

Religious Magic

A supplement to Arduin Grimoire Rules

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Introduction

This supplement to fantasy role-playing game rules particularly targets Arduin Grimoire extensions but it would be applicable to anyone playing an AD&D variant. An attempt is made to enrich the religious aspects of the game. This is an area of the game that can be the most colorful but often ends up being the most drab.

Religion can be made important to player characters in that only as part of a divine scheme do certain things make sense:

Greater Purpose

While it is possible to substitute a loyal sense of mission to a country or institution for a religious framework, this tends to be limited in space and time. A religious purpose is eternal and ubiquitous, therefore deeper and more meaningful than a patriotic or organizational mission. Indeed, most institutions and political entities situate themselves within some sort of religious context in order to suffuse themselves with a transcendent basis.

Practically speaking: All the events of life (birth, initiation to adulthood, marriage, launching an endeavor, death, and so on) attain their meaning to a large extent by being performed to some extent within the framework of religious practice. The blessings going along with these events will benefit a religious character's chance of success, offering protection, morale and other benefits. Religious characters usually have a set of responsibilities, prohibitions and so on, governing their behavior.

Afterlife

A being living under the divine *providence* (the guiding power of the universe) will return to their deity's care upon death, unless something goes wrong. Each religion includes a plan for the afterlife. This plan often includes preferential treatment for those who performed appropriately (according to divine law) during their life.

Practically speaking: A character who dies after leading a virtuous life (according to their religion's interpretation of virtue) will get their just deserts in the afterlife. This should be a strong incentive for any pious character. A character may

increase their chance of being resurrected by leading a holy life: In this case a character's role in the world is of such importance that a God may deem it necessary to keep them alive for continuing service.

A character killed in certain circumstances is taken out of the natural order of things. For instance, when a character is drained to death by a specter, he or she may well become an undead. It is more likely a character without religious connection will suffer this fate than a devout and pure soul.

Absolute Moral Scale

Spiritual devotion provides an ethical and mental stability and orientation that reduces the chance that a person will be swayed, seduced or corrupted from their ideals.

Practical implications: A religious character will be harder to dominate, control or force to comply using trickery, psychic, magical or other spiritual persuasion. Conversely, a character without spiritual conviction will be susceptible to these attack forms.

Destiny

The Gods may determine the course of the lives of mortals, at least predispose them for great deeds. This is an important component of many stories. Prophecy increases the dramatic impact of the unfolding of a story, for example.

Since fantasy role-playing games by their nature leave room for chance and player decisions, it may seem that predetermined or preordained fate has little place in game play.

Practical implications: While it would be inappropriate for a GM to determine in advance the actions or outcomes of a character's life, it is still possible to weave destiny into the game. If Prophecy and Divine Edict are expressed in vague enough terms, it is possible to work chance and 'free will' into the interpretation so that good taste and drama are served by the outcome. These broad strokes indicating how things should be can guide a GM's fudging much better than thoughts of not wanting to hurt player's feelings and so on. Player's will appreciate both loss and victory more when it *means something* and is part of a bigger story.

Piety and Élan

Both piety and élan are expressed as a value from 1-12. These attributes are only used for beings with souls. Sometimes these beings are not alive – for instance a

guardian spirit or an sentient undead may have either lifeforce or antilife force which can be described by these attributes.

Piety expresses the degree of faith of an individual, the central importance of abiding by and honoring the purpose's and plan of his or her Gods.

- 1 Iconoclast
- 2 Rebellious, Hostile
- 3 Contrary
- 4 Skeptical
- 5 Secular
- 6 Agnostic
- 7 Nominally observant, not thoroughly committed
- 8 Moderately observant, has conviction in faith
- 9 Correctly and fully observant, Pious
- 10 Fastidiously observant
- 11 Devoted
- 12 Extreme devotion

These values do not indicate whether a person is a zealot, fanatic, etc. That is independent of piety. For instance, one could be a fanatical iconoclast as much as fanatic in the extremes of one's faith.

Note that an atheist can have at most a '6' piety. In this case where the existence and power of God (or the Gods) has been accepted, but the atheist has not yet embraced any religion. Generally, an atheist has a '4' piety – out of distrust and a general disregard for organized religion, or disbelief that there is any divine power. Such a lack of belief would have to be in the context of a secular lacking any empirical evidence of spiritual power. A convinced existentialist could potentially have a piety of 12, but as seen below, will have a very low élan.

Élan is the measure of the spiritual development and affinity a character has with their God(s).

Élan	Interpretation
1	-3 vs. charm, suggestion, fear, confusion, hypnotism, possession -2 vs. life drain and undead paralysis +2 vs. religious magic +5% magic resistance
2	-2 vs. charm, suggestion, fear, confusion, hypnotism, -1 vs. life drain and undead paralysis +1 vs. religious magic
3	-1 vs. charm, suggestion, fear, confusion, hypnotism
4	
5	

6	
7	
8	
9	
10	+1 vs. charm, suggestion, fear, confusion, hypnotism +1 protection vs. direct opponents of one's faith and in situations where the character is bravely taking a position which is not personally advantageous, though it is suggested by their faith
11	+2 vs. charm, suggestion, fear, confusion, hypnotism, +1 vs. life drain and undead paralysis +1 protection (situations facing adversity when performing actions in good faith)
12	+3 vs. charm, suggestion, fear, confusion, hypnotism, +2 vs. life drain and undead paralysis +2 protection (situations facing adversity when performing actions in good faith)

Élan is generally no higher than a character's piety. This attribute changes over time. Here are some circumstances that can change a character's élan and ideas how it can be adjusted:

- +3 Complete a service for one's faith successfully and receive spiritual acknowledgement.
- +2 Perform ritual purification successfully.
- +1 Atone for spiritual transgressions successfully.
- 1 Consistently fail to honor duties and avoid necessary spiritual practices for an extended period of time (a year, for example)
- 2 Seriously transgress against spiritual prohibitions, blaspheme
- 3 Perform heretical actions knowingly and willingly

Sometimes a character will be faced with a difficult choice for which there is no correct answer: A religion which forbids killing may also forbid allowing a holy site to be defiled. Either killing a desecrator or allowing the desecration would be wrong, and either choice will have negative consequences. It is up to the character to reconcile themselves to their deity afterwards.

Behaving correctly and purely is often not very much fun and very demanding. The struggle to maintain true to one's duties to God(s) is difficult. There are many distractions and temptations that can come into play.

Priestly Piety and Élan

Normally priests have at least a piety of 10. If a priest has Élan 12, they have a 10% mana bonus. 10 and 11 have normal mana. 9 has half normal mana. 8 élan

indicates only 1/4 mana, and 7 has only 1/10 normal mana. 6 and below indicates no mana at all until the priest has undergone purification, penitence and proper ritual obeisance.

Nature, Life force and Antilife force

Many fantasy novels and religious magic systems for fantasy games focus on the distinction between **law** and **chaos**. The basic idea of law centers on the preservation of order and continuity, cycles and orientation. That is not to say lawfulness is conservative, finite or closed ended, rather it operates according to definite (if inscrutable) rules. Chaos on the other hand disrupts continuity, seeks change and has no firm basis or structure except perhaps a primitive or universal yearning. Religions of chaos tend to be more interventional in the sense of reshaping and controlling the universe rather than letting it tend to go its own preordained way. To make matters more complex, there's the puzzling notion of neutrality. To be spiritually neutral would mean not caring what happens - whether rules of destiny prevail or all is up for grabs. It is difficult to conceive of such an apathetic religion. All we can say of neutrality in a religions sense is that such a faith would be centered on the followers and not on the world or nature - rather a rejection of extrinsic spirituality - say Existentialism.

Even without an emphasis on law and chaos, it is reasonable to consider **two categories: Gods who emphasize the natural order and those who oppose it**. The natural order includes such definite laws as the succession of time, the cycle of life (nonexistence before being conceived, existence, death and possibly the afterlife). This cycle is expressed in nature as seasons, days, lunar cycles and so on.

It is useful to distinguish religions that oppose the natural order with two categories.

The first aim to bend or break the natural order to suit a particular aim or orientation - for instance to create a perpetual Summer Bacchanalia or a continual night of intrigue and warfare.

The second aims to do away with nature completely, to reshape the universe in an entirely different image in which rules as we know them would cease. For example, the elder gods of HP Lovecraft's creation inhabit a universe in which rules of time and space are subverted to strange and vile purposes. In such a world, normal intellects would fail to cope entirely, living beings would become inert objects. Another example would be a doomsday cult aiming at the complete destruction of the universe.

A complex example would be a Lord of the Undead. As undead are an abomination to any religion that aims at preservation of the natural order, this faith would have to be antagonistic to nature. The question is: does the religion seek to break the bonds of death within the context of the normal world to live in some

corner and coexist with the living (then it would be an alternative of the first sort). Or does the religion seek to recast the entire universe so that it closely resembles the negative material plane? In this case, it would be an opponent of nature of the second kind.

