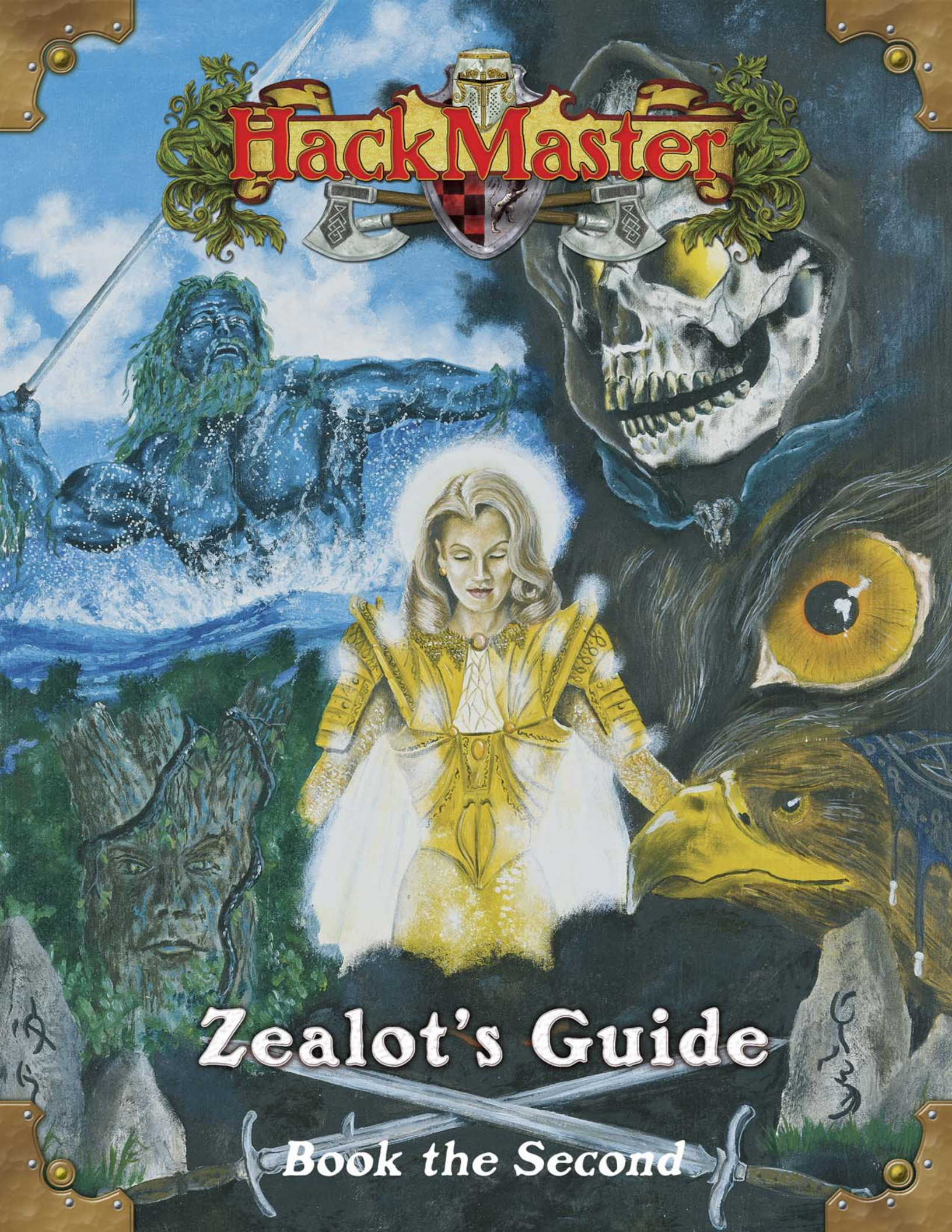


HackMaster



Zealot's Guide

Book the Second

TEMPLE OF THE THREE STRENGTHS

Alignment: Lawful Neutral

Spheres of Influence: Strength, Medicine

Tenets of the Faith: The Clergy of the Invigorator advocates strength of the body, mind, and spirit: the Three Strengths. To have command of the strengths is to praise the Powermaster. Seekers believe that one's body, mind and spirit together are one's personal temple to the Invigorator.

The Temple of the Three Strengths teaches that one must be physically strong in order to maintain a healthy life. One must also possess a strong intellect to keep one's own health and to help others maintain good health. One must be strong of spirit and intellect to transcend the material world.

While these clerics generally possess great physical strength, they are not overly aggressive and generally avoid physical confrontations unless provoked. Some say that the Seekers of the Three Strengths are merely muscular cowards, but those who have incurred their wrath say otherwise.

The Seekers of the Three Strengths are also practitioners of medicine and healing. A noble will often employ a Seeker as a personal physician, tutor or bodyguard.

The road an initiate must travel to become a cleric is long and demanding. An initiate devotes seven hours per day to prayer and physical training and seven hours per day to meditation and scholastic learning.

Class Prerequisites: Seekers must possess a minimum ability score of 12/01 in Strength, Wisdom and Constitution. Only humans may become priests of Powermaster.

Restricted Flaws and Quirks: Priests of the Powermaster matriculate through an extremely rigorous and disciplined period of study. Only those mastering the physical, intellectual and spiritual truths may expect to ascend to the rank of priest. A number of psychological shortcomings (quirks) and physical flaws can render this journey unattainable. As such, no priest may possess any of the following quirks and flaws:

Quirks: Ambivalent, Braggart, Chisler, Compulsive Liar, Coward, Deathwish, Fop, Glutton, Greedy, Hacklust, Late Sleeper, Lazy, Lusty, Needy, Messy, Ostentatious, Pack Rat, Paranoid, Quick-Tempered, Selfish, Spendthrift, Swindler, Touchy; **Flaws:** Glass Jaw, HackFrenzy, Low Pain Tolerance, Missing Limb, Pestilent, Trick Knee, Weary

Vow of Poverty: Seekers of the Three Strengths eschew material possessions as distractions that interfere with their life-long spiritual journey. Seekers may only retain such wealth as is required to lead a modest life or for expenses that must be covered whilst undertaking a mission that supports the wider interests of the Invigorator.

It is recognized that powerful tools exist which can significantly enhance a Seeker's ability to further serve the interests of Powermaster and that it would be foolish to deny said usage and potentially allow them to fall into the hands of adversarial powers via middlemen by unquestionably selling them to third parties despite the good said funds might facilitate. As such, a priest

TEMPLE OF THE THREE STRENGTHS

Alignment: Lawful Neutral

Divine Icon: An equilateral triangle with blue, white and silver angles

Preferred Weapon: Faith does not hold any particular weapon in higher esteem

Other Weapons Permitted: dagger, knife, sickle, staff, sabre, short sword, hand axe, sling, ranseur, short spear, spear, glaive, glaive-guisarme, voulge, guisarme-voulge, spetum

Armor Permitted: none

Bonus STPs: Fast Healer, Hiking/Roadmarching, Laborer, Artistry (poetry), Climbing, Escape Artist, Literacy, Survival.

Should a Seeker purchase any of these skills, the mastery roll is modified by +3 (or the skill's relevant ability modifier, whichever is better).

Seekers may purchase Less Sleep, Long Distance Running and Resolute for half normal BPs.

Powers: Diminish Injury, Block Projectiles, enhanced open hand combat, improved saves, enhanced movement (see text)

Restrictions: receive only 10 BP per level, vow of poverty, limited to humans with a minimum of 12/01 in Str, Wis & Con, many quirks and flaws may be disqualifiers



is permitted to retain five such items in his personal possession.

ABOUT THE TEMPLE OF THE THREE STRENGTHS

Priesthood: Seekers of the Three Strengths

Symbol: Mountain rising up through a cloud

Colors: Blue, white and silver

Place of Worship: Each civilized kingdom has one major temple to Powermaster. The temple is always located in a remote area. Temples to Powermaster exist in a few cities, towns or villages as well.

Holy Days: Every third week on Veshday

Sacrifice: Burnt herbs every ten days

Raiment: Clerics wear blue sleeveless robes and add a silver girdle at higher levels. They keep their heads unadorned and shaved except for a braided ponytail.

Revered Names for Deity: Powermaster, The Harbinger of Healing, The Invigorator, The Quickener, Strococ (Brandobian), Stryjor (Dejy), Stokkerr (Fhokki), Sitiri (Kalamaran), Seenoor (Reanaarese), Shozor (Svimohzish),

Deity's Appearance: The Harbinger of Healing appears as an enormous, strapping young being. He is bald except for a braided shoulder-length tail of black hair. The Powermaster is clad in sleeveless blue robes with a large silver girdle.

Seekers of the Three Strengths Advancement Table

Level	Hit Dice (d8)	Attack Bonus	Initiative	Trauma Save Bonus	Disease Save Bonus	Poison Save Bonus	Falling Bonus	Mental Save Bonus	First Aid
1	1	0	0	0	0	0	0	0	
2	1 + re-roll	0	0	-1	0	0	0	+1	
3	2	+1	0	-1	+1	0	0	+1	free purchase
4	2 + re-roll	+1	0	-1	+1	0	+5'	+1	
5	3	+1	0	-1	+1	0	+5'	+2	
6	3 + re-roll	+2	-1	-2	+1	+1	+5'	+2	free purchase
7	4	+2	-1	-2	+2	+1	+5'	+2	
8	4 + re-roll	+2	-1	-2	+2	+1	+10'	+3	
9	5	+3	-1	-3	+2	+1	+10'	+3	
10	5 + re-roll	+3	-1	-3	+3	+1	+10'	+3	free purchase
11	6	+3	-1	-3	+3	+1	+10'	+4	
12	6 + re-roll	+4	-2	-3	+3	+2	+10'	+4	
13	7	+4	-2	-3	+3	+2	+15'	+4	free purchase
14	7 + re-roll	+4	-2	-4	+3	+2	+15'	+5	
15	8	+5	-2	-4	+4	+2	+15'	+5	
16	8 + re-roll	+5	-2	-4	+4	+2	+15'	+5	free purchase
17	9	+5	-2	-4	+4	+2	+20'	+6	
18	9 + re-roll	+6	-2	-4	+4	+3	+20'	+6	
19	10	+6	-3	-4	+5	+3	+20'	+6	free purchase
20	10 + re-roll	+6	-3	-5	+5	+3	+20'	+7	

Seekers of the Three Strengths: Bare Hand Weapon Specialization

Level	Attack	Defense	Damage	Speed
1	0	0	0	0
2	+1	0	0	0
3	+1	+1	0	0
4	+1	+1	+1	0
5	+1	+1	+1	0
6	+1	+1	+1	-1
7	+2	+1	+1	-1
8	+2	+2	+1	-1
9	+2	+2	+2	-1
10	+2	+2	+2	-1
11	+2	+2	+2	-2
12	+2	+2	+2	-2
13	+3	+2	+2	-2
14	+3	+2	+2	-2
15	+3	+3	+2	-2
16	+3	+3	+2	-2
17	+3	+3	+3	-2
18	+3	+3	+3	-2
19	+3	+3	+3	-2
20	+3	+3	+3	-3

Advancement within Order: Advancement within the Temple of the Three Strengths is through a yearly competition. Clerics compete in contests of physical strength, intellect, and renditions of spiritual songs, poems and stories. Those that do well advance.

