**Duration:** instantaneous

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

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

**Bone Armour**

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

Substitute: *Restorative sleep*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 6 turns

**Effect:** armour gives AC 5 and absorbs 1 damage

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

**Curative Power**

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

**Substitute:** *Find traps*

**Range:** touch

**Area of effect:** a living being and the cleric

**Duration:** permanent

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

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

**Curse of Silver**

**Immortal:** Mrikikat

**Substitute:** *Repair*

**Range:** 120 feet

**Area of effect:** a 20×20×20 feet cube

**Duration:** permanent

**Effect:** corrupt silver

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

**Fist of Thor**

**Immortal:** Thor

**Substitute:** *Sure step*

**Range:** touch

**Area of effect:** a weapon

**Duration:** 10 rounds

**Effect:** confers a magic bonus to a weapon

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

**Flaming Liquid**

**Immortal:** Sharpcrest, Gorrziok, Hymir, Malafor, Polunius, Protius, Slizzark

**Substitute:** *Find traps*

**Range:** 30 feet

**Area of effect:** 1 inanimate object

**Duration:** 6 turns + 1 turn per level

**Effect:** creates a flaming liquid that burns water

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

The heat and size of the flames is comparable to that of a small forge, and they are usually thrown into their own furnace in which the material to be worked is then placed. Any object or creature that touch the flames suffers damage as if had been exposed to the flames of a furnace (3d6 per round of contact, which renders certain materials very malleable).

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

**Hunting Paint**

**Immortal:** Atruaghin pantheon

**Substitute:** *Restorative sleep*

**Range:** touch

**Area of effect:** an individual

**Duration:** 24 hours

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

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

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

**Kiss of Valerias**

**Immortal:** Valerias

**Substitute:** *Know alignment\**

**Range:** touch

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

**Duration:** special

**Effect:** the victim falls in love with the cleric

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

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

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

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

**Locate Totem**

**Immortal:** Atruaghin pantheon

**Substitute:** *Know alignment\**

**Range:** limitless (same plane)

**Area of effect:** an animal totem

**Duration:** 1 hour (6 turns)

**Effect:** reveal an individual’s closest totem

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

**Marine Vortex**

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

**Substitute:** *Sure step*

**Range:** 0

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

**Duration:** instantaneous

**Effect:** driving vortex, injures and stuns victims

This spell only functions if used underwater. From the cleric’s hands departs a conical shockwave that extends for 60 feet reaching a maximum width of 20 feet. All the creatures within this area must make a ST vs. Paralysis: if the ST succeeds, are pushed away by the vortex for its length and suffer 1d6 damage. If instead the ST fails, not only are they forced away and injured, but are also considerd stunned for 1d4 rounds.

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

**Memory Seal\***

**Immortal:** Fugit, Ninsun, Noumena, Ssu-Ma

**Substitute:** *Poison resistance*

**Range:** touch

**Area of effect:** creature with an Intelligence above 2

**Duration:** permanent

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

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

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

**Poetic Inspiration**

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

**Substitute:** *Bless\**

**Range:** 60 feet

**Area of effect:** beings within 400 ft2

**Duration:** 6 turns

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

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

This spell can also be used to influence the persuasive ability of the cleric and improve by one step any Reaction Rolls caused by the cleric thanks to his diplomatic or charismatic ability for the effect’s entire duration, taking the assumption that the priest can speak the language of those he’s speaking to (if the player gives a good roleplaying performance, it is possible to improve the Reaction Roll by two steps).

This spell cannot be made permanent on a magic item.

**Rage**

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

**Substitute:** *Know alignment\**

**Range:** touch

**Area of effect:** one creature

**Duration:** 10 rounds

**Effect:** augment an individual’s fighting ability

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

This spell cannot be made permanent on a magic item.

**Shadow Aura**

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

**Substitute:** *Know alignment\**

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 turn per level

**Effect:** bonus to cover and hiding

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

**Shadow Door**

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

**Substitute:** *Sure step*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** instantaneous

**Effect:** cleric passes from one shadow to another

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

**Shape Coral**

**Immortal:** Polunius

**Substitute:** *Know alignment\**

**Range:** touch

**Area of effect:** 10 cubic feet of coral per level

**Duration:** permanent

**Effect:** shape 10 cubic feet of coral at will

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

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

**Sunbeam**

**Immortal:** Ixion

**Substitute:** *Sure step*

**Range:** touch

**Area of effect:** an item or creature

**Duration:** permanent

**Effect:** a beam of light that comes from the torso

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

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

**Swap Spells**

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

**Substitute:** *Sure step*

**Range:** 240 feet

**Area of effect:** an arcane spellcaster

**Duration:** special

**Effect:** exploit an arcane spell in place of divine one

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

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

**Time Trap**

**Immortal:** Fugit, Khoronus, Yav

**Substitute:** *Know alignment\**

**Range:** 90 feet

**Area of effect:** a being

**Duration:** special

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

This powerful spell affects one creature and traps it in a vicious circle that obliges it to constantly repeat the same action until it successfully opposes the spell. In practice, the moment that the priest cast’s the spell is considered the victim’s last action: if the creature makes a successful ST vs. Spells it can continue to act normally and the effect is annulled. If instead the ST fails, the subject is force to repeat exactly what he has just done, with the same outcome, until the conditions to repeat the action cease. After 1 minute the victim is allowed a ST to free himself from the *time trap* each round, and with the first successful ST the spell’s effect vanishes, so from that moment it becomes possible to not repeat the action (the victim for that round completes the same action but notices the absurdity and thus the effect isinterrupted).

Example 1: a cleric casts this spell on an enemy who has just missed his mage companion. The victim fails his ST and in the next round attacks the mage again with the same dice result, automatically missing. The scene is repeated until the enemy makes a successful ST or the mage cannot be reached by the victim (because he vanishes or goes too far away).

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

**Third Level**

**Arrest the Red Curse**

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

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

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 day per level

**Effect:** slow the effects of the red curse

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

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

**Authority**

**Immortal:** Odin, Taroyas

**Substitute:** *Continual light\**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns

**Effect:** cleric becomes authoritative leader

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

**Blood Thirst**

**Immortal:** Hircismus, Karaash, Yagrai, Wogar

**Substitute:** *Glyph of interdiction*

**Range:** touch

**Area of effect:** a goblinoid

**Duration:** 1 round per level

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

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

**Bravery**

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

**Substitute:** *Continual light\**

**Range:** touch

**Area of effect:** one living creature

**Duration:** 1 turn per 2 levels

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

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

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

**Calm Emotions**

**Immortal:** Alphatia, Koryis, Shaper, Urtson

**Substitute:** *Speak with dead*

**Range:** 120 feet

**Area of effect:** one creature per level

**Duration:** 1 turn

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

This spell calms agitated and infuriated creatures, and prevents them from taking any violent actions for its duration. The cleric can choose to influence up to a maximum of being per experience level within 120 feet, and each victim can make a ST vs. Mental Spells mentali to totally avoid the effects. Those that fail the ST are instantly calmed, even if in the middle of a battle, and cannot undertake any destruction acrions, but only protect themselves for 1 turn. Any aggressive action that damages a creature calmed by this spell breaks the effect on the threatened creatures (and only them).

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

**Cornucopia**

**Immortal:** Brindorhin, Faunus, Hymir, Ralon

**Substitute:** *Speak with dead*

**Range:** 0

**Area of effect:** N/A

**Duration:** 12 turns, or when the cornucopia is used

**Effect:** from the cornucopia extract a common object

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

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

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

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

**Dragon Scales**

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

**Substitute:** *Spell of Striking\**

**Range:** touch

**Area of effect:** one living creature

**Duration:** 1 turn

**Effect:** skin is transformed into robust protective scales

When casting this spell, the priest must touch a consenting creature: the spell instantly transforms the being’s skin into hard and resistant scales of a colour appropriate to the subject’s alignment. The scales give the subject a natural AC of 4, or a +2 bonus to the natural AC in the case that it is already equal to or better than 4. Moreover, each blow inflicted on the subject is mitigated by the scales that reduce the inflicted wounds by 1 point per attack, until the end of the spell’s duration. Finally, based on the scales’ colour, the subject gains an additional bonus to a certain type of Saving Throw:

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

**Drunk’s Lament**

**Immortal:** Raven, Cretia, Faunus, Harrow, Hymir

**Substitute:** *Glyph of interdiction*

**Range:** 60 feet

**Area of effect:** a living creature

**Duration:** 1 round per level

**Effect:** victim sees double and has precarious balance

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

**Entropic Sphere**

**Immortal:** all the Entropic Immortals

**Substitute:** *Gentle repose*

**Range:** 90 feet

**Area of effect:** a target

**Duration:** instantaneous

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

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

**Fascination**

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

**Substitute:** *Continual light\**

**Range:** touch

**Area of effect:** one intelligent living creature

**Duration:** 1d6 hours + 1 hour every 3 levels

**Effect:** render the subject more fascinating

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

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

**Fire Bow**

**Immortal:** Atruaghin, Malinois, Mealiden, Ninfangle, Ruaidhri

**Substitute:** *Spell of Striking\**

**Range:** touch

**Area of effect:** a wooden bow

**Duration:** 1 round per level

**Effect:** wooden bow fires magical incendiary arrows

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

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

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

The spell cannot be added to any magic item.

**Grim Reaper**

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

**Substitute:** *Circle of protection from evil*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

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

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

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

**Hand of Atzanteotl**

**Immortal:** Atzanteotl

**Substitute:** *Inflict serious wounds*

**Range:** touch

**Area of effect:** one creature

**Duration:** special

**Effect:** causes 2d6+2 hp and coma

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

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

**Hate**

**Immortal:** Alphaks, Bachraeus, Jammudaru, Ranivorus

**Substitute:** *Circle of protection from evil*

**Range:** 120 feet

**Area of effect:** one living creature

**Duration:** 1 round per cleric level

**Effect:** a creature becomes crazy and violent

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

**Honesty**

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

**Substitute:** *Glyph of interdiction*

**Range:** touch

**Area of effect:** one creature

**Duration:** special (see below)

**Effect:** impose honesty on a living creature

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

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

**Loving Idyll**

**Immortal:** Freyja, Faunus, Kythria, Valerias

**Substitute:** *Gentle repose*

**Range:** 60 feet

**Area of effect:** two living creatures

**Duration:** 24 hours

**Effect:** cause two individuals to fall in love

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

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

**Meld into Stone**

**Immortal:** Kagyar, N’grath, Terra, Land

**Substitute:** *Continual light\**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns per level

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

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

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

**Minor Luck\***

**Immortal:** Bastet, Raven, Tyche

**Substitute:** *Spell of Striking\**

**Range:** 120 feet

**Area of effect:** one creature

**Duration:** 6 turns

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

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

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

**Move Sand**

**Immortal:** Al-Kalim, Terra

**Substitute:** *Speak with dead*

**Range:** 30 feet

**Area of effect:** 5 cubic feet of sand

**Duration:** 6 rounds + 1 round per level

**Effect:** move 5 cubic feet of sand per round

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

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

**Slow Time**

**Immortal:** Fugit, Khoronus, Simurgh, Yav

**Substitute:** *Continual light\**

**Range:** 120 feet

**Area of effect:** 1 being

**Duration:** 1 day per level

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

This spell causes a loss of the sense of time in the selected victim if he fails a ST vs. Spells. The subject is incapable of correctly registering the passage of time and is constantly slow in respect to his timekeeping and other actions. In practice, the creature automatically always loses the Initiative, is constantly surprised (any ability to negate surprise is annulled), acquires a –1 penalty to all his Attacks against moving creatures and to his ST against avoidable effects, and if he has multiple attacks available he loses one, as long as the spell’s effects continue and aren’t dispelled. Finally, any action of the subject’s based on accurate timing fail (e.g. intercept a moving object, get on a moving cart, etc.).

**Spidershape**

**Immortal:** Arachne Prime, Korotiku

**Substitute:** *Continual light\**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 turn per level

**Effect:** cleric becomes a spider or moveslike a spider

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

*Spider Form*: the cleric is transformed into small, innocuous black spider of about 1 inch in length (all his equipment melds into him and is unusable), and gains all the spider’s natural abilities, in particular the ability to climb vertical surfaces and the certainty to pass unnoticed in most situations. The cleric keeps his personality and mental faculties, AC, ST, THAC0, and Hit Points. In the new form he moves at a speed of 30(10) (even vertically or on webs), can only make one attack per round (inflicting 1 hp of non-lethal damagewith his bite due to a mild poison), and can spin about 36 in2 of web. The cleric cannot cast spells, or use any type of item in his new form.