Demon Lords are less complex, but present the same issues as a Lord of the Undead. Typically, a lord of Demons only exists within the context of another religion - that is, as an Antagonist in a pantheon. A Demon in this sense is a form of negative angel, a nemesis of Divine values and purposes.

The distinction between religion and magic serves an important purpose, at least in the religious magic system presented here. Magical power, mana, arises from mystic control exerted by an ego over the universe. The mage must tap into *supernatural* forces. Religious magic arises from divine control (miracles) performed through some worldly agency (for instance a priest) as *part of nature*. Whether the religion emphasizes the natural order or opposes it, religious magic is the essence of reality. It is difficult for the same being to both call upon religious and magical forces. This requires them to be a conduit for that which is the world (the divine) as well as that which is *beyond* the world (magic). The only beings in my rule system which have this ability are Priest-Mages, a special form of undead described elsewhere.

Life force is a characteristic of any living being. It is not an attribute which varies between two beings of the same race. It determines the longevity, fragility, need for sleep and ability to resist spiritual control.

Antilife force is a characteristic of the undead.

<add life force tables>

<add explanation of fields in the table>

<discuss life drains>

Spells

Not every spell is appropriate for priests of every religion. Many spells must be reinterpreted.

Level 1

See AG spells: Mending Cloth (I), Time Telling (III)

1. Penitence (Minor Absolution): Mana: 1, Range: 5', Duration: 3 minutes/ level², Saves: None.

A follower of a certain faith "opens up" and confesses to a priest of his or her religion. Do not assume Catholic confession – there are many possible forms of repentance

and personal revelation. If the follower is truly repentant this spell will take effect. The follower will then suffer during the duration of the spell, exactly as the religious code demands. Regain +2 élan. For particularly heinous sins the priest may have a "divine inspiration" that a vow must be taken for a time by the follower. In this case the regained élan is conditional on good faith effort taken to complete the vow.

1. Amplify Voice: Mana: 1, Duration: 3 minutes + 1 minute/level, Saves: N/A
The priest's voice becomes twice as loud and can be fully audible to all within 240' r. +10' r/level, as if the priest were only 3' away.
1. Banished Exhaustion Spell of Mometrip: Mana: 1, Range: 30', Saves: Only if reversed, see below.
This spell lifts all battle fatigue, allows 50% greater marching distance or the ability to stay up an additional watch. Spell casting time is 1 mt. It may only be used on the same individual once per 3 days, and only if the beneficiary has a religion compatible with the priest's and an élan of 5 or higher. The reverse spell is Namvasp's Exhaustion: This causes the victim to be -2 str/con/stam, be unable to march further and to feel as if they had already fought for d8 mt + 1/2 caster levels.
1. Cure Light Wounds: Mana: 1, Range: Touch, Duration: 1 min/point healed, Saves: N/A
The priest may heal 25% of a being's hit points in damage with this spell, maximum. It may cure only one wound type per use of the spell. The tentacle crush damage and axe hacks would require separate castings. Cure light wounds may only heal half of fire, acid, lightning or cold damage, 1/4 of rot or disintegrate damage. Some religions allow healing of any being. Others grant priests the power to heal only those of the same faith.
1. Cause Light Injury: Mana: 1, Range: Touch, Duration: Instant, Saves: Normal.
The spell does d8 per 2 levels of spell caster of damage depending on the effect associated with the priest's religion.
1. Detects: Mana: 1, Range: 160' + 10'/level but 1/2 that indoors, duration: 1 min/level, Saves: N/A.
This allows a detect roll (as per AG I charts). If successful, roll % to determine the contents and details of the detected phenomenon. To note the presence of something, the 1mt casting time is necessary. To decipher the contents requires a full minute – and that is all the spell will accomplish, the 'field effect' stops when the 'specific detection' begins. This spell can be used to detect many things (one only, per casting of the spell) – for instance: enemies, heretics, undead, traps, ambush, deceit, etc. The specifics of what is detectable with this spell will vary from one religion to another.
1. Dispell Pain: Mana: 1, Range: 60', Duration: 2 min + 1mt/level, Saves: N/A
The beneficiary of this spell will feel no pain but will continue to be aware of his or her injuries as small 'electric tingles.' The spell halves the time required to recover from shock, such as the time it takes to get up after having been knocked down in combat. It counters pain and stun attacks completely.
1. Rujogog's Sting: Mana: 1, Range: Touch, Duration: 2 min + 1mt/level, Saves: Normal
The victim is -2 attack and defense for 3 mt + 1mt/level, save to half. The victim also has an 80% chance + 10% per level over, - 2xCON -5*HD of doubling up and falling to the ground in pain for d3 mt. This spell requires the priest touch the victim.

1. Ring of Protection: Mana: 1.5, Range: 10' r + 1'/level, Duration: 5 minutes + 1 minute/level, Saves: None.
After 3mt of conjuration the region effected will subtly change appearance (depends on the caster's religion). All who are of an opposing spiritual bent to the caster will operate at -2 within the field. Further the priest and those within the field of the same religion and élan of 6 or higher will gain an additional +2 defense against all attacks.
1. Folltrolb's Grooming Spell: Mana: 1, Range: Touch, Duration: Until soiled again, Saves: None.
The priest may touch himself or another and cause the recipient's entire body to be cleaned as if scrubbed with fine soaps and cloth. Further, it will style hair in an appealing manner (to the priest), shave, manicure, scent and otherwise groom as desired. This ritual requires 5 minutes.
1. Kadrost's Spell of the Aura of Animosity Detection: Mana: 1, Range: 180' unobstructed or 90' through walls and other obstacles, Duration: 10 min + 1 min/level, Saves: none unless the antagonist is within a 'ring of protection.'
The caster is aware of all inimical entities or objects within or entering the field 60% + 3%/level. One knows whether "they" are getting closer and what direction "they" are, but nothing else - such as what "they" are, how many, how far away exactly, etc.
1. Light / Darkness: Mana: 1, Range: 60', Duration: 3 min + 30 sec/level, Saves: None.
Light or absence of it fills a 30' diameter sphere. The light or darkness is on the human visible spectrum. One version dispels the other.
1. Manifest Righteousness: Mana: 1.5, Range: Self, Duration: 3 mt + 1 mt/level, Saves: varies.
The priest may cause himself to emanate an effect which is holy and a potent expression of his or her faith. The effects below are only hints for the game master. The effect should ideally be improvised to be consistent with the context of the situation and the degree to which the priest appropriately calls upon their deity for intervention.
Wavecrest: Tide of Calm - 15' r. save or settle disputes through verbal discussion and logical argument.
Xuanth: Hand of Arbitrary Future - 15' r. All within the region are effected with luck - roll d12: 1=-4, 2=-3, 3=-2, 4=-1, 5-7=0, 8-9=+1, 10=+2, 11=+3, 12=+4.
Drorl: 10' r. Increase morale +3 and cause animals to be friendly (+6 reactions).
Tshai: 10' r. Presence attack causes -50% to all lies or subterfuge.
Colgargbip: 10' r. Joyous and selfish intoxication which eliminates fatigue, confusion, magical stuns, shock, etc.
Satsor: 10' r. Causes one to lose all fervor and emotional intensity, -3/+3 in all reactions (toward '7', neutral), +4 save versus fear and other emotional attacks.
True Tarot: Manifest a card with appropriate quality and effect - generally a predication. Something on the order of +4, 4 levels or 20% effect is expected.
Tokron: Impending Clamor - 10' r. All heartbeats, etc. synchronize and amplify. All action which occur on the beats is +2 effective. Otherwise, effect is -2. The priest can tell when anyone expects something to happen at a particular time.
Jibbernikt: The Masking Act - The priest may assume a personality (masquerade as

someone, not change their appearance) and detect other assumed personalities. (+5 levels of competence)

Earth Mother: 10' radius. Causes all to heal 5% if of a compatible faith. All will feel the bursting energy of life from any living or natural objects.

Megalon: All who meet the priest's gaze must save or go berserk (+2/-2) for 28-INT mt. Within the area, all become bellicose (+3 reactions toward violence).

Mordakk: Breakage chance is +20% in a 30' radius.

Ravarak: All hearing the priest must save vs. psychic attack at -3 or be inclined to believe him (+5 reactions) during the duration, or +2 for things said at that time.

Otammel: All the priest wants to convey may be done in a glance - up to one minute's worth of speech in an instant. This requires full concentration by the priest, however.

Lemmato: The priest may steal a memory of one subject or event for d10 minute per level squared. Save vs. psychic attack.

Okthoz: Creeping dread which causes hallucinations fill a 20' r. All must save vs. psychic attack or lose all touch with events for the duration. The priest saves also, but at +4.

Shemmensclor: All objects of value (magical, spiritual, monetary, etc) within 30' glow for all to see, no matter how well hidden.

Rhazz Jolth: This presence attack causes barriers (thin stone sheets) which one hesitates to cross (save vs. psychic attack, and are -25% to probe magically or visually. They emerge in enigmatic patterns around the priest in a 20' r then vanish after the duration expires.

Galtoltetro: Sense of the Infinite - Allows d20% to be ascertained about anything, for all who meditate within 5' of the priest. A canopy of stars is visible there. All is exquisitely calm and serene.

