**Appendix 1**

***Alphabetical List of Divine Spells***

Below, listed in alphabetical order, are all the 350 divine spells mentioned in this manual. In the first column is the spell name, in the second its level, and in the third column the Class in which the spell’s description appears, abbreviated thus: B = Bard, SC = Specialist Cleric (see List of New Divine Spellcasters), D = Druid, M = Hin Master, RM = Runic Magic, ShS = Shadow Shaman, SpS = Spirit shaman. If no Class is given, the spell belongs to common list of Clerics. The *spells listed in italics* are the reverse versions of the corresponding reversible spell, marked by an asterisk (\*).

***A***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Alter writing | 1 | SC | |
| *Anathema* | 2 |  | |
| Animal servant | 1 | | D |
| Animate dead | 4 |  | |
| Animate objects | 6 |  | |
| Anti-animal barrier | 4 | | D |
| Anti-insect barrier | 2 | | D |
| Anti-magic melody | 4 | | B |
| Anti-plant barrier | 3 | | D |
| Arboreal bond | 7 | | D |
| Arboreal Form | 7 | | D |
| Arrest the red curse | 3 | SC | |
| Atruaghin’s Favour | 5 | | SC |
| Aura of unpredictability | 6 | SC | |
| Authority | 3 | SC | |

***B***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| *Bad luck* | 3 | | SC |
| *Banish* | 6 | |  |
| Barrier to the living\* | 7 | |  |
| *Barrier to the undead* | 7 | |  |
| Barrier\* | 6 | |  |
| Battle hymn | 3 | | B |
| Bleeding wound | 1 | | SC |
| Bless rune | 1 | | RM |
| Bless\* | 2 | |  |
| *Blindness/deafness* | 3 | |  |
| Blood thirst | 3 | | SC |
| Boiling blood | 2 | | SC |
| Bone armour | 2 | SC | |
| Bravery | 3 | SC | |
| Breath of life\* | 7 | |  |
| *Burning* | 5 | | - |

***C***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Call animal | 3 | | D |
| Call herd | 2 | | SpS |
| Call lightning | 3 | | D |
| Call upon souls | 5 | | ShS |
| Calm emotions | 3 | | SC |
| Capture the soul | 4 | | SC |
| *Cause stun* | 2 | |  |
| Ceremony | 1 | | SC/M/ShS |
| Champion’s strength | 5 | | SC |
| Circle of healing | 5 | |  |
| Circle of prot. from evil | 3 | |  |
| Claws of the demon | 1 | SC | |
| Command word | 1 | |  |
| Command\* | 5 | |  |
| Commune | 5 | |  |
| Commune with nature | 5 | | D |
| Commune with spirit lord | 5 | | SpS |
| Confusing harmony | 2 | B | |
| Consecrate\* | 3 | |  |
| Control destiny | 6 | | ShS |
| Control temperature | 3 | | D |
| Control totem | 6 | | SC |
| Converse\* | 6 | |  |
| Cornucopia | 3 | | SC |
| Create fiery beast | 5 | | SC |
| Create fire\* | 2 | | D |
| Create food & water | 5 | |  |
| Create ice zombies | 5 | | SC |
| Create normal animals | 5 | |  |
| *Create poison* | 4 | |  |
| Create ravenous dead | 5 | | SC |
| Creeping doom | 7 | | D |
| Curative power | 2 | | SC |
| Cure critical wounds\* | 5 | |  |
| Cure light wounds\* | 1 | |  |
| Cure serious wounds\* | 3 | |  |
| Curse of silver | 2 | | SC |

***D***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Damage resistence | 4 | |  |
| Dark path of Thanatos | 7 | | SC |
| *Darkness* | 1 | |  |
| *Deadly breath* | 7 | |  |
| Demonshape | 7 | | SC |
| *Desecrate* | 3 | |  |
| Destruction | 7 | |  |
| Detect alignment\* | 2 | |  |
| Detect danger | 1 | | D |
| Detect evil | 2 | |  |
| Detect lies | 1 | |  |
| Detect magic | 1 | |  |
| Detect poison | 1 | | SpS |
| Detect totem | 1 | SC | |
| *Devour flame* | 2 | | D |
| Discharge soul power | 7 | | ShS |
| Dispel evil | 5 | |  |
| *Dispel fog* | 2 | | D |
| Dispel magic | 3 | |  |
| Divination | 4 | |  |
| Divine aid | 1 |  | |
| Divine blessing\* | 7 | |  |
| *Divine curse* | 7 | |  |
| Divine ray | 4 | |  |
| Divine wrath | 7 | |  |
| Draconic aura | 5 | SC | |
| Dragon scales | 3 | | SC |
| Dragon shield | 5 | | SC |

***E***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Eagle Eyes | 6 | | SC |
| Earthgrip | 7 | | D |
| Earthquake | 7 | |  |
| Eclipse | 7 | | SC |
| Elemental cure\* | 5 | |  |
| Elemental immunity | 4 | |  |
| Elemental resistance | 2 | |  |
| Enchant weapon | 4 |  | |
| Enchanted standard | 6 | | SC |
| Enlarge animal\* | 3 | | D |
| Entropic arrows | 5 | | SC |
| Entropic shield | 6 | | SC |
| Entropic sphere | 3 | | SC |
| Eternal rest | 5 | | SC |
| Exceptional skill | 4 |  | |
| Eyes of the Beholder | 7 | | SC |

***F***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Faerie fire | 1 | | D |
| Fascinate animals | 1 |  | |
| Fascination | 3 | | SC |
| Fate | 4 | | SC/SpS |
| Find the path | 6 | |  |
| Find traps | 2 | |  |
| *Finger of death* | 5 | |  |
| Fire bow | 3 | SC | |
| Fire gate | 5 | | SC |
| Fist of Thor | 2 | | SC |
| Flaming liquid | 2 | | SC |
| *Flat calm* | 7 | | SC |
| Forbiddance | 6 | |  |
| Force of will | 3 | |  |
| *Forgetfulness* | 2 | | SC |
| *Free animal* | 3 | | D |
| *Free person* | 2 | |  |
| *Free spirit* | 3 | | SpS |
| Freedom of movement | 4 | |  |
| *Freezing* | 5 | |  |

***G***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Genealogy | 1 | | SC |
| Glyph of interdiction | 3 | |  |
| Goodberry | 1 | | D |
| Grim reaper | 3 | | SC |
| Guardian seal | 5 | | SC |
| Guardian tree | 6 | D | |

***H***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Hammer of Thor | 6 | | SC |
| Hand of Atzanteotl | 3 | | SC |
| *Harm* | 6 | |  |
| Harmony of the seasons | 5 | B | |
| Hate | 3 | | SC |
| Heal\* | 6 | |  |
| Heat metal | 2 | | D |
| Heatstroke | 4 | | SC |
| Heroes’ coming | 6 |  | |
| Heroes’ feast | 6 | |  |
| Hold animal\* | 3 | | D |
| Hold person\* | 2 | |  |
| Hold spirit\* | 3 | | SpS |
| Holy armour | 1 |  | |
| Holy power | 6 | |  |
| Holy weapon | 2 |  | |
| Holy word | 7 | |  |
| Honesty | 3 | | SC |
| Hunting paint | 2 | | SC |
| Hymn of life | 6 | | B |
| Hypothermia | 4 | | SC |

***I***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Immunity to spells | 4 | |  |
| Impassable defence | 4 | | SC |
| *Inflict critical wounds* | 5 | |  |
| *Inflict disease* | 3 | |  |
| *Inflict light wounds* | 1 | |  |
| *Inflict serious wounds* | 3 | |  |
| Insatiable hunger | 4 | | SC |
| Inscribe rune | 3 | | RM |
| Insect swarm | 4 | | D |
| Interdiction of the tomb | 7 | | SC |
| Interpret rune | 3 | | RM |
| Invigorating glyph | 1 | | SC |
| Invisibility to spirits | 2 | | SpS |

***K***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Kiss of the night | 4 | | SC |
| Kiss of Valerias | 2 | | SC |
| Know rune | 2 | | RM |

***L***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Lacerating spines | 6 | | D |
| Lethal arrow of Mealiden | 4 | | SC |
| *Life drain* | 6 | |  |
| Life protection | 4 | |  |
| Life status | 1 | | SC |
| Light\* | 1 | |  |
| Locate totem | 2 | | SC |
| Locate water | 1 | | SC |
| Lord of the storm | 7 | | SC |
| Loving idyll | 3 | | SC |
| Luck | 7 | |  |
| Luminosity | 1 | | D |
| Lycanthropy | 4 | | SC |

***M***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| *Madness* | 5 | |  |
| Magic resistence | 5 | |  |
| Mantle of Shadow | 4 | | SC |
| Marine fury\* | 7 | | SC |
| Marine vortex | 2 | | SC |
| Meld into stone | 3 | | SC |
| Melody of requiem | 4 | | SC |
| *Melting* | 5 | |  |
| Memory Seal\* | 2 | | SC |
| *Mental clarity* | 5 | | SpS |
| Mental confusion\* | 5 | | SpS |
| Mental cure\* | 5 | |  |
| Mighty blow | 5 | | SC |
| Minor luck\* | 3 | | SC |
| Miraculous seeds | 7 | | D |
| Monstrous form | 6 | | D |
| Move sand | 3 | | SC |
| *Mumble* | 6 | |  |
| Mystic circle | 4 | |  |

***N***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Natural transformation | 7 | | D |
| Neutralise poison\* | 4 | | - |

***O***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| *Obliterate* | 7 | |  |
| *Obscure alignment* | 2 | |  |
| Obscure\* | 2 | | D |
| Offensive impulse | 1 | | SC |
| Oracle | 3 | |  |

***P***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Paralysing touch | 1 | |  |
| Paralysis | 4 | |  |
| *Pardon* | 5 | |  |
| Pass plant | 4 | | D |
| Plant door | 4 | | D |
| Plant fist | 7 | | M |
| Plant form | 5 | | D |
| Poetic inspiration | 2 | | SC |
| Poison resistence | 2 | |  |
| Power of the rainbow | 5 | | D |
| Programmed cure | 4 | |  |
| Protection from evil | 1 | |  |
| Protection from poison | 3 | | D |
| Purify food & water | 1 | |  |
| Purifying zone\* | 5 | |  |
| Purity of spirit | 4 | | SC |
| *Putrifying zone* | 5 | |  |

***R***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Rage | 2 | | SC |
| Rainbow path | 6 | | SC |
| Ravaging creepers | 6 | D | |
| Regeneration\* | 6 | |  |
| Reinvigorating soup | 2 | | D |
| Rem. blindness/deafness\* | 3 | |  |
| *Remove barrier* | 6 | |  |
| Remove disease\* | 3 | |  |
| Remove fear\* | 1 | |  |
| Remove stun\* | 2 | |  |
| Repair | 2 | |  |
| Repel lightning | 3 | | D |
| *Repel lycanthropes* | 4 | | SC |
| Repel metal | 7 | | D |
| Repel stone | 5 | | D |
| Repel wood | 6 | | D |
| Restoration\* | 6 | |  |
| Restorative sleep | 2 | |  |
| Resurrection\* | 5 | |  |
| Reveal curses | 2 | | SpS |
| Righteous might | 6 | |  |
| Rocks to spiders\* | 4 | | SC |

***S***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Sacred aura | 1 |  | |
| Sacred breath | 4 | | SC |
| Sacred seal | 7 | |  |
| Sacrilegious influence | 4 | | SC |
| Sanctuary | 1 | |  |
| Sand storm | 4 | | SC |
| Scourge of evil | 4 | | SC |
| Seasons of life | 5 | | D |
| Seaweed into snakes\* | 4 | SC | |
| Shadow aura | 2 | SC | |
| Shadow door | 2 | | SC |
| Shadow trap | 1 | | SC |
| Shape coral | 2 | | SC |
| Shape wood | 2 | | D |
| Shield of faith | 2 | |  |
| Shimmer | 2 | SpS | |
| Shout | 6 | | M |
| *Shrink animal* | 3 | |  |
| Silence | 2 | |  |
| Silent move | 3 | | SpS |
| Skin of amber | 5 | | SC |
| Slow time | 3 | | SC |
| *Snakes to seaweed* | 4 | | SC |
| *Snakes to sticks* | 4 | |  |
| Snow storm | 3 | | D |
| Song of the wake | 1 | | B |
| Song of triumph | 7 | | B |
| Speak with animals | 2 | | D |
| Speak with dead | 3 | |  |
| Speak with plants | 4 | | D |
| Spear of thorns | 1 | | D |
| Spell acceleration | 6 | SC | |
| *Spell of parrying* | 3 | |  |
| Spell of striking\* | 3 | |  |
| Sphere of security | 7 | | SC |
| *Spiders to rocks* | 4 | | SC |
| Spidershape | 3 | | SC |
| Spirit sending | 2 | SpS | |
| Spirit storm | 7 | | SpS |
| Spirit trap | 6 | | SpS |
| Spirit walk | 5 | | SpS |
| Spiritual bond | 5 | | SC |
| Squall of wind | 4 | | D |
| Sticks to flying vipers\* | 4 | | SC |
| Sticks to snakes\* | 4 | | D |
| Strength of spirit\* | 5 | | SpS |
| Summon greater spirits | 6 | | SpS |
| Summon horned skull | 5 | | SC |
| Summon lesser spirits | 4 | | SpS |
| Summon lycanthrope\* | 4 | | SC |
| Summon planar ally\* | 6 | |  |
| Summon skinner | 5 | | SC |
| Summon totem | 3 | | SC/SpS |
| Summon whirlwind | 3 | | SC |
| Sun stone | 7 | | SC |
| Sunbeam | 2 | | SC |
| Sunburst | 7 | | D |
| Sure step | 2 | |  |
| Survival | 7 | |  |
| Swap spells | 2 | | SC |
| Sword of fire | 5 | | SpS |