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

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

**Summon Shadows**

**Immortal:** Arachne Prime, Hel, Nyx, Zugzul

**Substitute:** *Force of will*

**Range:** 240 feet

**Area of effect:** 1 spectral shadow every 2 levels

**Duration:** 1 turn per level

**Effect:** summon 1 shadow per 2 levels that obey him

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

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

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

**Summon Totem**

**Immortal:** Atruaghin pantheon

**Substitute:** *Speak with dead*

**Range:** 1 mile per level

**Area of effect:** an individual’s animal totem

**Duration:** special

**Effect:** summon an animal totem

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

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

**Summon Whirlwind**

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

**Substitute:** *Gentle repose*

**Range:** 120 feet

**Area of effect:** 20 feet diameter sphere

**Duration:** 1 turn per level

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

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

**Thaumaturgical Circle**

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

**Substitute:** *Glyph of interdiction*

**Range:** 60 feet

**Area of effect:** 10 feet diameter circle

**Duration:** 1 turn per level

**Effect:** area in which curative magic is more effective

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

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

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

**Thief’s Talent\***

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

**Substitute:** *Continual light\**

**Range:** 120 feet

**Area of effect:** one creature

**Duration:** 2d6+6 turns

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

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

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

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

**Totemic Bond**

**Immortal:** Atruaghin pantheon

**Substitute:** *Gentle repose*

**Range:** 60 feet

**Area of effect:** an animal and an individual

**Duration:** permanent

**Effect:** bind a character to his animal totem

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

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

**War Paint**

**Immortal:** Atruaghin pantheon

**Substitute:** *Glyph of interdiction*

**Range:** touch

**Area of effect:** one creature

**Duration:** 1 day

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

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

This spell cannot be made permanent.

**Fourth Level**

**Capture the Soul**

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

**Substitute:** *Immunity to spells*

**Range:** touch

**Area of effect:** a corpse

**Duration:** permanent

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

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

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

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

**Fate**

**Immortal:** Khoronus, Skuld, Tiresias, Tyche, Yav

**Substitute:** *Animate dead*

**Range:** touch

**Area of effect:** one creature

**Duration:** instantaneous

**Effect:** predict a character’s future

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

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

**Table 2.6 – Random Vision Outcome of *Fate***

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

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

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

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

**Heat Stroke**

**Immortal:** Loki, Rathanos, Zugzul

**Substitute:** *Freedom of movement*

**Range:** 120 feet

**Area of effect:** 1d4 living beings

**Duration:** special

**Effect:** cause heat stroke in 1d4 victims

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

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

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

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

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

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

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

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

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

**Hypothermia**

**Immortal:** Hel, Stodos

**Substitute:** *Exceptional skill*

**Range:** 120 feet

**Area of effect:** 1d4 living beings

**Duration:** special

**Effect:** cause hypothermia in 1d4 victims

This spell causes a sudden lowering of the body temperature in 1d4 living beings present within 120 feet of the cleric. The victims are called to make a ST vs. Death Ray: if successful, the subjects remain stunned per 1 round and suffer 1d6 points of damage. If instead the ST fails, the consequences depend on the margin of dice roll’s failure in respect to the result needed (all the effects are cumulative in order of seriousness):

|  |  |
| --- | --- |
| ***Margin*** | ***Consequence*** |
| 1-2 | Frostbite |
| 3-4 | Delirium |
| 5-6 | Freezing |
| 7+ | Faint |
| Critical | Fatal hypothermia |

***Frostbite*:**–1 to AC, Attacks, and Initiative for the stiffness and stunned per 1 round.

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

***Freezing*:**loss of 3 Dexterity points and 3d6 hp due to the freezing of a limb (roll 1d4: 1 left arm, 2 right arm, 3 left leg, 4 right leg) that becomes unusable (impossible to run if a leg).

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

***Fatal hypothermia*:**with a natural ST of 1crushing hypothermia occurs that causes his death.

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

A *healing* spellcan recover the lost hit points and annul the penalty, while every hour in which he rests in the warmth removes the frostbite penalty and recovers 11 point in each characteristice and 1d4 hp of those lost due to the *hypothermia*.

**Impassable Defence**

**Immortal:** Bemarris, Brindorhin, Carnelian, Clébard, Finidel, Forsetta, Hattani, Liena, Mâtin, Mealiden, Minroth, Petra, Pflarr

**Substitute:** *Neutralise poison\**

**Range:** 0

**Area of effect:** 10 feet diameter circle

**Duration:** 3 turns

**Effect:** magic circle in which the cleric gains a +3 bonus to AC and ST (or +5 if he concentrates)

When casting this spell, the cleric traces at his feet a 10 feet diameter magic circle. As long as he remains within that restricted area, the spellcaster constitutes an effective bastion capable of sustaining his enemies’ attacks: he in fact gains a +3 bonus to AC and all Saving Throws, and if he declares at the start of the round that he is concentrating on the circle (without doing any other action, or movement, for the entire round) the spell grants him a +5 bonus to AC and ST (instead of +3) until the beginning of the next round.

If the cleric is in his homeland (and has drawn the circle on his native soil) he gains, as well as the above effects, 3 points of damage resistance against all attacks, as long as he remains within the circle (this means that each single attack against the spellcaster inflicts 3 Hit Points less, even annulling the effective damage).

This spell can be magically dispelled by casting *dispel magic* on the magic circle (and not on the spellcaster), or by covering the circle with a layer of rock or stone at least 12 inches thick (attempts to hide the circle with a few inches of sand, a carpet, or anything similar is totally ineffective).

**Insatiable Hunger**

**Immortal:** Bagni, Crakkak, Loup, Orcus, Wogar

**Substitute:** *Freedom of movement*

**Range:** 30 feet

**Area of effect:** one living creature

**Duration:** 1 day (24 hours) per level

**Effect:** make a victim eternally hungry

The victim of this terrible spell can longer gain sustenance from food while this curse lasts (1 day per cleric level); naturally it is possible to completely ignore the effects of *insatiable hunger* with a successful ST vs. Spells. However, if the ST fails, despite the amount of food engested daily, the victim will feel more and more hungry and desperate, and if the spell is annulled with a remove curse, he will waste away and die. Based on the period of time that he spends gripped by hunger pangs, the victim suffers various penalties:

* 2nd day: after the first, the victim becomes distracted (–2 penalty to all skill checks);
* 8th day: after the first week of hardship, the victim feels weakened, and from this moment each day alternatively loses 1 point of Strength and 1 point of Constitution. When one of these two characteristics drops to 3 the individual enters a coma, and at zero dies of starvation.

If he is cured in time or is able to resist until the end of the spell (has more Strength and Constitution points than the spell’s duration), the victim recovers 1 point of Strength and Consitution each day he rests and is fed. It is also possible to annul the spell naturally, without needing a *remove curse*: if the victim finds the type of food that the cleric secretly whispered while casting the spell and eats it, the spell is broken. The food selected by the cleric (and kept secret) must be a natural food, common (like rice, lamb, honey, fish, etc.) or exotic (like the meat of a particular monster or animal, but not an alcemical compound), that the priest has tasted before.

This spell cannot be added to any magic item.

**Kiss of the Night**

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

**Substitute:** *Exceptional skill*

**Range:** touch

**Area of effect:** one creature

**Duration:** from sunset to dawn

**Effect:** +10% to thief skills, +2 to AC and ST, +2 to a characteristic score and +2 to skill checks

This spell can be cast only between sunset and dawn (otherwise it is ineffective) and lasts for all the night (or to a maximum of 12 hours, if the night is longer), disappearing at sunrise. Even if the priest is underground and doesn’t know if outside it is day or night, the spell remains however bound to the phases of the day, and doesn’t work at all during daylight hours.

*Kiss of the night* grants to the designated subject a large number of advantages: a +10% bonus to all thief skills, a +2 to all general skill checks, and a +2 bonus to ST and AC. Finally, he also benefits from a +2 bonus to a characteristic of his choice (e.g. Strength, Dexterity, etc.).

This spell can be annulled by casting *dispel magic* on the subject: independently of the difference between levels, however, there is always at least a 10% failure chance.

**Lethal Arrow of Mealiden**

**Immortal:** Mealiden

**Substitute:** *Life protection*

**Range:** touch

**Area of effect:** an arrow

**Duration:** special

**Effect:** an arrow gains a +3 bonus to Attacks and damage and can kill the enemy with a single hit

This spell is only effective on a normal or magic arrow: once enchanted, the arrow remains so until it is fired, or a maximum of 1 hour per cleric level. Firstly, the arrow gains a +3 magic bonus to attack and damage, cumulative with any pre-existing bonuses up to a maximum of +5 (e.g. a +1 arrow becomes +4, but a +3 arrow would only become +5, as this limit cannot be surpassed). When the arrow is fired (normal Attack, modified by the additional bonus from the spell), if it hits look up the result in the following list to determine the injury inflicted:

* *Natural Roll*: *between 2 & 15*. The arrow has struck the target inflicting normal damage.
* *Natural Roll*: *between 16 & 19*. The arrow has struck the target in a particularly vulnerable point: the damage inflicted is the maximum possible, and is always a critical (if using the critical hit rules).
* *Natural Roll*: *20*. The arrow has struck the target in a lethal way, piercing the heart or brain, or any other vital organ: the target dies from the blow if he fails a ST vs. Death Ray; in the case of a successful ST, the damage inflicted is double the maximum possible and is treated as a critical.

Example: an archer armed with a +4 long bow (a weapon in which he is a Master) nocks a +2 arrow with this spell (which becomes a +5 arrow), and fires it at a dragon. The Attack Roll is a natural 16: the arrow inflicts 27 hit points (the maximum possible with 3d6+9) and rolls on the table of critical wounds.

**Lycanthropy**

**Immortal:** Mrikikat, Orcus, Wogar

**Substitute:** *Immunity to spells*

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

**Effect:** the victim contracts lycanthropy

The cleric casting the spell must injury the target with weapons, bites, claws, or punches or the spell is wasted. The wounded victim must make a Saving Throw vs. Spells with a penalty equal to the damage inflicted by the cleric or become a lycanthrope of the same type as the cleric or chosen by him (if he isn’t a lycanthrope). If the victim was already wounded by a lycanthrope in the previous 10 rounds, the cleric need only touch him solo toccarla (Attack ignores armour and shield) and his Saving Throw suffers a 4 point penalty. Any subject injured by a lycanthope’s bite has a percentage chance equal to the hp caused by the bite over the hp possessed by the subject of contracting lycanthropy (e.g.: a thief with 10 hp who loses 6 hp to the bite has a 60% chance of becoming a lycanthrope); the d% is made each time the victim is wounded, and the damage ic cumulative until cured. Moreover, the child of a lycanthrope parent has a 50% chance of inheriting the disease and every demihuman infected with lycanthropy dies with the first transformation.

This spell cannot be dispelled with *dispel magic*, however lycanthropy can be removed in the conventional way appropriate to the campaign (usually *cure disease* or *heal and* *remove curse* cast by a high level cleric).

**Mantle of Shadow**

**Immortal:** Arachne Prime, Hel, Nyx

**Substitute:** *Freedom of movement*

**Range:** 0

**Area of effect:** sphere of up to 20 feet radius

**Duration:** 3 turns

**Effect:** create an area of inpenetrable shadow that scares those that penetrate it

With this spell the cleric creates an area of shadow of variable radius that surrounds and that he can manifest at his pleasure. Normally the power remains sleeping, but as long as the effect lasts (3 turns), the spellcaster can evoke a sphere of shadow centred on himself with variable radius from 5 to 20 feet (with 5 feet increments per round). Anyone inside the sphere is completely blinded as long as it remains (even infravision is useless), except for the cleric who can see normally; any ranged attack against the cleric wrapped by the mantlet of shadow suffers a –4 penalty. Moreover, anyone attempting to enter the sphere must make a ST vs. Mental Spells or be assaulted by horrible images and flee 30 feet away due to the fear that grips them for that round (this effect is useless against creatures that are immune to fear).

The area of darkness can be annulled with a *dispel magic*, while a spell of *continual light* prevents the possibility of evoking the mantle in the area interected by the sphere of light.