Sordsald: Reacts +/-3 adjusted toward the individual's best interest, as opposed to their abstract loyalties or dogma they've been fed. Note that the individual may equate their (clan, family, factional) group's interest as their own, though only if this is genuinely held.

Agemlorn: The Awesome Perfect Thing: A 10' r of awe and curiousness which stupifies all (save to incapacitation, to -3 in all respects). This has no effect on mindless beings.

Eldarin: Hint of the Unknowable - The presence attack (20' r) causes a multi-sensory lucid dream state which induces temporary insanity. Each second is perceived as an hour. Reality is mixed with fantasy. Save vs. psychic attack at -3. There is a 1% chance per EGO that a character can overcome this dream and act. Even if the save is made, all within the area (including the priest) are -4 in all respects.

Ontshalshan: Causes binds to loosen, activates all machines, traps or other devices 25%, causes random mood changes in all (roll d6: 1 = -3, 2 = -2, 3 = -1, 4 = +1, 5 = +2, 6 = +3 reactions). 30' radius.

1. Prayer: Mana: 1, Range: Self Only, Duration: 2 mt + 3/2 levels, Saves: None
This spell causes the priest's body, mind and soul to be protected through spiritual devotion. Adds +3 AC, +3 magical protection and 10 hit points + 1/level. The wounds to these extra hit points go away when the prayer ends. Note that the priest

is 100% *unable to do anything but pray* during the spell's duration. Additional or modified protection will depend on specific religions.

1. Project Emotion: Mana: 1, Range: 30', Duration: 3 mt + 2 mt/level, Saves: Normal. This spell effects one victim per 2 user levels. The result is that the victim's primary emotion will be changed to (fear, anguish, greediness, glee, etc) as the caster wishes - appropriate to the caster's religion. The victim will make all reaction rolls at +/-4 as this emotion directs. If the emotion is debilitating, the victim will act with -4. A save indicates no effect.
1. Project Dogma: Mana: 1, Range: 30', Duration: 1 min + 1 mt/level, Saves: Normal. The priest may install fragments of their own world view in another individual. The effectiveness depends on the caster's level and whether the victim saves (to no effect!) The ritual takes 3 mt.

<u>Caster level</u>	<u>Effect</u>
1-3	Define one thing the victim must not do.
4-7	Define one thing the victim must do.
8-11	Create one moral imperative per level. At this point more than rules are defined. The victim's goals and world-view are affected.
12-	A full implantation of the priest's world view occurs.

1. Purify / Putrify Water: Mana: 1, Duration: permanent, Range: 15', Saves: None. This spell must be cast into a body of water which includes no complex bonds to organic or inorganic matter (it will not work on algae, mud, etc, even though they are mostly water). The water will be cleansed of its impurities or filled with them (decaying organic matter, usually, but sometimes parasite larva - it depends on the religion of the priest performing the putrification ritual.) It effects 10 gallons (380 liters) per level, maximum. The purified or putrified water will not mix with a larger body of water for d20 minutes. It will remain a 'pocket.' One spell reverses the other. This is a 1 mt ritual.
1. Remove Fear: Mana: 1, Duration: Permanent, Range: 20', but touch is at +2 (+10% effectiveness), Saves: None. The target of the spell has the emotion "fear" reduced, so it fits into the normal range of feeling. Thus, effects of religious, magical, demonic or undead fear enchantment will vanish, leaving the individual's natural reaction. This works 45% +5%/level, but -3% per level of the fear magic over that of the priest. This ritual requires 1 mt to cast. Variants of this spell allow other magically 'expanded' emotions to be brought back to natural levels - for instance these allow cures for love potions, envy poisons, etc.
1. Gift of Terror: As per Remove Fear except Duration: d6 mt + 1 mt/level, Saves: Normal. The victim panics and will flee (35%), fall into an ineffective heap (25%) or shake and rattle and perform at -3 (-15%) in all respects. (40% chance). Each turn the victim may roll his or her EGO as a % to regain control. Variants exist depending on the religion of the priest: The emotion may be *hate*, *doubt*, etc. In this case, the effect will vary.
1. Perversion: Mana: 1, Duration: d6 mt + 1 mt/level, Range: 10', Saves: Normal. This spell is useful for priests of faiths with a selfish or vindictive moral inclination. It is used against priests, palladins. etc. of an "opposite" faith. The victim will be filled with

an insatiable, undeniable desire to perform actions that they are denied according to religious vows. The caster chooses which urge! Save to no effect. The victim may resist even if the saving roll is failed: Roll 22-EGO/3 -1/2 levels of caster, on a d20. One roll is allowed per 3 mt. if the priest casting this spell in a timely fashion, the victim may be used to assist in further inimical religious rituals! Normally the attacker chooses among the victim's vows of abstinence and provide the victim with the means and enchantment to violate that vow. To force a victim to drink alcohol, the booze must of course be on hand.

Level 2

1. Bless / Curse: Mana: 3, Range: 30', Duration: 1 day + 1 mana/day maintained, Saves: Normal for curse
 Only one person per priestly level may be affected at any given time by either a Bless or Curse spell by the same priest. The priest channels his faith into the betterment or detriment of particular individuals. It has a specific effect of +/-3 in one respect (+/-2 for skills, only). This may add or subtract from charisma, reactions to food (a curse against drinking would cause a constant bitter flavor) Once cast, there is no range limit. It is relatively easy to dispel if the priest dispelling the curse is higher level than the priest casting the curse.
1. Cure Temporary Blindness (Deafness, Numbness, etc.) Mana: 2, Range: 60', Duration: Instant (permanent), Saves: None
 The victim of lesser deafness, blindness, etc (from flashes, booms, and so on) is cured 60% + 3% per level over needed to cast.
1. Cause Temporary Blindness, Deafness, Numbness, etc.: Mana: 2, Range: 60', Duration: 1 mt + 1/2 levels, Saves: Normal
 The victim loses the specified sense.
1. Create Water: Mana: 2, Range: 10', Duration: 1 min, water stays permanently.
 The priest creates puddles which spring forth 10 gallons per level squared. The material created depends on the religion.
1. Control Followers: Mana: 2, Range: 45' +15'/level over, Duration: 1 min/level, Saves: All are at -3.
 When this is cast all worshippers of the priest's faith (of the same pantheon - saves are normal, not -3) come to an accord and will unite under the priest's command. This doesn't control them - it merely removes disharmonious reactions and modifies reactions up to +4 on the reaction roll. The priest's directives are +6 reaction roll, or +50% convincing for oratory skills. Note: This spell is only range limited. It can effect literally hundreds at the same time.
6. Conjure Religious Effect: Mana: 2.5, Range: 5' radius, Duration: 1 min + 1 mt/level over. Saves: Depends on the varied effect.
 This spell produces a region of holy presence. All of the faith operate at +1 within , in terms of skills, saves and protection. The secondary effects vary by religion. The effects listed below are only guides to assist the game master's improvisation.

Wavecrest: Berserker rage vanishes, if fighting is for emotional reasons, it ceases.

Xuanth: All within are given a 50% chance of an additional +1.

Drorl: Undead wither at d8/mt and are -2 in all respects. It causes them pain.

Tshai: Masks, illusions, invisibility and other subterfuge become obvious.

Colgragbip: No pain is felt within the field, though it is 'known.' Stuns and confusion are reduced by 50%.

Satsor: 25% anti magic and anti priestly effect in this field. The priest can cast spells, but no other magic may be used by him within.

True Tarot: A card hovers over with like simple effect up to +/-4 or 20% as appropriate.

Tokron: Hazy gears and levers appear, the clock moves in accordance with the priest's (and other followers of Tokron's) fate - each can see who plans to do what to him 40% + 5%/level above, up to 1 mt ahead of time.

Jibbernikt: The stage may appear as the priest wishes, a 'divine illusion.'

Earthmother: The earth blooms. Those who 'die' within cling to life for d20 minutes up to -20% of their hit points. During this time they may be healed.

Megalon: A bloody sunrise, all megalon worshippers become an additional +2 if in combat, with no attendant minus. The priest has a 25% chance of going +4/-3 berserk during some point of the duration. Others must save or go +1/-3 berserk, with no sense of who they are fighting (always the nearest foe).

Mordakk: Dim black fire surrounds the area. All crossing the boundary suffer 10% wounds and all non-magic objects have a 10% breakage chance.

Ravarag: The priest and all within the field gain +35% ability to lie and exude trustworthiness (+4/-4 to reaction rolls).

Otammel: All built or planned within is +25% effective.

Lemmato: All within the region obey the priest unless they save. Any other attempt to command will fail (unless those commanded save).

Okthoz: All appears in negative, in black and white. All but the priest suffer 'darkshine' - see L3 Necromantic spell.

Shammesclor: All dropped weapons, loose treasure, etc. is attracted at 30'/turn in a 360' radius (up to 50 lbs/level - if heavier, moves proportionately slower, up to 250 lbs/level). Valuables may slip out of pockets, containers, etc. and move toward the center of the spiritual zone.