Title	Raiment
Aspirant of the First Strength	blue robe
Keeper of the First Strength	blue robe
Aspirant of the Second Strength	blue robe
Keeper of the Second Strength	blue robe
Aspirant of the Third Strength	silver girdle
Keeper of the Third Strength	silver girdle
Aspirant of the Three Strengths	silver girdle
Keeper of the Three Strengths	silver girdle
Master of the Three Strengths	silver girdle

SPECIAL POWERS:

Diminish Injury: Seekers may not wear armor (even thick robes) nor may they employ shields. While this might appear to be a debilitating weakness for a combatant, Seekers can often lessen the force of a successful blow by absorbing its momentum. To accomplish this, the priest must have five feet of space to his rear or side in which to roll, tumble or otherwise evasively maneuver. Should this prerequisite exist, the attacker compares his adjusted Attack roll to the priest's adjusted Defense roll. The difference is the bar against which the priest attempts a Feat of

Temple of the Three Strengths Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Alleviate Trauma	Bless	Blessing	Alert
2	Catalepsy	Bless Weapon	Detect Influence	Command
3	Celestial Prognosis	Ceremony: Anoint	Endure Heat	Cure Small Wound
4	Ceremony: Consecrate Divine Icon	Cure Trivial Wound	Faith Weapon	Directed Strike
5	Cure Trifling Wound	Detect Poison	Fortify	Flaming Weapon
6	Feat of Strength (M a)	Endure Cold	Improve Vigilance	Identify Poison
7	Induce Sobriety	Purify Food	Know Position	Influence
8	Moderate Emotion: Remove Fear	Rejuvenate	Re-energize	Inoculation
9	Moderate Personal Climate	Sanctify Weapon	Rectify Sprain/Hyperextension	Rectify Sprain
10	Purify Water	Sterilize	Strength of the Boar	Sanctify Weapons
11	Sense Divine Magic	Unyielding	Therapeutic Touch	Speed of the Devout
12	Springing (M a)	Wall Walk (M 1)	Treat Disease	Staunch Severe Bleeding
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Bless Weapons	Cure Lesser Wound	Call to Action	Bless Weaponry
2	Ceremony: Investiture	Eidetic Recall	Divine Grace	Cure Moderate Wound
3	Cheetah Speed (M 3)	Faith Weapons	Dwarven Forbearance	Herd Immunity
4	Create Water	Holy Blessing	Fracture Object (M 4)	Levitation (M 5)
5	Divine Providence	Strength of the Stag	God's Guidance	Mend Muscle Tear
6	Hallowed Weapon	Total Control	Heighten Vigilance	Power Attacks
7	Reattach Finger/Toe	Treat Poison	Sanctify Weaponry	Sense Invisible Beings (M 5)
8	Stirring Speech	True Strike	Speed of the Righteous	Tyson's Rock 'Em Sock 'Em Fighting Fists of Fury (M 4)
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Alleviate Fatigue	Cure Intermediate Wound	Blessed Warmth	Antitoxin
2	Analgesic	Dismiss Enchantment	Cure Serious Wound	Cure Large Wound
3	Bash Face (M 7)	Find Item	Emotion Shielding	Freedom of Motion
4	Cure Medium Wound	Helping Hand	Lethargica	Pacify
5	Faith Weaponry	Panacea	Mend Broken Bone	Quantum Leap (M 12)
6	Heavenly Luck	Speed of the Divine	Miracle Meal	Repair Torn Tendon/Ligament
7	Remedy Supernatural Deafness	Staunch Internal Bleeding	Remedy Supernatural Blindness	Stirring Sermon
8	Stirring Oration	Strength of the Bear	Walk on Water	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Cure Considerable Wound	Assembly's Destiny	Cure Heavy Wound	Cure Severe Wound
2	Induce Cowardice (M 11)	Cerebral Shepard	Immovable Object	Flight (M 10)
3	Kaddish	Strength of the Bison	Irresistible Force	Kiai
4	Staunch Internal Hemorrhaging	Walk on Air	Stirring Lecture	Staunch Bleeding
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Cure Extensive Wound	Commune w/ Higher Power	Cure Critical Injury	Cure Massive Wound
2	Intimidating Aura	Cure Terrible Wound	Cure Extreme Wound	Five Point Palm Exploding Heart Technique
3	Mind Palace	Speed of Light	Hurricane Force Wind	Reflective Ward (M 17)
4	Schrödinger's Shelter	Strength of the Oliphant	Quest	Regenerate Wounds

Listings in **Green** are new spells presented in this document.

Agility. Should he succeed at the Feat of Agility, damage inflicted is halved (rounded down).

For example, a Seeker of the Three Strengths is engaged in melee combat with a troll. The troll hits doing 15 points of damage. The troll's Attack roll (25) is compared to the priest's Defense roll (17). The cleric may now attempt a Feat of Agility vs. $d20p+8$ (the difference between the troll's Attack and his Defense). If he makes this check, the troll's damage is reduced to 7 points.

Block Projectiles: This power is mechanically similar to the Diminish Injury ability. If the Seeker is successful struck by a projectile, the difference between the Attack roll and his passive $d20p$ Defense roll is compared and becomes the difficulty setting for a Feat of Agility. If the cleric succeeds at this Feat of Agility, he blocks the missile and does not sustain a wound.

Open Hand Combat: Seekers of the Three Strengths are specially trained in open hand combat. They gain the following advantages when employing this type of weapon.

- Seekers are always considered armed even when "Bare Handed (fists)" is their only weapon. Armed opponents may not attack twice as often. Conversely, *they* may attack an unarmed opponent twice as often.

- When fighting open handed, they gain the advantage of the Two one-handed weapons, defending with secondary weapon Fighting Style.

- Priests may purchase the Attack Bonus, Parry Bonus, Swiftblade and Damage bonus talents for "Bare Handed (fists)" at half price. As Seekers advance in experience, they gain specialization in this 'weapon' at no cost.

- Seekers score a Near Perfect Defense on a natural roll of 18-19.

- Any knockback or critical hit that results in an injury to the defender (i.e it is not completed negated by DR) stuns* the recipient of the blow. This is applicable to size L or smaller creatures only.

* *Stunned individuals can take no action other than defense for $2d8p$ seconds and employ a $d8p$ (plus any Defense bonuses including those gained from shield use - i.e. +2 to +6) while doing so.*

- On any critical hit calling for additional damage dice, a $d4p$ is used not ($d4p-2$).

Improved Saves: As seekers progress in experience, their physical, mental and spiritual strength permits them greater chances of avoiding the deleterious effects of Trauma, Disease, Poison and Mentally focused magic.

Falling Bonus: With increasing experience, Seekers are able to mitigate the effects of forceful deceleration (e.g. not falling itself but rather the termination of falling!) By properly landing they subtract from the dis-

tance fallen in the same manner and additive with 'surface conditions' as described on p. 282 of the PHB.

Enhanced Movement: Upon attaining 11th level, a Seeker's base movement (i.e. jogging) increases to 15 feet/second.

Confederate Faiths: The Church of Everlasting Hope, the Order of Thought, the Founder's Creation

Adversarial Faiths: The House of Shackles, the Conventicle of Affliction, the House of Vice, the Order of the Passionate One, the Confuser of Ways

Sayings: *"Heal the soul and the body will follow. - Discipline makes for great strength. - Balance the three strengths to gain perfection. - A farewell: Go in good health.*

THE HOME FOUNDATION

Alignment: Lawful Good

Spheres of Influence: Home, industriousness, marriage

Tenets of the Faith: The Brotherhood of Industry believes in the simple joys of life, home, work and family. Followers understand that anyone who works hard and plans for the future will have a long and happy life. The Homemaker has a large following among honest and hard working people who hold to the concept that good labor is its own reward. By setting examples of industriousness, they act as powerful motivators for their flock.

Priests are well aware that drama and conflict are chaotic influences that can sabotage a happy and peaceful home. They often act as mediators in instances of household and neighborhood disputes. In adjudicating a resolution, they often do not abide by the letter of the law seeking rather a just solution in which all parties' fundamental grievances are sussed out and, ideally, a "win-win" determination is made. If this proves impossible, particularly in the case of an intransigent disputant, they will always mandate a compromise that is best for the stability of the community or family as a whole rather than allowing a single individual's rights or privileges to sow disharmony.

In keeping with their focus on home and family, the Holy Mother's clerics are matchmakers who take proactive measures to arrange marriages. In doing so, they seek to match partners whom they believe will complement each other's strengths and weaknesses and lead to a stable union. They actively counsel their young charges that beauty and romantic love are impermanent distractions and that marriage, like all things in life, is hard work but the long-term results are worth the effort.

NOTE: When Seekers gain Bare Hand Weapon Specialization, they learn to master the techniques corresponding to the specialization listed on the chart on p. 3. They DO NOT learn "one better than they knew previously". The upshot of this is that a PC may purchase this specialization prior to being trained in it by his order but in so doing, he simply gains it early. He does not establish a higher baseline upon which advancement-based training builds upon. For example, a 1st level Seeker purchasing +1 specialization across the board would receive no additional specialization from training until he reached 7th level and then only would it advance to a +2 Attack bonus.

NOTE: Stunned individuals, upon recovering from this impairment, must wait their weapon speed before being able to attack.

Clerics are required to help the poor of their society and, if necessary, will raise orphaned children as their own. It bears noting that charity does not necessarily correspond with alms. While those enfeebled by age or infirmities merit direct support, the greatest philanthropy is to afford those capable of work the opportunity to do so. No pity is shown for individuals whose irredeemable sloth or drunkenness condemns them to poverty.

Hospitality is a key virtue and priests of the Homemaker are required to open their home to others and exemplify the qualities of a good host. Worshipers are strongly encouraged to extend such benevolence.