**Melody of Requiem**

**Immortal:** Cochere, Faunus, Guidarezzo, Hel, Ilmarinen, Loup, Marwdyn, Nyx, Orcus, Palson, Skuld, Thanatos, Tiresias, Yagrai

**Substitute:** *Damage resistance*

**Range:** 0

**Area of effect:** 20 feet radius sphere

**Duration:** 1 round per level

**Effect:** provoke suicidal instincts in the victims

This spell affects anyone within the area of effect while he sings the song except the priest. The spell evokes such a potent funeral dirge that the victims are gripped by a sudden sense of desperation and discomfort that causes a –1 penality to Attack Rolls, damage, and to all Saving Throws (it is impossible to avoid this effect) as long as the effect lasts. Moreover, the victim must make a ST vs. Spells: if the ST is successful there are no other effects, but if the ST fails the victim begins to sream and lose hope, and can do nothing but hit himself with any weapon he is holding (the self-inflicted damage is real, but any weapon mastery in the weapon isn’t counted), even strangling himself with his own hands in has no weapon (non-lethal damage), doesn’t resist any attempts to injure him, or try to attack other people or to evoke magic effects. The melody functions against any living creature except constructs and oozes.

**Purity of Spirit**

**Immortal:** Atruaghin, Ixion, Maat, Paarkum

**Substitute:** *Damage resistance*

**Range:** touch

**Area of effect:** one creature

**Duration:** 3 turns

**Effect:** aura protects subject from evil creatures

This spell only affects followers of the Immortal of the cleric who cast the spell or in exceptional cases individuals devoted mind and body to the cause of Good and considered allies (must have the alignment needed to be priests of the Immortal who gave them the power). The beneficiary is wrapped by an aura of pure white light that gives him a +3 bonus to all Saving Throws and rolls to Turn undead. Moreover, if the character protected by *purity of spirit* is hit in hand-to-hand by an evil creature (cursed, belongs to the Sphere of Entropy, or serves an Entropic Immortal), the latter is invested by a discharge of blinding energy that inflicts 3d6 points of damage (allowed ST vs. Spells for half damage).

**Rocks to Spiders\***

**Immortal:** Arachne Prima, Korotiku

**Substitute:** *Damage resistance*

**Range:** 120 feet

**Area of effect:** 2d4 stones or rocks

**Duration:** 6 turns

**Effect:** transform 2d4 stones into poisonous spiders; reverse transform 2d4 spiders into stones

This spell transforms 2d4 stones of any form and size into as many small-sized poisonous black spiders, which obey the cleric’s orders (the order is given mentally without taking up one of the cleric’s actions) and transformed back into stone at the end of the spell, or if killed. The spiders have the following characteristics:

**Black Widow:** AC 6; HD 3; # Atk 1 bite; Damage 1d6 + poison (ST or death in 1 turn); MV 60/20; ST F2.

The reverse spell, ***spiders to rocks***, can be used to counter the effects of *rocks to spiders*, returning the rocks to normality, or against real. In this case, the spell affects 2d4 spiders of small size or smaller, and each of them must make a successful ST vs. Spells or take the form of a rock for 6 turns. The transformed spiders keep their own hp and acquire AC 5, and if damaged and their hp are reduced to zero, die and return to their normal form.

If the cleric wants to, he can direct the spell against a single spider of any size. If the ST vs. Paralysis fails, the spider becomes a stone (if of Small size or smaller) or a large rock (if of Medium size or larger) for the spell’s duration, with the above specific conditions.

**Sacred Breath**

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

**Substitute:** *Divine ray*

**Range:** touch

**Area of effect:** one creature

**Duration:** special

**Effect:** a dragon can make an extra breath attack, another creature can create a dragon breath

This spell has different effects depending on if it was cast on dragons or other beings. When it is cast on a dragon, it allows the creature an extra breath (with the normal properties, damage, and dimensions) in respect to the number of permited breaths, within the next three hours. If instead it is cast on another being, the spell allows the subject to produce conical breath of magical fire, cold, or acid (chosen by the cleric who cast it) 60 feet long and 20 feet wide, which causes to all those in its path an amount of damage equal to the subject’s hp; they are allowed a ST vs. Dragon Breath for half damage. The breath must be used within 3 hours of the casting of the spell, and the spell ends when it is used.

The spell cannot be cast again on the same subject until he has used the effect of the first spell.

This effect cannot be made permanent.

**Sacrilegious Influence**

**Immortal:** all Entropic Immortals

**Substitute:** *Programmed cure*

**Range:** 120 feet

**Area of effect:** 20 feet radius circle

**Duration:** instantaneous

**Effect:** damage Lawful or Good creatures

The priest calls a on the sacrilegious power of his own Immortal to punish his enemies. It manifests as a cloud of icy and nauseating darkness, and influences all creatures of Good or Lawful alignment, while Evil creatures are completely immune. The victims that find themselves in the cloud suffer 1d6 points of damage per cleric level (max 15d6 at 15th level) and risk being stunned for a round. It is possible to avoid the stun totally and halve the damage with a successful ST vs. Death Ray. The spell inflicts half damage to creatures that are neither Good nor Lawful, aren’t stunned, and can reduce the damage to a quarter with a successful Saving Throw.

Example: a cleric of Nyx casts *sacrilegious influence* on a group of enemies, a LG cleric, a CG mage, a CN thief, and a N elf. Cleric and mage suffer the full effects of the spell (being Good or Lawful), while the thief and elf (neither Good or Lawful) automatically take half damage without the risk of being stunned, and can reduce the damage to ¼ with a ST.

**Sand Storm**

**Immortal:** Al-Kalim, Terra, Land

**Substitute:** *Immunity to spells*

**Range:** 360 feet

**Area of effect:** 40 feet radius sphere

**Duration:** 1 round per level

**Effect:** evoke a sand storm

This spell can only be cast outside and creates a very strong storm of sand and dust in the area of effect (40 feet radius sphere within 360 feet of the cleric). Once released, the storm is independent and remains fixed to the area is was created in, but by concentrating the priest can push the storm at a speed of 40 feet per round, al long as it remains within his range of effect; while concentrating to move the storm the cleric can only move at half walking speed, without fighting or casting other spells. The storm automatically extinguishes all unscreened fires it meets, and those within the storm cannot fight or fly and must proced at half walking speed. The strong winds and the poor visibility impose a –5 penalty to any *Observe* or *Listen* check (or –25% to *Hear noise*). Each round the victim is within the storm he must make a successful ST vs. Spells to not be blinded for 1d4 rounds by the dust (blind creatures or constructs are immune to this effect), and are called to make a Balance check with a –2 penalty (or Dexterity at –6) to avoid falling over (in which case it wastes a round getting back up).

**Scourge of Evil**

**Immortal:** all those of Good alignment

**Substitute:** *Animate dead*

**Range:** 120 feet

**Area of effect:** 20 feet radius circle

**Duration:** instantaneous

**Effect:** damage Evil or non Good creatures

The priest calls upon the holy power of his Immortal to punish his enemies. It manifests as a shining cloud of changing colours, and affects all creatures of Evil alignment, while Good creatures are completely immune. The victims that find themselves in the cloud suffer 1d6 points of damage per cleric level (max 15d6 at 15th level) and risk being stunned for a round. It is possible to avoid all the stun and halve the damage with a successful ST vs. Death Ray. The spell inflicts half damage to creatures of any other alignment, which are not stunned, and can reduce the damage to a quarter with a successful Saving Throw.

Example: a cleric of Maat casts *scourge of evil* on a group of enemies, a NE cleric, a CE mage, a CN thief, and a N dwarf. The cleric and mage suffer the entire effects of the spell (being Evil), while the thief and the dwarf (non evil) halved automatically with no risk of stun, and can reduce the damage to a quarter with the ST.

**Seaweed to Snakes\***

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

**Substitute:** *Freedom of movement*

**Range:** 120 feet

**Area of effect:** 2d8 seaweed or sticks or coral

**Duration:** 6 turns

**Effect:** transform up to 16 sticks or seaweed into venomous snakes, or a branch or coral into a constrictor snake; reverse transforms 2d8 snakes into seaweed/coral

This spell transforms 2d8 pieces of unworked wood or seaweed of medium size or smaller into as many sea snakes, which can be venomous (50% chance) and that die in 1d4 rounds if they are pulled out of the water. The created snakes obey the cleric’s orders (the order is given telepathically as a free action) and transform back to seaweed or wood at the end of the spell, or if killed. The sea snakes have the following characteristics:

**Sea snakes**: AC 6, HD 1, # Atk 1 bite, Damage 1d4 (if poisonous, ST or cause others 1d4 hp), MV Swim 90(30), ST F1.

Alternatively, the cleric can direct the spell on a single non-magical branch or coral that must be of at least Large size, transforming it into a powerful snake that obeys all his orders (as above) and that has the ability to constrict anf immobalise its victim. When the cleric orders the snakes to attack, it attempts to coil itself around the victim. If the Attack Roll succeeds and the victim is of equal size or smaller than the snake, it has to make a ST vs. Spells to avoid being immobilised. The constriction doesn’t inflict any, but the victim held in this manner is considered paralysed and cannot do anything until the snake is killed or magically dispelled, or the spell ends (or the cleric orders the snake to free the victim). The snake is also able to constrict enchanted creatures and those immune to normal or silver weapons, as long as they aren’t incorporeal.

The branch or coral remains in this form for the spell’s duration, or until killed; if wounded, it can be cured normally. When the snake dies, is magically dispelled, or when the spell ends, it disappears, changing again to its original form; if the snake was killed, the branch or coral is reduced to a thousand pieces. The statistics of the snakes are the following:

**Constrictor snake**: AC 5; HD 3 (hp 20); # Atk. 1 constriction; Damage: hold; MV 90(30); ST F3.

The reverse spell, ***snakes to seaweed***, can be used to counter the effects of *seaweed to snakes*, returning the seaweed or coral to normality, or against real snakes. In this case, the spell affects 2d8 snakes of medium size or smaller, and each of them must make a successful ST vs. Spells or take the form of seaweed per 6 turns. The transformed snakes keep their hp and acquire AC 9, and if damaged and lose all their hp, die and return to their normal form.

If the cleric wants to, he can direct the spell against a single snake of any size. If the ST vs. Paralysis fails, it becomes a large piece of coral (if of Medium size or smaller) or coral reef (if it is Large size or larger) with AC 5 for the spell’s duration.

**Sticks to Flying Vipers\***

**Immortal:** Atzanteotl

**Substitute:** *Exceptional skill*

**Range:** 120 feet

**Area of effect:** 2d4 sticks or branches

**Duration:** 6 turns

**Effect:** transform up to 2d4 sticks into venomous flying vipers; reverse transform vipers into sticks

This spell transforms 2d4 sticks or pieces of wood of Medium size or smaller into as many flying vipers, the created snakes obey the cleric’s orders (the order is given telepathically as a free action) and transform back to seaweed or wood at the end of the spell, or if killed. The flying vipers have the following characteristics:

**Flying viper:** AC 6; HD 2; # Atk 1 bite or 1 spit (up to 10ft.); Damage 1d6 or 1d4 + poison (ST or cause another 2d4 hp); MV 60/20, Fly 300/100; ST F1.

The reverse of the spell, *vipers to sticks*, functions like *snakes to sticks*, but also affects flying vipers.

**Summon Lycanthropes\***

**Immortal:** Mrikitat, Orcus, Wogar, Zirchev

**Substitute:** *Mystic circle*

**Range:** 30 feet

**Area of effect:** up to 2 HD x level of lycanthrope

**Duration:** 3 turns

**Effect:** summon upto 2 HD × level of lycanthopes; reverse drive away upto 2 HD × level of lycanthopes

This spell allows the spellcaster to summon upto 2 HD per level of any type of lycanthope he knows, as well as mixed types (e.g. a 12th level cleric can summon 24 HD of lycanthropes, equal to 4 werewolves of 4 HD each, 1 wearbear of 6 HD, and a 2 HD wererat). The creatures appear at any point within range and obey the cleric’s orders, which can send them anywhere to do his bidding. They appear in animal form and cannot return to human form for any reason (if placed under a spell that attempts to force this transformation they are paralysed for a round and then continue). The lycanthropes remain in telepathic contact with the priest until the spell’s end, and return to their place of origin if killed or the effect is dispelled or terminated. Anytime a lycanthrope is killed, the cleric must make a ST vs. Mental Spells to not be stunned for 1 round because of the psychic backlash.