Rhazz Jolth: All within (of the same religion) are cast in living stone - +3 AC, +20% hit points, +100% mass.

Galtoltekro: Dark and stars fill the region. Followers of the religion may 'gaze down from above' and see all open ground within 3 miles/level and sweep his or her vision at 1000'/turn maximum.

Sorsald: Moonlight on the patch, all reverts to its true aspect - those unwillingly transformed are often returned to their rightful form.

Agemlorn: Faery light fills the region, magic is +2, non magic is -2 and has a 10% of not being able to enter or have any effect if it does.

Eldarin: A pallor of shifting reality warps the region. All entering have a 10% chance of falling out, warped (physically transformed to goo or whatever, insane and stunned d6 mt. Attacks into the region are at -4 since space is slightly distorted.

Ontshalsharn: Nothing within may be locked, bound, etc. Control spells falter 35% +

5% per level over, -2% per level under. All magical durations are lessened by d10%/3 levels.

7. Circle of Protection: Mana: 2, Range: 5' + 1'/level after (radius), Duration: 3 mt + 1 mt/level over, Saves: None
The priest is protected +2 versus magic and physical attacks, +4 versus magic and forces specifically antagonistic to his or her faith. Protection is half that for other worshippers of the priest's religion within the circle. Add an additional +1 to each category per 3 caster levels over needed to cast (i.e. at 6th, 9th, 12th, etc. levels).
8. Cure Temporary Paralysis: Mana: 2, Range: 15', Duration: Instant, Saves: None
The victim of magical (religious, undead, demonic, mystical) or temporary poison based paralysis is released 65% + 3%/level over needed to cast.
9. Gvorg's Paralyzing Palm: Mana: 2, Range: Touch, Duration: 1 mt/2 levels, Saves: Normal
The victim becomes completely rigid, as though touched by a ghoul. This only effect those up to twice the priest's HD.
10. Detection Spells: Mana: 1, Range: 120', Duration: Instant, Saves: None
The following things may be detected at the % ratings listed in AG I, page 32: Poison, Evil/Good, Magic, Masked Magic, Curses, Disease, Hidden Injury, Alignment, Weather, Enemies, Undead, Treasure, Mechanical Traps, Magical Traps, Secret Doors, Invisible Objects, "Gates". Each is a distinct spell. Other detections are possible, depending on the religion. The basic detection determines (a) If the detected thing is present, and if so in what direction(s) and (b) If the detecting thing is in unobstructed visual range, what it is. A separate one minute ritual will determine d100% + 4%/level over about the detected thing, though this roll should be made in secret by the GM so the priest does not know how much has been learned...
11. Find Path: Mana: 2, Range: 240', Duration: 1 min + 3 mt/level over, Saves: None.
The priest may see the paths usually used over a surface (avoiding traps, etc) 55% + 4%/level over, and spot ways of traversing perilous terrain in the immediate environment 35% + 3%/level over.
12. Holy Bless: Mana: 3, Range: 10', Duration: 1 min/level, Saves: None
The blessed individual is +2 in all respects for the duration. This does not effect statistics, only skills. This spell may only be cast on followers of the same or similar religions. Neutral faiths would receive a +1 bonus only. Casting this is a major drain on the priest, and only 3/level may be cast in a week.
13. Hold Person: Mana: 2, Range: 25', Duration: 2d4 + 1 mt/level over, Saves: Normal
The victim is charmed to lose volition to move or fight. Ego bonuses apply to the saving roll - every point over 12 adds +1 to the character's save vs. religious magic. The victim will defend himself to the best of his or her ability, and if harmed, the 'hold' will be ended. This only works on humanoids.
14. Infuse Fanaticism: Mana: 2, Range: 120', Duration: 1 min + 1 mt/level, Saves: Normal
This spell is cast upon a follower of one's own faith (or allied faiths in the same pantheon). The victim becomes completely convinced that the glory of the priest's

design (a religious goal) is all that matters. The priest may call upon him to do all he can toward a particular end, at +2 attack and -1 defense. Note there is a 33% chance that when the duration expires the conviction will continue, provided the priest didn't flagrantly screw around.

15. Know Alignment: Mana: 2, Range: 30', Duration: 1 mt, Saves: None
Different from detect alignment in that this requires no 'detection roll'. The priest simply reads the aura of an individual. Direct line of sight is imperative. Any magical cloaking of a person's aura fools this spell.
16. Lesser Desecration: Mana: 3, Range: 30' r + 3' r/level over, Duration: Until dispelled, Saves: none
This spell allows a priest to effectively profane a holy site of another faith (or his own, if he's into *that*). It effectively nullifies minor "presence manifestations" of a region 35% + 5% /level over (-3%/ level of presence magic). It can destroy an Icon (see 4th level spell) 20% +4% per level over, -3 % per level under, and desanctify 60% +3% per level over, -2% per level under, and finally enrage priests of the desecrated place. It is a long ritual which requires d100 + 20 minutes and involves strewing unkosher things, scrawling runes, chanting desecrating oaths, etc.
17. Mass Emotion Control: Mana: 2.5, Range: 90' + 10'/level, Duration: 1 min + 3mt/level over, Saves: Normal
A 15' r field of emotion affects all within. This emotion (dread, distrust, rage, etc. depending on the caster's will and what is appropriate to the caster's religion) will affect reaction rolls +/-2 and causes an immediate loyalty check roll to be made to see if the victims will flee, charge, surrender, etc. contrary to orders and their group's intention. Success for this roll (from the priest's perspective) is 40% + 4%/level over, -3% per level of the victim. The victim still gets a save if the roll is successful.
18. Path of the Righteous: Mana: 3, Range: 30' + 10'/level, Duration: 1 mt/level, Saves: None
The priest creates a glittering path (3' wide). Only priests, palladins and those of élan 11 or higher, of the same faith, gain its advantages. These are: 60% + 3%/level over of not activating any traps or detection devices, +4 protection vs. missile weapons and +20% magic resistance.
19. Pilgrimage: Mana: 1 + 1 per 3 levels, Range: 60' r + 10'/level, Duration: 1 day, Saves: None
This spell must be cast at the beginning of a day's march. It may only be cast on followers of hte same (or pantheon related) faith, and only when the journey is religious in nature - at least to the priest. Travel distance is +25% + 5%/level over and may be done for twice as many days without rests.
20. Lesser Sanctify: Mana: 3, Range: 15' r + 3'/level, Duration: 1 day (special), Saves: None
The region must be specially chosen. Depending on the Divinity rating of the region, see Appendix A, the chance of finding a place for sanctified ground is 25%/hour (divinity level 8), 15%/hour (level 7), 13%/hour (level 6), 11%/hour (level 5), 10%/hour (level 4), 5%/hour (level 3), 1%/hour (level 2), no chance at all at level 1 or below. The region is set up as a surrogate temple (divinity zone 9). There is a 2% chance/level

that the sanctified ground will become a permanently sanctified spot, with a d10/day priestly mana reservoir.

21. Sanctuary: Mana: 3, Range: 15' r + 2.5' r/level over, Duration: 1 hr/level, Saves: None
The region (which must previously have been sanctified) is sealed so that no sound, smell or visual sign of those presence is visible at a distance of greater than twice the radius, even if a fire is burning, etc. Further, magical detection is at -30% -3%/level over. The holy field also repulses unintelligent creatures (of less than intelligence 4 . Priests and palladins of opposing faiths must save to enter the sanctuary.
22. See Invisible: Mana: 2, Range: 240', Duration: 1 min/level, Saves: None
The priest may see objects enchanted with lesser invisibility or illusion enchantments. If this spell is cast on such an object or individual, unless a saving roll at -3 is made, it becomes fully visible, but only in 'black and white.' The priest is causing the invisible entity to take on contrast but does not dispel the invisibility.
23. Stermon's Silence: Mana: 2, Range: 20', Duration: 10 mins + 1 min/level after, Saves: Normal if resisted.
A 6" radius of silence falls around the target. No speech, spoken spells, and so on is possible, naturally. Optionally, for 4 mana, a 15' r of immobile silence may be formed, no save within it.
24. Tamara's Poison Suspense: Mana: 2, Range: 10', Duration: 30 mins/level, Saves: None
Venoms and poisons up to 2x the priest's level in dice will delay their effect for the duration. After that, they will only come into effect at 10% per hour. The delay is 1/10 as effective for magical venoms and poisons.
25. Tenebrouse's Darkness: Mana: 2, Range: 90', Duration: 1 min/level or until dropped, Saves: None.
No light in any spectrum exists in the region. It is cold and damp, 30' r + 5'/level, variable down to 1'r.

Level 3

1. Animate Dead: Mana: 5, Range: 30', Duration: d4 mt/3 levels or special, Saves: Normal
This spell is a place holder for other necromantic spells, if appropriate for the priest's religion. See Level 1 Necromantic spell of the same name.
2. Disanimate Dead: Mana 3, Range: 90', Duration: Permanent, Saves: Normal.
Zombies, Sekeletons and Animated Corpses must save or become merely dead matter. If the soul desires to depart (in a zombie, this is usually the case) the save is at -3. Note that this effect is distinct from 'turning undead' and the chance of their discorporation as a result.
3. Cure Temporary Confusion: Mana: 3, Range: 30', Duration: Instant (permanent), Saves: None
The victim of temporary confusion is cured 65% +3%/level over.