***T***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Technomancy | 4 | | SC |
| Temporal barrier | 7 | | SC |
| *Terrify* | 1 | |  |
| Thaumaturgical circle | 3 | | SC |
| Thief skills\* | 3 | | SC |
| *Thieves’ lament* | 3 | | SC |
| Thunder bow | 4 | SC | |
| Thunder drum | 4 | | SC/SpS |
| Time trap | 2 | | SC |
| Timeshift | 6 | | SC |
| Totemic bond | 3 | | SC |
| Trance | 1 | | SpS |
| Transcend life force | 7 | | ShS |
| Transmute plants | 4 | | D |
| Transport via plants | 6 | | D |
| Travel | 7 | |  |
| True resurrection\* | 7 | |  |
| Trueseeing | 5 | |  |
| Trusting wait | 5 | SC | |

***U***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Unclean touch | 5 | | SC |
| Undead plague | 6 | | SC |
| Universal harmony | 7 | D | |

***V***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Vengeance | 6 | | SC |
| Victory | 7 | | SC |
| Vigour | 4 | | SpS |
| *Vipers to sticks* | 4 | | SC |

***W***

|  |  |  |  |
| --- | --- | --- | --- |
| ***Spell Name*** | ***Lvl*** | ***Class*** | |
| Wail of the banshee | 3 | | SC |
| Walk on lava | 4 | | ShS |
| Wall of thorns | 4 | | D |
| War cry | 4 | | SC |
| War paint | 3 | | SC |
| Warp wood | 2 | | D |
| *Weakness of spirit* | 5 | | SpS |
| Weather prediction | 1 | | D |
| Weresnakeform | 5 | | SC |
| Wish | 7 | |  |
| *Wither* | 6 |  | |
| Wizardry | 7 | |  |
| Word of recall | 6 | |  |

**Appendix 2**

***List of Divine Spells by Level***

Below are all the divine spells mentioned in this manual, divided by spell level. In the first column is the spell’s number, in the second the spell’s name, and in the third is the Class(es) in which the spell is described, abbreviated as: SC = Specialist Cleric (see List of the New Divine Spellcasters), D = Druid, M = Hin Master, RM = Runic Magic, ShS = Shadow Shaman, SpS = Spirit Shaman. Where no other Class is indicated, the spell belongs to the list of common Cleric spells. The *spells listed in italics* are the reverse versions of the corresponding reversible spells, marked by an asterisk (\*). Afterwards there are also separate lists of the spells that are exclusive to some Classes of divine spellcasters.

|  |  |  |
| --- | --- | --- |
| ***No*** | ***First Level*** | ***Class*** |
| 1 | Alter writing | SC |
| 2 | Animal servant | D |
| 3 | Bleeding wound | SC |
| 4 | Bless rune | RM |
| 5 | Ceremony | SC/M/ShS |
| 6 | Claws of the demon | SC |
| 7 | Command word |  |
| 8 | Cure light wounds\* |  |
| 9 | *Darkness* |  |
| 10 | Detect danger | D |
| 11 | Detect lies |  |
| 12 | Detect magic |  |
| 13 | Detect poison | SpS |
| 14 | Detect totem | SC |
| 15 | Divine aid |  |
| 16 | Faerie fire | D |
| 17 | Fascinate animals |  |
| 18 | Genealogy | SC |
| 19 | Goodberry | D |
| 20 | Holy armour |  |
| 21 | *Inflict light wounds* |  |
| 22 | Invigorating glyph | SC |
| 23 | Life status | SC |
| 24 | Light\* |  |
| 25 | Locate water | SC |
| 26 | Luminosity | D |
| 27 | Offensive impulse | SC |
| 28 | Paralysing touch |  |
| 29 | Protection from evil |  |
| 30 | Purify food & water |  |
| 31 | Remove fear\* |  |
| 32 | Sacred aura |  |
| 33 | Sanctuary |  |
| 34 | Shadow trap | SC |
| 35 | Spear of thorns | D |
| 36 | *Terrify* |  |
| 37 | Trance | SpS |
| 38 | Weather prediction | D |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Second Level*** | ***Class*** |
| 1 | *Anathema* |  |
| 2 | Anti-insect barrier | D |
| 3 | Bless\* |  |
| 4 | Boiling blood | SC |
| 5 | Bone armour | SC |
| 6 | Call herd | SpS |
| 7 | *Cause stun* |  |
| 8 | Create fire\* | D |
| 9 | Curative power | SC |
| 10 | Curse of silver | SC |
| 11 | Detect alignment\* |  |
| 12 | Detect evil |  |
| 13 | *Devour flame* | D |
| 14 | *Dispel fog* | D |
| 15 | Elemental resistance |  |
| 16 | Find traps |  |
| 17 | Fist of Thor | SC |
| 18 | Flaming liquid | SC |
| 19 | *Forgetfulness* | SC |
| 20 | *Free person* |  |
| 21 | Heat metal | D |
| 22 | Hold person\* |  |
| 23 | Holy weapon |  |
| 24 | Hunting paint | SC |
| 25 | Invisibility to spirits | SpS |
| 26 | Kiss of Valerias | SC |
| 27 | Know rune | RM |
| 28 | Locate totem | SC |
| 29 | Marine vortex | SC |
| 30 | Memory seal\* | SC |
| 31 | *Obscure alignment* |  |
| 32 | Obscure\* | D |
| 33 | Poetic inspiration | SC |
| 34 | Poison resistence |  |
| 35 | Rage | SC |
| 36 | Reinvigorating soup | D |
| 37 | Remove Stun\* |  |
| 38 | Restorative sleep |  |
| 39 | Reveal curses | SpS |
| 40 | Shadow aura | SC |
| 41 | Shadow door | SC |
| 42 | Shape coral | SC |
| 43 | Shape wood | D |
| 44 | Shield of faith |  |
| 45 | Shimmer | SpS |
| 46 | Silence |  |
| 47 | Speak with animals | D |
| 48 | Spirit sending | SpS |
| 49 | Sunbeam | SC |
| 50 | Sure step |  |
| 51 | Swap spells | SC |
| 52 | Time trap | SC |
| 53 | Warp wood | D |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Third Level*** | ***Class*** |
| 1 | Anti-plant barrier | D |
| 2 | Arrest the red curse | SC |
| 3 | Authority | SC |
| 4 | *Bad luck* | SC |
| 5 | *Blindness/deafness* |  |
| 6 | Blood thirst | SC |
| 7 | Bravery | SC |
| 8 | Call animal | D |
| 9 | Call lightning | D |
| 10 | Calm emotions | SC |
| 11 | Circle of Prot. from evil |  |
| 12 | Consecrate\* |  |
| 13 | Control temperature | D |
| 14 | Cornucopia | SC |
| 15 | Cure serious wounds\* |  |
| 16 | *Desecrate* |  |
| 17 | Dispel magic |  |
| 18 | Dragon scales | SC |
| 19 | Enlarge animal\* | D |
| 20 | Entropic sphere | SC |
| 21 | Fascination | SC |
| 22 | Fire bow | SC |
| 23 | Force of will |  |
| 24 | *Free animal* | D |
| 25 | *Free spirit* | SpS |
| 26 | Glyph of interdiction |  |
| 27 | Grim reaper | SC |
| 28 | Hand of Atzanteotl | SC |
| 29 | Hate | SC |
| 30 | Hold animal\* | D |
| 31 | Hold spirit\* | SpS |
| 32 | Honesty | SC |
| 33 | *Inflict disease* |  |
| 34 | *Inflict serious wounds* |  |
| 35 | Inscribe rune | RM |
| 36 | Interpret rune | RM |
| 37 | Loving idyll | SC |
| 38 | Meld into stone | SC |
| 39 | Minor luck\* | SC |
| 40 | Move sand | SC |
| 41 | Oracle |  |
| 42 | Protection from poison | D |
| 43 | Rem. blindness/deafness\* |  |
| 44 | Remove disease\* |  |
| 45 | Repel lightning | D |
| 46 | *Shrink animal* | D |
| 47 | Silent move | SpS |
| 48 | Slow time | SC |
| 49 | Snow storm | D |
| 50 | Speak with dead |  |
| 51 | *Spell of parrying* |  |
| 52 | Spell of striking\* |  |
| 53 | Spidershape | SC |
| 54 | Summon shadows | SC |
| 55 | Summon totem | SC/SpS |
| 56 | Summon whirlwind | SC |
| 57 | Thaumaturgical circle | SC |
| 58 | Thief skills\* | SC |
| 59 | *Thieves’ lament* | SC |
| 60 | Totemic bond | SC |
| 61 | Wail of the banshee | SC |
| 62 | War paint | SC |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Fourth Level*** | ***Class*** |
| 1 | Animate dead |  |
| 2 | Anti-animal barrier | D |
| 3 | Capture the soul | SC |
| 4 | *Create poison* |  |
| 5 | Damage resistance |  |
| 6 | Divination |  |
| 7 | Divine ray |  |
| 8 | Elemental immunity |  |
| 9 | Enchanted weapon |  |
| 10 | Exceptional skill |  |
| 11 | Fate | SC/SpS |
| 12 | Freedom of movement |  |
| 13 | Heatstroke | SC |
| 14 | Hypothermia | SC |
| 15 | Immunity to spells |  |
| 16 | Impassable defence | SC |
| 17 | Insatiable hunger | SC |
| 18 | Insect swarm | D |
| 19 | Kiss of the night | SC |
| 20 | Lethal arrow of Mealiden | SC |
| 21 | Life protection |  |
| 22 | Lycanthropy | SC |
| 23 | Mantle of Shadow | SC |
| 24 | Melody of requiem | SC |
| 25 | Mystic circle |  |
| 26 | Neutralise poison\* |  |
| 27 | Paralysis |  |
| 28 | Pass plant | D |
| 29 | Plant door | D |
| 30 | Programmed cure |  |
| 31 | Purity of spirit | SC |
| 32 | *Repel lycanthropes* | SC |
| 33 | Rocks to spiders\* | SC |
| 34 | Sacred breath | SC |
| 35 | Sacrilegious influence | SC |
| 36 | Sand storm | SC |
| 37 | Scourge of evil | SC |
| 38 | Seaweed to snakes\* | SC |
| 39 | *Snakes to seaweed* | SC |
| 40 | *Snakes to sticks* | D |
| 41 | Speak with plants | D |
| 42 | *Spiders to rocks* | SC |
| 43 | Squall of wind | D |
| 44 | Sticks to flying vipers\* | SC |
| 45 | Sticks to snakes\* | D |
| 46 | Summon lesser spirits | SpS |
| 47 | Summon lycanthrope\* | SC |
| 48 | Technomancy | SC |
| 49 | Thunder bow | SC |
| 50 | Thunder drum | SC/SpS |
| 51 | Transmute plants | D |
| 52 | Vigour | SpS |
| 53 | *Vipers to sticks* | SC |
| 54 | Walk on lava | ShS |
| 55 | Wall of thorns | D |
| 56 | War cry | SC |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Fifth Level*** | ***Class*** |
| 1 | Atruaghin’s Favour | SC |
| 2 | *Burning* |  |
| 3 | Call upon souls | D |
| 4 | Champion’s strength |  |
| 5 | Circle of healing |  |
| 6 | Command\* |  |
| 7 | Commune |  |
| 8 | Commune with nature | D |
| 9 | Commune with spirit lord | SpS |
| 10 | Create fiery beast | SC |
| 11 | Create food & water |  |
| 12 | Create ice zombies | SC |
| 13 | Create normal animals |  |
| 14 | Create ravenous dead | SC |
| 15 | Cure critical wounds\* |  |
| 16 | Dispel evil |  |
| 17 | Draconic aura | SC |
| 18 | Dragon shield | SC |
| 19 | Elemental cure\* |  |
| 20 | Entropic arrows | SC |
| 21 | Eternal rest | SC |
| 22 | *Finger of death* |  |
| 23 | Fire gate | SC |
| 24 | *Freezing* |  |
| 25 | Guardian seal | SC |
| 26 | *Inflict critical wounds* |  |
| 27 | *Madness* |  |
| 28 | Magic resistence |  |
| 29 | *Melting* |  |
| 30 | *Mental clarity* | SpS |
| 31 | Mental confusion \* | SpS |
| 32 | Mental Cure\* |  |
| 33 | Mighty blow | SC |
| 34 | *Pardon* |  |
| 35 | Plant form | D |
| 36 | Power of the rainbow | D |
| 37 | Purifying zone\* |  |
| 38 | *Putrifying zone* |  |
| 39 | Repel stone | D |
| 40 | Resurrection\* |  |
| 41 | Seasons of life | D |
| 42 | Skin of amber | SC |
| 43 | Spirit walk | SpS |
| 44 | Spiritual bond | SC |
| 45 | Strength of spirit\* | SpS |
| 46 | Summon horned skull | SC |
| 47 | Summon skinner | SC |
| 48 | Sword of fire | SpS |
| 49 | Trueseeing |  |
| 50 | Trusting wait | SC |
| 51 | Unclean touch | SC |
| 52 | *Weakness of spirit* | SpS |
| 53 | Weresnakeform | SC |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Sixth Level*** | ***Class*** |
| 1 | Animate objects |  |
| 2 | Aura of unpredictability | SC |
| 3 | *Banish* |  |
| 4 | Barrier\* |  |
| 5 | Control destiny | ShS |
| 6 | Control totem | SC |
| 7 | Converse\* |  |
| 8 | Eagle eyes | SC |
| 9 | Enchanted standard | SC |
| 10 | Entropic shield | SC |
| 11 | Find the path |  |
| 12 | Forbiddance |  |
| 13 | Guardian tree | D |
| 14 | Hammer of Thor | SC |
| 15 | *Harm* |  |
| 16 | Heal\* |  |
| 17 | Heroes’ coming |  |
| 18 | Heroes’ feast |  |
| 19 | Holy power |  |
| 20 | Lacerating spines | D |
| 21 | *Life drain* |  |
| 22 | Monstrous form | D |
| 23 | *Mumble* |  |
| 24 | Rainbow path | SC |
| 25 | Ravaging creepers | D |
| 26 | Regeneration\* |  |
| 27 | *Remove barrier* |  |
| 28 | Repel wood | D |
| 29 | Restoration\* |  |
| 30 | Righteous might |  |
| 31 | Shout | M |
| 32 | Spell acceleration | SC |
| 33 | Spirit trap | SpS |
| 34 | Summon greater spirits | SpS |
| 35 | Summon planar ally\* |  |
| 36 | Timeshift | SC |
| 37 | Transport via plants | D |
| 38 | Undead plague | SC |
| 39 | Vengeance | SC |
| 40 | *Wither* |  |
| 41 | Word of recall |  |