The reverse spell, ***repel lycanthropes***, forces a total of Hit Dice of lycanthropes equal to double the cleric’s level within the area of effect to flee scared from the area if they fail a ST vs. Mental Spells. Those that resist still have a –1 penalty to all their rolls against the priest for 24 hours.

**Thunder Bow**

**Immortal:** Atruaghin, Malinois, Mealiden

**Substitute:** *Enchanted weapon*

**Range:** 30 feet

**Area of effect:** a bow

**Duration:** 1 turn

**Effect:** the bow’s arrow becomes forked lightning that inflicts +1d10 hp and causes stun

This spell instils into the bow on which it is cast the power of thunder and lightning. For the spell’s duration, each arrow fired by that bow is transformed into a lightning bolt, and if it hits the target (normal Attack) exploding with a clash of thunder (breaking the projectile), causing to the victim normal damage based on his mastery with a bow, +1d10 points of damage from electricity; the victim must moreover make a successful ST vs. Paralysis to avoid the stun for 2 rounds caused by the thunder and lightning. The transformed projectile is considered a magic item with a +1 bonus for every 5 cleric levels to determine the type of monster that it can wound (without adding the bonus to Attacks or damage); if it uses a magic arrow with a higher bonus, it uses that bonus.

**Thunder Drum**

**Immortal:** Atruaghin pantheon

**Substitute:** *Immunity to spells*

**Range:** touch

**Area of effect:** a drum

**Duration:** special

**Effect:** cause a frightening cacophony within 120 feet

This spell confers to the percussion instrument on which it was cast (usually a drum) the ability to trigger a discordant cacophony when it is played by the cleric; all those (friends and enemies) that are within 10 feet of the cleric aren’t however affected by the drum’s power. Beyond these 10 feet, the drum’s effects are frightful, and can be felt up to 120 feet from the item. All creatures of lower level or HD than the cleric are instantly paniced and forced to flee in terror, per 2d6 rounds. Creatures of equal level (or HD) as the priest can make a Saving Throw vs. Mental Spells to avoid the panic, while the creatures of higher level to that of the cleric (or with better HD) can make the ST with a +2 bonus.

Independent of HD, all the creatures that hear drum roll (except those within 10 feet of the cleric) lose a number of hit points equal to the priest’s level (halved with ST vs. Spells). The ability to evoke the cacophonic sound remain in the drum until thecleric uses it for the first time (max 24 hours), or until the spell is dispelled, then the effect vanishes.

**Technomancy**

**Immortal:** Brandan Earthshaker, Garal Glitterlode, Ilmarinen, Wayland

**Substitute:** *Neutralise poison\**

**Range:** 30 feet

**Area of effect:** a mechanical device

**Duration:** 6 turns

**Effect:** cleric understands the function of a device and can control it

This spell allows the cleric to fully understand the function of a single mechanical device or other technological apparatus on which it is cast (with the only exceptional of extremely complex magical devices, like the *multifunctional* *gear* of the gnomes). As long as it is within 30 feet of him, moreover, the spellcaster can magically control and operate the device, simply be concentrating (while concentrating he can do nothing else except move at half walking speed); to do so however it is necessary that the controlled object isn’t broken and has all that it needs to function (e.g. a steam device won’t function if it lacks fuel to heat the water).

This spell allows the cleric, for example, to temporarily deactivate a mechanical trap (or even to activate it), load a siege engine or simple crossbow and fire it by mere concentration (it is naturally necessary that ammunition is present and the weapon’s rate of fire cannot be increased; the Attack Rolls is made as if the cleric was physically using that weapon), manoeuvre a hoist, or pick a complicated lock.

The object of interest doesn’t get a Saving Throw to avoid the effects of this spell, except when the cleric tries to control a weapon with mechanical parts (like a crossbow) that is in the hands of another character: the latter can make a ST vs. Spells each round to prevent the weapon from working.

This spell cannot be made permanent on a magic item.

**War Cry**

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

**Substitute:** *Programmed cure*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

**Effect:** cleric gains the same THAC0 or number attacks of a fighter

When the cleric casts *war cry*, he becomes an optimal combatant, gaining either the base THAC0 or the number of attacks of a fighter of equal level (his choice) for the spell’s duration.

This spell cannot be made permanent, not even thanks to an item.

**Fifth Level**

**Atruaghin’s Favour**

**Immortal:** Atruaghin

**Substitute:** *Elemental cure\**

**Range:** touch

**Area of effect:** an area or group of creatures

**Duration:** special

**Effect:** as the *consecrate* spell, plus the shaman and allies ignore their first failed ST

This spell is the most potent magical ritual of the shamans of Atruaghin and is only used in the most solemn ceremonies, when it is used to create sanctuaries and places of faith.

In game terms, *Atruaghin’s favour* can be used like the consecrate spell, but also imbues the cleric and his companions (up to one character per level) a special protection, making each of them automatically succeed the first Saving Throw they would otherwise have failed (basically it overturns the ST result). When this happens, the spell ends for that specific person, but continues for the other blessed creature for an indefinite period or until magically dispelled.

**Create Fiery Beast**

**Immortal:** Rathanos

**Substitute:** *Create normal animals*

**Range:** 40 feet

**Area of effect:** a structure or statue

**Duration:** 6 turns

**Effect:** evoke a fiery beast on a structure

This spell allows the cleric to creat a fire version of any real animal he knows (e.g a horse, wolf, or eagle), which obeys his orders. The beast uses the same attacks as the normal animal, causing damage based on its size and the animal’s standard damage, but anything it touches must make a ST vs. Fire to avoid catching light. Because of this, weapons of wood or similar materials that hit the beast must make a ST vs. Fire or ignite. Moreover, each successful hit causes additional fire damage based on the beast’s size: Tiny or smaller: 2d6; Small: 3d6, Medium: 4d6, Large: 5d6, Huge or larger.

The beast has the same movement abilities as the normal animal and an AC of 0, it is immune to any fire-based attack and can jump upto 75 feet over uneven ground, while if it flies it can leap to a height of 500 feet.

The only limitation of this spell is that the beast can only be created on a pre-existing structure of animal form, which therefore determines its real dimensions and that isn’t consumed by the beast’s heat (as if it forms the skeleton on which the fiery skin is grafted). Lacking a suitable structure, the cleric can evoke the beast on any statue of a normal animal, which becomes the being’s body. Any creature within the structure doesn’t suffer from the heat given off by the flames as they form part of the skeleton, as long as they remain within the flames. The Fiery Chariots (*Hover-Chariots*) of the Nithians are created by this spell, usually of enormous dimensions and with a fire resistant platform above the structure to transport soldiers.

This spell cannot be made permanent.

**Create Ice Zombies**

**Immortal:** Hel, Stodos

**Substitute:** *Create normal animals*

**Range:** 40 feet

**Area of effect:** one corpse per 2 levels

**Duration:** permanent

**Effect:** create frozen and preserved zombies

This spell allows the caster to animate any corpses within 40 feet, as long as if it died over a month ago and has been buried, creating several ice zombies. He can animate up to one ice zombie per 2 levels (rounded down), and each creature obeys his ordrs until destroyed. Indeed, zombies created this way are immune to *dispel magic* and persist until destroyed physically or with a *dispel evil*. Each ice zombie, at the moment of animation, undergoes a transformation that renders it perfectly preserved and gives it the same appearance it had in life (with the disappearance of any cuts or mutilations that caused its death), although it remains particularly palid and cold to the touch (anyone interacting with it can notice that it isn’t normal with an Intelligence check).

**Ice Zombie:** AC 6; HD original+1; # Atk. 1 touch or 1 weapon; Damage 1d6 + *paralysing touch* (like the spell) or varies; MV 90/30; ST F equal to HD.

**Create Ravenous Dead**

**Immortal:** Demogorgon, Nyx, Orcus

**Substitute:** *Create food & water*

**Range:** 60 feet

**Area of effect:** 1 HD of zombies per level

**Duration:** permanent

**Effect:** create undead that kill create other undead

This spell is similar to *animate dead* with one important exception: all the corpses must be at least 90% intact and rise as ravenous zombies, who aren’t destroyed with *dispel magic*. They, as well as their original attacks, also have a bite attack that causes 1d4 points of damage (or the creature’s bite damage is improved by 1 point, if it already has one). Anyone bitten by a ravenous zombie must make a ST vs. Death Ray and if they fail their body is inexorably corrupted by Entropic energy and in 1d4 hours the creature dies and transformed at once into a ravenous zombie, unless he is cured first with *dispel evil*. Also, anyone killed by a ravenous zombie returns to life after 1d4 minutes as such, but these cases are very rare, as once the victim dies, the zombie normally eats its body to feed itself (from which the creature gets its name) and what remains can certainly not be reanimated.

**Mighty Blow**

**Immortal:** Bartziluth, Garal, Hattani, Ilmarinen, Kagyar, Mâtin, Orcus, Petra, Razud, Thor, Wayland, Zalaj

**Substitute:** *Create normal animals*

**Range:** touch

**Area of effect:** a bludgeoning weapon

**Duration:** 6 rounds

**Effect:** the weapon crushes inert objects and augments the damage against animated or living creatures

Evoking this spell the cleric must touch a bludgeoning weapon and imbues it with the power of smashing any thing for 6 rounds, allowing it to also injure creatures immune to normal weapons (as if it was a +2 weapon).

If the target is a normal or magical inanimate object (excluding artefacts) of maximum volume 30 feet3, the first blows causes the loss of 50% of its Damage Points total if it fails a ST vs. Destruction; otherwise it only loses 25% of the total. If the target is a magic item and has no Damage Points and the ST fails, it is destroyed and reduced to fragments. If the target is a normal item without DP it is automatically smashing, no ST.

If the target is a living or animated subject, with each hit you deliver add half your Strength score when calculating the damage.

With this spell it is possible to destroy magic items whose bonus or power level is tge same as the weapon that hits it. It is however impossible to destroy items that have a +5 bonus, a power level of six, or are artefacts.

This spell cannot be made permanent

**Draconic Aura**

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

**Substitute:** *Create normal animals*

**Range:** touch

**Area of effect:** a living being

**Duration:** 1 round per level

**Effect:** bonus to ST, AC, Attacks, and magic resistance

This spell exists in three different forms, one for each of the three dragon lords and their followers, based on alignment. Only the priests of the Great One can choice which effect to evoke, the others are bound to only one. The spell only affects living beings, and reptilian and draconic creatures add a further effect: 2 additional hp for each of the creature’s Hit Dice. At the affect’s end, the remaining additional hp vanish, but if already below its hp maximumse suffers no further loss.

**Adamantine Aura** (***Diamond***): The beneficiary’s skin assumes a diamond-like appearance (faceted, luminous, and reflecting, however it doesn’t become transparent), and he gains a +4 bonus to his natural AC, to all ST, and a 3 point damage reduction only towards physical attacks with weapons and natural attacks, not from magical effects; the use of any armour augments the damage reduction (if using the Armour Value rules).

**Opalescent Aura** (***Opal***): The subject’s skin assumes an iridescent appearance similar to that of opal, and he gains a +2 bonus to Attack Rolls, damage inflicted with melee or natural weapons, AC, and all Saving Throws. Moreover, he gains a damage reduction of 2 points towards physical attacks with weapons and natural attacks, not from magical effects.

**Pearlescent Aura** (***Pearl***): The subject’s skin becomes a milky pearl colour, and he gains a +4 bonus to Attack Rolls, damage inflicted with melee or natural weapons, and he gains a damage reduction of 2 points towards physical attacks with weapons and natural attacks, not from magical effects.

**Dragon Shield**

**Immortal:** Bemarris

**Substitute:** *Magic resistance*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 3 turns

**Effect:** shield absorbs any dragon breath

This spell creates in the hands of the cleric a medium sized shield incised with the symbol of Bemarris (a dragon transfixed by a sword). The shield gives the cleric a protection bonus of +1 per 4 caster levels (rounded down, max +5 at 20th) against any attack until the end of its duration, but its speciality is that it renders the priest immune to the breath od a specific draconic race, chosen by the cleric. The shield disappears at the end of the spell’s duration, if it removed from the cleric’s hands, or if magically dispelled.

This effect cannot be made permanent.