4. Manyaga's Dementizer: Mana: 3, Range: 30', Duration d3 mt/5 levels + 1, Saves: Normal +1/Intelligence over 10, -2/Intelligence under 10.
The victim is helpless with confusion if he or she does not save.
5. Cure Disease: Mana: 4, Range: 3', Duration: Permanent, Saves: None
The ritual requires 1 minute per % harm, or 20 minutes minimum. Cures disease at (Wisdom + Victim's constitution) x 1/2 caster's level = % chance of success. Needless to say, simple ailments give big bonuses and complex ones require minuses.
6. Cause Disease: Mana : 4, Range: 60', Duration: Until Healthy or Cured, Saves: At +2 per CON over 12. If treated 'correctly' a second save is allowed in d3 days (or as appropriate), as the magic disease requires time to settle in. After that point, the disease becomes 'natural' - a full case (which may normally have required years to advance to that state).
Effects depend on the type of disease and the caster's level.
Up to lev. 5 colds, jock itch, pink eye (up to -3 effect, 10% incapacitated)
6-8 Gangrene, bad fevers (up to -5 effect, 25% incapacitated)
9-12 Leprosy, Pneumonia, Gonorrhoea (up to -7 effect, 75% incapacitated)
13-15 Cancer, Tuberculosis, horrible infection (incapacitated)
16- Horrible Arduinian diseases
7. Create Food: Mana: 3, Range: 10', Duration: Permanent, Saves: None
Only a few religions support this spell (for example, 'Earth Mother' and 'Drorl' in Lemuria. Appropriate food for 1 individual (of the priest's life form, per level, provides a single very satisfying meal. The presentation of the food depends on the religion.
8. Disarm: Mana: 3, Range: 90', Duration: 1 mt/level + d3, Saves: Normal
The weapons on the victim land d20' away and continue to stay at least 1' away until the duration runs out.
9. Directed Levitation: Mana: 3, Range: Self, Duration: d3 mt/level, Saves: None
When the spell is cast one path, visible or known to the caster, is chosen. The priest levitates along it at 30' per turn, without needing to concentrate on movement. The priest may cancel the spell at any time. The movement may be in any direction - either in a straight line, or following a complex predetermined path, for instance some inches above the floor through a long hallway or straight up through a shaft. It is possible to cast the spell again before it runs out to prolong the movement or change course.
10. Dispel Magic: Mana: 3, Range: 60, Duration: 1 mt casting time, Saves: Special
Priestly magic is dispelled as described for mages in AG II, page 69. Against normal (non religious) magic, percent is halved.
11. Eyes of the Night: Mana: 3, Range: self or 20', Duration: 5 mins/level, Saves: None
Recipients of this spell have glowing red eyes, blank, which see infrared as well as in any light, however dim. There is a 2% chance per level (of caster) of seeing invisible items and beings. If an invisible object or person becomes visible even for a moment, the spell will continue to see it whether it becomes invisible again or not. If the mana cost is doubled (6) the duration is *tripled*.

12. Heal Heavy Wounds: Mana: 3, Range: Touch, Duration: Permanent, Saves: None
This spell heals up to 50% of an injured being's damage (hit points). It heals one injury per spell casting, but is only half effective against poison, disintegration, acid and rot injuries. Spell casting requires 30 seconds per point healed.
13. Vogdakk's Serious Blow: Mana: 3, Range: Touch, Duration: Permanent, Saves: Normal
This spell creates an injury of d10 per 3 caster levels of the type of damage favored by the priest's religion (claws, fire, acid, etc), save to half effect. The caster must touch the victim. The chance of touching the victim is +1 due to the magic of the spell. In some religions, this effect can be transferred by means of a weapon.
14. Holy Glyph: Mana: 5, Range: 15', Duration: 10 mins/level, Saves: Normal, -3 save for religious enemies (for example - for many religions - demons or undead)
A holy and active rune of divine power is created specifically to bar passage to all save worshippers of the priest's religion. Because of the rune's active divine agency it only forms on holy missions (100%), otherwise if it can be 'rationalized' 30% +3% per level of the priest. All who pass it, within a 30' radius on all sides facing the Glyph, must save or be incapable of proceeding. Once active it lasts 1 min/level less d6 mt per individual stopped. Priests cast this only once per journey away from a temple.
15. Presence of the Divine: Mana: 3.5, Range: 10' r + 1' r/level over, Duration: 1 min + 3mt/level, Saves: Depends.
The area in question becomes permeated with the presence manifestation of the priest's God. This has 3 immediate effects. (1). +2 to all worshippers within, (2) 10% + 1%/level of having a prayer 'heard' (acted upon is another question entirely, say 3% + 1%/3 levels for priests, 1%/5 levels otherwise, but there is no hard and fast rule), and (3). The effects listed below (as a starting point for improvisation). Casting time is 3 mt and once the priest begins, he *must finish* or he will be without mana until a high priest atones him. Note also that all within have a d10 + 3% chance of being "taken" (depending on the deity). Thus, this spell is very risky and used only to increase prayer and divination chances. It may be cast a maximum of once per level of a priest (that is, once at 5th level, once at 6th level, etc) A priest must be in very good form to dare attempt this, as if they are not 'pure' and spiritually prepared they will suffer a great semi-permanent reduction in their mana (until they purify and cleanse themselves under proper supervision, etc)

Wavecrest: No violence may take place within. Weapons entering the area must save or lose their enchantment as by a dispel of 2x the priest's level. Memories appear as written records.

Xuanth: All within may only be altered in any way 50% of the time.

Drorl: All within have perfect morale and are immune to all mental magic (fear, confusion, etc) and have full endurance. Undead cannot enter.

Tshai: Nothing invisible or illusory may enter, all things are "true." Agreements made in this area have the force of a divine oath.

Colgragbip: Injuries do not occur within, all are ecstatic and all wounds heal (light wounds in 1 minute)

Satsor: All within is cold, emotionless. There is an antimagic field, even permanent

enchancements are lifted, at least for the duration within (roll 2xcaster level for dispel temporarily. If the roll suffices for 1xcaster's level, then the dispel is permanent.

True Tarot: Yes you guessed it, a deck appears - of very low power. All within must 'draw'.

Tokron: Follow one's life into the future for up to an hour (the maximum time is determined by the God) to see how it would end up. Then go back to live it again, only this time, you can change things around by making different choices.

Jibbernikt: All within is an improved illusion. The caster submits it for divine approval. If the appearance is graced with assent, it will remain for days, weeks, years or perhaps permanently.

Earthmother: All heal up to 100%, those dead for less than 1 hour (worshippers only!) heal to just over d6 hit points left, if resurrection roll is made, with no Constitution loss.

Megalon: Blood wells up from the ground, all within become 3 "warriors" who live until the duration is expended. The least injured survives as the "real one." All are inspired by divine ferocity (berserk!)

Mordakk: Black flames do d12/mt and all save or break (33%/mt) unless they are a follower. Flames leap up to 24' or 10 times that if someone attempts to fly over the region. Save to 1/2 damage (not heat - this is a religious 'cause wounds' effect, so immunity to fire doesn't help).

Ravarag: All within trust the priest 100%, his lie ability to those outside is +60%.

Otammel: The duration will teach one subject at 20+d20% knowledge, and one particular object/etc at 50+d50%.

Lemmato: All that the priest desires up to 1 object per 3 levels saves or dimension doors within. Energies and objects entering to attack are stolen by the deity d50% of the time (roll once per mt, and then use that % for all attacks). The stolen objects are immediately useful to the priest or displayed as if they were in an art gallery.

Okthoz: The space darkens and shafts of gray light emerge from cracks which form. All within are drained 1 level/mt + d12 disruption, save to 1/2 (drain 1 per 2 mt!) Worshippers become wraiths for 1 hr/level if favored. Others are sure to be 'removed' if present!

Sammescior: A dense wall of shimmering plants shields those within. All things hidden there are unfindable until brought out and all who knew about objects lost within must save or forget all about them.

Rhazz Jolth: All within become as stone +5 AC, +50 hit points, +25% magic resistance for the duration. Enemies of the faith simply turn to stone (permanently).

Galtoltekro: The area fills with void. Attacks and objects pass through to the other side. All within learn % about one thing they want to know roll more about than all else (if they are worshippers). Others suffer from temporary debilitating insanity.

Sorsald: Those within change in form to match their spirit. This lasts 1 hr/level and could last longer or be permanent if the being is favored.

Agemlorn: A tree shimmers and non magic cannot enter the area. All who gaze in must save or remain transfixed until the spell expires. Those within may do nothing related to the outside unless distracted. The fairy circle and its potent magic work a charm, though there's no telling what.