|  |  |  |
| --- | --- | --- |
| ***No*** | ***Seventh Level*** | ***Class*** |
| 1 | Arboreal bond | D |
| 2 | Arboreal Form | D |
| 3 | Barrier to the living\* |  |
| 4 | *Barrier to the undead* |  |
| 5 | Breath of life\* |  |
| 6 | Creeping doom | D |
| 7 | Dark path of Thanatos | SC |
| 8 | *Deadly breath* |  |
| 9 | Demonshape | SC |
| 10 | Destruction |  |
| 11 | Discharge soul power | ShS |
| 12 | Divine blessing\* |  |
| 13 | *Divine curse* |  |
| 14 | Divine wrath |  |
| 15 | Earthgrip | D |
| 16 | Earthquake |  |
| 17 | Eclipse | SC |
| 18 | Eyes of the beholder | SC |
| 19 | *Flat calm* | SC |
| 20 | Holy word |  |
| 21 | Interdiction of the tomb | SC |
| 22 | Lord of the storm | SC |
| 23 | Luck |  |
| 24 | Marine fury\* | SC |
| 25 | Miraculous seeds | D |
| 26 | Natural transformation | D |
| 27 | *Obliterate* |  |
| 28 | Plant fist | M |
| 29 | Repel metal | D |
| 30 | Sacred seal |  |
| 31 | Sphere of security | SC |
| 32 | Spirit storm | SpS |
| 33 | Sun stone | SC |
| 34 | Sunburst | D |
| 35 | Survival |  |
| 36 | Temporal barrier | SC |
| 37 | Transcend life force | ShS |
| 38 | Travel |  |
| 39 | True resurrection\* |  |
| 40 | Universal harmony | D |
| 41 | Victory | SC |
| 42 | Wish |  |
| 43 | Wizardry |  |

**Bard Spells**

|  |  |
| --- | --- |
| ***Lvl*** | ***Spell Name*** |
| 1 | Song of the wake |
| 2 | Confusing harmony |
| 3 | Battle hymn |
| 4 | Anti-magic melody |
| 5 | Harmony of the seasons |
| 6 | Hymn of life |
| 7 | Song of triumph |

**Druid Spells**

|  |  |
| --- | --- |
| ***No*** | ***First Level*** |
| 1 | Animal servant |
| 2 | Detect danger |
| 3 | Faerie fire |
| 4 | Goodberry |
| 5 | Luminosity |
| 6 | Spear of thorns |
| 7 | Weather prediction |

|  |  |
| --- | --- |
| ***No*** | ***Second Level*** |
| 1 | Anti-insect barrier |
| 2 | Create fire\* |
| 3 | *Devour flame* |
| 4 | *Dispel fog* |
| 5 | Heat metal |
| 6 | Obscure\* |
| 7 | Reinvigorating soup |
| 8 | Shape wood |
| 9 | Speak with animals |
| 10 | Warp wood |

|  |  |
| --- | --- |
| ***No*** | ***Third Level*** |
| 1 | Anti-plant barrier |
| 2 | Call animal |
| 3 | Call lightning |
| 4 | Control temperature |
| 5 | Enlarge animal\* |
| 6 | *Free animal* |
| 7 | Hold animal\* |
| 8 | Protection from poison |
| 9 | Repel lightning |
| 10 | *Shrink animal* |
| 11 | Snow storm |

|  |  |
| --- | --- |
| ***No*** | ***Fourth Level*** |
| 1 | Insect swarm |
| 2 | Magnetic barrier |
| 3 | Pass plant |
| 4 | Plant door |
| 5 | *Snakes to sticks* |
| 6 | Speak with plants |
| 7 | Squall of wind |
| 8 | Sticks to snakes\* |
| 9 | Transmute plants |
| 10 | Wall of thorns |

|  |  |
| --- | --- |
| ***No*** | ***Fifth Level*** |
| 1 | Commune with nature |
| 2 | Plant form |
| 3 | Power of the rainbow |
| 4 | Repel stone |
| 5 | Seasons of life |

|  |  |
| --- | --- |
| ***No*** | ***Sixth Level*** |
| 1 | Guardian tree |
| 3 | Lacerating spines |
| 3 | Monstrous form |
| 4 | Ravaging creepers |
| 5 | Repel wood |
| 6 | Transport via plants |

|  |  |
| --- | --- |
| ***No*** | ***Seventh Level*** |
| 1 | Arboreal bond |
| 2 | Arboreal Form |
| 3 | Creeping doom |
| 4 | Earthgrip |
| 5 | Miraculous seeds |
| 6 | Natural transformation |
| 7 | Repel metal |
| 8 | Sunburst |
| 9 | Universal harmony |

**Hin Master Spells**

|  |  |
| --- | --- |
| ***Lvl*** | ***Spell Name*** |
| 1 | Ceremony |
| 6 | Shout |
| 7 | Plant fist |

**Shadow Shaman Spells**

|  |  |
| --- | --- |
| ***Lvl*** | ***Spell Name*** |
| 1 | Ceremony |
| 4 | Walk on lava |
| 5 | Call upon souls |
| 6 | Control destiny |
| 7 | Discharge soul power |
| 7 | Transcend life force |

**Spirit Shaman Spells**

|  |  |
| --- | --- |
| ***Lvl*** | ***Spell Name*** |
| 1 | Detect poison |
| 1 | Trance |
| 2 | Call herd |
| 2 | Invisibility to spirits |
| 2 | Reveal curses |
| 2 | Shimmer |
| 2 | Spirit sending |
| 3 | *Free spirit* |
| 3 | Hold spirit\* |
| 3 | Silent move |
| 3 | Summon totem |
| 4 | Fate |
| 4 | Summon lesser spirits |
| 4 | Thunder drum |
| 4 | Vigour |
| 5 | Commune with spirit lord |
| 5 | *Mental clarity* |
| 5 | Mental confusion\* |
| 5 | Spirit walk |
| 5 | Strength of spirit\* |
| 5 | Sword of fire |
| 5 | *Weakness of spirito* |
| 6 | Spirit trap |
| 6 | Summon greater spirits |
| 7 | Spirit storm |

**Appendix 3**

***Divine Spells Ineffective in Hollow World***

This appendix lists those divine spells that are ineffective in Hollow World because of the Spell of Preservation. The list is based on the list presented in the ***Hollow World – Player’s Guide*** (pages 3 and 4) but also includes all the additional divine spells in this manual with similar effects or characteristics.

In Hollow World the *Spell of Preservation* annuls any mortal magic (excluding effects produced by Immortals or artefacts) of this type:

* All types of charm and mental domination, control of the soul or life-force.
* All types of invisibility and effects that penetrate invisibility (including *Trueseeing*).
* Any spell that sees into the future or past, *Lore* and *Divination*.
* Any form of remote viewing.
* Effects of holding.
* Effects that read the subject’s mind.
* Effects that permit communication with the dead.
* Effects that contact the outer planes or the outer world.
* Effects of instantaneous or planar travel.
* Effects that summon creatures from other planes or places.
* Effects that create living beings.
* Effects that possess another’s body.
* Any type of reincarnation or resurrection.
* *Wish* and any effect of similar power.

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** |
| Fascinate animals | Kiss of Valerias | Hold animal\* | Capture the soul |
| Genealogy | Hold person\* | Hold spirit\* | Divination |
| Command word | Charm animals | Summon lycanthrope\* | Summon lesser spirits |
| Weather prediction | Summon animal ally | Summon totem | Pass plant |
| Detect lies | Detect slignment\* | Summon shadows | Insect swarm |
| Animal servant | Invisibility to spirits | Loving idyll | Second sight |
| Paralysing touch | Call herd | Totemic bond |  |
|  |  | Oracle |  |
|  |  | Speak with dead |  |
|  |  | Call animal |  |

**Spell Level**

|  |  |  |
| --- | --- | --- |
| **5th level** | **6th level** | **7th level** |
| Fire gate | Heroes’ coming | Charm plant |
| Charm monster | Summon greater spirits | Wish |
| Command\* | Summon planar ally\* | Creeping doom |
| Commune with spirit lord | Word of recall | Dark path of Thanatos |
| Commune | Rainbow path | True resurrection\* |
| Create normal animals | Transport via plants | Travel |
| Summon skinner |  | Bind elemental |
| Summon elemental |  |  |
| Summon horned skull |  |  |
| Spiritual bond |  |  |
| Resurrection\* |  |  |
| Spirit walk |  |  |
| Trueseeing |  |  |

**Appendix 4**

***Additional Spells of Each Immortal***

This appendix lists the additional spells for each Immortal active on Mystara (refer to the ***Codex Immortalis*** for further information on these divinities) in respect to the common spells (see Table 2.1). Normally there are seven spells, one for each spell level, which equate to the arcane spells of the same name and spell level; although if there is a superscript letter D it means it is a druidic spell. In some cases instead, the spell replaces a common divine spell: in this case, the spell is described in the *New Divine Spells* section of Chapter 2, and are shown here in *italics*. Finally, where a normally reversible spell (marked by an asterisk) is listed here without an asterisk, it means that the priest of that Immortal can only use that version of the spell.

**Note:** it should be remembered that the clerics who serve the Immortals of the Asatru (Aesir and Ásynjur, with the addition of Frey and Freyja) also have access to the runic spells, which however aren’t listed here (refer to Chapter 3, *New forms of divine magic* for further details on Runic Magic).