The Brotherhood is decidedly puritanical and labors to rid the world of vices such as brothels (an anathema to marriage) and alcohol (a catalyst for idleness and domestic violence).

Homemakers do not favor personal liberty and individual choice as it is too often used to pursue foolish, selfish or disruptive ends. Members of a community are expected to place the needs of the many before their own and the brotherhood is the wise and dispassionate arbitrator of what is best for all.

Since clerics of the Homemaker have close family and communal ties, they do not favor traveling far away from home unless absolutely necessary. They will go to great lengths to protect their homeland. Clerics of the Counselor are not afraid to raise a hammer in arms against forces that threaten their flock, their homes or their lands. In times of trouble, they often assume the role of an extraordinary magistrate with broad powers to harness the energy of the community towards self-defense.

Restricted Quirks: Certain quirks (addict, lazy, lusty) are wholly incompatible with the tenets of the Home Foundation and anyone possessing them will never be invested with the mantle of stewardship that comes with investiture into the Brotherhood of Industry.

About The Home Foundation

Priesthood: The Brotherhood of Industry

Symbol: A house encircled by a ring

Animal: The Brotherhood of Industry reveres the beaver as a symbol of industriousness.

Colors: White, blue, gray

Places of Worship: Churches are found in cities and towns but most common in agricultural villages.

Holy Days: The specific dates vary from country to country but one holy day is always the wedding anniversary of the current ruler. The local church may declare a particularly good and popular ruler's anniversary to be celebrated for centuries.

Sacrifice: One week of hard labor for a worthy communal cause twice per year. They also sacrifice scrap lumber on a monthly basis by burning it. The clerics then mix the ashes with holy water and use the mixture to bless new building material.

THE HOME FOUNDATION

Alignment: Lawful Good

Divine Icon: Two linked metal rings

Preferred Weapons: Hammer, Sickle

Weapons Permitted: any crushing

Armor Permitted: Any

Bonus STPs: Brick Laying, Laborer, Heavy Armor, Shield, Sickle, Warhammer & Great Warhammer proficiencies, Carpentry/Woodworking, Literacy

Powers: Turn Undead. Rouse to Action (see text).



Raiment: The Brotherhood wears simple robes as listed in the table below

Revered Names for Deity: The Holy Mother, Homemaker, The Counselor, Thokkarr (Fhokki), Brampmone (Brandobian), Trondar (Dejy), Taladari (Kalamaran), Moimivam (Svimohzish), Mosia (Reanaarese)

Deity's Appearance: Homemaker appears as a commoner dressed in regionally appropriate work clothes

Advancement within Order: Advancement within the church is based on seniority and service to the community. Titles for clerics follow:

Title	Raiment
Binder	blue robe
Brother, Sister	blue robe, white sash
Uncle, Aunt	white robe
Father, Mother	white robe, blue collar
High Father, High Mother	white robe, blue collar and cummerbund
Grandfather, Grandmother	white robe, blue sash

SPECIAL POWERS:

► **Rouse to Action:** Brothers of Industry may raise the morale of their anointed followers by one category by exhortation via rousing speeches.

Confederate Faiths: The Founder's Creation, The Parish of Love, The Theater of the Arts, The Hall of Oaths

Adversarial Faiths: The House of Vice, Temple of Strife, the Confuser of Ways, the Courts of Inequity

Sayings: *All that is good in the world can be traced back to a loving family. - If you work hard, all your goals will be in sight. - Early to bed and early to rise makes a man healthy, wealthy and wise. - You get what you work for. - Dreams don't build themselves. - Laziness builds nothing.*

Home Foundation Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Blessing</i>	<i>Alert</i>
2	<i>Celestial Prognosis</i>	<i>Ceremony: Anoint</i>	<i>Detect Influence</i>	<i>Command</i>
3	<i>Ceremony: Consecrate Divine Icon</i>	<i>Ceremony: Newborn Blessing</i>	<i>Fortify</i>	<i>Corvée</i>
4	<i>Ceremony: Marriage</i>	<i>Cure Trivial Wound</i>	<i>Glitterlight</i>	<i>Cure Small Wound</i>
5	<i>Extend Fuel</i>	<i>Detect Poison</i>	<i>Illumination: Torch</i>	<i>Divine Steward</i>
6	<i>Faith Shield 1</i>	<i>Moderate Personal Climate</i>	<i>Improve Vigilance</i>	<i>Enchanted Vestments 1</i>
7	<i>Induce Sobriety</i>	<i>Purify Food</i>	<i>Influence</i>	<i>Faith Shield 2</i>
8	<i>Moderate Emotion: Remove Fear</i>	<i>Rejuvenate</i>	<i>Re-energize</i>	<i>Housekeeping</i>
9	<i>Purify Water</i>	<i>Safe Haven</i>	<i>Rectify Sprain/Hyperextension</i>	<i>Identify Poison</i>
10	<i>Repair (M a)</i>	<i>Sterilize</i>	<i>Sanctify Weapon</i>	<i>Sanctify Weapons</i>
11	<i>Sense Divine Magic</i>	<i>Unyielding</i>	<i>Therapeutic Touch</i>	<i>Speed of the Devout</i>
12	<i>Sense Presence of Good</i>	<i>Vialis</i>	<i>Weaponize</i>	<i>Stirring Speech</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Ceremony: Investiture</i>	<i>Cure Lesser Wound</i>	<i>Call to Action</i>	<i>Alleviate Fatigue</i>
2	<i>Consecrate Armor</i>	<i>Faith Shield 3</i>	<i>Divine Grace</i>	<i>Bless Crops</i>
3	<i>Create Water</i>	<i>Hold in Place</i>	<i>God's Guidance</i>	<i>Cure Moderate Wound</i>
4	<i>Divine Providence</i>	<i>Holy Blessing</i>	<i>Heighten Vigilance</i>	<i>Enchanted Vestments 2</i>
5	<i>Enthrall Med. Animal</i>	<i>Illumination: Lantern</i>	<i>Hold in Place</i>	<i>Faith Shield 4</i>
6	<i>Hallowed Weapon</i>	<i>Part Stream</i>	<i>Hush</i>	<i>Rigor Mortis</i>
7	<i>Indifference</i>	<i>Reattach Finger/Toe</i>	<i>Indulgence, Lesser</i>	<i>Stirring Oration</i>
8	<i>Rectify Strain</i>	<i>Righteous Cursing</i>	<i>Sanctify Weaponry</i>	<i>Strong Breeze</i>
9	<i>Unlock (M 3)</i>	<i>Total Control</i>	<i>Seraphic Weapon</i>	<i>Treat Disease</i>
10	<i>Warp</i>	<i>Watchdog</i>	<i>Speed of the Righteous</i>	<i>Treat Poison</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Bless Livestock</i>	<i>Analgesic</i>	<i>Blessed Warmth</i>	<i>Beguile Creature (M 12)</i>
2	<i>Extinguish</i>	<i>Create Campsite</i>	<i>Emotion Shielding</i>	<i>Cure Large Wound</i>
3	<i>Heavenly Luck</i>	<i>Cure Intermediate Wound</i>	<i>Fiery Furnace</i>	<i>Enchanted Vestments 3</i>
4	<i>Mend Muscle Tear</i>	<i>Dismiss Enchantment</i>	<i>Gale Force Wind</i>	<i>Freedom of Motion</i>
5	<i>Mind Reading (M 6)</i>	<i>Find Item</i>	<i>Mend Broken Bone</i>	<i>Hold Persons</i>
6	<i>See the Secret Heart</i>	<i>Helping Hand</i>	<i>Miracle Meal</i>	<i>Repair Torn Tendon/Ligament</i>
7	<i>Sword into Plowshare</i>	<i>Mass Influence</i>	<i>Remedy Supernatural Blindness</i>	<i>See Reason</i>
8	<i>Take Up Arms</i>	<i>Speed of the Divine</i>	<i>Stirring Sermon</i>	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Cerebral Shepherd</i>	<i>Antitoxin</i>	<i>Circle of Salt</i>	<i>Cure Severe Wound</i>
2	<i>Indulgence, Minor</i>	<i>Arthropod Repellant</i>	<i>Immovable Object</i>	<i>Enchanted Vestments 4</i>
3	<i>Kaddish</i>	<i>Cure Substantial Wound</i>	<i>Mist of Corraling (M 13)</i>	<i>Palisade Wall (M 14)</i>
4	<i>Pacify</i>	<i>Give 110%</i>	<i>Somebody's Watching Me (M 12)</i>	<i>Staunch Bleeding</i>
5	<i>Rain Dance</i>	<i>Magic Beanstalk</i>		
6	<i>White Energy Shroud</i>	<i>Stirring Lecture</i>		
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Extensive Wound</i>	<i>Brickwall (M 16)</i>	<i>Cure Critical Injury</i>	<i>Cure Massive Wound</i>
2	<i>Mind Palace</i>	<i>Commune w/ Higher Power</i>	<i>Cure Extreme Wound</i>	<i>Enchanted Vestments 5</i>
3	<i>Schrödinger's Shelter</i>	<i>Cure Terrible Wound</i>	<i>Exorcism</i>	<i>Regenerate Wounds</i>
4	<i>White Energy Shield</i>	<i>Stigmata</i>	<i>Swords into Plowshares</i>	<i>Thought Probe (M 19)</i>

THE COURTS OF INEQUITY

Alignment: Lawful Evil

Spheres of Influence: Injustice, Envy, Jealousy

Tenets of the Faith: Although anointed followers and even priests can be of any social class, Covetous Ones are frequently born of high lineage and those sitting at the apex of the hierarchy certainly possess the social capital to freely circulate amongst society's highest echelons.

Famous, wealthy and noble converts are the ultimate prizes, for the Mistress of Spite needs and deserves only the most prestigious followers. Such individuals are likely to best arouse envy and jealousy in others as well as being generous donors.

Many congregants are also members of the Secret Network of the Blue Salamander and some clerics are reputed to be high-ranking officials of this criminal enterprise.

In an effort to spread envy and facilitate a prime recruiting opportunity with plenty of time for intimate conversation, clerics of the Covetous One host exclusive soirees and extravagant balls at the Courts of Inequity. They invite only the most fashionable members of the rich and social elite and deliberately snub certain aristocrats both to heighten the sense of exclusivity as well as to blackball individuals inimical to their purposes.

The Covetous Ones will do everything in their power to ensure that their gala is the social event of the season. No expense is spared from cuisine to entertainment and, if rival events daring to compete appear on the social calendar, they are certain to encounter intractable problems instigated by the Courts.