Eldarin: A swirl of undefinable visual patterns - all within simply gain 2d6% knowledge

about the mythos. All else (including nonworshippers) who enter are either removed or (if they save at -4 vs priestly magic), they are 'only' permanently insane, mutated and have a stain on their destiny.

Ontshalsharn: A cyclone reaches up to the sky or 100' if there is no sky. All control spells are broken, all possession is ended, all psychic links severed. Does d6/mt wind damage and tosses 24HD/feet around per second.

16. Remove Curse: Mana: 5, Range: 30', Duration: Permanent, Saves: None
This spell allows imple low level curses to be lifted. Chance of success is as dispel magic would be. Casting time is one minute per level of the curse.
17. Envariondakh's Minor Malediction: Mana: 5 + 3/day maintained, Range: 30', Saves: Normal
This spell may only be cast after d20 days spent in preparation in a temple or sanctified ground. The priest formulates who will be cursed and what the result will be. The long ritual will result in an answer "yes" or "no" from the deity. The chance of success is 33% +5%/level over +/-20% for peity/converts/etc which the priest 'brings to the table.' The malediction, should the plan be in accord with the Divine Will, will state a condition, such as being in cities, fighting battles, making love, etc. and what the result will be, up to -5 in one respect and -3 in general in that area, for instance the victim will be -5 fighting with his primary weapon and -3 attack and defense overall in combat, or will be hard of hearing (-25%) but -3 in all perception rolls, etc. This spell lasts until the priest 'releases' the victim or the curse is dispelled. The victim feels the weight of the malediction constantly.
18. Restore Temporary Memory Loss: Mana: 3, Range: 60', Duration: Instant (permanent), Saves: None
This spell negates temporary amnesia, fixation, oblivion and mesmerization spells 60% +5%/level over, -10% per level under. It has a 45% + 6%/level chance of restoring memory to those suffering from head injuries and temporary memory loss.
19. Bradaspid's Forgetfulness Charm: Mana: 3, Range: 60', Duration: 1 mt/level, Saves: Normal
The victim falls into a swoon and forgets 1-100% (+5%/level over) of their conscious memory. Each ability, memory, etc. must be rolled. Their remaining facility is their chance of success. This is ineffective against non-sentients including slimes, animals and ... berserkers!
20. Minor Revelation: Mana: 4, Range: Self, Duration: 3d8 hour casting time, Saves: None
This prayer ritual allows a priest to contact his or her deity in an attempt to understand something which plagues them religiously. The question must come from their experience (only about people the priest has met, places visited, etc) and must pertain to a question of faith. Answers are "yes" or "no" with 1%/level chance of elaboration - and even then its very scant. Success is 30% +3%/level in a temple or sanctified ground, 1/2 that elsewhere and 1/4 in hostile religious territory.
21. Speak with the Newly Slain: Mana: 4, Range: at the place of death (100'/level of caster distant - maximum), Duration: Special, Saves: None.
The priest may speak to the dead based upon how long since their departure. Dead

for up to 1 hour = 10 minutes, 1 day = 5 minutes, 2 days = 3 minutes, 4 days = 1 minute, 8 days = 30 seconds, or 3 questions (whichever first), 16 days = 1 question. The subject of the spell's name must be known. The subject may not lie although it may speak in riddles or bizarrely. Note, the apparition usually forms within 30' of the priest and is audible to all. Only the priest may communicate with the apparition. If the subject is undead - he is summoned (but not controlled!) The communication is clearer and more in control if it is done at the exact place of death. This spell may be used once only, ever, on a single being.

22. Walk on Water: Mana: 3, Range: 1 min/level, Duration: 60', Saves: None, unless resisted

The recipient of this enchantment stays on the surface of water (or any fluid) erect unless the waves are extremely vigorous (in which case an agility roll is needed each mt to stay upright). This may be used 'offensively' to force underwater creatures to the surface!

23. Zanthaya's Liberator: Mana: 3, Range: 90', Duration: Instant (permanent), Saves: None
Victims of charm, lesser possession, hypnosis, suggestion, etc. are released as a dispel magic % roll. If no "level" is stated for the entranced effect, use the following: 55% + 4%/level. Priests have a +25% bonus when liberating those of their own faith.

24. Stop Rot/Decay: Mana: 4, Range: 60', Duration: Instant (permanent), Saves: None
The priest causes lesser rot spells and attacks to cease damaging a victim 55% +4%/level. the spell automatically cleans and stops non-magical infections and gangrene, leaving injuries disinfected.

Level 4

1. Angnast's Degenerator: Mana: 3, Range: 60', Duration: d6 mt/level, Saves: Normal
The victim takes d8 per 2 levels rot damage, 1/2 initially and the rest over the remaining duration. A save indicates 1/4 damage spread out over the full duration.
2. Create Paladin: Mana: 5 +1/hour, Range: 10', Duration: 30 mins/level, Saves: None
Casting time: d20 minutes. This must be cast on sanctified ground or in a temple and upon a follower of the same faith. A warrior or other combatant becomes an equal level paladin of his religion. A non-warrior/fighter becomes one of 1/2 his level. This spell works 60% + 3%/level over and is up to +25% effective if the recipient's élan is 12, +10% if élan is 11. It is impossible if the recipient's élan is below 8.
3. Angelic Aura: Mana: , Range: , Duration: , Saves:
Wavecrest:
Xuanth:
Drorl:
Tshai:
Colgragbip:
Satsor:

True Tarot:
Tokron:
Jibbernikt:
Earthmother:
Megalon:
Mordakk:
Ravarag:
Otammel:
Lematto:
Okthoz:
Shammesclor:
Rhazz Jolth:
Galtoltekro:
Sorsald:
Agemlorn:
Eldarin:
Ontshalsharn:

4. Deathbreaker: Mana: 6, Range: touch, Duration: Permanent, Saves: None
 A being of the priest's religion may be revived if he or she has been dead for less than 5 minutes. The body is still wounded, but if the vital organs are still connected the essence will stay in the body even if up 50% more than the normal hit points damage have been suffered, +5%/level over. The 'life support' lasts 5 mins/level. "Normal" healing must be done in that time, or the individual will lapse into death. A resurrection roll must be made, with a 3%/level chance of no CON loss. Note that only certain religions allow this spell to be cast at all: Wavecrest, Drorl, Earth Mother, Ravarag, Ottamel, Agemlorn and Ontshalsharn.
5. Dispel Illusion: Mana: 4, Range: 120' + 5'/level over, Duration: Permanent, Saves: None
 Casting this spell at a particular illusion works as a dispel magic spell. The spell may also be used for a 'radius effect' which causes all illusions to flicker (66% + 3%/caster level over the illusion, -6%/level below). All those who observe this flickering (it lasts 1 mt/4 caster levels) become "immune" to the illusion. Though they see a ghostly outline and faintly hear the sounds it makes, they will not be fooled by it.
6. Holy Weapon: Mana: 6, Range: Touch, Duration: d3 mt/level of total use or 1 day (whichever comes first), Saves: None
 A weapon becomes 'holy' after this 5 minute ritual. It is +1/+1 and does d6 holy 'damage' - as a cause wounds spell. This damage effect is d10 to 'enemies of the faith'. If a follower of the priest's faith carries the weapon, he gains +1 protection, overall. Enemies of the priest's faith suffer the 'cause' damage if they touch the weapon or attempt to use it. The basic effect increases each 3 levels over needed to cast, so that at 10th level the weapon is +2/+2, at 13th level +3/+3, etc. Magical weapons can usually not be turned into holy weapons - unless the magic is completely compatible with the religion's.
7. Desecration: Mana: 6, Range: 30' + 3'/level over radius, Duration: Until dispelled, Saves: None

As a lesser desecration, except that all dispels are at 50% +/- 10% per level difference as a normal dispel magic. If successful there is a 3% chance/level of perverting the site so thoroughly that it will serve the desecrator's religion as a sanctified spot! Priests of the faith whose sanctified ground gets desecrated have a 3% chance/EGO (-1%/level) of being enraged (-4 in all respects) for d4 mt upon discovery.