**Entropic Arrows**

**Immortal:** all Entropic Immortals

**Substitute:** *Create normal animals*

**Range:** 150 feet

**Area of effect:** 1 creature per 2 levels

**Duration:** instantaneous

**Effect:** darts cause 2d6 hp + stun × 2d6 rounds

This spell creates darts of entropic energy that leave the cleric’s hands and automatically hit up to 1 creature per 2 cleric levels within 150 feet. Each victim suffers 2d6 points of damage and must make a ST vs. Death Ray or be stunned because of the entropic energy that numbs the limbs. The stun lasts for 2d6 rounds and also pevents the victims from thinking. *Entropic* *arrows* also affect undead creatures.

**Eternal Rest**

**Immortal:** Ixion, Thanatos

**Substitute:** *Magic resistance*

**Range:** 10 feet

**Area of effect:** a corpse

**Duration:** permanent

**Effect:** prevents the resurrection, reanimation, and reincarnation of a corpse

When this spell is cast on a corpse it makes impossible resurrection, reanimation as undead (either by an *animate dead* spell, or other cause, like for example when a creature is killed by a spectre), reincarnation and similar effects. *Eternal rest* is permanent and can be countered only with a *wish*.

This spell has no effect if cast on a living creature or an undead.

**Fire Gate**

**Immortal:** Atruaghin pantheon

**Substitute:** *Magic resistance*

**Range:** same plane of existence

**Area of effect:** only the cleric

**Duration:** 1 hour per level

**Effect:** cleric is transported from one bonfire to another

To cast this spell, the cleric must first light a special fire using sacred wood, powders, and herbs: the operation requires a hour, but gives life to a fire that burns for 1 hour per priest level. Once the fire has been lit in the prescribed manner, the cleric can cast the *fire gate* spell on himself, which allows the cleric to enter the middle of the flames without burning and to teleported into the middle of another fire that he knows (within the same plane). As such the tribes of the Atruaghin Clans always have lit fires in their camps in case a shaman wants to visit them.

The spell doesn’t allow the cleric to return, or take others with him. However, as the priest is teleported with everything he carries, it is possible to take somebody through the fire if he holds the other person in his arms.

The spell cannot be added to a magic item.

**Guardian Seal**

**Immortal:** Alphatia, Ka, Mâtin, Petra, Pflarr

**Substitute:** *Purifying zone\**

**Range:** touch

**Area of effect:** an object that can be opened

**Duration:** special

**Effect:** magic seal explodes if tampered with and causes 1d6 hp per level (max 20d6) in a (max) 40 feet radius

This spell can be cast on any inanimate object that can be opened (like a coffer, door, casket, etc.) whose volume is less than 3,000 ft³ and that doesn’t already have a glyph, rune, or seal on itself. To cast the spell the cleric draws a magic seal (visible or invisible, his choice) on the object: this operation requires 6 hours and uses alchemical components and precious metals for a total expense of 2,500 g.p., but once completed the seal ast forever or until triggered. The cleric is the only one who can open the object risk free, but if he wants, he can select a password that allows anyone to open the object without danger.

If an unauthorised person attempts to open the object, the *guardian seal* activates with devastating effect (which however doesn’t damage the object): a shockwave of magic energy is violently thrust within a 40 feet radius around the object (the caster selects the amplitude of the wave when creating the seal), inflicting to the victims 1d6 points of damage per cleric level (maximum 20d6). The victim must make a ST vs. Spells: if successful, the damage is halved and he is stunned for 1d10 rounds (only living beings can be stunned); if the ST fails, the victim suffers full damage and enters a stated of suspended animation for 1 day per priest level. Creatures in suspended animation don’t need to eat or breathe, doesn’t age and is unaware, but are vulnerable to any threat (can be killed with a single blow); the victims can be returned to normality with *dispel magic* or *heal*.

A thief searching for traps has a –50% penalty to his roll to find the seal, but not to neutralise it. The seal can only be removed by activating it or with *dispel magic* or *disjunction*; in this case however the failure chance is twice normal and never less than 10% (even if whoever casts the spell is of higher level than the seal’s creator).

**Icy Blizzard**

Immortal: Hel, Stodos

**Substitute:** *Create food & water*

**Range:** 0

**Area of effect:** 40 × 12 feet cone or 20 feet radius sphere

**Duration:** instantaneous

**Effect:** icy storm causes 1d6 hp / level (max 15d6) within the area of effect (ST for half and avoid secondary effects)

With this spell the cleric can evoke the power of cold to create a blizzard in a spherical or conical form causing 1d6 hp per cleric level (max 15d6). In the first case, around himself he creates a hailstorm that strikes all those within a 20 feet radius. The victims (except the cleric) must make a Saving Throw vs. Spells to halve the inflicted damage, and if the ST fails are also stunned by the ice for 1d6 rounds.

The second way of evoking the power of cold ctreates a vortex of ice that leaves the cleric’s body and is projected at the target. The vortex is a 40 feet long, 12 feet wide cone, which travels in a straight line towards the target. Those ir strikes must make a ST vs. Spells for half damage, and if the ST fails are also delayed (like the 3rd level *slow* spell) for 1d6 rounds.

**Skin of Amber**

**Immortal:** Ka

**Substitute:** *Magic resistance*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 12 turns

**Effect:** immunity to normal weapons and petrification

The skin of the cleric assumes the colour (but not the consistency) of amber, while hair, nails, teeth, scales, and all other body parts other than skin also become amber, but with different tonality and brightness. As long as the spell lasts, the cleric becomes immune to normal and silver weapons, including projectiles and natural weapons, of any size and dimension; which means that a normal projectile cannot damage the cleric not even if fired from a magical missile weapon (e.g. a normal arrow fired from a +4 bow bounces off the cleric’s skin: to damage requires a magic arrow). The cleric is moreover immune to any form of petrification.

Note that a magical weapon without a bonus is sufficient (e.g. a blessed weapon) to damage a character protected by *skin of amber*, and he is also vulnerable to falling damage. Finally, the natural attacks of particularly potent monsters are always considered magical: normally, any monster that can only be hit with magic weapons itself hits as a weapon with magic bonus related to its own (e.g. the natural attacks of a nightshade, which can only be wounded by +2 weapons or better, are considered +2 weapons).

**Spiritual Bond**

**Immortal:** Brissard, Loki, Saasskas

**Substitute:** *Elemental cure\**

**Range:** touch

**Area of effect:** a cleric of the same cult

**Duration:** 1 hour per level

**Effect:** cleric enters the body of a brother

This spell can be cast only on another priest that belongs to the same faith as the cleric and consents. Once touched, the second cleric becomes a host for the spirit of the priest who cast *spiritual bond*, who can repeatedly leave and enter his own body as long as the spell lasts.

The cleric remains in himself until he wants to establish a contact with the host: in this case, he enters a trance, his body remains inert and his spirit is transfered to the host body, of whom he can exploit all five senses and with whom he can communicate telepatically. The cleric can repeatedly enter the host and return to his own body while the spell is active. There is no limit to te distance between the cleric and host as long as this link exists, as long as they are both on the same plane and not in an anti-magic zone. If he wants to moreover, the cleric can take possession of the host’s mind and control its body. However, if the host refuses to take part, he can make a ST vs. Spells, and if successful, the spell ends. If the ST fails or the host consents, the cleric is able to use the host’s body exploiting all its abilities and memories (so can also cast its spells), but cannot give knowledge or abilities to the host. While dominating the host body the cleric uses his Intelligence, Wisdom, and Charisma scores, while using the host’s Strength, Dexterity, and Consitution values. The cleric can release control of the host’s body when he wishes.

Each time he is wounded while controlling the host’s body, the cleric must make a ST vs. Mental Spells: if the ST fails, the spell is broken and the emotive shock from the pain is also transmitted to the, which loses 1d6 hp. If the host body is reduced to below zero Hit Points, it dies and the cleric must make a ST vs. Death Ray or perish himself; if the ST succeeds, he is returned to his original body and stunned for a minute.

**Summon Skinner**

**Immortal:** Malinois, Ruahidri Hawkbane

**Substitute:** *Dispel evil*

**Range:** 30 feet

**Area of effect:** a mirror

**Duration:** 1d4 hours

**Effect:** summon a skinner that serves the spellcaster

With this spell, the spellcaster summons a creature of the outer planes called Skinner, which serves him to the best of its ability. The skinner is a 6 feet tall, intelligent being of solid shadow, with long silver blades as claws and two silver-plated marble like eyes. It has the natural instincts of a hunter, and loves to skin its prey, particularly lycanthropes, which it considers its mortal enemies.

The cleric must cast the spell on a mirror within 30 feet, which opens a portal to the outer plane where the skinner lives and calls one. Through the mirror, the skinner obeys the summoner’s orders for 1d4 hours, using it physical and magical abilities to the best of its ability; if the summoner is a lycanthrope, the skinner attacks him immediately, until one of the two are kill, after which it returns to its own plane through the mirror.

If at the end of the spell the Skinner isn’t near a mirror, it cannot return to its own world, and this makes it so angry that it seeks out its summoner to kill him, and then seeks another to send it home.

**Skinner:** AC –1; HD 12; hp. 80; MV 150(50); # Atk. 2 claws or chains; Damage 1d6+2/1d6+2 or special; ST F12; AL N; considered a planar monster; Special abilities: surprise 1-3 on d6 (doesn’t make noise and is impossible to hear it approach); detect lycanthropes within 40 feet; can summon 3 times per day silver chains that imprison the victim’s hands and feet (ST vs. Spells negates); Mirror portal: able to enter any mirror and emerge from another within 10 miles; regenerates 1 hp/round if it remains within a mirror.

**Summon Horned Skull**

**Immortal:** Alphaks

**Substitute:** *Dispel evil*

**Range:** 240 feet

**Area of effect:** N/A

**Duration:** 6 turns

**Effect:** summon a horned skull

This spell allows the cleric to summon a horned skull, a minor demon sacred to the Immortal Alphaks. It has the appearance of a floating skull about 20 inches wide, with two curved, pointy horns; the hollow eye sockets shine with an evil reddish light, and from time to time the monster emits a guttural and sinister scream, or suddenly closes its jaw with a dry and threatening noise.

**Horned Skull**: AC –2; HD 10; hp 70; MV 120(40) fly; # Atk. 1 bite/1 horn or 1 breath; Damage 1d8/2d6 or 10d6; ST F10; AL C; considered a minor demon (an enchanted and planar monster); Special abilities: immune to fire, poison, gas, and mental spell; only damaged by at least +11 magic weapons; can breathe, once per turn, a vortex of fire 30 feet long × 5 feet diameter: creatures in the area suffer 10d6 points of fire damage, but can make a ST vs. Dragon Breath for half.

The horned skull can only be summoned if a source of fire is present within within 240 feet, from which the skull emerges. It blindly obeys to the best of its ability any orders given it by its summoner, with which it is in telepathic contact, and disappears after 6 turns, or if killed, dispelled (with *dispel magic*), or banished (with *dispel evil*, *banish,* and similar spells). Defeating magically created or summoned creatures grants no xp unless their evoker is also defeated.

**Trusting Wait**

**Immortal:** Halav, Minroth

**Substitute:** *Create normal animals*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** min. 1 hour, max. 1 day per 2 levels

**Effect:** after a period of waiting, the cleric gains a score of 18 (or more) in one of his six characteristics

When casting this perculiar spell the cleric selectsany one of his six characteristics (Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma) and then trustingly waits for the spell to take effect. During this waiting period, the cleric gains a +2 bonus to all Saving Throws vs. fear, confusion, and desperation because of his great strength of mind, but no others. The cleric can lengthen the waiting period as he likes, from a minimum of 1 hour to a maximum of 1 day per 2 levels, but once fixed the wait remains as it is and the effect cannot be magically dispelled (although the cleric emits an aura of abjuration). At the end of the wait, the priest gains a score of 18 in the characteristic chosen at the moment of casting (if the characteristic already has a score of 18+, it only adds 1 point), and this effect lasts for exactally has long as the waiting period (only then can the effect be dispelled). The spell cannot be cast more than once on the same subject: multiple applications have no effect.

**Unclean Touch**

**Immortal:** Demogorgon

**Substitute:** *Dispel evil*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

**Effect:** the cleric injures and infects the touched creature

When the cleric casts this spell, one of his hands becomes horribly swollen and invaded by plague like that of a leper; the cleric cannot effectively use a weapon or shield with that limb, although it can still manage small items (like a potion) or cast spells. Any creature touched by the cleric with the infected hand (normal Attack Rolls) loses 10% of its current Hit Points, or 1d6+1 hp (according to which is the most disadvantageous to the victim), and must make a ST vs. Spells to avoid contracting a horrible, devastating magical disease.