In most areas, the nobility will do anything to attend these balls. During said affairs, the Covetous Ones will do their utmost to spread envy and jealousy among the gentry by carefully manipulating the proceedings to grant favored individuals perks and privileges. It is usually not difficult to find recruits among the nobility, especially after a event engineered to highlight disparities in status and wealth.

The Covetous Ones know that their Queen revels in the misery of good people who are unjustly treated. Thus, they strive to cause the faultless to be blamed for acts they did not commit while the guilty roam free. To this end, clerics of the Corrupter offer their services to local rulers as justices or magistrates.

Clerics of the Jealous Eye will then try to gain authority in the local court system so they may ruin the lives of the innocent with their biased interpretation of the law.

The clerics will always volunteer the use of the Courts of Inequity to the local lord, *pro bono*.

THE COURTS OF INEQUITY

Alignment: Lawful Evil

Divine Icon: Tiny golden scales that never balance

Preferred Weapon: no particular weapon is favored by the Courts

Other Weapons Permitted: any (but must be the finest available*)

Armor Permitted: any (but must be the finest available*)

**The "finest available" refers to the perceived value of the item not its utility. Thus a Covetous One may often opt to wield an ordinary, but ornately decorated, weapon instead of a plain but more functional version. Only a select few experts would realize the value of the superior implement whereas the ostentatious model can readily spark envy. Refer to Table 6.7: Quality Item Resale Value (GMG p. 127) if a comparison between two items needs to be made.*

Bonus STPs: *Initial:* Etiquette/Manners, Style Sense, Heavy armor and Shield proficiencies, Current Affairs, Glean Information, Law, Literacy, Persuasion; *Subsequent:* Covetous Ones gain free mastery points in Current Affairs, Law & Persuasion equal to their Mastery Die modifier each time they advance in level. *This is obviously a function of Intelligence, Wisdom or Charisma and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on 154 of the Player's Handbook.* Should they opt to purchase these skill outright, they receive no less than a +3 mastery bonus.

Powers: Social Climber (see text)

Restrictions: Priests must have a Charisma ability no less than 12/01



Many lords find this proposal very attractive because they often have a complex legal code thrust upon them from a distant capitol and precious little local expertise. Those reluctant to accept this gift may be persuaded by carpetbagging experts who descend upon their demesne to delay and impede legal proceedings in an effort to exercise leverage and prompt adoption of their service in exchange for releasing their hold on proceedings.

Rulers who accept this seemingly gracious proposition soon find their justice system falling further and further into the hands of the Covetous Ones. When the clerics wield judicial authority, they take bribes and regularly assess onerous fees for even the pettiest offenses. In any event, the rulings are typically inequitable and severe. Given time, they often corrupt the enforcement authority (sheriffs, constables) giving them a state financed private army to implement their plans.

The religion is also popular among evil humanoids, especially those at odds with humans. The Corrupter likes the way they kill and steal to reap the fruits of the more industrious races. These cults are, however, looked down upon by human and demi-human clerics and are not even considered part of the formal Court Order.

Followers and clerics of the Mistress of Spite guard their own possessions to the point of paranoia. Traps set by them are usually very destructive since they would rather see both the item and the thief destroyed than risk losing something once owned. This attitude ensures the local thieves' guild is invariably a bitter and resentful adversary of the Courts of Inequity.

About The Courts of Inequity

Priesthood: The Covetous Ones

Symbol: Tipped scales resting on a goat's skull

Animal: Goat

Colors: Green

Places of Worship: Temple. The Courts themselves are stately structures, built on huge, majestic estates. They are equipped with enormous law libraries, one or more formal courtrooms and at least two opulently furnished ballrooms. The temple proper is invariably located in an underground ballroom. The Covetous Ones fill their temples with valuable relics purloined from other churches. Additionally, the altars are inlaid with precious metals and gems because the Jealous Eye needs the best.

Holy Days: The three days of the half moon (Veshemo) are considered unholy. Additionally, the Covetous Ones celebrate a special day in late summer. They believe, that on this day, somewhere in Tellene, a good and just ruler is being toppled. This becomes a particularly celebrated day if the coup actually occurs in their area.

Sacrifice: The monthly sacrifice is a particularly beautiful or valuable object preferably plundered from some good church.

Raiment: Human and demi-human clerics are always well dressed in the latest fashions when traveling through towns. See below for ceremonial garb.

Revered Names for Deity: The Corrupter, The Queen of Inequity, Jealous Eye, Mistress of Spite, The Covetous One, Takkarkk (Fhokki), Enard (Brandobian), Ojob (Dejy), Kar'soloti (Kalamaran), Namona (Svimohzish), Zoolaa (Reanaarese)

Deity's Appearance: The Mistress of Spite appears as a stunningly beautiful queen, lavishly dressed in the finest, most expensive garments. She always wears priceless jewelry and a gorgeous diamond encrusted tiara.

Advancement within Order: Advancement within this church is granted by a simple majority vote of all above a cleric's level. The favor of higher level clerics is gained through valuable gifts and loyalty. Often, ambitious clerics try to gain an advantage in the voting by spreading false rumors about those competing for the same position. This system tends to keep the lower level clerics under control but the political maneuvering for votes can become deadly. Titles for clerics follow:

Title	Raiment
Follower of The Eye	brown tunic
Aspirant of The Eye	yellow tunic
Servant of The Eye	olive tunic
Bailiff of The Eye	green tunic
Representative of The Eye	brown robes
Advocate of The Eye	yellow robes
Counselor of The Eye	olive robes
Magistrate of The Eye	green robes
Judge of The Eye	green robes with white dots
Sheriff of The Eye	green robes with white circles
Cleric of The Eye	green robes with a white circular pattern
High Cleric of The Eye	as Cleric plus red circular pattern mixed concentrically with the white
High Queen of The Jealous Eye	as High Cleric plus green eye in the center of the pattern

SPECIAL POWERS:

► **Social Climber:** Social Status (or more correctly – access to those possessing such status) is a key component of the Court's ability to infiltrate society. Sparking the envy and jealousy of destitute serfs has only revolution as its end game. Such a chaotic outcome is undesirable.

Covetous Ones seek to surreptitiously gain access to the levers of power by corrupting its operators. Only individuals that walk in the same social circles can accomplish this. As such, aspirants matriculating from the lower social orders are taught the skills necessary to disguise their rude past. Functionally, all clerics gain the Parvenu talent (see GMG p. 144).

Confederate Faiths: The Church of Endless Night, the House of Shackles, House of Scorn, House of Knives

Adversarial Faiths: The Courts of Justice, the Face of the Free, the Hall of Oaths, the Halls of the Valiant

Sayings: *It's not whether you win or lose, it's how you bend the rules. – Don't you wish you had a necklace as beautiful as hers? – If it wasn't for that incredibly ugly scar, you might be as handsome as he. – You know he doesn't deserve that fine, silk hat. Go ahead. Take it, I won't tell.*

Courts of Inequity Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Aura of Innocence (M a)	Aggravate Pain	Cure Trifling Wound	Alert
2	Ceremony: Consecrate Divine Icon	Alleviate Trauma	Cursing	Command
3	Diagnose Injuries	Alter Emotions: Frighten	Detect Influence	Cure Trivial Wound
4	Extend Fuel	Bless Weapon	Frighten (M 2)	Directed Strike
5	Faith Shield 1	Ceremony: Anoint	Glitterlight	Divine Steward
6	Hex: Immunosuppressant	Curse, Petty	Hex Skill Mastery	Enchanted Vestments 1
7	Inflict Trifling Wound	Induce Drunkenness: Buzzed	Imperceptibility to Undead	Enfeeble (M 4)
8	Liana	Inflict Trivial Wound	Inflict Minor Wound	Faith Shield 2
9	Moderate Emotion: Cause Fear	Sanctify Weapon	Know Position	Inflict Pain
10	Sense Divine Magic	Shift Blame (M 1)	Safe Haven	Inflict Small Wound
11	Sense Presence of Evil	Taint Water	Taint Food	Influence
12	Sense Presence of Good	Trackless Passage	Venal Jinx	Psychoanalyze
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Ceremony: Investiture	Arcane Spell Dampening 1	Cure Light Wound	Cure Lesser Wound
2	Exalt Warrior	Erode	Force Fumbles (M 8)	Enchanted Vestments 2
3	Indifference	Faith Shield 3	God's Guidance	Faith Shield 4
4	Induce Migraine	Hex: Augment Toxicity	Heighten Vigilance	Hex: Exacerbate Wound
5	Inflict Light Wound	Induce Drunkenness: Sloshed	Hold in Place	Induce Drunkenness: Wasted
6	Memory Wipe, Lesser (M 6)	Jinx	Indulgence, Lesser	Induce Fratricide (M 7)
7	Sanctify Weapons	Laryngitis	Mind Reading (M 6)	Inflict Moderate Wound
8	Stirring Speech	Panic (M 5)	Perceive Desire	Pariah
9	Total Control	Righteous Cursing	Pestilent Swarm	Rectify Strain
10	Warp	True Strike	Seraphic Weapon	Rigor Mortis
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Decay	Age	Cursing, Greater	Arcane Spell Dampening 2
2	Extinguish	Dismiss Enchantment	Ineptitude	Enchanted Vestments 3
3	Impression of Propriety	Hex: Enhance Toxicity	Cure Medium Wound	Hex Arcane Spellcaster
4	Induce Nervousness (M 7)	Hex: Intensify Virulence	Emotion Shielding	Malicious Jinx
5	Janus	Mass Influence	Fiery Furnace	Rust
6	Stirring Oration	Mildew Growth	Inflict Severe Pain	Spiteful Reciprocation
7	Transform Gold to Lead	Retard Reaction (M 7)	Svengali	Stirring Sermon
8	Wicked Jinx	Temporary Tattoo of Shame	Inflict Serious Wound	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Bug	Assembly's Destiny	Cure Considerable Wound	Enchanted Vestments 4
2	Defame	Curse, Grave	Inflict Heavy Wound	Intimidating Aura
3	Enervating Blast	Hold Persons	Kaddish	Outcast
4	Fumble Zone (M 13)	Jumping JuJu (M 13)	Stirring Lecture	Quirkiness
5	Indulgence, Minor	Pillar of Fire	Terrible Jinx	Schrödinger's Shelter
6	Sow Fear, Uncertainty & Doubt	Speak to the Dead	Undermine	Twist Truth
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Cure Heavy Wound	Arcane Spell Dampening 3	Cure Extensive Wound	Cure Critical Wound
2	Curse, Iniquitous	Calamitous Jinx	Curse, Ruinous	Dragonspeak
3	Idiocy (M 16)	Commune w/ Higher Power	Mar	Enchanted Vestments 5
4	Spitemata	Inflict Terrible Wound	Thought Probe (M 19)	Teleport Adversary

NEW PRAYERS

Arcane Spell Dampening

Components: V, S, DI
Casting Time: *varies*
Range: 0
Volume of Effect: 20 foot radius
Duration: 10 minutes per level
Saving Throw: *not applicable*

This beneficence allows the cleric to call on the divine power of his god to establish a static hemispheric zone centered at his feet in which the effectiveness of arcane magic is diminished. All die rolls related to the casting of arcane spells and the use of wands receive a scaling penalty while saves made to resist their effects are bolstered.