8. Sanctification: Mana: 6, Range: 15' + 2.5'/level radius, Duration: 6 hrs/level, Saves: None
As Lesser Sanctification but with Religions Effect (see L2 spell. including its duration. This duration commences when desired or appropriate). There is a holy presence which blocks priestly mana for enemy faiths (60% +/- 5%/level difference).
9. Holy Ritual of the Binding Oath: Mana: 6 (or more), Range: 10', Duration: 3 days/level, Saves: None
The recipient vows a certain thing to the priest in a sanctified place, upon his or her life. The priest must put 20% of his mana into maintaining the spiritual side of this oath, every day, as well as renewing the oath every time the duration comes to a close. The bound one must abide by the oath or he will lose 1 CON per hour - permanently until the oath is completed, regain 1 per hour "on the right track") There are only three ways this can end: The bound one completes the oath's conditions, or dies, or is released by the priest who cast the spell. The recipient must enter the oath with a clear mind and free will. Those bound by the oath have +5 versus any magic or force which would cloud their mind or reduce their free will and a further +25% immunity to such forces (roll 25% as a magic resistance roll, take 25% less effect in any case).
10. Influence Dreams: Mana: 4, Range: 20', Duration: 30 mins/level or the entire time of sleep, whichever is shorter, Saves: Normal
When cast over a person, the next time he dozes off, he will dream of whatever the priest wants him to experience. The result will be up to +/- 4 morale and reactions, +/- 2 to skills or effectiveness, for 1 day per level, less 1 day per ego over 12. This concerns only one field of endeavor - for instance a plan, a love affair, a duel, leadership, etc.) The chance of remembering the dream is 3%/INT.
11. Maniltrith's Partial Cure: Mana: 4, Range: Special, Duration: 1 mt/4 levels, Saves: None
A level 1-3 cure which failed may be attempted again for a very limited reprieve. The cure becomes full and permanent 2%/level.
12. Minor Oracle: Mana: 5, Range: Special, Duration: Special, Saves: Special
The priest may attempt to divine the future. This requires 3d6 minutes x 10. Success occurs on a roll of d50% +3%/level. The GM rolls this 'chance' secretly. The player rolls but does not know what the target % is. If successful, the priest has an inkling (d20% + 2%/level - rolled secretly by the GM) of the future. Only certain religions allow this spell to be used. For some - the oracle shows what *will* happen: Satsor, Tokron, Galtolttekro. For some - the oracle itself determines and influences what will happen: True Tarot, Xuanth, Eldarin. For some - the oracle shows what may happen, though this may be influenced and be changed by actions of mortals: Tshai. Megalon, Lemmato, Ontshalsharn.

13. Pacification Mana: 4, Range: 15'/level, Duration: 1 min/level, Saves: Normal
Effects a 3' r/level. All within must save or cease being berserk and have a 25% +3%/level of stopping fighting as long as they are within the radius. If cast before fighting has started - all must save or be unable to start aggressive action.
14. Enragement: Mana: 4, Range: 15'/level, Duration: 1 min/level, Saves: Normal
The reverse of the above spell. It initiates combat, and turns many into random berserkers!
15. Rite of Perfect Action: Mana: 4 + 1 per individual, Range: 10' + 1'/level, Duration: 1 mt/level, Saves: None
This spell must be preplanned. The ritual requires 5 minutes per individual involved. The plan states exactly what *should* happen. Example: "Fredd will climb the stairs and pick the lock. Joe and Sam will cover him with their bows from possible ambush. Fredd will open the door safely." During this task, all are blessed to be +4 (or +20%) protection and +3 x caster's level % in their skill, attacks and defense are +2. This spell may only be cast on followers of the same faith as the priest. Some religions assert the importance of fate and randomness and cannot use this spell (Xuanth, Tokron, True Tarot, Mordakk, Eldarin, Agemlorn)
16. Tavanda's Obscurement Ritual: Mana: 4, Range: 180', Duration: 1 day/level, Saves: None
This spell is cast on an object or a 1' r/level area. All within this area, or inside this object are 'cloaked' so as to be unnoticeable. In some cases the obscurement causes the region fade into the scenery. In other cases, the effect magically causes folks to simply not notice what is present or removes all impressions it would give from the universe. The object may only be found 5% per hour searched for in the region. The object is immune to the senses, detection spells, remote sensing (crystal balls, etc). It is even impossible to look back in time for the moment it disappeared - the object and region's disappearance cannot be pinpointed.
17. Holy Ritual of Revealing: Mana: 4, Range: 180', Duration: Instant, Saves: None
This spell reverses the one above and also uncovers hidden, secret or camouflaged aspects in a region, dispels minor illusions. If cast as a ritual (30 mins - 1 min/level), the history of a region or object may be divined. The chance is 60% + 2%/level, up to 1 day/level into the past, then -10% per day further. Each divination covers d3 days of history with %-ile accuracy +3%/level of caster.
18. Vallinaf's Parting of the Stream: Mana: 6, Range: 100' + 10'/level, Duration: 1 min + 1 mt/level, Saves: None
This spell causes a 1' wide and 2' high channel (per level) to be safe. Poisonous gas, dangerous heat, etc are all kept out. In effect this creates a corridor of the optimum environment for the priest. This works even in deep space, underwater, in alternate dimensions, etc. If a stream must go through an active magical effect - such as a wall of fire - a dispel % must be rolled for each obstruction. A failure will terminate the spell at that point. Solid material (stone, metal, etc. cannot be traversed unless there is at least an opening capable of being squeezed through by those following the corridor.

19. Xyndrok's Sermon of Infectious Dogma: Mana: 4 + special, Range: 30' + 3'/level over, Duration: 1 hr/level + 1 hr/additional mana point expended, Saves: Normal
Analogous to "Project Dogma" (Level 1 spell), this spell changes how others believe and are motivated. The increased duration is only part of this spell's greater effect. If listeners are followers they themselves have the ability to project dogma to all they speak to! Followers feel a benign compulsion to draw in as many others as possible. This may have the effect of "spreading the word" over a vast number of people. There is a 5% chance/level that this "second hand" dogma will also be of the infectious variety! Example: Joe the 8th level priest gives a sermon to 5 followers of his faith. They run about preaching it. Each person they preach to must save or experience 'project dogma' results. If those effected are of Joe's religion, there is a 40% chance that they too will go about and spread the infectious dogma. The maximum effect is 10 per caster level, unless 4 additional mana are applied, per 5 * caster level effected. Saves must be made against each proselytizer! This spell can convert an entire village or company of soldiers to a priest's way of thinking in a matter of minutes!

20. Minor Banishment: Mana: , Range: , Duration: , Saves:

21. Cure Temporary Insanity: Mana: 4, Range: Touch, Duration: Permanent, Saves: None
This complicated spell requires 1 minute per INT of the temporarily insane individual to cast. It works 40% + 4%/level over required for use. It can be used to remove hypnotism, brainwashing, minor psychic mind control, alchemical personality modifiers and so on as well as aberrations resulting from natural causes (shock, etc)

22. Diablo's Spell of the Sick Mind: Mana: 4, Range: 1'/level, Duration: 2 min/level, Saves: Normal.

Requires 1 min/INT of the victim to cast. If the victim does not save, he becomes insane for the duration. At 1/3 strength (instead of an insanity of the level of the caster, it is 1 level/3 caster levels), the duration is in days not minutes. The spell is very subtle and can be woven into another ritual - for example a healing ritual. The priest may also delay the activation for up to 3 hrs + 1 hr/mana expended. There is a 40% chance + 5%/level over that the priest may structure the insanity. In terms of play, the priest writes down one simple clause per 2 levels. For example: "You are paranoid. You especially distrust Fnork. You are terrified of spiders." If the priest doesn't guide the insanity, it is a random effect of the appropriate level. The effect is as per the insanity system - see <http://www.neato.org/~femur/gaming/madness.html>

Level 5

1. Visitation:

2. Icon: Mana: 5, Range: Touch, Duration: 1 min + 1 mt/level, Saves: None
The spell converts a religious symbol into an effigy of divine force of the priest's faith in the world. There is a minor adjudicated side effect (GM decides) appropriate to the religion. Beyond this, all of the same faith within 60' +5'/level over function at +d3

levels and +d3 luck. (GM rolls this number secretly and it applies to everyone). Finally, there is a chance - 1% per level) that a lesser angel will do something through the icon (75%) or emerge (25%) if and only if there is an extreme religious effect inimical to the religion within range of the icon. There is a 3%/level chance that the duration will be hours not minutes, if the priest has an élan of 12 and the spell is cast on sanctified ground. Casting almost always requires a sacrifice (what this is depends on the religion).

3. Call Minor Angel: Mana: 6, Range: 10' usually, Duration: No more than 1 min/level, Saves: None

This may be cast in 2 ways, Ritual or Plea. In either case, success chance is 30% +3%/level, and if the spell fails % of remaining mana is depleted! Situations may enhance or reduce the roll (is the spell being used for a spiritual emergency for the faith or for a trivial greedy purpose of the priest?) If the priest is not in top form (élan of 11 or 12 and *practicing perfectly*, rather élan of 9 or 10) success is half as likely. If the priest is flagrantly marginal (élan of 7 or 8) success is a quarter as likely. Angel statistics are given on a per religion basis.

(1). **Ritual**: Requires roughly 10 minutes. An angel appears as described by religion and you beg from it a single favor. It may deign to fulfill the caster's wish to the best of its ability (the angel is *not* controlled or commanded). If it is displeased by what it sees, it may act on its own. If it has been conjured in any but a zone of high divinity level (see Appendix A), the angel finds the mortal realm an odious place and will leave as quickly as possible. Still, the angel understands it has been summoned, and if the priest has a plea consistent with the divine will, the angel will act on the priest's wishes.

(2). **Plea**: This requires (4d6 - level) mt (never less than 4). The angel forms out of the most convenient spot - it may act, if it sees fit, or leave. The action is entirely self-motivated by the angel. The caster is rapt until the angel appears and his desires are plain to the angel who may or may not care.