*Unclean touch* remains active in the priest’s hand for 1 round per level, so the cleric is able to infect more victims during this period of; if he wants to, tuttavia, he can end the spell early. The exact type of disease is determined by the cleric when he casts the spell: if he doesn’t specify one, the contagion would be mummy rot (for details on this and other affections see the *inflict disease* spell).

**Weresnakeform**

**Immortal:** Bachraeus

**Substitute:** *Dispel evil*

**Range:** touch

**Area of effect:** one creature

**Duration:** permanent

**Effect:** the individual becomes a serpentman

This potent spell is able to change any living being into a creature able to assume the form of a giant snake, a true weresnake. The individual touched can try to oppose the transformation with a ST vs. Spells with a –2 penalty, but if failed the effect is irreversible and he is considered cursed: his alignment becomes Chaotic (if it isn’t already) and his spirit is prey to evil impulses. The being can transform at his pleasure, without being affected by the phases of the moon, but is forced to obey the orders of the cleric who transformed him and generally the word of clerics of Bachraeus.

As a lycanthrope, he has two forms: his normal, and that of a giant snake. When in snake form, he becomes immune to normal weapons, has magic resistance 10%, and has a bite attack that causes 1d6 hp, plus another 2d6 for the injected venom (a ST vs. Poison halves the damage). The victim has a percentage chance equal to the hp caused by the bite over his total hp of contracting lycanthopy (e.g.: a fighter with 10 hp that loses 6 to the bite has a 60% chance), transforming into in a weresnake enslaved to its progenitor (as if under the effects of a permanent *charm*) until the latter is killed. While in snake form, the lycanthrope can constrict a victim rather than biting him (requiring a normal Attack), and if the attack is successful, the victim suffers 10d6 points of damage per round and remains imprisoned until he wins an opposed Strength check.

The statistics of the victim while in weresnake form are modified as follows: AC 0, Strength +2, Dexterity +2, Wisdom –2, Charisma –2, +2 HD more than its original form (THAC0 is based on the new HD).

**Sixth Level**

**Aura of Unpredictability**

**Immortal:** Bastet, Tyche

**Substitute:** *Rise of heroes*

**Range:** 0

**Area of effect:** 20 feet radius sphere

**Duration:** 1 round per level

**Effect:** random effects take place each round

When casting this spell, the cleric is wrapped by an invisible, 20 feet radius spherical aura, all inside frantically experience random events that change the surrounding reality in unexpected and unpredictable ways. The effect of the spell moves with the cleric, who *cannot* end it before its entire duration has run.

At the start of each round, roll percentage dice to determine what will happen to all the creatures present within the area: neither the cleric nor anyone else is able to predict what will happen that round before directly experiencing it (there is no ST to avoid the effects).

This spell cannot be made permanent on a magic item.

**Table 2.7 –Effects of *Aura of Unpredictability***

|  |  |
| --- | --- |
| ***d%*** | ***Effect*** |
| 01-10 | All the spells cast in that round by spellcasters that are in the area of effect have a 50% malfunction chance (the DM arbitrarily decides if the spell simply doesn’t function or as a contrary effect to that desired). Spells cast previously, or cast from outside on creatures that are outside the area of effect aren’t affected. |
| 11-20 | All the spells cast in this round by spellcasters within the area of effect have their duration doubled (if this effect isn’t applicable, like for spells of instantaneous or permanent duration, nothing happens). |
| 21-30 | All spells cast in this round by spellcasters within the area of effect have their duration halved if this effect isn’t applicable, like for spells of instantaneous or permanent duration, nothing happens). |
| 31-40 | All creatures within the area of effect become hasted (see the *haste* spell) for the entire round. |
| 41-50 | All creatures within the area of effect are slowed (see the *slow* spell) for the entire round. |
| 51-60 | All the creatures within the area of effect become lucky for the full round: they gain a +1 bonus to all d20 rolls (like Attacks, ST, skill checks, etc.) and +5% to all d% rolls (e.g. thief skills). |
| 61-70 | All the creatures within the area of effect become unlucky for the full round: they suffer a –1 penalty to all d20 rolls and –5% to all d% rolls. |
| 71-80 | All spells (except *aura of unpredictability*) and magic effects within the area are dispelled; the failure chance is analogous to that of *dispel magic* spellcast by a spellcaster of the cleric’s level. |
| 81-90 | All creatures within the area, except the caster, are teleported to a distance of 32d20 feet from the cleric in a randomly chosen direction (the subject cannot materialise in a space already occupied by a solid or in an anti-magic zone) |
| 91-00 | The spell’s duration is increased by 1d4 rounds. |

**Control Totem**

**Immortal:** Atruaghin pantheon

**Substitute:** *Animate objects*

**Range:** 240 feet

**Area of effect:** an animal and an individual

**Duration:** 1 turn per level

**Effect:** establish a totally one-to-one bond between an animal totem and an individual

To cast this spell, the cleric must capture the animal totem of the victim he intends to hit; this naturally can be also be done with consent or knowledge of the latter. Once the animal has been caught, the spell is cast on it. From that moment and for the spell’s duration, anything that happens to the animal also happens to the victim (and vice-versa). So, if the animal falls asleep, the character bound to it also goes to sleep. This bond lasts until death: the killing of the animal in fact provokes the victim’s death.

When the spell is cast, the victim (not the animal) can make a Saving Throw vs. Spells to avoid the effects; if failed, he is totally at the mercy of the shaman who has the animal totem. If an individual is already a victim of this spell, it isn’t possible to doubly affect him with a second animal totem.

**Eagle Eyes**

**Immortal:** Atruaghin pantheon

**Substitute:** *Restoration\**

**Range:** touch

**Area of effect:** one creature

**Duration:** from dawn to sunset

**Effect:** subject cannot miss targets with missile weapons

This spell can be cast on an individual only at sunrise. Once cast, it makes it so that the character, when using bows, slings, and bolas, can never miss his target (also functions against beings protected by distorting effects, but not against creatures hiding behind rigid cover); the effect lasts until sunset. Factors concerning the weapon’s range are only applied when they limit the weapon (e.g. a bow cannot fire arrows beyond a certain maximum distance), not the archer, so no Attack Roll is needed.

If the weapon inflicts maximum damage (based on the archer’s mastery rank), the target has been struck with such precision that additional damage is inflicted: in game terms, roll the damage die (or dice) again and add it to the obtained value to the weapon’s bonus and any other magical bonus present). If the second damage roll also inflicted the maximum amount possible, add it to the total and repeat until a less than maximum result is rolled. For this reason, there is no theoretical limit to the damage that the archer can inflict when benefitting from *eagle eyes*. Projectiles that cause only 1 hp (like the darts of a blowgun), cause 4 hp, without other effects.

This effect cannot be added to a magic item.

**Enchanted Standard**

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

**Substitute:** *Animate objects*

**Range:** touch

**Area of effect:** a standard

**Duration:** 1d6 hours

**Effect:** instil a magic power to a standard

This particular spell is mainly used in battle by cleric of Immortals of war. Touching a vessel that holds the very distinguishable image of a particular animal or symbol, the priest imbues it with such immense holy power that it becomes a divine receptable able to instil the protection and aid of the served Immortal to all those that can clearly see the symbol on the vessel and who wear an identical sign (e.g. a regiment that wears tabards or pins with the same identification sign, like a wolf’s head, cross, sun, etc.). The power remains within the standard for 1d6 hours, and only acts on the cleric’s allies who can clearly see the vessel, which once seen grant the subject, as long as he remains within 1,800 feet of the vessel, a particular ability chosen by the priest between the known spells of the first two levels (e.g. *bless*, *sanctuary*, *protection from evil*, etc.), or a +1 bonus to any Attacks and damage with a particular type of weapon, a +2 bonus to Morale or to a certain type of Saving Throw, or a special ability linked to the animal represented in the vessel, with limits imposed by the DM’s judgement. Examples of vessels and their associated powers are as follows:

* Eagle: Courage or Observe (see general skill)
* Camel: Resist heat (see general skill) or halve daily water requirements
* Falcon: Observe or Surprise (see general skill)
* Phoenix: *protection from death* (see *divine aid*, 1st) or Hard to kill (see general skill)
* Thunderbolt: lightning touch (1d6 damage with bare hands) or *resistance to lightning* (2nd)
* Hyena: the cry scares the enemy who flees in panic for 1d4 rounds if an ST vs. Paralysis fails.
* Moon: night vision or *individual silence* (2nd)
* Wolf: Scent or double speed
* Snake: with a natural 20 on the Attack the enemy must make a ST vs. Poison or die from the blow
* Sun: *light* once per hour or burning touch (1d6 damage with bare hands)
* Fox: Listen or Stealth (see general skill)

**Entropic Shield**

**Immortal:** all Entropic Immortals

**Substitute:** *Heroes’ feast*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 hour (6 turns)

**Effect:** armour grants infravision and protects

This spell creates around the priest’s body an aura of dark energy that completely swathes him hiding his features and adapting itself to his body. The shell gives the cleric a particularly sinister appearance, so that any creature with 3 HD or fewer are terrified of the priest, refusing to approach within 30 feet or attack him in any way. The aura, moreover, grants the cleric infravision within 60 feet and a +4 bonus to AC. The priest has a 90% chance to *Hide in Shadows* when he moves within an area ofgloom or during the night, lacking an area of light that illuminates him. Finally, he receives a +3 bonus to Saving Throws to avoids the effects of positive energy or spells derived from clerics of Good or Lawful alignment. *Entropic shield* can be annulled by *dispel magic* or similar spell, and is impervious to any magic effect based on light, similarly protecting the cleric from their deleterious effects. It also protects the cleric from any effect of ultraviolet or solar rays in general (e.g. if the priest is a vampire, it allows him to endure daylight while protected by the shield).

This spell cannot be made permanent on an item.

**Hammer of Thor**

**Immortal:** Thor

**Substitute**: *Converse\**

**Range:** touch

**Area of effect:** 1 warhammer or another weapon sacred to Thor

**Duration:** 6 turns

**Effect:** the weapon causes more damage, can be thrown, and becomes deadly against giants

Casting this spell the cleric touches his warhammer or any bludgeoning weapon usable by adepts of Thor, and give it the supreme power of *Lord of the Storm*. Only the cleric or a practising follower of Thor (another priest or a holy champion) can fully take advantage of the power and use the weapon, that grants the following advantages:

* +5 bonus to Attack Rolls and damage;
* can throw the weapon up to a distance in feet equal to 3 x his Strength score; in this case the weapon automatically returns to the cleric’s hand (whether it hits or misses the target) until the end of the round;
* each time that the blow strikes, there is a 25% chance that the weapon emits an electric discharge, that causes 3d6 electrical damage to the target. An *anti-magic barrier* negates the effects of this discharge, and any spells that give partial or full protection from lightning.
* any giant struck by the hammer must make a ST vs. Death Ray to not be killed by the blow; if the ST succeeds, it however suffers maximum damage (as well as any electrical damage).

**Magic Acceleration**

**Immortal:** Alphatia, Fugit, Iliric, Ka, Khoronus, Lokena, Palartarkan, Pflarr, Pharamond, Simurgh

**Substitute:** *Heroes’ feast*

**Range:** 0

**Area of effect:** 20 feet radius sphere

**Duration:** 1 round per level

**Effect:** reduce spell durations to 1/10

This spell alters the effective duration of any magic effect within the area of effect, a 20 feet radius sphere centred on the cleric, which the priest can choose to fix it in place for the spell’s entire duration or bind it to himself, so that encircles wherever he goes. In the globe magic runs so fast that instantaneous spells have no effect, while all the others have their duration reduced to 1/10 (minimum 1 round). This value applies to all spells within the area of effect, whether they are produced by the cleric or other individuals (the only exception is the globe itself, which remains at 1 round per cleric level). The globe doesn’t affect permanent effects (like a curse, or any spell bound to a *permanence*).

The area of *magic acceleration* cannot be magically dispelled, and even those protected by an *anti-magic barrier* see its duration curtailed as previously described, while an anti-magic ray can intirely annul the effects of the sphere as long as it remains fixed on the area. Finally, the acceleration only affects spells or similar magical effects produced by items or creatures: it doesn’t affect the supernatural powers of magical creatures (like dragon breath or the petrifying stare of a basilisk) in the slightest.