The level of dampening (x) varies by the capability of the prayer. All damage dice are *individually* reduced by x (if applicable) but cannot fall below 0, the spellcaster rolls a d20p-x (plus his level) to set the saving throw required (if applicable) and all targets of a spell gain +x to their saving throw (if applicable). Additionally, Spell Failure Checks (GMG p. 84-85) are *increased* by x meaning that it is more difficult to have a spell mishap (a logical result of spell dampening).

Note that *all* users of arcane magic – friend or foe – are subject to dampening with the exception of clerics casting named arcane spells from their unique prayerbook (spell list). The latter are divine spells that replicate arcane effects and are unaffected.

Arcane Spell Dampening specifics

Spell Name	Casting Time (s)	Dampening (x)
Arcane Spell Dampening 1	3	1
Arcane Spell Dampening 2	5	2
Arcane Spell Dampening 3	8	3

Arthropod Repellent

Components: V, DI
Casting Time: 10 seconds
Range: *Personal*
Volume of Effect: 20 foot radius
Duration: 10 minutes per level
Saving Throw: *Tenacity Check*

Any arthropod that breaches the perimeter of this spell (a 20 foot radius shell centered on the cleric) — voluntarily or not — must succeed at a tenacity check or flee the area at full speed. Normal-sized arthropods automatically

fail this check, making this an effective tool for dealing with infestations. This spell will immediately repel a *Pestilent Swarm*.

Cerebral Shepherd

Components: V, S
Casting Time: 1 minute
Range: 30 feet
Volume of Effect: *Caster plus one anointed follower/2 levels*
Duration: 1 hour
Saving Throw: *not applicable*

This beneficence allows a priest to bring those of his flock under his own mental aegis by shielding their minds with his own. Once the prayer is invoked by forming a circle of clasped hands, the caster substitutes the targets' Mental saving throws with his own for the spell's duration. If multiple protected targets are simultaneously compelled to make Mental saving throws, the caster rolls a lone Mental saving throw that is then applied to the entire group. Should a protected follower stray beyond 30 feet from the cleric, the protection is temporarily negated until he returns to the fold.

Only anointed followers of the priest's deity may receive the benefits of this spell. Note that those desirous of the protection so afforded must participate in the minute long prayer that precedes enactment.

Bless Crops

Components: V, S, DI
Casting Time: 30 minutes
Range: *Special*
Area of Effect: 1 acre
Duration: 1 growing season
Saving Throw: *Special*

While under the protection of this blessing, agricultural crops are resistant to blight, rot, fungus, mildew, and other plant-borne diseases. It does not, however, stave off the effects of drought nor will it repel ravenous insects or other animals that may seek to devour the plants.

Should the field be subject to nefarious magic, protected acreage receives a saving throw equivalent to the cleric who laid the blessing upon it.

To enact this ward, the cleric chants and gestures with his divine icon as he walks through the field. Priests *must* be skilled in agriculture to cast this spell and may add 1 acre to the spell's effect for each mastery level beyond novice they possess.

Bless Livestock

Components: V, S, DI
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 1 farm animal per level
Duration: 1 year
Saving Throw: not applicable

While under the influence of this blessing, livestock are more resistant to diseases (gaining +2 to saves vs. communicability and severity), produce 10% higher yields (of milk, meat, eggs, as appropriate), can work longer (-1 Fatigue Factor if applicable), and reproduce more readily (adding a bonus +10% per annum – see Animal Husbandry skill).

The priest enacting this blessing *must* possess the animal husbandry skill specific to the species he is blessing.

Ceremony: Marriage

Components: V, S, C
Casting Time: 1 hour
Range: Touch
Volume of Effect: Marriage Partners
Duration: Permanent
Saving Throw: not applicable

This ritual sanctifies a union in the eyes of the cleric's god and church. Said ceremony is generally recognized as a valid contract by secular authorities (as long as the cleric is sponsored by an accepted religion). The spell's catalyst is typically rings exchanged by the partners though local customs may override this convention.

The individuals married via this ritual gain +10 to their Resist Persuasion checks (versus outside parties) for one year following the ceremony. The exact nature and identity of individuals a cleric can marry are proscribed by the tenets of his faith.

Ceremony: Newborn Blessing

Components: V, S, DI
Casting Time: 15 minutes
Range: Touch
Volume of Effect: 1 sapient newborn
Duration: 5 years
Saving Throw: not applicable

This liturgical rite is usually performed a few days after the birth of a child. The specifics of the ritual itself vary by sect, but usually involve a public affirmation by a cleric that the child is under the protection and favor of his god.

Functionally, this spell bestows +1 to all opposed rolls made against disease communicability and severity for the first 5 years of a child's life.

Circle of Salt

Components: V, S, M
Casting Time: 7 minutes
Range: Touch
Area of Effect: Circle up to 20 foot radius
Duration: 12 hours
Saving Throw: Undead Will Save

By inscribing an unbroken circle comprised of salt and, once complete, reciting a prayer, the cleric is able to create a perimeter barrier warded against intrusion by the undead. Any such creature that attempts to enter the circle of salt must first succeed against a passive turning check from the cleric who emplaced the circle. Should the undead creature fail its Will Save, it is held at bay outside the circle's perimeter. The circle's perimeter extends underground and into the air cylindrically, thus undead beings cannot tunnel under or fly over the circle in an attempt to bypass the ward.

The circle's protection is dismissed when the spell duration expires or should the ring formed by the circle of salt be physically disrupted (whether by wind, rain, a thrall with a broom, or other means). Note that the undead are not able to physically affect the salt themselves, but can still cast spells, use special abilities, or fire missile weapons through the barrier and may direct intermediaries to attempt to disrupt the circle (i.e., a vampire could charm a person in the circle or direct a charmed thrall to attempt to brush it away).

Note that any spells enacted by undead creatures cannot physically disrupt the circle, even as an ancillary effect. Thus a *Storm Force Wind* cast by an undead being would not move a grain of salt (though it may blow creatures out of this protected zone) nor would a *Brickwall* disrupt the circle (a six inch void space would remain over the circle in the latter instance).

The material component is salt to construct the circle. An absolute *minimum* of 6 grams (1/4 ounce) is required per linear foot. The circle's circumference (x) can be computed via the formula $x = \pi \times 2 \times \text{radius}$ (126 feet in the case of the maximum 20 foot radius).

Corvée

Components: V, S, DI

Casting Time: 10 minutes

Range: 60 feet

Volume of Effect: 1 sapient creature per cleric level

Duration: 12 hours

Saving Throw: not applicable

This beneficence permits the priest to raise and direct a labor gang. Those receiving the benefit of this blessing (which may be individually dispensed) temporarily gain the laborer proficiency enabling them to meaningfully contribute to the completion of a labor-intensive task.

Note that the priest *must* possess the laborer proficiency himself and is obligated to act as foreman until the task is complete. It is not necessary to share a language with individual laborers as the bulk of the backbreaking but relatively unskilled work expected from them can be explained via pantomime.

This spell cannot compel labor from unwilling subjects. It merely provides means not motivation. If laborer candidates are anointed followers of the priest's deity, three individuals may receive this benefit per cleric level.

Curse

Components: V

Casting Time: varies

Range: 30 feet

Volume of Effect: 1 Individual

Duration: 5 minutes

Saving Throw: none

The subject of a divine explicative (or rant of explicative-laced spiritual condemnation) suffers a variable penalty (x) to all Attack and Defense rolls as well as saving throws.

Foul-Mouthed (q.v.) priests increase the duration of a *Curse* by one minute.

Curse Spell specifics

Spell Name	Casting Time (s)	Penalty Applied (x)
Curse, Petty	1	1
Curse, Wicked	3	2
Curse, Vicious	5	3
Curse, Grave	7	4
Curse, Iniquitous	9	5
Curse, Ruinous	11	6

Cursing

Components: V

Casting Time: varies

Range: 30 feet

Volume of Effect: 1 creature per level (maximum 6)

Duration: 5 minutes

Saving Throw: none

The recipients of a *Cursing* receive a transient measure of godly displeasure that negatively impacts their performance. If engaged in combat, they must subtract a variable penalty (x) from all attack and defense rolls. In other circumstances, their chances of succeeding at a skill check are decreased by 5 times (x) percent.

While the spell is effect, those cursed will have a barely perceptible ringing in their ears.

Cursing Spell specifics

Spell Name	Casting Time (s)	Penalty Applied (x)
Cursing	2	1
Cursing, Wretched	5	2
Cursing, Vile	8	3
Cursing, Terrible	12	4

Defame

Components: V

Casting Time: 1 week

Range: Special

Volume of Effect: 1 Individual

Duration: Special

Saving Throw: Special

This ritual allows the cleric to subtly begin to remove a person from public consciousness by disseminating rumors, lies and disinformation meant to discredit and cast doubt on their past achievements. While ordinary attempts to accomplish this goal would employ similar methods, this ritual enhances their efficacy and rate of circulation such that quantifiable defamation can be accomplished in a relatively brief time.

This ritual's power is counterbalanced by the need for the victim to be seen (even if second or third hand) to provide a tangible and recent focus for scandalizing. Slings mud doesn't work unless there's something for it to stick to. As such, the cleric's target must be within a 30-mile radius to begin the ritual.

Defame causes the target to lose d4p points of fame every instance that it is enacted. To complete the spell, the cleric must spend one week traveling through nearby communities discrediting the target's famous deeds by provid-

ing believable, alternative explanations of the events in question.

I've heard he never killed that wyvern at all. Think about it. One man against a beast like that? It's pure poppycock.

They say she marched right up to the orkin chief and put out his eye with what? Her sword? I doubt she could even lift that blade, a wisp of a girl like her.