**Ahmanni Turtlerider**

1st: *Detect totem,* Balance\*

2nd: *Hunting paint, Locate totem,* Swim\*

3rd: *War paint, Summon totem*, *Fascination*, *Totemic bond,* Breathe element

4th: *Scourge of evil*, Ice spear, *Thunder drum*

5th: *Fire gate,* Fabricate

6th: *Control totem, Eagle eyes,* Telepathic recall

7th: *Marine fury\**, Succour

**Al-Kalim**

The list of Al-Kalim’s clerics also includes all 1st and 2nd level druidic spells. For this reason, his clerics don’t gain the benefit of additional higher level spells.

1st: *Locate water, Offensive impulse*

2nd: *Poetic inspiration*

3rd: *Honesty, Move sand*

4th: *War cry*, *Sand storm*, *Enchanted standard*

7th: *Victory*

**Alphaks**

1st: *Claws of the demon*, Dying breath

2nd: *Bone armour,* Pyrokinesis, *Boiling blood*

3rd: Unbearable pain, *Hate*, *Entropic sphere*

4th: Crushing despair, *Sacrilegious influence*

5th: *Summon horned skull*, Lightning strike, *Entropic arrows*

6th: Disintegration, *Entropic shield*, *Vengeance*

7th: Wail of the banshee, *Demonshape*

**Alphatia**

1st: Home help

2nd: Temporary skill

3rd: *Calm emotions*, Secure shelter

4th: *Scourge of evil*, Interposing hands

5th: Woodform, *Guardian seal*

6th: *Spell acceleration*, Stoneform

7th: Bastion, *Sphere of security*

**Arachne Prime**

1st: *Claws of the demon*, Lie, *Shadow trap*

2nd: *Shadow aura*, *Shadow door*, Web, *Boiling blood*

3rd: *Summon shadows*, *Spidershape*, *Entropic sphere*, Suggestion

4th: *Capture the soul*, *Sacrilegious influence*, *Mantle of Shadow*, *Rocks to spiders\**, Spiritual bond

5th: Dominate person, *Entropic arrows*

6th: Mislead, *Entropic shield*

7th: Collar of enslavement, *Demonshape*

**Arik**

1st: *Claws of the demon*, Symbol of fainting

2nd: *Boiling blood*, Symbol of stun

3rd: Phantasmal killer, *Entropic sphere*

4th: *Sacrilegious influence*, Night terrors

5th: Feeblemind, *Entropic arrows*

6th: *Entropic shield*, Eyebite

7th: Hallucinatory nightmare, *Demonshape, Eyes of the beholder*

**Arnelee**

1st: Longstride

2nd: Mind shield

3rd: *Bravery*, *Honesty,* Fly

4th: *Scourge of evil*, Sixth sense

5th: Teleport

6th: *Rainbow path,* Break enchantment

7th: Heroism

**Asterius**

1st: Silver tongue

2nd: Silence

3rd: *Thief skills\**, Fly

4th: *Kiss of the night*, Magic exchange, *Scourge of evil*

5th: Universal tongue

6th: *Rainbow path*, Transmute solids

7th: Teleport any object

**Atruaghin**

1st: *Detect totem,* Silver tongue

2nd: *Hunting paint, Locate totem,* Speak with animals**D**

3rd: *Fire bow, War paint, Summon totem*, *Totemic bond,* Suggestion

4th: *Thunder bow,* Sticks to snakes**\*D**, *Scourge of evil*, *Purity of spirit*, *Thunder drum*

5th: *Fire gate, Atruaghin’s Favour*, Dream\*

6th: *Control totem,* Flame of justice, *Eagle eyes*

7th: Lore

**Atzanteotl**

1st: *Claws of the demon*, Disguise self

2nd: Rot, *Boiling blood*

3rd: *Hand of Atzanteotl,* Steal the breath, *Entropic sphere*

4th: *Capture the soul*, *Sticks to flying vipers\*,* Confusion, *Sacrilegious influence*

5th: *Entropic arrows*, Disguise, *Vengeance*

6th: Alter memories, *Entropic shield*

7th: Shadow twin, *Demonshape*

**Bachraeus**

1st: *Claws of the demon*, Lie

2nd: Feign death, *Boiling blood*

3rd: *Hate*, *Entropic sphere*, Snake sigil

4th: *Sacrilegious influence*, Improved invisibility

5th: *Entropic arrows,* Symbol of discord, *Weresnakeform*

6th: *Entropic shield*, Deadly oath, *Vengeance*

7th: *Demonshape,* Veil

**Bagni Granfauci**

1st: *Claws of the demon*, *Bleeding wound*, Resistance

2nd: *Boiling blood*, Devastating touch

3rd: Enlarge\*, *Entropic sphere*

4th: *Insatiable hunger*, *Sacrilegious influence*

5th: *Entropic arrows*, Empathic suffering

6th: *Entropic shield*, Symbol of pain

7th: *Demonshape,* Acid rain

**Bartziluth**

1st: Resistance, *Offensive impulse*

2nd: Reflection, *Rage*

3rd: Lightning reflexes

4th: Primal form, *War cry*

5th: *Mighty blow*, Bull’s strength\*

6th: Forceful hand, *Enchanted standard*

7th: Heroism

**Bastet**

1st: Feather fall

2nd: Silence

3rd: Fertility\*, *Minor luck\**

4th: Sixth sense

5th: Cat’s grace\*

6th: Mislead

7th: *Aura of unpredictability*, Create normal monsters

**Bemarris**

1st: Shield, *Offensive impulse*

2nd: Magic flame

3rd: Fly

4th: *Impassable defence*, *Scourge of evil*, *War cry*, Locate creature

5th: Bull’s strength\*, *Dragon shield*

6th: Deadly weapon, *Enchanted standard*

7th: Heroism

**Benekander**

1st: Read languages

2nd: Mind shield

3rd: *Calm emotions,* Vigilant guardian, *Honesty*

4th: Summon refuge, *Scourge of evil*

5th: Magic sanctum

6th: Globe of invulnerability

7th: Lore

**Brandan Earthshaker**

1st: Burning hands

2nd: Create fire**\*D**

3rd: Elemental weapon

4th: Wall of fire, *Technomancy*

5th: Siege fire

6th: Fiery tentacle

7th: Ironform, *Victory*

**Brindorhin**

The clerics of Brindorhin are all bards with access to these replacement spells. Moreover, in the Five Shires the paladins of Brindorhin and of the other High Heroes are the Hin Masters (with their own spell list).

1st: *Ceremony*

2nd: *Poetic inspiration*

3rd: *Cornucopia*

4th: *Impassable defence*

**Brissard**

1st: *Claws of the demon*, Charm person

2nd: Phantasmal force, *Shadow door*, *Boiling blood*

3rd: *Entropic sphere*, Suggestion

4th: *Capture the soul*, *Sacrilegious influence*, Spiritual bond

5th: Dominate person, *Spiritual bond*, *Entropic arrows*

6th: Summoning\*, *Entropic shield*

7th: Collar of enslavement, *Demonshape*

**Buglore**

The list of the clerics of Buglore also includes all 1st level druid spells. For this reason, his clerics don’t get the benefit of any additional spells of the first three levels.

4th: Insect swarm**D**

5th: Plant form**D**

6th: Transport via plants**D**

7th: Charm plant

**Calitha**

The clerics of Calitha are the Keepers of the relics (Pearl of Power or Frond of Life). They are elf mages of the Marine Tradition who, in addition to the arcane spells known, also have access to one divine spell per level (see the list below), which they can cast without having them in their spellbook. In those cases in which the community doesn’t have a relic or worships Calitha under other names, the priest is always a marine druid or a druidic shaman with access to the following replacement spells.

1st: Sanctuary

2nd: *Marine vortex*

3rd: *Summon whirlwind*

4th: *Seaweed to snakes\**

5th: Dispel evil

6th: Holy power

7th: *Marine fury\**

**Carnelian**

1st: Silver tongue

2nd: Zone of truth

3rd: Enlarge\*

4th: Spirit armour, *Impassable defence*

5th: Wall of stone

6th: Flame of justice

7th: Heroism

**Chardastes**

1st: Endure elements, *Invigorating glyph*

2nd: Mind shield, *Curative power*

3rd: *Thaumaturgical circle*, Sustenance

4th: Summon refuge, *Scourge of evil*

5th: Fabricate

6th: Extended elemental protection

7th: Purifying energy, *Interdiction of the tomb*

**Chiron**

1st: Analyse, *Invigorating glyph*

2nd: Charm animals, *Curative power*

3rd: *Thaumaturgical circle*, Animal form

4th: *Scourge of evil,* Second sight

5th: Commune with nature**D**

6th: Break enchantment

7th: Miraculous seeds**D**

**Clébard**

1st: Invisible servant

2nd: Alarm

3rd: Climate

4th: *Impassable defence*, Summon refuge

5th: Fabricate

6th: Forceful hand

7th: Demand

**Coberham**

The clerics of Coberham are all Savant Bards with access to these replacement spells. Moreover, in the Five Shires the paladins of Coberham and of the other High Heroes are the Hin Masters (with their own spell list).

1st: *Ceremony*

**Cochere**

All the clerics of Cochere are shamans. Among the faenare Cochere selects the most worthy shamans to become Windsingers (Artist or Savant Bards), who have access to the replacement spells listed below.

1st: Sleep

2nd: *Poetic inspiration*

3rd: Secure shelter

4th: *Melody of requiem*

5th: Summon air elemental

6th: *Rainbow path*

7th: Bind air elemental

**Crakkak**

1st: Longsight

2nd: *Rage*, Swim\*, *Marine vortex*

3rd: *Summon whirlwind*, Liquid form

4th: *Seaweed to snakes\**, *Insatiable hunger*, Locate creature

5th: Bull’s strength\*

6th: Forcecage

7th: *Marine fury\**, Steelskin

**Cretia**

1st: Lie, *Offensive impulse*

2nd: *Shadow aura*, Hideous laughter, *Swap spells*

3rd: *Wail of the banshee*, Sphere of invisibility

4th: *War cry*, Squall of wind**D**

5th: Empathic suffering

6th: Disguise, *Enchanted standard*

7th: Shadow twin, *Victory*

**Danel**

1st: *Claws of the demon*, *Bleeding wound,* Cough

2nd: *Boiling blood*, Devastating touch

3rd: Unbearable pain, *Entropic sphere*

4th: Crushing despair, *Sacrilegious influence*

5th: *Entropic arrows*, Empathic suffering

6th: *Entropic shield*, Symbol of pain, *Vengeance*

7th: Wail of the banshee, *Demonshape*

**Demogorgon**

1st: *Claws of the demon*, Charm person

2nd: *Bone armour*, *Boiling blood*, Devastating touch

3rd: Destroy undead\*, *Entropic sphere*

4th: *Capture the soul*, *Sacrilegious influence*, Corpse possession

5th: *Create ravenous dead*, Magic jar, *Entropic arrows*, *Unclean touch*

6th: *Entropic shield*, *Undead plague*, Boneshatter

7th: Necromantic fusion, *Demonshape*

**Diamond**

1st: Read languages

2nd: Zone of truth

3rd: Tongues, *Dragon scales*

4th: *Scourge of evil*, Glyph of warding, *Sacred breath*

5th: *Draconic aura*, Purifying flame

6th: Control dragons

7th: Lore

**Diulanna**

1st: Longstride

2nd: Mind shield

3rd: *Bravery,* Truth of blood

4th: *Scourge of evil*, Locate creature

5th: Lower defences

6th: Globe of invulnerability

7th: Demand

**Djaea**

All the clerics of Djaea are druids and use the list of the Druid Class.

**Eiryndul**

The clerics of Eiryndul are the Keepers of the Flower. They are elfven illusionists of the Elven Tradition who, in addition to the arcane spells known, also have access to one illusion spell per level (see the list below), which they can cast without having them in their spellbook. In those cases in which the community doesn’t have a Flower or worship Eiryndul under other names, the priest is always an illusionist (or an elf mage) to whom Eiryndul grants the following spells as divine spells.

1st: Disguise self

2nd: Camouflage

3rd: Phantasmal killer

4th: Improved invisibility

5th: Persistent image

6th: Mislead

7th: Shadow twin

**Elemaster, Air**

The clerics of the Air Elemaster can select seven spells of the elemental school of air (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don’t benefit from any additional spells. However there are two replacement spells in the list:

4th. Whirlwind (repl. Animate dead)

7th. Bind air elemental (repl. Earthquake)

**Elemaster, Earth**

The clerics of the Earth Elemaster can select seven spells of the elemental school of earth (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don’t benefit from any additional spells. However there are two replacement spells in the list:

4th: Earthmaw (repl. Animate dead)

7th: Bind earth elemental (repl. Destruction)

**Elemaster, Fire**

The clerics of the Fire Elemaster can select seven spells of the elemental school of fire (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don’t benefit from any additional spells. However there are two replacement spells in the list:

4th. Fiery bolts (repl. Animate dead)

7th. Bind fire elemental (repl. Earthquake)

**Elemaster, Water**

The clerics of the Water Elemaster can select seven spells of the elemental school of water (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don’t benefit from any additional spells. However there are two replacement spells in the list:

4th: Ice spear (repl. Animate dead)

7th: Bind water elemental (repl. Earthquake)

**Eternal General**

1st: *Offensive impulse*, Push

2nd: Deflecting shield

3rd: Lightning reflexes

4th: Spirit armour, *War cry*

5th: Bull’s strength\*

6th: Deadly weapon, *Enchanted standard*

7th: Heroism, *Victory*

**Faunus**

All the clerics of Faunus are Artist Bards with access to the following replacement spells.