**Rainbow Path**

**Immortal:** Arnelee, Asterius, Cochere, Mealiden, Ninsun, Odin, Palartarkan, Simurgh, Sinbad, Zalaj

**Substitute:** *Forbiddance*

**Range:** 4 miles per level

**Area of effect:** cleric and up to 6 creatures

**Duration:** special

**Effect:** create a rainbow that transports the creatures up to 4 miles per cleric level

This spell creates in front of the cleric a beautiful multicoloured rainbow that springs from the ground and is lost in the sky. The priest can go onto the rainbow together with a maximum of 6 other creatures, and thanks to it travel up to 4 miles per level (travelling 1 mile per round), in a direction chosen by him (it’s not important to name an exact place). The passengers of the rainbow disappear to the sight of those present that don’t go on it, and no one can see them while travelling through the air, as effectively they become immaterial. When the cleric wants to, he can descend from the rainbow and take with him all the passengers, ending the spell. If a passenger seeks to leave the rainbow against the priest’s will he must make a ST vs. Spells: if successful, he gets lost in the Astral Plane. The rainbow always deposits its passengers on the ground or on a stable surface (as long as some exists within the distance travelled), never within other solids or inside a construction.

As long as he is within the rainbow, the cleric can choose to use one of the magical properties of its colours, activating one a round, to affect a single creature within rainbow. Based on the chosen colours, these are rhe granted powers:

* Orange: *cure serious wounds*;
* Blue: *fly*;
* Yellow: *haste*;
* Indigo: *freedom of movement*;
* Red: *elemental resistance*;
* Green: *neutralise poison*;
* Violet: temporarily increase Wisdom by 1 point (up to racial maximum) for 24 hours.

Once the power of a colour is activated, it disappears from the rainbow, reducing the coverable distance by 4 miles; when all the colours have been used, the rainbow vanishes and the effect ends, depositing the travellers anywhere it has been up to that moment. If the activation of one of the colours reduces the coverable distance to less than that remaining for the spell, the rainbow vanishes and the effect ends but the power doesn’t manifest.

**Timeshift**

**Immortal:** Fugit, Khoronus, Simurgh, Yav

**Substitute:** *Righteous might*

**Range:** 30 feet

**Area of effect:** 1 being or object of max size Huge

**Duration:** 1 hour per level

**Effect:** victim vanishes and reappears at the spell’s end

This powerful spell manipulates the flow of time trapping the victim (a being or object of up to Huge size) in a temporal bubble and projects it into the future. If the subject fails his ST vs. Spells with a –4 penalty (and any object not worn or held automatically fails it), he disappears instantly, to reappear at exactly the same point at the end of the spell. During this period of time, the target cannot be contacted or detected in anyway, as he is within another dimension (that of the flow of time), and when he reappears for the victim it is as if nothing happened, as he has no perception of the time passing (because to him not even a second passes from the time the spell had effect until he reappears). If the target has cast spells that depend on his presence, they are considered “dead” or “destroyed” for the duration of the *shift* to understand if their effects can be considered vanished. If instead the victim is under some type of magic or deleterious effect, the time spent “out of phase” doesn’t count against the effect’s duration (as already said, for him not even a second passes). If at the moment of its return its space is occupied by another solid, he materialises in the closest free space ending up on the ground.

**Undead Plague**

**Immortal:** Demogorgon, Marwdyn, Nyx, Orcus, Thanatos, Yagrai, Zuguzl

**Substitute:** *Converse\**

**Range:** 1 mile

**Area of effect:** 100 ft2 per level

**Duration:** permanent

**Effect:** animate corpses as skeletons

This is a potent version of *animate dead*. The cleric selects an area within 1 mile, and with the spell affects the corpses present in the area of effect, or a surface of 100 ft2 per level. The magic permanently animates the corpses as skeletons all in the cleric’s service: they are impervious to *dispel magic* and follow any orders until they are destroyed or the same chooses priest to break the bond, reducing them to dust. The number of skeletons created depends on the terrain type:

* Cemetary or battlefield: 1 skeleton per 5 ft2.
* Rural or wild area: 1 skeleton per 100 ft2.
* Desert or urban area: 1 skeleton per 1,000 ft2.

If there are corpses of creatures with more Hit Dice than those of a simple humanoid (for example the carcass of a dragon or of a group of centaurs) within the area it is possible to animate them, but each HD of the creatures in question counts as one skeleton, to know how many of these creatures can be transformed into skeletal versions.

The humanoid skeletons all have 1 HD, Armour Class 7, can attack with a claw (1d6 points of damage) or a weapon (supplied by the priest, if not possessed by the corpses) and receive half damage from piercing weapons, as well as enjoying the normal defences of undead. Skeletons of different animals have the same physical attacks that they had in life, a number of Hit Dice equal to what they had in life, the same Saving Throws and an AC better by 1 point than the original, but non of the special forms of attack or defence that they had in life (e.g. a dragon thus cannot breath). All the skeletons thus animated are turned as if they had 2 more Hit Dice than they actually have.

**Vengeance**

**Immortal:** Alphaks, Atzanteotl, Bachraeus, Danel, Idris, Jammudaru, Malinois, Opal, Raith, Tarastia

**Substitute:** *Animate objects*

**Range:** infinite

**Area of effect:** a guilty being

**Duration:** permanent

**Effect:** torment the victim’s rest

The cleric can cast this spell only on beings that have already caused an offence, an unforgivable wrong, or that are known to be guilty of crimes of extreme severity against the cult or according to the precepts of the priest. The spellcaster can cast *vengeance* on only one creature at a time(in other terms, two active *vengeance* spells cannot be simultaneously cast by the same character).

To cast *vengeance* the cleric must possess an item or a fetish belonging to the victim and that has touched his body (for example a lock of hair, a drop of blood, a coin that the victim has held in his hand, or a fragment of clothing): the casting of the spell requires a whole hour, at the end of which the object becomes enchanted and the priest loses 500 xp per level or Hit Dice possessed by the victim (the life energy that is sacrificed to enchant the fetish with its curse).

At this point the target of the *vengeance* is subject to something similar to a terrible curse: his sleep is tormented by nightmares and recurring images in which he continually sees the guilt he committed (and that has caused the priest’s hatred). Upon awakening, the victim doesn’t recover any Hit Points due to rest and natural regeneration, but suffers 2d6+2 damage or 30% of his actual hp (this wound can be cured by common magical means). The victim moreover must make a ST vs. Spells: if he fails it means that he is so disturbed at that point that he is no longer able to memorise his spells (if a spellcaster) and suffer a 1 point penalty to all his Attacks, ST, and damage until he is able to sleep properly.

When the victim and spellcaster are less than 360 feet from each other, both are intensely aware of the presence of their own nemesis, and are able to identify it without error if it is in their field of vision, even if camouflaged, invisibile or subject to a *polymorph* spell. In combat, the priest gains a +3 bonus to his Attack Rolls when attacking the victim and the latter suffers a –3 penalty to his ST against the cleric’s spells.

The spell has a permanent duration, and it can only end in the following ways:

1. victim dies by the spellcaster’s hand or vice versa;
2. the enchanted fetished is destroyed or the spell placed on it is dispelled with a *dispel magic*;
3. a *wish* is used to dispel the *vengeance*;

The effects of the *vengeance* are suppresed (but not dispelled) if the victim is on a different plane to that of the enchanted fetish.

This spell cannot be made permanent on an item.

**Seventh Level**

**Thanatos’s Dark Grip**

**Immortal:** Thanatos

**Substitute:** *Luck*

**Range:** touch

**Area of effect:** one creature

**Duration:** special

**Effect:** imprison the victim in the inferno of Thanatos

When the spellcaster casts this spell, he must touch the victim, who is transported to an outer plane, in which he is imprisoned and tortured by the demons of Thanatos. Touching the victim requires a successful Attack with his holy symbol, but the victim’s AC is calculated without taking his armour in to consideration, only bonuses derived from his shield, Dexterity, magic, and weapon mastery.

The victim must make a ST vs. Spells: if successful, he instantly disappears and materialises in the middle of the inferno of Thanatos, a dark and smelly place in which are crowded the souls of the victims killed by the followers of Thanatos in all creation. Here the victim is assaulted by the damned souls and evil spirits, which cause him 1 point of damage per level of the cleric who cast the spell (no ST). If the victim is still alive after the assault of the demons, he returns to his place of origin and reappears the next round, but is so jolted by the hallucinatory experience that he tries to flee in terror as far away as possible from the cleric for 2d6 rounds, during which is also stunned; those protected by a spell that shields the mind from fear or madness ignore the terror but not the stun.

If instead the ST vs. Spells fails, the margin of error in respect to the roll needed shows the time he has before he disappears and descends into Thanatos’s inferno:

* 1-2 points: disappear one hour after the touch;
* 3-4 points: disappear 2d4 rounds after the touch;
* 5+ points: disappear instantly.

Once he joins the circle of the damned, the individual assumes the form of a spirit and his body is lost forever: he is tormented by a myriad of claws, fangs, and scythes that suddenly shoot from the darkness, tearing to pieces the apparently insubstantial bodies (but that suffer tremendously) of the imprisoned souls. Anyone that is victim to this deadly spell is lost forever and cannot be resurrected or made to return to life in any way, not even with a *wish*.

However, if before he disappears, the victim expresses a *wish* that frees him from this sentence, he can avoid being lost in the inferno of Thanatos forever. He can also enter an area impervious to magic or dimensional transport (like *bastion*, *sphere of protection from magic*, *zone of interdiction,* or a prismatic barrier) or benefits from a spell that prevents his body or spirit from leaving the plane where he is (e.g. *dimensional anchor*), but in this case, as the effects of the sentence are perennial, the moment he leaves the protected area or the effect of the magic protection ends the character is drawn into the inferno.

This effect cannot be made permanent.

**Demonshape**

**Immortal:** all Entropic Immortals

**Substitute:** *Divine blessing\**

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

**Effect:** the cleric is transformed into a screaming demon

When the spellcaster casts this spell, his body suffers a mutation that transforms him entirely into a screaming demon, or a being with the head and a pair of raven wings, long stork legs and a pair of sinewy arms with sharp claws. The cleric keeps his own THAC0, ST, and mental characteristics, as well as his ability to cast divine spells, while his AC becomes −2 and he gains the Strength, Dexterity, and Constitution of a screaming demon (23 in all scores), which increases his physical resistance (hp) and combative ability (bonus to attack and damage). Like a screaming demon he can fly at a speed of 270(90) feet per round, gains infravision within 120 feet and can make attacks with his nature weapons in place of any type of other attack: 2 claws (1d4+4 hp each), 2 feet (1d8+4 hp each), and 1 bite (1d6+4 hp); the damage shown already includes the relevent Strength bonus. Moreover, he can enter and leave the Ethereal and Astral Planes once as as the spell lasts, and can raise once per round, simply by wanting to (he doesn’t need to concentrate) an 50% anti-magic barrier that completely shrouds him and that functions like the 5th level clerical spell *magic resistance* (only that it uses the percentage given above). As long as he remains in this form however, the cleric can be held by a *protection from evil* and suffers damage from holy water, although he cannot be magically turned.

This effect cannot be made permanent.

**Eclipse**

**Immortal:** Nyx

**Substitute:** *Divine wrath*

**Range:** 0

**Area of effect:** 1 mile radius hemisphere per level

**Duration:** 12 turns

**Effect:** create a total eclipse in the area of effect, which gives a +3 bonus to Attacks, damage, ST, and AC to undead and followers of Nyx during the period of complete darkness

When the cleric casts this spell (only possible in the open during daylight hours) he begins a phenomenon analogous to a total eclipse of the sun: the *eclipse* involved a 1 mile radius area per cleric level, centered on the priest’s position when he cast the spell. The *eclipse* is generates a large sphere of interposing magic shadow at the right distance between the Sun and the affected planet (usually a few thousand miles), and this is the reason why the eclipse covers a smallish area, and the size of the penumbra is smaller than that of a natural eclipse. However, given its size, the spell can only be annulled with a *wish*.

*Eclipse* lasts2 hours (12 turns) in total, but the sun is only progressively obscured: complete darkness (that reduces the light level to that of twilight) occurs after half an hour, and the phenomena’s full effect lasts one hour (6 turns), after which another 30 minutes is needed to return to normality. Besides the obvious effects (principally that of terrifying the population), *eclipse* has additional magical effects: during the hour of complete darkness, the atmosphere is considered night, and so undead (including vampires) and all other creatures of shadow can leave cover with no danger. Moreover, during this time, all undead and clerics of Nyx within the area of effect gain a +3 bonus to all Attacks, damage, AC, and ST; undead, finally, cannot be turned.