Oh yes, he's nothing more than a charlatan in robes. Have you ever seen him actually do any so-called "magic?" A bit of flash powder here, a rabbit there, it's an optical trick, you see. I bet he's over in his tower laughing at us right now. Well, laughing from atop his hoard of ill-gotten wealth.

Defame does not have a standard saving throw associated with it. If a target realizes they are the subject of a *Defame* spell, they must spend one week denying and repudiating the allegations against them by retelling the stories of their deeds. If the target completes this step, they are entitled to saving throw (unmodified d20) based on their Honor. If the target does not attempt to clear the misinformation, the ritual automatically succeeds.

Honor	Saving Throw (d20)
Legendary	≥2
Great	≥5
Average	≥11
Low	≥17
Dishonorable	Ritual Always Succeeds

This ritual may only be enacted on the same individual once every three months.

Dragonspeak

Components: V

Casting Time: 1 second

Range: 5 feet

Volume of Effect: 1 Individual

Duration: 10 minutes

Saving Throw: Mental (negates)

This spell allows the cleric to speak in the manner of a dragon. When a dragon speaks, it uses subtle nuances, tactical pauses, and a smooth, lilting vocal tone to lure a person into revealing himself. A person who spends time speaking with a dragon soon finds himself in a trance-like state, almost as if the dragon has put a spell on him. He coaxes and entices his conversational partner to reveal far more than he had ever intended. If a dragon spends enough time with someone, he soon knows everything, from whether the person is truthful to what he had for

breakfast and the name of his pet cat. A good example of this type of skill is the fictional character Hannibal Lecter. He was able to learn very intimate details about FBI agent Clarice Starling as he prompted her into telling him all about herself. That is what a person employing Dragonspeak can do.

For every minute the cleric has to talk with another person, he will learn more and more. In the first minute of using this spell on a person, the cleric will be able to tell whether his subject is lying or not. In the second minute, he will be able to tell what the general intent of the person is. In the third minute, he will be able to find out just what his subject is planning to do next. In the fourth, he will know how much gold and treasure the subject has. In the fifth, he will know where his subject keeps his valuables. In the sixth, he will know the names of all of his companions. In the seventh, he will know whom, if anyone, is employing the subject. By the eighth minute, he will know if the character has any other useful information, such as maps, the location to any important sites, or his mother's maiden name. If a character utilizing Dragonspeak spends ten minutes with a subject, he will know everything there is to know about his subject.

While subject to Dragonspeak, the target is held in thrall and unable to take any action other than to relate their life's story to the cleric.

Dwarven Forbearance

Components: V, S, M

Casting Time: 10 seconds

Range: Touch

Volume of Effect: 1 Individual

Duration: 10 minutes per Cleric level

Saving Throw: not applicable

This invocation beseeches the cleric's deity to imbue the recipient with the robust constitutional advantages inherent to the dwarven race. When so empowered, the subject receives bonuses to saving throws versus magic and poison as a function of his constitution per the following table.

Constitution	Bonus
3 - 5	+1
6 - 8	+2
9 - 11	+3
12 - 14	+4
15 - 17	+5
18 - 20	+6
21 - 22	+7

Note that dwarves cannot receive the benefits of this divine grace as they already in-

herently possess this resistance. Similarly, other potential recipients (e.g. Barbarians) endowed with analogous resistance will not receive further augmentation.

Anointed followers of the priest's deity are blessed with a doubling of the spell's duration.

The material component for this spell is a hair plucked from a dwarf's beard.

Eidetic Recall

Components: S

Casting Time: 10 seconds

Range: Self

Volume of Effect: Self

Duration: Special

Saving Throw: not applicable

This incantation permits the caster to withdraw into his mind and recover a piece of information he was once exposed to but no longer retains in his conscious memory.

In game terms, the spellcaster is permitted to recall a piece of information he forgot and neglected to take notes on (or did so errantly). For example, the PC employing this magical technique could recall boring but highly pertinent details he initially tuned out when you as GM related the adventure's background. Alternatively, he could remember an NPC's name and minutia vis-à-vis their interactions, specific details from a past adventure, et cetera.

It is entirely within the GM's discretion as to what level of detail is recalled. In general, the GameMaster should be generous with details along a specific line of inquiry to avoid the game delaying frustration of compelling the player to cast the spell multiple times to retrieve a desired detail. However, employing the spell as a vague "fishing expedition" in which the player has no clear objective and is merely attempting to surreptitiously gather background information should be dealt with through curt replies.

It bears noting that this is not a divination tool. The caster cannot learn *new* information – it only permits retrieval of knowledge that was formerly known. If said information was incorrect (e.g. a particular NPC employed an alias or the full truth of a situation was never discovered), recall is limited to what the caster believed to be true at the time.

Find the Way

Components: V

Casting Time: 5 minutes

Range: Special

Volume of Effect: Self

Duration: until destination reached

Saving Throw: not applicable

By casting Find the Way, a cleric appeals to his god to show him the route to a named, geographic location. However, the ease of the route is totally dependent on the cleric's Honor. Gods look favorably on clerics with Great or Legendary Honor and for these noble souls, the spell provides the safest and most efficient route to the desired location, favoring patrolled roads, well-trod mountain passes, shipboard passage and other dependable avenues of travel. Where safety and duration conflict, the way revealed favors the former.

Clerics with Average or lower Honor, however, merit the attention of their god in a different way. Whether the cleric's god simply expects more from their earthly advocate and wants to help them build character or is trying to actively ~~punish~~ reeducate them, the route the god reveals is a dangerous, but ultimately accurate path fraught with perils to test the cleric's mettle and devotion. This journey could lead straight through a bandit camp, under a dwarven mine infested with orcs (and maybe even a demon), or through the worst parts of a town before it reaches its endpoint. The lower the cleric's Honor, the more trying the way will be.

Note that the information provided is solely granted to the cleric and parsed out as necessary to make course corrections. It is thus impossible to compare directions to an existing map to preemptively determine the route planned for the priest.

Five Point Palm Exploding Heart Technique

Components: S

Casting Time: 1 second

Range: Touch

Volume of Effect: 1 creature

Duration: Special

Saving Throw: not applicable

Upon invoking this power, the cleric is granted one opportunity to employ the *Five Point Palm Exploding Heart Technique*. A proper strike necessitates a bare-handed Called Shot to the victim's chest. If successful, the victim dies in 60 seconds.

Upon receiving this death blow, the target knows in his heart of hearts that he will die in a minute. How he chooses to allocate his remaining time is purely his decision alone. He certainly can go out swinging and attempt to take as many opponents with him to the grave. Alternatively, an arcane spellcaster might spitefully attempt to rig a catastrophic spell mishap or purposefully discharge or destroy any magic items to deny them to his enemies. Final actions generally conform to how the individual

lived his life though there is always the possibility of an unexpected ninth inning surprise.

The *Five Point Palm Exploding Heart Technique* is effective only on living creatures size L or smaller. The undead and extra-planar creatures are not vulnerable. Additional creatures may be immune to its effects at the discretion of the GameMaster.

Give 110%

Components: V
Casting Time: 10 seconds
Range: 5 feet
Volume of Effect: 1 greatly honorable individual
Duration: 5 minutes
Saving Throw: not applicable

This blessing imbues the cleric with the gravitas to motivate an individual to function at the very limit of his physical performance envelope. Only those in Great Honor may be so coached, but worthy candidates gain +1 on all die results related to physical actions and saves as well as a +10% bonus to all skill checks. Note that weapon damage is treated as a single die roll for the purposes of this spell.

Clerics may not coach themselves though their greatly honorable anointed followers may *Give 110%* for twice the duration.

Herd Immunity

Components: V, S, DI
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 Individual per Cleric level
Duration: 24 hours
Saving Throw: not applicable

This powerful safeguard provides complete, albeit temporary, immunity to all diseases. Potential recipients of this preventative ward must join hands with the Cleric in a prayer circle as he beseeches his deity for this beneficence.

Note that this prayer will not remedy any pre-existing conditions. However, for its duration, no one protected by this spell can infect another person included in the group of individuals inoculated via the casting.

The catalyst for the spell is the priest's divine icon.

Hex Arcane Spellcaster

Components: V
Casting Time: 6 seconds
Range: 30 feet
Area of Effect: 1 Individual
Duration: 15 minutes
Saving Throw: Mental (negates)

This curse increases the entropic field pervading an arcane spellcaster making it problematic to judiciously harness the volatile forces necessary to enact magic. The practical upshot of this disruption is that a Mage may only roll a d12p (instead of a d20p) when setting the Saving Throw Threshold when casting a spell.

Since this same die result is employed to determine Spell Failures (GMG p. 84-85), an arcane spellcaster enacting magical effects at the bleeding edge of his ability to control such power is far more likely to encounter a spell mishap.

Hex Skill Mastery

Components: V, S
Casting Time: 5 seconds
Range: 200 feet
Area of Effect: 1 Individual
Duration: 24 hours
Saving Throw: Mental (negates)

By mocking, jeering and making rude gestures towards the subject, the priest attempts to inflict a curse that diminishes his proficiency at a particular skill. This is often employed to hinder a capable rival or a prominent individual in league with factions opposing the cleric's goals. For example, it might be used to diminish an Orator's skill at swaying public opinion or to cripple a Knight's chances of prevailing in a jousting competition.

Unless resisted, this hex immediately lowers the subject's mastery in a particular skill designated by the priest by 25.

Housekeeping

Components: V, S, C
Casting Time: 10 minutes
Range: 120 feet
Area of Effect: 1200 square feet
Duration: Permanent
Saving Throw: not applicable

This spell allows the cleric to effortlessly cleanse and bring order to an area as if it had been methodically gone

over by hardworking scullery maids.

Clothes launder themselves and disappear into wardrobes (or are folded in neat piles), dishes repel whatever meal remnants have clung to them and are transported back into their cupboards, rugs eject dust and dirt out the windows (or beyond the area of effect as applicable), books and papers are organized into neat piles, and brooms sweep the floors clean. Note that items to be cleaned cannot be in use thus worn clothing will not be laundered nor will a sleeping individual be ejected from his bed. Fouled or soiled clothing, left unattended in the area of effect, will be cleaned and any odors eliminated even if unusually pungent.

Housekeeping cleanses the affected area of persistent diseases (but is unable to remedy illness in living beings) and kills non-monstrous pests such as ordinary bedbugs, lice, ticks, and mites. As such, the area itself will no longer be a disease vector (i.e. no communicability checks need be made based on exposure alone) regardless of its past filthiness.

Housekeeping is only effective indoors or in an enclosed area (such as a cave).