3rd: *Cornucopia,* Enlarge animal**\*D** – replaces *Glyph of interdiction*, *Loving idyll*, *Wail of the banshee*

4th: Sticks to snakes**\*D** – replaces *animate dead*), *Melody of requiem*

**Finidel**

1st: Friendship

2nd: Alarm

3rd: Vigilant guardian

4th: *Impassable defence*, Summon refuge

5th: Telepathy

6th: Flame of justice

7th: Bastion

**Forsetta**

1st: Intuition

2nd: Zone of truth

3rd: *Honesty*, Death recall

4th: *Impassable defence*, *Scourge of evil*, Second sight

5th: Wall of stone

6th: Flame of justice

7th: Mirror of the past

**Frey**

The list of the clerics of Frey also includes all 1st and 2nd level druid spells. For this reason, his clerics don’t gain the benefit of additional higher level spells.

1st: *Offensive impulse*

4th: *Scourge of evil*, *War cry*

6th: *Enchanted standard*

**Freyja**

The list of the clerics of Freyja also includes all 1st and 2nd level druid spells. For this reason, her clerics don’t gain the benefit of additional higher level spells.

1st: *Offensive impulse*

3rd: *Fascination, Loving idyll*

4th: *Scourge of evil*, *War cry*

6th: *Enchanted standard*

**Fugit**

1st: *Genealogy*, Memory visions

2nd: ESP, *Memory Seal\**, *Time Trap*

3rd: *Slow time*, Haste\*

4th: Scry

5th: Déjà-vu

6th: *Spell acceleration*, Alter memories, *Timeshift*

7th: *Temporal barrier*, Mirror of the past

**Garal Glitterlode**

1st: *Ceremony,* Psychokinesis

2nd: Temporary skill

3rd: Magic container\*

4th: *Scourge of evil*, Magnetism, *Technomancy*

5th: *Mighty blow*, Fabricate

6th: Transmute solids

7th: Preserve

**Gorm**

1st: Magic missile, *Offensive impulse*

2nd: Sure strike

3rd: Lightning bolt

4th: *War cry*, Whirlwind

5th: Lightning strike

6th: Flame of justice, *Enchanted standard*

7th: Heroism, *Lord of the storm*, *Victory*

**Gorrziok**

1st: Elemental explosion

2nd: *Flaming liquid*, Swim\*, *Marine vortex*

3rd: *Summon whirlwind*, Breathe element

4th: *Seaweed to snakes\**

5th: Shatter

6th: Control currents

7th: Control weather, *Marine fury\*, Lord of the storm*

**Great One**

1st: Analyse

2nd: ESP

3rd: Clairaudience/Clairvoyance, *Dragon scales*

4th: Polymorph self, *Sacred breath*

5th: *Draconic aura*, Universal tongue

6th: Control dragons

7th: Spell turning barrier

**Guidarezzo**

All the clerics of Guidarezzo are Artist Bards.

**Halav**

1st: Returning weapon, *Offensive impulse*

2nd: Sure strike

3rd: Protection from normal missiles

4th: Spirit armour, *War cry*

5th: *Trusting wait*, Iron constitution\*

6th: Forceful hand, *Enchanted standard*

7th: Heroism, *Victory*

**Harrow**

1st: Disguise self

2nd: Phantasmal force

3rd: Phantasmal killer, *Wail of the banshee*

4th: Improved invisibility

5th: Dream\*

6th: Mislead

7th: Hallucinatory nightmare

**Hattani Stoneclaw**

1st: Returning weapon, *Detect totem*

2nd: *Hunting paint, Locate totem,* Stone hands

3rd: *Bravery*, *War paint*, Vigilant guardian, *Summon totem, Totemic bond*

4th: *Impassable defence*, *Scourge of evil*, *War cry*, Interposing hands, *Thunder drum*

5th: *Fire gate, Mighty blow,* Bull’s strength\*

6th: *Control totem,* Forceful hand, *Eagle eyes*

7th: Succour

**Hel**

1st: *Claws of the demon*, Ghoul touch*, Shadow trap*

2nd: *Bone armour*, *Shadow aura*, *Shadow door*, Ray of enfeeblement, *Boiling blood*

3rd: *Summon shadows*, Steal the breath, *Entropic sphere*, *Grim reaper*

4th: *Capture the soul*, *Sacrilegious influence*, *Hypothermia*, *Mantle of Shadow*, *Melody of requiem*, Wall of ice

5th: *Create ice zombies*, *Entropic arrows,* Empathic suffering, *Icy torment*

6th: *Entropic shield*, Freezing sphere

7th: Necromantic frenzy, *Demonshape*

**Hircismus**

1st: *Claws of the demon*, *Bleeding wound*, Shocking grasp

2nd: *Bone armour, Boiling blood*, Devastating touch

3rd: Unbearable pain, *Blood thirst*, *Entropic sphere*

4th: Primal form, *Sacrilegious influence*

5th: *Entropic arrows*, Empathic suffering

6th: *Entropic shield*, Symbol of pain

7th: Create normal monsters, *Demonshape*

**Hymir**

1st: Resistance

2nd: *Flaming liquid*, Swim\*, *Marine vortex*

3rd: *Cornucopia, Summon whirlwind*, *Wail of the banshee,* Transmute liquids

4th: Water to ice\*, *Seaweed to snakes\**, *Scourge of evil*

5th: Fabricate

6th: Control liquid

7th: Lore, *Marine fury\**

**Idraote**

1st: *Invigorating glyph*, Find information

2nd: Temporary skill, *Curative power*

3rd: *Thaumaturgical circle*, Transmute liquids

4th: Enchant item

5th: Memory

6th: Transmute solids

7th: Lore

**Idris**

1st: *Claws of the demon*, Lie

2nd: *Boiling blood*, Arcane breath

3rd: *Dragon scales*, *Entropic sphere*, Vengeance

4th: *Capture the soul*, Charm monster, *Sacrilegious influence*, *Sacred breath*

5th: Symbol of discord, *Entropic arrows*

6th: *Entropic shield*, *Vengeance*, Rod of the wyrm

7th: Create normal monsters, *Demonshape*

**Iliric**

1st: Charm person

2nd: Mirror image, *Swap spells*

3rd: Clairaudience/Clairvoyance

4th: Enchant item

5th: Dominate person

6th: *Spell acceleration*, Extension

7th: Magic double

**Ilmarinen**

1st: Silver tongue, *Offensive impulse*

2nd: Temporary skill, *Poetic inspiration*

3rd: Lightning reflexes

4th: Spirit armour, *Scourge of evil*, *War cry*, *Melody of requiem, Technomancy*

5th: *Mighty blow*, Fabricate

6th: Stoneform, *Enchanted standard*

7th: Heroism, *Victory*

**Ilsundal**

The clerics of Ilsundal are the Keepers of the Tree of Life. They are elf mages of the Elven Tradition who however follow the Way of the Tree and not of the Book. Therefore, in addition to the arcane spells they know, they also have access to one divine spell per level (see the list below), which they can cast without having it in their spellbook. In those cases in which the community doesn’t have a Tree of Life or worships Ilsundal under another name, the priest is always a mage (or an elf mage) devoted to the Elven Tradition, to whom Ilsundal grants in addition to their arcane spells two divine spells (cleric or druid) per level.

1st: *Ceremony*, Weather prediction**D**

2nd: Cure light wounds, Purify food & water

3rd: Heat metal**D**, Warp wood**D**

4th: Cure serious wounds, Call animal**D**

5th: Control temperature**D**, Pass plant**D**

6th: Remove disease, Insect swarm**D**

7th: Dispel evil, Neutralise poison

8th: Heal, Transport via plants**D**

9th: Creeping doom**D**, Natural transformation**D**

**Infaust**

The priests of Infaust follow a philosophy of perfection and are Ascetics.

**Ixion**

1st: Detect undead, *Offensive impulse*

2nd: *Sunbeam*, Solar ray

3rd: Destroy undead

4th: Searing light, *Scourge of evil*, *War cry*, *Purity of spirit*

5th: Hold undead, *Eternal rest*

6th: Blinding light, *Enchanted standard*

7th: Heroism, *Interdiction of the tomb*, *Sun stone, Victory*

**Jammudaru**

1st: *Claws of the demon*, *Bleeding wound*, Dying breath

2nd: *Bone armour,* Pyrokinesis, *Boiling blood*

3rd: Unbearable pain, *Hate*, *Entropic sphere*

4th: *Sacrilegious influence*, Night terrors

5th: Dream\*, *Entropic arrows*

6th: *Entropic shield*, Boneshatter, *Vengeance*

7th: Hallucinatory nightmare, *Demonshape*

**Ka**

1st: *Invigorating glyph*, Guardian seal

2nd: *Curative power*, Reinvigorating soup**D**

3rd: *Thaumaturgical circle*, Vigilant guardian

4th: Summon refuge, *Scourge of evil*

5th: Fabricate, *Skin of amber*, *Guardian seal*

6th: *Spell acceleration*, Extended elemental protection

7th: Dimensional refuge\*, *Sphere of security*

**Kagyar**

1st: *Ceremony,* Dig

2nd: Stone hands

3rd: *Meld into stone*, Fist of rock

4th: Stone shape

5th: *Mighty blow*, Fabricate

6th: Stoneform

7th: Ironform

**Kallala**

1st: Charm person

2nd: Ecstasy, *Marine vortex*

3rd: *Summon whirlwind*, *Fascination*, Liquid form

4th: *Seaweed to snakes\**, Charm monster

5th: Mind fog

6th: Mass suggestion

7th: *Marine fury\**, Dimensional refuge\*

**Karaash**

1st: Magic missile, *Offensive impulse*

2nd: Sure strike

3rd: Enlarge\*, *Blood thirst*

4th: Extended range, *War cry*

5th: Siege fire

6th: Deadly weapon, *Enchanted standard*

7th: Heroism, *Victory*

**Khoronus**

1st: *Genealogy*, Memory visions

2nd: ESP, *Time Trap*

3rd: *Slow time*, Death recall

4th: *Fate*, Scry

5th: Déjà-vu

6th: *Spell acceleration*, *Timeshift*, Arcane sight

7th: *Temporal barrier*, Mirror of the past

**Kiranjo**

1st: *Claws of the demon*, *Bleeding wound*, Push

2nd: *Rage*, *Boiling blood*, Stone hands

3rd: Unbearable pain, *Entropic sphere*

4th: Crushing despair, *Sacrilegious influence*

5th: Bull’s strength\*, *Entropic arrows*

6th: *Entropic shield*, Boneshatter

7th: *Demonshape*, Steelskin

**Korotiku**

1st: Spider climb

2nd: *Shadow aura*, Camouflage

3rd: Clairaudience/Clairvoyance, *Spidershape*

4th: *Scourge of evil*, *Rocks to spiders\**, Sixth sense

5th: Cat’s grace\*

6th: Disguise

7th: Shadow twin

**Korrigans, The**

All the clerics of the Korrigans have access to *Scourge of evil* at 4th level in place of *Animate dead.* The pantheist clerics (those that worship all the Korrigan together) have access to 1st and 2nd level druid spells as wellas their clerical spell, and therefore do not get any additional spells.

The specialist clerics instead obtain three additional spells based on the Korrigan venerated:

Silent Hunter: Truth of blood (3rd), Locate creature (4th), Tracks of fire (5th)

Fiery Champion: Elemental weapon (3rd), Spirit armour (4th), Bull’s strength\* (5th); or are Hero Bards

Eternal Wanderer: Death recall (3rd), Spiritual bond (4th), Magic jar (5th)

Rainbow Singer: are all Artist Bards (see Class list)

Spring Maiden: Charm monster (4th), Globe of invulnerability (6th), Arboreal bond**D** (7th)

Silver Carver: ESP (2nd), Scry (4th), Lore (7th), or are Savant Bards

Merciful Healer: Sustenance (3rd), Extended elemental protection (6th), Miraculous seeds**D** (7th)

Dreaming Seer: Second sight (4th), Dream\* (5th), Mirror of the past (7th)

Verdant Caretaker: Fertility (3rd), Plant growth\* (4th), Charm plant (7th)

**Koryis**

The priests of Koryis follow a philosophy of perfection and are Ascetics.