This spell cannot be made permanent on an item.

**Eyes of the Beholder**

**Immortal:** Arik

**Substitute:** *Sacred seal*

**Range:** special

**Area of effect:** special

**Duration:** 1 round per level

**Effect:** emit from the eyes one of the beholder’s powers

For the spell’s duration, the spell is able to produce from the eyes by concentraing on one of the following magical effects characteristic of the beholder, which doesn’t prejudice his visual ability:

* *Flesh to stone* within 120 feet;
* *Charm monsters* within 120 feet;
* *Disintegrate* within 60 feet;
* *Inflict serious wounds within 60 feet*;
* *Slow* within 240 feet (up to 4 beings);
* *Death* within 240 feet (4d8 HD of being max 8 HD each, or a single being without limitation);
* *Sleep* within 240 feet (2d6 beings of up to 4 HD each);
* *Telekinesis* within *120 feet* (up to 5,000 cn);
* *Terrorise* within 240 feet;
* *Anti-magic ray*: is a 60 feet long, 5 feet wide cone. All magic effects that enter its field of action are instantly annulled as long as they remain in the ray’s area of effect, except for the permanent bonuses of weapons, armour, and items of protection, which continue to function normally. At the same time however, as long as he is using the *anti-magic ray*, the priest cannot cast any spell, although he can use magic items that don’t produce effects on his person or in the ray’s area of effect. The ray has no power against an area of anti-magic (like another ray or an *anti-magic barrier*) or reflected magic: the two effects are simply ignored.

Each round the cleric can orientate the ray, remaining fixed to a point or following a specific target in its movement, and can choose to deactivate the ray as a free action; to activate it he must concentrate for 1 round, doing nothing else.

Each effect only affects visible targets and can be avoided with a ST vs. Spells with the exception of the anti-magic ray; *death* and *sleep* instead function as the spells of the same name.

This spell cannot be made permanent on an item.

**Interdiction of the Tomb**

**Immortal:** Chardastes, Ixion, Maat, Pflaar

**Substitute:** *Earthquake*

**Range:** touch

**Area of effect:** tomb with 30 feet sides

**Duration:** permanent

**Effect:** protect a tomb with a curse

This spell allows the priest to protect a tomb with a curse that strikes anyone who violates it. An entire day is needed to cast this spell, during which the cleric must not be interrupted to not annul the ritual. The priest must walk through all the tomb’s rooms, tracing on walls, doors, ceilings, and floors the sigils that activate the curse. In the course of this operation the cleric defines the exact conditions that trigger the curse, which can go from the simple “any creature that enters this tomb” to the more complex “any mortal who disturbs the king’s remains, removes his treasure, or destroys his funeral outfit or sarcophageous”. The exact effect of the curse should correspond where possible to the wording (within the limits placed by the DM), and if vague or unclear passages exist, these will receive the least favourable interpretation for the transgressor. The curse’s effect is equal to that of the *divine curse* spell (reverse of *divine blessing*, 7th level clerical spell) and there is no chance of avoiding the effects once activated. Only a *wish* can remove the curse from a transgressor, or a *remove curse* uttered by a cleric of Orisis of at least 12th level, after which the transgressor has made amends for his sin. *Interdiction of the tomb* remains in effect on the tomb until it is removed with a *wish*, or the tomb is completely destroyed (but this places the curse on the author of the ruin).

If the priest can take advantage of the aid of other clerics (who must be of at least 9th level, but don’t necessarily need to know how to cast this spell), it is possible to augment the area of effect’s sides by 10 feet for each assistant (so for example if there are 7 clerics involved, the volume has a side of 90 feet).

The ritual requires the priest to leave in the tomb the holy symbols of the clerics involved, often buried in the walls or floor. In place of holy symbol it is also possible to leave a creature of the same race as the priest, which must be buried alive and becomes the spell’s focus. A combination of holy symbols and victims is also acceptable, as long as each priest involved leaves at least one of the two components.

This spell cannot be added to a magic item.

**Lord of the Storm**

**Immortal:** Gorm, Gorrziok, Odin, Stodos, Thor

**Substitute:** *Sacred seal*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 round per level

**Effect:** the cleric augments his strength by controlling the power of the storm

With this spell the cleric channels the power of the storm into his body, and so the spell can only be evoked in the open.

From the moment he utters the prayer and for all its duration, the sky above him is concealed by dark clouds pierced by thunder and lightning, and in a radius of 1,800 feet ir raises a wind of modest strength (12 mph). The priest must continue to concentrate to canal the power of the storm for 6 rounds, during which he can do nothing else and is wrapped in a cocoon of static energy on which converge innumerable electrical discharges from the clouds. In this process his flesh becomes the colour of bronze and his hair becomes very blond, while his eyes are transformed into two spheres of light, pulsating with blue energy. While the cleric is wrapped in the energetic cocoon, he is immune to any type of spell, and those who attack him directly with a melee attack suffer 6d6 points of electric damage because of the cocoon of energy that protects him. If he is wounded during the evocation, the priest must make a *Concentration* check, else the ritual ends and the spell is wasted.

After gathering for a minute, the power of the spell manifests and the cleric can act normally. From this moment and for an number of rounds equal to his level, the priest benefits from the following powers:

* ability to fly at 360 feet per round (MF 5);
* his natural Strength score becomes 20;
* his body is totally immune to lightning and to electrical damage of any nature;
* electric barrier: anyone who hits him with a melee attack is hit by an electrostatic charge that causes 4d6 points of damage (halved with a successful ST vs. Spells);
* call lightning: once every six rounds he can summon a lightning bolt of 10 feet diameter from the within 100 feet, it automatically hits a target (two if they are adjacent) causing them damage equal to the amount of hp that the caster has at that precise moment (it is possible to make a ST vs. Dragon Breath for half damage).

This spell cannot be made permanent.

**Marine Fury\***

**Immortal:** Ahmanni, Calitha, Crakkak, Sharpcrest, Gorrziok, Hymir, Kallala, Malafor, Minroth, Polunius, Protius, Saasskas, Saturnius, Sinbad, Slizzark

**Substitute:** *Earthquake*

**Range:** 240 feet

**Area of effect:** cube with 40 feet + 10 feet per level sides

**Duration:** 1 turn

**Effect:** create a seaquake; reverse calms moving waves

This spell causes a seaquake that creates subacquatic currents of devastating force. The area affected by the seaquake is a a cube 40 feet + 10 feet per cleric level sides centered on any point within 240 feet of the priest. All buildings within the area of effect are violently shaken, with the result that the smallest or less resistant are completely destroyed, while it creates several breaches in the more imposing, without however causing them t o fall. Creatures present are thrown in a random direction at a speed of 60 feet per round, and suffer 6d10 points of damage (ST vs. Death Ray for half) because of the pressure and collisions each round they remain within the area. Ships directly above or within the affected area sffer due to the tremendous wves produced and lose 1d6 Hull Points (ST vs. Destruction for half) as long as they remain within the area of effect; to escape the seaquake, surface ships must manoeuvre and the crew is called to make a *Seamanship* checkwith a –4 penalty, which at least 50% of the sailors must make. Anyone underwater within the area of effect of the seaquake cannot complete any actions until they escape the currents, which happens if they are lucky enough to be thrown randomly out of the affected area.

The seaquake stays in the area it was created for 1 turn, or until the caster decides to cancel it. The cleric doesn’t need to maintain concentration for it to remain active, but note that he is not immune to its effects (so if he doesn’t create far enough away could be involved).

The reverse spell, ***flat calm***, annuls any type of wave motion within the area of effect for the spell’s entire duration and annuls the effects of a *marine fury*, giving shelter to anyone within the volume affected by the adverse effects of seaquakes and strong submarine currents.

This spell cannot be made permanent on an item.

**Sphere of Security**

**Immortal:** Alphatia, Ka, Koryis, Mâtin, Mealiden, Petra, Pflarr, Shaper

**Substitute:** *Destruction*

**Range:** 0

**Area of effect:** 10 feet radius sphere

**Duration:** 6 turns

**Effect:** barrier gives –2 to AC, +2 to ST and magic resistance of 50% plus three other defensive powers

This powerful spell protects the priest and all allies present within the area of effect, granting them a +2 bonus to AC and all Saving Throws, as well as a resistance to magic equal to 50%. Moreover, the cleric can select three defensive clerical spells of levels 1 to 5 that have effect for all of the sphere’s duration on him and on his allies present in the *sphere of security*. Any hostile creature doesn’t receive this protection, and the sphere moves with the priest. The cleric’s allies that leave the sphere no longer enjoy its benefits, but reacquire it once they return to the area of effect.

**Sun Stone**

**Immortal:** Ixion, Rathanos

**Substitute:** *Destruction*

**Range:** touch

**Area of effect:** a stone from 4 lb (40 cn)

**Duration:** special

**Effect:** a stone accumulates solar energy and discharges it

This spell renders a stone of at least 4 lb a magic receptable of the solar energy: the stone is charged with 1d6 points for each hour in which it is exposed to the sun, up to a maximum of 1d6 points per cleric level. Once the maximum limit is reached it shines with sunlight and lights a 5 feet radius area per cleric level, which is also heated and kept at a constant temperature of 25°C, until the power is discharged, ending the spell. Anyone who takes it in hand and invokes the name of the cleric’s Immortal that created it can direct the power of the sun towards a single point within the area lit and discharge on it all the accumulated energy. The victim can make a ST vs. Dragon Breath for half damage, and if he dies because of this he evaporates; the same thing happens to objects (which must make a ST vs. Fire).

**Temporal Barrier**

**Immortal:** Fugit, Khoronus, Simurgh, Yav

**Substitute:** *Divine wrath*

**Range:** 0

**Area of effect:** only the cleric

**Duration:** 1 turn

**Effect:** barrier retards part of the damage suffered and protected from the effects of temporal alteration

This potent spell creates around the cleric a barrier that distorts the flow of time. The barrier intercepts any type of damage causing attack directed against the priest and deflects part of the damage into the future, allowing the subject to prepare himself for it.

If an attack produces physical damage of any type, half of the damage affects the cleric immediately, and the other half only after the barrier ends. Note that at the end of the spell, all the retarded damage affects the cleric simultaneously, so he must carefully prepare himself by using curative spells and defences available to him to not receive massive damage that could kill him. Any type of cure is always applied immediately before the damage suffered, and only when the recovered Hit Points are above the priest’s maximum, the excess hp are used to annul the delayed damage.

If the attack produces an effect but no damage (e.g. *hold person*, *dimensional trap*, *maze*, *curse*, etc.), the effect is stopped until the end of the barrier as if the ST (if applicable) to avoid or partly reduce the effect was successful. This obviously gives the cleric the chance to use a spell to protect him before the effect takes place (e.g. casting a type of protection to improve his defence against a specific effect).

Finally, the barrier completely annuls any spell that alters the cleric’s age or that cause a temporal dislocation.

**Victory**

**Immortal:** Al-Kalim, Brandan, Cretia, Eternal General, Gorm, Halav, Ilmarinen, Ixion, Karaash, Kurtulmak, Liena, Lokena, Malinois, Mealiden, Saasskas, Thor, Vanya, Wogar, Zugzul

**Substitute:** *Luck*

**Range:** 0

**Area of effect:** 200 people per level with ½ mile

**Duration:** 24 hours

**Effect:** augment the morale and combat ability of a group of people tanks to divine intervention

This legendary spell can be cast only by a cleric that can meet the extraordinary prerequisites: he must have reached 20th level, and must have a Wisdom or Charisma score of at least 18. When the spell is cast, the cleric is invested with an extraordinary power, and emits in a quasi palpable manner authority and security for the next 24 hours. *Dispel magic* cast on the clerichas no effect on this spell, since a *wish* is neededto dispel it.

If the cleric personally participates in a battle while he is empowered by this spell, his allied troops draw great benefits and they fight with great fervour, fury, and firmness. In game terms, the effect influences up to 200 people per level within ½ mile from the cleric (including himself), which gain the bonuses of the spells *divine aid*, *bless* and *spell of striking* for the duration of the clash (max 24 hours).

If instead the War Machine system is used for mass combat, it gains the following bonus:

1. a +25 bonus is applied to the *Combat Results roll*
2. if the army is defeated, and on the *Combat Results* *Table* the difference between the scores is 101 or more, use the column “91-100” instead, thus limiting the loss.

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