During the casting time, an area subject to *Housekeeping* is a flurry of activity and any caught inside its effects may find themselves scrubbed along with dirty pots and pans or nudged by brooms towards the threshold along with other rubbish. This buffeting is merely comical and in no way injurious. (Should combat inexplicably break out whilst *Housekeeping* is active, all combatants are subject to -2 Attack and Defense penalties.)

The spell's catalyst is a scrub brush. Its effect is permanent though, of course, subject to subsequent untidiness.

Immovable Object

Components: V, S, C

Casting Time: 7 seconds

Range: Touch

Volume of Effect: 1 person

Duration: 10 minutes

Saving Throw: not applicable

This divinely empowered forbearance permits the recipient to resist any force that would otherwise involuntarily displace him. As such, he cannot be knocked back regardless of the impact sustained (though he may well die in place from an overwhelming injury). Similarly, even hurricane strength wind will not blow him off his feet though it may potentially prevent forward progress.

Note that this resistance to is inapplicable to falling.

Ineptitude

Components: V, S

Casting Time: 8 seconds

Range: 30 feet

Volume of Effect: 1 person

Duration: 1 week

Saving Throw: Mental (negates)

By applying this hex, the priest seeks to diminish a rival or antagonist's ability to competently perform tasks. This is usually motivated by jealousy or spite with regard to an individual the priest is familiar with although it may certainly be used indiscriminately to handicap a potentially threatening adversary.

If the target fails a mental saving throw, klutziness, mental wandering and a compromised ability to focus plague him. This results in a lowering of all skill masteries by 25. Even trivial tasks may now present a challenge and difficult ones may simply be impossible to accomplish.

Inoculation

Components: V, S, DI

Casting Time: 1 minute

Range: Touch

Volume of Effect: 1 person

Duration: 24 hours

Saving Throw: not applicable

This protective ward enhances the recipient's natural resistance to disease (via a bonus to communicability and severity checks). The degree of protection afforded is a direct function of the individual's pre-existing immunity. Those most susceptible to illness receive the greatest benefit. Consult the chart below to determine the applicable bonus.

Constitution	Bonus
1 - 2	+7
3 - 5	+6
6 - 8	+5
9 - 11	+4
12 - 14	+3
15 - 17	+2
18 - 20	+1
21+	no benefit

Note that anointed followers of the cleric's deity receive an additional +2 bonus over and above that dictated by their Constitution score. A cleric employs his divine icon as the catalyst for this beneficence.

Intimidating Aura

Components: V, S, DI
Casting Time: 5 seconds
Range: Self
Volume of Effect: Self
Duration: 5 minutes
Saving Throw: not applicable

This benediction lends a miniscule portion of divine gravitas to the cleric invoking this power. Even this minute quantity is sufficient to awe those bearing witness to it. Individuals inimical to the cleric and his purpose are cowed by his august presence and consequently drop by two tenacity/morale categories.

This power will not be granted if the cleric is in low honor. If he is in great honor, duration is doubled and should he be in legendary honor, it is tripled.

A cleric employs his divine icon as the catalyst for this beneficence.

Irresistible Force

Components: V, S, DI
Casting Time: 7 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 10 minutes
Saving Throw: not applicable

This divine surge of power enables the recipient's physical attacks to carry such momentum that even giants may have difficulty standing their ground in the face of his blows. Although no additional damage results from said attacks, defenders are treated as if two size categories smaller for purposes of determining knockbacks. Numerical details are listed in the chart below.

Irresistible Force summary	
Defender's Size	Damage Required for Knock-Back
T	1
S	3
M	5
L	10
H	15
G	20
E	25
C	30

In addition, any Feats of Strength the recipient may attempt gain a +8 bonus.

Janus

Components: S
Casting Time: 3 seconds
Range: Self
Volume of Effect: Self
Duration: 10 minutes per level
Saving Throw: not applicable

After this prayer is invoked, a face emerges from the back of the cleric's head (or helmet) like a diver breaking through the water's surface when coming up for breath. The new face is identical to the cleric's normal one in every regard and its presence imparts full, 360 degree vision to the cleric. This heightened awareness precludes the cleric from being the victim of a rearward strike or backstab. Furthermore, the cleric's defense die can never be decreased below a d12p.

Jinx

Components: V
Range: 130 feet
Volume of Effect: 1 creature
Duration: Special
Saving Throw: Mental (negates)

Any creature that falls victim to a Jinx suffers bad luck. The exact nature of these adversities is wholly in control of the priest that jinxed him.

From a metagame perspective, a successful jinx (i.e. a casting of the spell that the target fails to save against) saddles the victim with a number of "Jinx Points" that the caster can apply as he sees fit.

Jinx Points function like luck points (see Luck on p. 52-53 of the *Player's Handbook*) except that they apply exclusively to the subject's die rolls and must always be used to worsen the result. Given the circumstance of a particular roll, this may occasionally mean increasing the value of a result if doing so is detrimental.

Whenever a Jinx point (or points) is expended against a creature, the caster must state some improbable event that flummoxed the affected creature (e.g., *the creature missed his bowshot because a starling flew into the path of the arrow just before it could strike its target*). If the priest can't come up with a creative story to describe what occurred, then he cannot employ the Jinx point(s).

Jinx Points can be countered by Luck Points on a 1 to 1 basis. That is to say, if a cleric leverages 5 Jinx Points

against a creature possessed of Luck Points, that creature could immediately expend 5 Luck Points in order to cancel out the Jinx Points being used against it. Similarly, Honor may be expended to counter Jinx Points.

A Jinx remains in effect until all Jinx Points are maliciously employed or either the caster or the target dies. A priest must be in the vicinity of the jinxee to employ this power though he needn't necessarily be able to see him. Thus *Invisibility* is no proof against a priest leveraging this hex though said cleric will not know precisely where the invisible subject of his jinx is (he merely knows that he's in the general vicinity).

Jinx Spell specifics

Spell Name	Casting Time (s)	Jinx Points
Venal Jinx	2	5
Jinx	3	10
Wicked Jinx	4	15
Malicious Jinx	5	20
Terrible Jinx	6	25
Calamitous Jinx	7	30

Kaddish

Components: V, S
Casting Time: 30 minutes
Range: Touch
Volume of Effect: One deceased individual
Duration: Permanent
Saving Throw: not applicable

This ritual is a very potent form of last rites performed on a recently deceased person. It incorporates all the religious doctrine of the priest's sect but includes a very potent ward on the body and soul. After the final blessing is made at the ceremony's conclusion, the body cannot rise as an undead creature nor can the corpse be defiled by animation as an undead automaton.

Performing this ceremony requires no less than 25 s.p. worth of balm, ointment or other accouterment as prescribed by the peculiarities of the priest's religion.

This ritual cannot be successfully performed upon a being that has already been subject to the transformation it wards against.

Kiai

Components: V
Casting Time: 1 second
Range: 25 feet
Volume of Effect: 25' cone having a 60° angle at its base
Duration: Instantaneous
Saving Throw: Physical (half damage)

This spell allows the cleric to focus his will and employ it as a channel for a single utterance resonating with the gravity of his faith.

The subsonic holy resonance ripples through living tissue inducing microperforations in organs resulting in possibly severe injuries.

Functionally, the audible cry the cleric makes is no louder than a shout. The destructive power is carried by a powerful subsonic cone that extends 25 feet from the priest with a width of 25 feet at its endpoint. All within this volume sustain 5d6p damage (or half should they succeed at a Physical saving throw). *Kiai* will not damage inanimate matter nor will it harm undead or extra planar creatures.

Lethargica

Components: S
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 willing creature
Duration: 3 hours per cleric level
Saving Throw: not applicable

A cleric can induce a coma-like state indistinguishable from death upon any willing recipient of this spell. The recipient immediately pales in color and becomes visually indistinguishable from a corpse. Physical observation (even via First Aid) will not detect signs of life.

While in this state, the individual retains auditory and olfactory senses but neither sight nor touch. As such, he is aware of his or her surroundings but will not involuntarily respond to physical stimulus of any type, effectively allowing him to feign death.

The individual's metabolism is effectively halted thus he requires neither air, water or food. Any life threatening injury or condition – whether it be bleeding out from a deadly blow, acute poisoning or drowning – is held in check for the spell's duration.

The recipient of this spell may dismiss the cataleptic state of his own volition prior to its normal duration. Resuscitation requires but a second.

Note that since the spell requires the consent of the re-

ipient, it may only be applied to an unconscious person who is an anointed follower of the cleric's deity (anointing presumes granting one's priest power of attorney in such cases).

Mar

Components: V, S, DI
Casting Time: 10 seconds
Range: 30 feet
Volume of Effect: 1 Individual
Duration: Permanent
Saving Throw: Physical (negates)

This pernicious and spiteful hex permanently mars the subject's body by saddling him with a flaw. The exact form this disability takes is left to chance and may vary in severity from a minor inconvenience to a ruinous impairment.

Should the target of this curse fail a Physical saving throw, the priest enacting it rolls on the **Random Determination of Flaws** table (a subset of the *Random Determination of Quirks & Flaws* table from Player's Handbook p. 126 rejiggered to conform to a d1000 roll) to determine what infirmity he has permanently inflicted. Said flaw is immediately applied to the host.

Those affected by the spell receive no BPs for their newly acquired flaw.

Should the unfortunate target of this baneful prayer already possess the newly rolled flaw, he should consider himself fortunate as nothing occurs!

Mind Palace

Components: S
Casting Time: 1 second
Range: Self
Volume of Effect: Self
Duration: 10 minutes
Saving Throw: not applicable

With the spiritual guidance offered by this beneficence, a priest may compartmentalize his thoughts, memories, and emotions so as to protect himself from deleterious external influences. Thus while under the effects of this incantation, the caster is completely immune to any mental incursion or domination, such as charms, mind reading, possession, or any spell that targets the soul. Those that attempt to employ such abilities on the priest will find their efforts completely rebuffed.