1st: Friendship

2nd: Zone of truth

3rd: *Calm emotions*, Tongues

4th: Control emotions, *Scourge of evil*

5th: Fabricate

6th: Forceful hand

7th: Purifying energy, *Sphere of security*, Temporal stasis\* (8th arcane – replaces *Divine wrath*)

**Kurtulmak**

1st: Hide tracks, *Offensive impulse*

2nd: *Shadow aura*, Camouflage

3rd: *War cry*, Fire trap

4th: Hallucinatory terrain

5th: Deadly bolt

6th: Mislead, *Enchanted standard*

7th: Symbol of sleep, *Victory*

**Kythria**

1st: Aestheticism

2nd: Ecstasy

3rd: *Fascination*, *Loving idyll*, Suggestion

4th: Charm monster

5th: Unconscious command

6th: Phantasmal lover

7th: Demand

**Land**

1st: Dig

2nd: Stone hands

3rd: *Meld into stone*, Fist of rock

4th: Pass rock, *Sand storm*

5th: Wall of stone

6th: Move earth

7th: Transport via rock

**Liena**

1st: *Genealogy*, Shield, *Offensive impulse*

2nd: Nightwatch

3rd: Lightning reflexes

4th: *Impassable defence*, Displacement, *War cry*

5th: Siege fire

6th: Globe of invulnerability, *Enchanted standard*

7th: Sword, *Victory*

**Lokena**

1st: Magic missile, *Offensive impulse*

2nd: Melding, *Swap spells*

3rd: Clairaudience/Clairvoyance

4th: *War cry*, Massmorph

5th: Dimension tunnel

6th: *Spell acceleration*, *Enchanted standard*, Arcane sight

7th: Lore, *Victory*

**Loki**

1st: *Claws of the demon*, Lie

2nd: *Boiling blood*, Flaming sphere

3rd: *Entropic sphere*, Suggestion

4th: *Heatstroke*, Confusion, *Sacrilegious influence*

5th: Magic jar, *Spiritual bond, Entropic arrows*

6th: *Entropic shield*, Delusion

7th: *Demonshape*, Veil

**Lornasen**

All the clerics of Lornasen are sylvan druids and use that Class’s spell list.

**Loup**

1st: Symbol of fainting

2nd: *Rage*, Nightwatch

3rd: Unbearable pain, *Grim reaper*

4th: *Insatiable hunger*, Primal form, *Melody of requiem*

5th: Oblivion

6th: Freezing sphere

7th: Wail of the banshee

**Maat**

1st: Friendship

2nd: Zone of truth

3rd: Destroy undead, *Honesty*

4th: Spirit armour, *Scourge of evil*, *Purity of spirit*

5th: Telepathy

6th: Flame of justice

7th: Purifying energy, *Interdiction of the tomb*

**Macroblan**

1st: Lie

2nd: Wizard lock

3rd: Tongues

4th: Magic exchange

5th: Fabricate

6th: Transmute solids

7th: Summon Object

**Madarua**

1st: Spear of thorns**D**

2nd: Sure strike

3rd: *Bravery,* Fertility\*

4th: Plant growth\*, *Scourge of evil*

5th: Bull’s strength\*

6th: Deadly weapon

7th: Heroism

**Mahmatti Running Elk**

The clerics of Mahmatti are all druids and use that Class’s spell list. The spells listed below replace the druid spell between the parentheses.

1st: *Detect totem* (Spear of thorns)

2nd: *Locate totem* (Gust of wind)

3rd: *Summon totem* (Snow storm)

4th: *Thunder drum* (Earthmaw)

5th: *Fire gate* (Power of the rainbow)

6th: *Control totem* (Ravaging creepers)

7th: Polymorph other (Earthquake)

**Malafor**

1st: Locate species

2nd: *Flaming liquid*, Swim\*, *Marine vortex*

3rd: *Summon whirlwind*, Animal form

4th: *Seaweed to snakes\**, Anti-animal barrier**D**, *Scourge of evil*

5th: Commune with nature**D**

6th: Control currents

7th: *Marine fury\**, Polymorph other

**Malinois**

1st: Detect shapechanger, *Offensive impulse*

2nd: Sure strike

3rd: *Fire bow*, Truth of blood

4th: *Thunder bow, Scourge of evil*, *War cry*, Magic muzzle

5th: *Summon skinner*, Force shapechange

6th: Forcecage, *Vengeance*

7th: Sword, *Victory*

**Marwdyn**

1st: Walking dead (2nd)

2nd: *Bone armour*, Weaken undead\*

3rd: Bite of the vampire, *Grim reaper*

4th: *Capture the soul*, *Melody of requiem*, Corpse possession

5th: Necromorph

6th: Control undead, *Undead plague*

7th: Necromantic fusion

**Masauwu**

1st: *Claws of the demon*, Charm person

2nd: ESP, *Boiling blood*

3rd: Clairaudience/Clairvoyance, *Entropic sphere*, *Thief skills\**

4th: *Kiss of the night*, Charm monster, *Sacrilegious influence*

5th: Unconscious command, *Entropic arrows*

6th: *Entropic shield*, Mass suggestion

7th: Shadow twin, *Demonshape*

**Mâtin**

1st: Longsight

2nd: See invisibility

3rd: Vigilant guardian

4th: *Impassable defence*, *Scourge of evil*, Glyph of warding

5th: *Mighty blow*, *Guardian seal*, Iron constitution\*

6th: Extended elemental protection, *Enchanted standard*

7th: Bastion, *Sphere of security*

**Mazikeen**

1st: Analyse

2nd: Locate object, *Swap spells*

3rd: Concentration

4th: Enchant item

5th: Memory

6th: Transfer spell

7th: Copy spell

**Mealiden**

1st: *Ceremony,* Unmissable shot, *Offensive impulse*

2nd: Alarm

3rd: *Fire bow*, Vigilant guardian

4th: *Thunder bow,* Create projectiles, *Impassable defence*, *Scourge of evil*, *Lethal arrow of Mealiden*, *War cry*

5th: Dimension tunnel

6th: Globe of invulnerability, *Rainbow path*, *Enchanted standard*

7th: Heroism, *Sphere of security*, *Victory*

**Minroth**

1st: Silver tongue

2nd: Locate object

3rd: Tongues

4th: Magic exchange, *Impassable defence*, *Scourge of evil*

5th: *Trusting wait*, Fabricate

6th: Transmute solids

7th: Bastion, *Marine fury\**

**Mrikitat**

1st: Lie

2nd: *Shadow aura*, *Curse of silver*, Knock

3rd: Gaseous form, *Thief skills\**

4th: *Kiss of the night*, *Summon lycanthrope\*,* Improved invisibility, *Lycanthropy*

5th: False vision

6th: Delusion

7th: Veil

**N’grath**

1st: Dig

2nd: Stone hands

3rd: *Meld into stone*, Fist of rock

4th: Earthmaw

5th: Wall of stone

6th: Move earth

7th: Bind earth elemental

**Ninfangle**

1st: Longstride

2nd: Sure strike

3rd: *Fire bow*, *Bravery*, Truth of blood

4th: *War cry*, Locate creature

5th: Cat’s grace\*

6th: Deadly weapon, *Enchanted standard*

7th: Heroism

**Ninsun**

The list of the clerics of Ninsun includes a fixed druid spell for each level in place of an arcane spell.

2nd: *Swap spells*, *Memory Seal*\*

4th: *Scourge of evil*

6th: *Rainbow path*

**Nob Nar**

The clerics of Nob Nar are all Hero Bards with access to these replacement spells. In the Five Shires the paladins of Nob Nar and of the other High Heroes are the Hin Masters (who have their own spell list).

1st: *Ceremony*

2nd: *Poetic inspiration*

3rd: *Bravery*

4th: *Scourge of evil*

**Noumena**

1st: Find information

2nd: ESP, *Memory Seal\**

3rd: Tongues

4th: Scry

5th: Memory

6th: Arcane sight

7th: Lore

**Nyx**

1st: *Claws of the demon*, Walking dead (2nd)*, Shadow trap*

2nd: *Bone armour*, *Shadow aura*, Weaken undead\*, *Shadow door*, *Boiling blood*

3rd: *Summon shadows*, Bite of the vampire, *Entropic sphere*, *Grim reaper*

4th: *Kiss of the night*, *Sacrilegious influence*, *Mantle of Shadow*, *Melody of requiem*, Corpse possession

5th: Create undead (6th), *Create ravenous dead*, *Create ice zombies*, *Entropic arrows*

6th: Control undead, *Entropic shield*, *Undead plague*

7th: Create greater undead (8th), *Eclipse*, *Demonshape*

**Odin**

1st: *Genealogy,* Read languages

2nd: Gust of wind

3rd: *Authority*, Fly

4th: *Scourge of evil*, Whirlwind

5th: Windwhip

6th: Control winds, *Rainbow path*

7th: Lore, *Lord of the storm*

**Oleyan**

Given her current situation, Oleyan isn’t able to grant additional spell to her followers.

**Opal**

1st: Resistance

2nd: Mind shield

3rd: Steal the breath, *Dragon scales*

4th: Locate creature, *Sacred breath*

5th: *Draconic aura*, Telekinesis

6th: Globe of invulnerability, *Vengeance*

7th: Demand

**Orcus**

1st: *Claws of the demon*, *Bleeding wound*, Choke

2nd: *Bone armour*, Pyrokinesis, *Boiling blood*

3rd: Destroy undead\*, *Entropic sphere, Grim reaper*

4th: *Summon lycanthrope\*, Insatiable hunger, Sacrilegious influence*, *Lycanthropy*, *Melody of requiem*, Corpse possession

5th: *Mighty blow*, *Create ravenous dead*, *Entropic arrows*, Empathic suffering

6th: *Entropic shield*, *Undead plague*, Boneshatter

7th: Wail of the banshee, *Demonshape*

**Ordana**

All the clerics of Ordana are sylvan druids and use the Druid Class’s spell list.

**Paarkum**

1st: Friendship

2nd: Zone of truth

3rd: *Honesty,* Secure shelter

4th: Spirit armour, *Scourge of evil*, *Purity of spirit*

5th: Telepathy

6th: Flame of justice

7th: Purifying energy

**Palartarkan**

1st: Feather fall

2nd: Levitation

3rd: Fly

4th: Whirlwind

5th: Summon air elemental

6th: *Spell acceleration*, Control winds, *Rainbow path*

7th: Control gravity

**Palson**

1st: Silver tongue

2nd: Temporary skill, *Poetic inspiration*

3rd: Geographic map

4th: *Scourge of evil*, *Melody of requiem*, Scry

5th: Persistent image

6th: Disguise

7th: Bastion

**Patura**

1st: Home help

2nd: Reinvigorating soup**D**

3rd: Climate

4th: *Scourge of evil*, Glyph of warding

5th: Fabricate

6th: Extended elemental protection

7th: Hivemind

**Pearl**

1st: Locate species

2nd: *Shadow door*, Camouflage

3rd: Clairaudience/Clairvoyance, *Dragon scales*,

4th: *Capture the soul*, Shadow monster, *Sacred breath*

5th: *Draconic aura*, Dominate person

6th: Control dragons

7th: Collar of enslavement

**Petra**

1st: Warding sigil, *Offensive impulse*

2nd: Deflecting shield

3rd: *Bravery*, Vigilant guardian

4th: *Impassable defence*, *War cry*, Glyph of warding

5th: *Mighty blow*, Bull’s strength\*, *Guardian seal*

6th: Globe of invulnerability, *Enchanted standard*

7th: Bastion, *Sphere of security*

**Pflarr**

1st: *Alter writing*, Analyse

2nd: Alarm, *Swap spells*

3rd: Snake sigil

4th: *Impassable defence*, Wizard eye

5th: Universal tongue, *Guardian seal*

6th: *Spell acceleration*, Anti-magic barrier

7th: Lore, *Interdiction of the tomb*, *Sphere of security*

**Pharamond**

1st: Lie

2nd: Invisibility, *Swap spells*

3rd: Bite of the vampire

4th: *Capture the soul*, Scry

5th: Memory

6th: *Spell acceleration*, Transfer spell

7th: Copy spell

**Polunius**

1st: Colour\*

2nd: Temporary skill, *Flaming liquid*, *Shape coral*, *Marine vortex*

3rd: Clairaudience/Clairvoyance, *Summon whirlwind*

4th: *Seaweed to snakes\**, Stone shape

5th: Fabricate

6th: Stoneform

7th: *Marine fury\**, Preserve

**Protius**

The *replacement* spells listed below are onlyused by the subaquatic priests of Protius.