Note a priest that even a minor angel is displeased with will lose all mana until absolved and purified in a temple. Angels do this at will, but they may also grant mana, up to double possible for the priest for a single use.

4. Minor Exorcism: 5 (or more, see below), Range: 10', Duration: Special, Saves: Special
A possessed victim may be liberated by this long and risky ritual. It requires 1 hour per demon "level" (see possession spell). The chance of evoking the demon for exorcism is 30% + 3%/level over the demon level -3%/level under the demon level. If the roll fails, d6 hours elapse before the roll may be made again. This could go on and on. Each 3 hours over the priest's level effectively reduces his chances by 5%, his stamina by 1 and his mana by d6. If stamina reaches 0, the priest dies and his soul is defiled. If % reaches 0, the priest's mind is wiped permanently. (Note: the caster does not know in advance what level the demon he is trying to exorcise has! If the caster overreaches himself - say a L9 caster tries to exorcise a Greater Demon - the attempt will be suicidal!) Assuming the roll is made, the real exorcism may begin. The priest must roll 40% +/- 5% per level difference between his and the demon's. If the roll is made, the demon is repulsed, but the demon has 1 mt to wreak havoc or

flee. If the priest is killed during this mt, the demon is free to either resume control of the victim or do whatever else! The demon may attempt to repossess the victim in that mt, but the chances are at -4 (-20%) and the demon is vulnerable to any attacks during that time. Any damage done to the demon reduces the success, proportionately to the demon's total hit points. If this repossession roll is not successful, the demon is banished (to its hell, etc). However, if the demon does repossess the victim, the demon may attack at full strength through the body it has entered for d6 mt.

If this spell is cast on sanctified ground, rolls are +10% and the repossession is impossible. The possessed victim, however, will likely die (roll 3xCON = % to survive) if the exorcism fails. A powerful demon may desanctify the spot, or maybe even sanctify it *in the demon's favor*.

5. Heal Greivous Wounds: Mana: 5, Range: Touch, Duration: Permanent, Saves: None
This spell heals up to 75% of an injured being's damage (hit points). It heals all injuries of a single type per spell casting, but is only one injury at a time of poison, disintegration, acid and rot injuries. Spell casting requires 18 seconds per point healed. Missing parts will not be replaced. Critical wounds will not be healed fast enough to prevent death (shattered skull, severed spine, pierced heart, etc).
6. Righteous Smite: Mana: 5, Range: Touch, Duration: Permanent, Saves: Normal
This spell creates an injury of d6 per level of the type of damage favored by the priest's religion (claws, fire, acid, etc), save to half effect. The caster must touch the victim. The chance of touching the victim is +1 due to the magic of the spell. In some religions, this effect can be transferred by means of a weapon.
7. Boon:
8. Blight:
9. Devotion:

Level 6

1. Cure Insanity:
2. Cause Insanity:
3. Minor Martyr: Mana: 6, Range: Self, Duration: 1 mt/2 levels, Saves: None
The priest will die at the end of the duration. Until then, he will be in all respects a minor angel. All his wounds vanish and lingering detrimental effects are dispelled. This blaze of glory spell works 60% + 5%/level over. If it fails, the priest does not become a minor angel - though he is still cured and will still die. From this death, resurrection is impossible.
4. Ankeddo's Spell of Holy Density: Mana: 6, Range: Self, Duration: 1 mt/2 levels, Saves: None
The priest's body is filled with a holy energy, imbuing his movements and appearance

with the manifestation of the divine appropriate to his or her faith. There are three effects. First, the physical density is doubled and physical form is warped. Add +5 among physical stats, double hit points, +3 AC, +25% movement speed. Second, the priest gains +25% magic resistance (also to priestly magic). The third effect depends on religion.

Wavecrest:

Xuanth:

Drorl:

Tshai:

Colgragbip:

Satsor:

True Tarot:

Tokron:

Jibbernikt:

Earthmother:

Megalon:

Mordakk:

Ravarag:

Otammel:

Lematto:

Okthoz:

Shammesclor:

Rhazz Jolth:

Galtoltekro:

Sorsald:

Agemlorn:

Eldarin:

Ontshalsharn:

5. Minor Possession: Mana: 7, Range: 10', Duration: Special, Saves: Special
This spell essentially inculcates a spirit inside a victim. The spirit will inhabit and control their host, perhaps even twisting the possessed to its way of thinking over time, though this is unlikely. The spirit is referred to as a 'demon' but it is actually a 'holy force' - an 'angel' - of the priest who is performing this spell. The same process is undergone in all 'undead' and 'demonic' possessions, aside from the aid due to priestly soul binding (see below).
The spell has two parts, both of them dangerous. The first requires the binding of the soul of the victim. This requires 30% + 3%/level -3%/life level of the victim. An attempt may be made every d6 hours. Each 3 hrs over the 1 hr/level of caster, the % drops by 5% as well as the priest's stamina. If the priest's stamina reaches 0, he dies. If the % reduces to zero, the priest suffers mind wipe (permanent). Stopping before the spell is successful causes permanent 2d6 level insanity.
Once the victim is bound, the spirit is contacted - the second phase. The spirit has three options, depending on what *it* wants to do: (1-4 attack priest, 5 possess priest, 6-7 leave, 8-12 possess victim). In some cases, the priest can get up to +2 to the roll (sanctified ground, a good cause, etc). The priest gets +1 per 5 levels present, total.

This phase requires 1-100 minutes.

The demonic possession requires only one minute. The soul bound victim is only allowed a magic resistance roll and a save at -1 per 3 levels of the priest added to the demon's level - (see below) vs. religious magic. And that's it, the demon is at the reins. If the possession were 'normal', that is, without the soul binding, the victim would get an additional save vs. all not covered every time of major conflict where the individual is able to push back. Soul binding prevents this resistance.

Additional notes: For the sake of dispelling the demon's effects and calculating the penalty above, consider demon levels as follows:

1-3 imps and extremely minor demons; beatific spirits

4-7 minor demons (fiends, etc); minor angels

8-12 weaker lesser demons (demon locusts, sea, fire, earth and air); weak lesser angels

13-18 moderately strong lesser demons (storm demons, acid fiends, hellcats, etc); moderately strong angels

19-25 very strong lesser demons (night demons, star demons, etc)

26+ greater demons, archangels

These spirits may be drawn out and confronted using Archomancy (described elsewhere).

Lastly: The priest has only a 5%/level chance of orienting the possession towards any particular goal. Casting this spell requires hefty offerings to call the demon forth and is always very expensive to prepare.

6. Rapture

7. Agony

Level 7

1. Raise Dead:

2. Provenance:

3. Absolution:

4. Vow:

5. Heal Critical Wounds: Mana: 7, Range: Touch, Duration: Permanent, Saves: None This spell heals up to 100% of an injured being's damage (hit points). It heals all injuries of a single type per spell casting. Spell casting requires 6 seconds per point healed. The spell will immediately address a single lethal wound, if cast upon it - such as a pierced vital organ - and preserve life during the rest of the spell casting.

6. Lethal Blow (Cause Critical Wound): Mana: 5, Range: Touch, Duration: Permanent, Saves: Normal

This spell creates an injury of d6 per level of the type of damage favored by the priest's religion (claws, fire, acid, etc), save to half effect. In addition, a random critical hit is rolled. The caster must touch the victim. The chance of touching the

victim is +1 due to the magic of the spell. In some religions, this effect can be transferred by means of a weapon.

Level 8

1. Call Angel:
2. Major Exorcism:
3. Benediction:
4. Malediction:
5. Glorify:
6. Greater Sanctification:
7. Hallow:

Level 9

1. Resurrection:
2. Restoration:
3. Major Martyr:
4. Major Possession:
5. Godsend:
6. Quest:
7. Heaven On Earth:

Level 10

1. Prophecy:
2. Providence:
3. Redemption:
4. Sanctum Sanctorum:
5. Excommunicate:
6. Holy Wrath:

Level 12

1. Redeem the Nation:
2. The Coming Age:

Level 13

1. End-time:

3. Appendix A: Divinity Zones

Zones of divinity are important in several respects. First, they either improve or reduce the effectiveness of religious magic. They also present barriers to undead and demons. Lastly, these areas improve the security of those who are under the protection of the religious forces dominating a zone.

Zone level	Description	Effect
0	Zone of Null Divinity. The divine has no presence at all. Normally this is impossible.	See the L12 Necromantic spell. Religious magic is -25% or -5 in all respects.
1	Magical Region, Hell, Etherial Plane	Religious magic is -10% or -2 in all respects, unless the plane is specifically linked to the religion of the priest.
2	Disturbance of nature: A storm inspired by magic	
3	Barrens: no life	
4	Wilds: little life, no civilization	
5	Civilized but godless	
6	Civilized with religion	
7	As above, within a religious compound such as a building or even a city of pious people, with guardian icons	
8	As above in the company of a priest, or on sanctified ground	
9	As above in the presence of a high priest, or on sanctified temple grounds	Religious magic and protection is +10% or +2
10	In the presence of an angel, a high temple or holy ground	Religious magic and protection is +20% or +4