1st: Endure elements

2nd: *Flaming liquid*, Swim\*, *Marine vortex*

3rd: *Summon whirlwind*, Liquid form

4th: *Seaweed to snakes\**, Wall of water

5th: Summon water elemental

6th: Control liquid

7th: *Marine fury\**, Enchanted ship

**Qywattz**

1st: Disguise self

2nd: ESP

3rd: Tongues

4th: *Capture the soul*, Improved invisibility

5th: Telepathy

6th: Mass suggestion

7th: Astral body

**Rad**

The clerics of Rad are arcane apellcasters called the Shepherds of Rad, and have their own progreesion and spell list (refer to the chapter on *New Arcane Spellcaster Classes* in Volume One of this manual).

**Rafiel**

The clerics of Rafiel are the Shadow Shamans, and have their own progression and spell list (see the chapter on *New Divine Spellcaster Classes*).

**Raith**

1st: Shocking grasp

2nd: Zone of truth

3rd: *Honesty*, Death recall

4th: *Scourge of evil*, Second sight

5th: Telepathy

6th: Flame of justice, *Vengeance*

7th: Demand

**Ralon**

1st: Home help

2nd: *Curative power*, Reinvigorating soup**D**

3rd: *Thaumaturgical circle*, *Cornucopia*, Fertility

4th: Summon refuge, *Scourge of evil*

5th: Fabricate

6th: Extended elemental protection

7th: Miraculous seeds**D**

**Ranivorus**

1st: *Claws of the demon*, Choke

2nd: *Boiling blood*, Devastating touch

3rd: Unbearable pain, *Hate*, *Entropic sphere*

4th: Crushing despair, *Sacrilegious influence*

5th: Feeblemind, *Entropic arrows*

6th: *Entropic shield*, Mental decay

7th: Hallucinatory nightmare, *Demonshape*

**Rathanos**

1st: Burning hands

2nd: Flaming sphere

3rd: Fire trap

4th: *Heatstroke*, Wall of fire

5th: *Create fiery beast*, Summon fire elemental

6th: Fiery tentacle

7th: *Sun stone,* Flaming web

**Raven**

1st: Ghost sound

2nd: Hideous laughter, *Swap spells*

3rd: *Minor luck\**, Enlarge\*, *Wail of the banshee*

4th: Confusion

5th: Persistent image

6th: Delusion

7th: Polymorph other

**Razud**

1st: Resistance

2nd: Mind shield

3rd: *Bravery*, Concentration

4th: Polymorph self, *Scourge of evil*

5th: *Mighty blow*, Bull’s strength\*

6th: Forceful hand

7th: Steelskin

**Ruaidhri Hawkbane**

1st: Detect shapechanger

2nd: Alarm

3rd: *Fire bow*, Identify species

4th: Magic muzzle

5th: *Summon skinner*, Force shapechange

6th: Forcecage

7th: Collar of enslavement

**Saasskas**

1st: *Claws of the demon*, Ghoul touch

2nd: Swim\*, *Boiling blood*, *Marine vortex*

3rd: Destroy undead\*, *Entropic sphere*

4th: *Seaweed to snakes\**, *Sacrilegious influence*, Corpse possession

5th: Ghostly aura, *Spiritual bond*, *Entropic arrows*

6th: Control currents, *Entropic shield*

7th: Necromantic frenzy, *Marine fury\**, *Demonshape*, *Victory*

**Saturnius**

1st: Balance\*

2nd: Mind shield

3rd: Haste\*

4th: Summon refuge, *Scourge of evil*

5th: Fabricate

6th: Break enchantment

7th: *Marine fury\**, Enchanted ship

**Shaper**

1st: Friendship

2nd: Zone of truth

3rd: *Calm emotions*, Vigilant guardian

4th: *Scourge of evil*, Glyph of warding

5th: Universal tongue

6th: Flame of justice

7th: *Sphere of security*, Succour

**Sharpcrest**

1st: Silver tongue

2nd: *Flaming liquid*, Swim\*, *Marine vortex*

3rd: Magic container\*, *Summon whirlwind*

4th: *Seaweed to snakes\**, Magic exchange

5th: Universal tongue

6th: Transmute solids

7th: *Marine fury\**, Symbol of sleep

**Simurgh**

1st: *Invigorating glyph*, Longstride

2nd: Alarm, *Curative power*

3rd: *Thaumaturgical circle*, Vigilant guardian, *Slow time*

4th: *Scourge of evil*, Interposing hands

5th: Teleport

6th: *Rainbow path, Spell acceleration*, Telepathic recall, *Timeshift*

7th: *Temporal barrier*, Succour

**Sinbad**

1st: Longstride

2nd: Swim\*

3rd: *Bravery*, Fly

4th: *Scourge of evil*, Focused map

5th: Teleport

6th: *Rainbow path*, Elemental travel

7th: Astral body, *Marine fury\**

**Skuld**

1st: *Claws of the demon*, *Genealogy*, Longsight

2nd: Feign death, *Boiling blood*

3rd: Omen, *Entropic sphere, Grim reaper*

4th: *Fate*, *Sacrilegious influence*, *Melody of requiem*, Corpse eyes

5th: Déjà-vu, *Entropic arrows*

6th: *Entropic shield*, Eyebite

7th: Lore, *Demonshape*

**Slizzark**

1st: Charm person

2nd: Charm animals, *Flaming liquid*, *Marine vortex*

3rd: *Summon whirlwind*, Suggestion

4th: *Seaweed to snakes\**, *Capture the soul*, Charm monster

5th: Dominate person

6th: Mass suggestion

7th: Collar of enslavement, *Marine fury\**

**Soubrette**

All the clerics of Soubrette are Artist Bards with access to the following replacement spells.

2nd: *Poetic inspiration*

3rd: *Fascination*

**Ssu-Ma**

1st: *Alter writing*, *Genealogy*, Memory visions

2nd: Locate object, *Memory Seal\**

3rd: Death recall

4th: Scry

5th: Memory

6th: Alter memories

7th: Lore

**Stodos**

1st: *Claws of the demon*, Ghoul touch

2nd: Ray of enfeeblement, *Boiling blood*

3rd: Snow storm**D**, *Entropic sphere*

4th: *Sacrilegious influence*, *Hypothermia*, Wall of ice

5th: *Create ice zombies*, Icy Blast, *Entropic arrows, Icy torment*

6th: *Entropic shield*, Freezing sphere

7th: Control weather, *Demonshape, Lord of the storm*

**Tahkati Stormtamer**

1st: *Detect totem*, Faerie mount, *Offensive impulse*

2nd: *Hunting paint*, Summon animal ally, *Locate totem*

3rd: *War paint*, Call lightning**D**, *Summon totem*, *Totemic bond*

4th: Defensive aura, *War cry*, *Thunder drum*

5th: *Fire gate*, Bull’s strength\*

6th: *Control totem*, Globe of invulnerability, *Eagle eyes*

7th: Heroism

**Talitha**

1st: *Claws of the demon*, Disguise self

2nd: *Boiling blood*, *Swap spells*, Knock

3rd: *Entropic sphere*, Suggestion, *Thief skills\**

4th: Steal skill, *Kiss of the night*, *Sacrilegious influence*

5th: Symbol of discord, *Entropic arrows*

6th: *Entropic shield*, Delusion

7th: Shadow twin, *Demonshape*

**Tarastia**

1st: Read languages

2nd: Zone of truth

3rd: *Honesty*, Death recall

4th: Spiritual bond

5th: Empathic suffering

6th: Flame of justice, *Vengeance*

7th: Demand

**Taroyas**

1st: Silver tongue

2nd: Temporary skill

3rd: *Authority*, Enlarge\*

4th: Control emotions

5th: Universal tongue

6th: Forceful hand

7th: Demand

**Terra**

The clerics of Terra can select seven druid spells (one per spell level) and add them to their spell list. As such, they don’t benefit from any additional spells.

3rd: *Meld into stone, Move sand*

4th: *Scourge of evil*, *Sand storm*

**Thanatos**

1st: *Claws of the demon*, Necromantic healing

2nd: *Bone armour*, *Boiling blood*, Devastating touch

3rd: Bite of the vampire, *Entropic sphere, Grim reaper*

4th: Black arrow, *Sacrilegious influence, Melody of requiem*

5th: *Create ravenous dead*, Oblivion, *Eternal rest*, *Entropic arrows*

6th: *Entropic shield*, *Undead plague*, Eyebite

7th: Wail of the banshee, *Demonshape*, *Dark path of Thanatos*

**Thor**

1st: Returning weapon, *Offensive impulse*

2nd: *Rage,* Stone hands, *Fist of Thor*

3rd: *Bravery*, Thunderclap

4th: Spirit armour, *Scourge of evil*, *War cry*

5th: *Mighty blow*, Lightning strike

6th: Forceful hand, *Hammer of Thor*, *Enchanted standard*

7th: Heroism, *Lord of the storm*, *Victory*

**Tiresias**

1st: *Genealogy*, Silver tongue

2nd: Phantasmal force, *Poetic inspiration*

3rd: Omen

4th: *Fate*, *Melody of requiem*, Scry

5th: Dream\*

6th: Arcane sight

7th: Mirror of the past

**Tourlain**

1st: Resistance

2nd: Mind shield

3rd: Secure shelter

4th: Confusion, *Scourge of evil*

5th: Stoneskin

6th: Mislead

7th: Veil

**Turmis**

1st: Jump

2nd: Elasticity

3rd: *Bravery*, Gaseous form, *Thief skills\**

4th: *Kiss of the night*, Displacement, *Scourge of evil*

5th: Cat’s grace\*

6th: Evanescence

7th: Shadow twin

**Twelve Watchers**

1st: Psychokinesis

2nd: Temporary skill

3rd: Tongues

4th: Summon refuge

5th: Fabricate

6th: Ironwood

7th: Ironform

**Tyche**

1st: Grease

2nd: Mirror image

3rd: *Minor luck\**, Symbol of fear

4th: Confusion, *Fate*

5th: Spellbinding Barrier

6th: *Aura of unpredictability*, Programmed image

7th: Spell turning barrier

**Urtson**

1st: Silver tongue

2nd: Zone of truth

3rd: *Calm emotions*, Tongues

4th: Control emotions, *Scourge of evil*

5th: Universal tongue

6th: Extended elemental protection

7th: Hivemind

**Usamigaras**

1st: *Invigorating glyph*, Read magic

2nd: *Curative power*, Knock

3rd: *Thaumaturgical circle*, Clairaudience/Clairvoyance, *Thief skills\**

4th: *Kiss of the night*, Improved invisibility

5th: Teleport

6th: Mislead

7th: Copy spell

**Utnapishtim**

1st: Endure elements

2nd: Zone of truth

3rd: Control temperature**D**

4th: Summon refuge

5th: Teleport

6th: Flame of justice

7th: Dimensional refuge\*

**Valerias**

1st: Aestheticism

2nd: *Kiss of Valerias*, Ecstasy

3rd: *Fascination*, Fertility, *Loving idyll*

4th: Charm monster, *Scourge of evil*

5th: Universal tongue

6th: Phantasmal lover

7th: Succour

**Vanya**

1st: *Offensive impulse*, Push

2nd: Deflecting shield

3rd: *Bravery*, Lightning reflexes

4th: Spirit armour, *War cry*

5th: Siege fire

6th: Globe of invulnerability, *Enchanted standard*

7th: Heroism, *Victory*

**Wayland**

1st: Locate metal

2nd: Heat metal**D**

3rd: Enlarge\*

4th: Enchant item, *Technomancy*

5th: *Mighty blow*, Bind golem

6th: Wall of iron

7th: Ironform

**Wogar**

1st: Hide tracks, *Offensive impulse*

2nd: Summon animal ally, *Rage*

3rd: Animal form, *Blood thirst*

4th: *Summon lycanthrope\**, *Insatiable hunger*, Primal form, *War cry*, *Lycanthropy*

5th: Siege fire

6th: Summoning\*, *Enchanted standard*

7th: Mass invisibility, *Victory*

**Yagrai**

1st: *Claws of the demon*, Resistance

2nd: *Bone armour*, Weaken undead\*, *Boiling blood*

3rd: Bite of the vampire, *Blood thirst*, *Entropic sphere, Grim reaper*

4th: *Sacrilegious influence*, *Melody of requiem*, Corpse possession

5th: Oblivion, *Entropic arrows*

6th: Globe of invulnerability, *Entropic shield*, *Undead plague*

7th: Necromantic frenzy, *Demonshape*

**Yav**

1st: *Genealogy*, Longsight

2nd: ESP, *Time Trap*

3rd: Omen, *Slow time*

4th: *Fate*, Scry

5th: Déjà-vu

6th: Alter memories, *Timeshift*

7th: *Temporal barrier*, Lore

**Zalaj**

1st: Float in air

2nd: Stone hands

3rd: Fly

4th: Scry

5th: *Mighty blow*, Control giant

6th: Control winds, *Rainbow path*

7th: Control gravity

**Zirchev**

1st: Animal servant**D**

2nd: Summon animal ally

3rd: Enlarge animal**\*D**

4th: Anti-animal barrier**D**, *Summon lycanthrope\**

5th: Tracks of fire

6th: Arcane sight

7th: Polymorph other

**Zugzul**

1st: Burning hands, *Offensive impulse*, *Shadow trap*

2nd: *Shadow aura*, Burning eyes

3rd: Elemental weapon, *Summon shadows*

4th: *Heatstroke*, *War cry*, Wall of fire

5th: Necromorph

6th: *Undead plague*, Deadly oath, *Enchanted standard*

7th: Demand, *Victory*

**Appendix 5**

***Mystaran Diseases***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat.** | **Infection** | **Incubation** | **Symptoms & Damage** | **Region** | **Season** |
| Acute Meningitis | B | Inhaled | 1 day | Headaches, fever, vomiting, convulsions. –2 Int, Wis, and *Concentration*, 10% fainting x 1 min every hour | Anywhere | Autumn, Winter |
| Animal Pox | A | Ingested | 2d4 days | Jaundice, fever, skin rash. –1 Con and Int | Wilderness | Winter |
| Black Pox | C | Inhaled | 2d8 days | Shivers, migraine, fever, skin rash, pustules, blocked lungs. –3 Str and Con, –1 Int | Snowy Climes | Spring |
| Brain Worm | A | Ingested | 1 month | Sleepiness, loss of memory, headaches. –1 Int | Soderfjord | Every 10 years |
| Breakbone Fever (Dengue) | C | Mosquito | 2d4 days | Fever, cough, headaches, nausea, vomiting, painful joints. –2 Con, Str, and Attacks | Tropical areas | Rainy season |
| Bubonic Plague | B | Fleas, Injury | 3d6 days | Fever, headaches, weakness, nausea, vomiting, delirium, pustules, buboes. –2 Con, Str, and Int | Dirty areas | Once every 10 years |
| Chickenpox | A | Contact | 1d8+7 days | Skin rash, migraine. –1 *Concentration* and Int | Urban areas | Summer |
| Cholera | B | Ingested | 1d4 days | Vomiting, diarrhoea, dehydration. –3 Con and Str | Coastal areas | Spring |
| Diphtheria | B | Contact | 2d6 days | Fever, sore throat, fatigue, headaches, sallowness, neck oedema. –1 Str, Con and Int | Children from 0 to 6 years | Winter |
| Dumdum Fever | A | Inhaled | 1d6 days | Sneezes, hyper-salivation, delirium. –1 Int and Wis | North Lands | Winter |
| Dwarven Bronchitis | A | Contact, Inhaled | 1d4 days | Fever, cough. –1 Con and Wis, berserk attacks (50% every time he looks at gold or gems) | Rockhome | Winter |
| Hepatitis A | A | Ingested | 1 month | Nausea, vomiting, fever, itch, jaundice. –1 Con and Int | Anywhere | Summer |
| Hepatitis B | B | Injury | 1 month | Itch, vomiting, jaundice, pale faeces & urine. –2 Con and Str, 10% chance of cirrhosis (liver fails in 10 years) | Anywhere | Always |
| Hin Acne | A | Contact | 1d6 days | Skin rash, pustules, apathy. –1 Cha and Initiative | Five Shires | Every 5 years |
| Influenza | A | Inhaled | 1d3 days | Fever, headaches, muscle pains, cough, sneezes. –1 Str and Con (can cause Pneumonia \*) | Anywhere | Winter, Spring |
| Influenza, Kobold | A | Contact | 1d2 days | Cough, sneezes, fever. –1 Str, Con, Dex | Kobold regions | Cold months |
| Leprosy, Common | A | Contact | 1d4 months | Purplish sores, scurfy. –1 Cha | Any | Always |
| Leprosy, Deadly | B | Injury | 1d4 months | Sores, scurfy. –1 Cha, lose 1% hp per day from internal and cutaneous lesions | Tropical areas | Always from the infected |
| Malaria | B | Mosquito | 1d8+8 days | Shivers, fever, delirium, tachycardia. –1 Str, Int, and Wis every 2 days | Swampy or warm areas | Night |
| Malaria, Sindhi | B | Horsefly | 2d6 days | Delirium, hallucinations. –2 Int and Wis | Sind | Autumn |
| Mau-mau Fever | B | Mosquito | 1d2 days | Sweating and cutaneous rashes. –2 Str and Con | Ierendi | Always |
| Measles | A | Inhaled | 1d6+8 days | Lack of appetite, headaches, cough, fever, conjunctivitis, skin rash. –1 Con and *Observe* | Anywhere | Winter |
| Measles, Goblin | B | Contact | 1d6 days | Red pustules from which larvae emerge. –2 Con | Cruth Mountains | Winter |
| Mummy Rot | C | Contact | 1d2 days | Sores, pustules, tissue necrosis. –1 Str and Con, *Cure wounds* spells do not recover hp | Ylaruam, Thothia | Once per year |
| Orcish Plague | B | Fleas, Ingested | 1d6 days | Jaundice, cough, sobbing, throat buboes. –2 Str and Dex, 20% spell failure chance | Broken Lands | Once every 5 years |
| Pneumonia | B | \* | 1 day | Cough, fever, chest pain. –2 Con and Str | Anywhere | Winter |
| Pulmonary Plague | B | Inhaled | 1d8 days | Cough, cyanosis, weakness, breathing difficulty. –3 Int and Con | Anywhere | Near pests |
| Purulent Cataract | A | Contact | 1 day | Dust causes headaches. –1 Int and blindness until cured. | South Alphatia | Drought |
| Rabies | B | Injury, Ingested | 1d8 weeks | Fever, headaches, delirium, hyper-salivation, hydrophobia. –2 Int and Wis, berserk attacks (50% each day) | Infected animals | Always |
| Rheumatic Fever | B | Inhaled | 1d4 days | Pharyngitis, fever, painful joints, uncontrolled spasms, sleepiness. –1 Dex, Con, and Initiative | Dirty areas | Winter |
| Scabies (Mange) | A | Fleas | 1d12 days | Itch, blisters, scabs. –1 Attacks and *Concentration* | Dirty areas | Winter |
| Scarlet Fever | A | Inhaled | 1d4+1 days | Fever, shivers, nausea, pharyngitis, white patina on tongue, flushed skin. –1 Str | Humans from 2 to 16 years | Autumn and Spring |
| Scurvy | B | \*\* | 3 months | Cachexia, weakness, loss of teeth, swelling of the joints, haemorrhaging. –1 Con, Str, and Attacks | Ships | Always |
| Tuberculosis | B | Inhaled, Ingested | 2d8+8 days | Fever, shivers, loss of appetite, sallowness, night sweats, haemorrhaging. –1 Con, Str, Attacks | Dirty areas | Always from the infected |
| Typhoid Fever | A | Ingested | 7 days | Fever, abdominal pain, weakened senses. –1 Attacks and *Observe*/*Listen*/*Smell* checks | Dirty areas | Always |
| Typhus | A | Fleas | 7 days | Fever, shivers, headaches, skin rash. –1 Con and Int | Dirty areas | Always |
| Yellow Fever | C | Mosquito | 1d4+2 days | Jaundice, fever, headaches, conjunctivitis, back pain, nausea, delirium. –2 Int, Wis, and Con | From latitude 10° N to 10° S | Rainy season |

\*Pneumonia is caused by bacterial infections, fungi, or damage to the lungs if the influenza reduces the Constitution score to zero, but isn’t in itself contagious (a patient with pneumonia can attack the influenza, not the pneumonia).

\*\*Scurvy is caused by the lack of vitamin C because of a diet lacking fruit and vegetables for at least 3 months (a common disease of sailors that cannot enjoy fresh fruit or vegetables for long periods).

***Note*:**Lycanthropy is a disease, but isn’t spread by this spell (needs *Lycanthropy* or *Curse*).

**Appendix 6**

***Cleric Table of Progression***

In this manual it was decided to make a change in the cleric’s table of progression for xp and spells. Indeed, they now have very potent spells, and furthermore have the option of wearing armour and using weapons that cause quite a bit of damage: all this makes the priest a frightening character, with a magical power slightly less than that of the arcane spellcasters (which have greater versatility, but are forced to accumulate more experience to advance a level), and a fighting ability and a resistance to damage certainly better than the thieves and only inferior to the fighters. For this reason, it is advised that the advancement table given in the original D&D sets for the cleric aren’t used, seeing as despite his power, it is the character that must gain less xp than all the other Classes, and this is inconcevible.

Moreover, it was also decided to give 1st level Clerics the chance of casting divine spells to slowly put them in the same position of the other spellcaster Classes, as there isn’t any sense in waiting until second level to give this Class the ability of also using magic, and that it is one of the basic prerogatives of a priest (after all the training received by mages to reach 1st level is equivalent to that of the 1st level acolyte clerics).

The following table therefore proposes a new amount of xp that each priest must accumulate to advance one level, together with the number of spells per spell level that the priest can cast each day. This table makes the progression more balanced with the other Classes, in relation with the cleric’s powers, and it is advised that it is used in place of the one in the various sets (Base, Expert, Companion, and Master) and in the *Rules Cyclopedia*.

**Table A1**

**Spells per Spell Level**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **XP** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| 1 | 0 | 1 | – | – | – | – | – | – |
| 2 | 1,600 | 2 | – | – | – | – | – | – |
| 3 | 3,200 | 2 | 1 | – | – | – | – | – |
| 4 | 6,500 | 2 | 2 | – | – | – | – | – |
| 5 | 13,000 | 2 | 2 | 1 | – | – | – | – |
| 6 | 27,500 | 3 | 2 | 2 | – | – | – | – |
| 7 | 55,000 | 3 | 3 | 2 | 1 | – | – | – |
| 8 | 110,000 | 3 | 3 | 3 | 2 | – | – | – |
| 9 | 220,000 | 4 | 4 | 3 | 2 | 1 | – | – |
| 10 | 350,000 | 4 | 4 | 3 | 3 | 2 | – | – |
| 11 | 480,000 | 4 | 4 | 4 | 3 | 2 | 1 | – |
| 12 | 610,000 | 5 | 5 | 4 | 3 | 2 | 2 | – |
| 13 | 740,000 | 5 | 5 | 5 | 3 | 3 | 2 | – |
| 14 | 870,000 | 6 | 5 | 5 | 3 | 3 | 3 | – |
| 15 | 1,000,000 | 6 | 5 | 5 | 4 | 4 | 3 | – |
| 16 | 1,130,000 | 6 | 6 | 5 | 4 | 4 | 3 | 1 |
| 17 | 1,260,000 | 6 | 6 | 5 | 4 | 4 | 3 | 2 |
| 18 | 1,390,000 | 7 | 6 | 5 | 4 | 4 | 4 | 2 |
| 19 | 1,520,000 | 7 | 6 | 5 | 4 | 4 | 4 | 3 |
| 20 | 1,650,000 | 7 | 6 | 5 | 5 | 5 | 4 | 3 |
| 21 | 1,780,000 | 7 | 6 | 5 | 5 | 5 | 4 | 4 |
| 22 | 1,910,000 | 7 | 7 | 6 | 6 | 5 | 4 | 4 |
| 23 | 2,040,000 | 8 | 7 | 6 | 6 | 5 | 5 | 4 |
| 24 | 2,170,000 | 8 | 7 | 6 | 6 | 5 | 5 | 5 |
| 25 | 2,300,000 | 8 | 7 | 7 | 6 | 6 | 5 | 5 |
| 26 | 2,430,000 | 8 | 8 | 7 | 6 | 6 | 6 | 5 |
| 27 | 2,560,000 | 8 | 8 | 7 | 7 | 7 | 6 | 5 |
| 28 | 2,690,000 | 8 | 8 | 8 | 7 | 7 | 6 | 6 |
| 29 | 2,820,000 | 8 | 8 | 8 | 8 | 7 | 7 | 6 |
| 30 | 2,950,000 | 9 | 8 | 8 | 8 | 8 | 7 | 6 |
| 31 | 3,080,000 | 9 | 9 | 8 | 8 | 8 | 7 | 7 |
| 32 | 3,210,000 | 9 | 9 | 9 | 8 | 8 | 8 | 7 |
| 33 | 3,340,000 | 9 | 9 | 9 | 9 | 8 | 8 | 8 |
| 34 | 3,470,000 | 9 | 9 | 9 | 9 | 9 | 8 | 8 |
| 35 | 3,600,000 | 9 | 9 | 9 | 9 | 9 | 9 | 8 |
| 36 | 3,730,000 | 9 | 9 | 9 | 9 | 9 | 9 | 9 |