Outcast

Components: V
Casting Time: 10 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: 6 months
Saving Throw: Mental (negates)

This hex taints the subject with a palpable sense of being a fugitive from justice, a deviant, a mass murderer or something else that unmistakably sets him apart as a despised outsider. Whatever it is, anyone meeting him gets

RANDOM DETERMINATION OF FLAWS

d1000 result	Flaw
001- 007	Albino
008- 091	Allergies
092- 111	Animal Antipathy
112- 121	Anosmia
122- 124	Blind
125- 134	Blind in One Eye
135- 157	Blunderer
158- 180	Colorblind
181- 203	Deaf
204- 213	Dumb
214- 230	Epileptic
231- 274	Facial Scar
275- 287	Feeble
288- 307	Glass Jaw
308- 320	HackFrenzy
321- 367	Hairy
368- 387	Hard of Hearing
388- 417	Impotent
418- 477	Limp, slight
478- 504	Limp, moderate
505- 517	Limp, severe
518- 537	Lisp
538- 564	Low Pain Tolerance
565- 581	Migraines
582- 594	Missing Digit
595- 604	Missing Ear
605- 614	Missing Eye
615- 621	Missing Limb
622- 661	Myopia
662- 691	Nervous Tic
692- 714	No Depth Perception
715- 744	Pestilent
745- 824	Pocking
825- 844	Prematurely Gray
845- 854	Severely Maimed
855- 867	Sleepwalker
868- 890	Sterile
891- 910	Strange Body Odor
911- 940	Tone Deaf
941- 960	Trick Knee
961- 000	Weary

an incredibly bad vibe and will be ill disposed to have anything to do with him. This results in a -10 penalty to Encounter Reactions (see *GameMaster's Guide* p. 65-67) for six months after falling under the spell's malevolent influence.

Previous acquaintances will not notice a personality change and will be flummoxed to explain the sudden vehement dislike strangers take to their companion, master or servant and thus NPC Loyalty and Morale (*GameMaster's Guide* p. 181-184) is unaffected.

Pacify

Components: V
Casting Time: 3 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: Subjective
Saving Throw: Mental *negates*

This prayer permits the cleric to dissuade an attacking creature from continuing its aggressively hostile actions. Any creature calmed by this spell will immediately cease attacking and permit the priest time to vacate the area. This spell does not make the target completely docile, merely unwilling to react in a way that inflicts physical damage. For example, this spell could be used to stop a tower guard firing arrows at you but he could still raise an alarm or do anything else that did not result in him doing any *direct physical harm*.

Pacify does not render the target incapable of subsequent aggression if appropriately provoked. If the pacified creature is challenged by any subsequent actions that would naturally trigger an attack response, it will react accordingly.

It is within the purview of the GM to judge whether subsequent actions warrant an escalation of violence on the part of the pacified creature. In general, it will acquiesce to a prompt retreat from its lair, den or warren without mounting an attack even if naturally vicious and territorial. However searching its cave, pilfering possessions and threatening young are all reasonable provocations warranting redaction of its pacification.

Panacea

Components: V, S, DI
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

This prayer beseeches the cleric's deity to favor the supplicant and restore to balance his humors thus immediately alleviating any diseases he suffers from. This remedy is absolutely effective for anointed followers of the cleric's god.

A non-anointed patient is merely permitted another check to see if he resists the disease (d20p+CON vs. d20p+disease severity) – albeit with a +4 bonus to the roll. If he succeeds, the affliction regresses to its minor effect and the patient may recover as normal.

The cleric invoking a Panacea is never at risk of contracting the ailment afflicting his patient while invoking this miracle.

A cleric employs his divine icon as the catalyst for this beneficence.

Pariah

Components: V
Casting Time: 10 seconds
Range: 120 feet
Volume of Effect: 1 creature
Duration: 1 month
Saving Throw: Mental (*negates*)

This hex causes the target to be perceived as shifty, unpleasant, boorish or just unlikeable to those he is meeting for the first time. This results in a -6 penalty to Encounter Reactions (see *GameMaster's Guide* p. 65-67) for one month after falling under the spell's malevolent influence.

Previous acquaintances will not notice a personality change that can account for the sudden dislike strangers take to their companion, master or servant and thus NPC Loyalty and Morale (*GameMaster's Guide* p. 181-184) is unaffected.

Perceive Desire

Components: V
Casting Time: 1 second
Range: 5 feet
Volume of Effect: 1 creature
Duration: 5 minutes
Saving Throw: Mental (*negates*)

Via a brief conversation with the subject, the cleric is able to pierce through the layers of self-delusion, denial, and morality that enshroud a person's truest, most powerful desire—be it wealth, power, fame, carnal pleasure, or something else the target covets. This knowledge may subsequently be used as bait, blackmail or a possible reward to compel service or goad the individual into an action de-

sired by the priest.

Presumably, the priest attempting to conduct this intelligence gathering will disguise himself and assume the role of an innocuous NPC as it is mandatory to engage in a conversation with the subject. Powerful and secluded targets who are not wont to stroll down city streets and interact with commoners can present a formidable barrier that demands creativity and resourcefulness to gain access.

Alternatively, an unwilling subject may be forced to talk via a successful use of the Interrogation or Torture skills. The questioning may be legitimate or it may be a red herring meant to distract the wary subject's attention while his secret desires are probed (in the latter case, the Interrogation or Torture skill check need only fail by ≤ 25 to be employed as a conduit for *Perceive Desire*). In either case, subjects receive a +3 bonus to their save as they are, understandably, more on guard as to what they reveal.

A successful Mental saving throw on the subject's behalf indicates that he is able to restrain himself from blurting out his secret wishes.

Power Attacks

Components: V, S, DI
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 10 minutes
Saving Throw: not applicable

This recipient of this invocation is empowered such that Defenders against any physical attack he makes are treated as one size category smaller for purposes of determining knockbacks. Thus an ogre (size H) struck by a combatant so empowered would be subject to the Knock Back rules (see PHB p. 231–232) from a 20 hit point blow instead of a 25 hit point stroke.

This advantage carries through for determination of double and triple knockbacks. The catalyst for the spell is the priest's divine icon.

Specific details are listed in the chart below.

Power Attacks summary	
Defender's Size	Damage Required for Knock-Back
T	3
S	5
M	10
L	15
H	20
G	25
E	30
C	40

Psychoanalyze

Components: V
Casting Time: 1 second
Range: 5 feet
Area of Effect: 1 Individual
Duration: up to 1 hour
Saving Throw: Mental (negates)

To employ this spell, the priest must engage in a lengthy conversation with the subject during which the cleric surreptitiously guides the discussion in such a manner as to coax the subject to reveal all of his quirks. Ideally, the priest will disguise himself and assume the role of an individual with whom having a long conversation with is not seen as suspicious such as a bartender, a chatty local merchant or even a potential romantic partner. A successful Mental saving throw on the subject's behalf indicates that he is able to dodge the leading conversational segues and suppresses revealing his quirks. Bear in mind that these discussions may occur in venues where alcohol is served and that subjects may have compromised Mental saves due to inebriation...)

Alternatively, an unwilling subject may be forced to talk via a successful use of the Interrogation or Torture skills. The questioning may be legitimate or it may be a red herring meant to distract the wary subject's attention while he is being Psychoanalyzed (in the latter case, the Interrogation or Torture skill check need only fail by ≤ 25 to be employed as a conduit for Psychoanalysis). In either case, subjects receive a +3 bonus to their save as they are, understandably, more on guard as to what they reveal.

One quirk is revealed for every five minutes the conversation lasts.

Quirkiness

Components: V, S, DI
Casting Time: 8 seconds
Range: 30 feet
Area of Effect: 1 Individual
Duration: Permanent
Saving Throw: Mental (negates)

Quirkiness exacerbates an inherent tendency of the target to the point where it becomes socially problematic. Should the target of this curse succumb to the personality-warping effects of this spell, the cleric enacting it rolls on the **Random Determination of Quirks** table (a subset of the *Random Determination of Quirks & Flaws* table from Player's Handbook p. 126 rejiggered to conform to a d1000 roll). Those affected by the spell receive no BPs for

RANDOM DETERMINATION OF QUIRKS

d1000 result	Flaw
001- 030Absent-Minded
031- 043Abstinent
044- 052Addict
053- 061Ambivalent
062- 097Animal Phobia
098- 110Bad Liar
111- 124Bad Sense of Humor
125- 135Boor
136- 158Braggart
159- 168Chatterbox
169- 184Chauvinist
185- 194Chisler
195- 205Chivalrous
206- 221Claustrophobic
222- 234Clean Freak
235- 245Clingy
246- 261Close Talker
262- 280Compulsive Liar
281- 287Conspiracy Theorist
288- 331Coward
332- 347Cruel
348- 353Deathwish
354- 367Delusional
368- 378Dialect
379- 387Doppelganger
388- 391Early Riser
392- 405Fanatic
406- 431Fear of Heights
432- 452Fop
453- 473Foul-Mouthed
474- 490Glutton
491- 500Greedy
501- 520Gullible
521- 526HackLust
527- 535Inappropriate Sense of Humor
536- 541Justicar
542- 547Late Sleeper
548- 560Lazy
561- 569Lusty
570- 578Mean Drunk
579- 588Melancholy
589- 599Merciless
600- 615Messy
616- 626Miserly
627- 635Nagging Conscience
636- 648Needy
649- 658Nosy
659- 671Obnoxious
672- 694Obsessive-Compulsive
695- 707Ornery
708- 718Ostentatious
719- 725Overconfident
726- 738Pack Rat
739- 749Paranoid
750- 755Picker
756- 766Quick-Tempered
767- 780Racist
781- 789Scratcher
790- 800Selfish
801- 816Short Term Memory Loss
817- 829Snob
830- 840Spendthrift
841- 851Stutterer
852- 865Swindler
866- 965Superstitious
966- 986Talker
987- 000Touchy

their newly acquired quirk.

Should the unfortunate target of this baneful prayer already possess the newly rolled quirk, he should consider himself fortunate as nothing occurs!

Rain Dance

Components: V, S, DI

Casting Time: 30 minutes

Range: Special

Area of Effect: 3 square miles (~1 mile radius)

Duration: 10 minutes per level

Saving Throw: not applicable

Upon completion of an elaborate dance in which the cleric beseeches his deity for the gift of rain, the cleric coaxes a gentle rainstorm into existence. The rainstorm covers a three square mile area and falls at a rate of ¼ inch per hour. The volume of water produced by this storm is sufficient to put out all but the largest conflagrations, erase

footprints and other tracks, and water croplands.

If cast in an area where the temperature is below freezing, *Rain Dance* instead produces a snowstorm. The snowstorm reduces visibility to two furlongs and carpets the area in powdery, white snow that falls a rate of 2 ½ inches per hour.

The cleric must possess at least average mastery in Artistry (dancing) in order to evoke this blessing.

Rust

Components: S, M

Casting Time: 6 seconds

Range: Touch

Volume of Effect: 1 ferrous metal item ≤ 60 pounds

Duration: Permanent

Saving Throw: Special

This prayer, a bane of mail-clad warriors obsessed with

the riddle of steel, allows the cleric to instantly oxidize any ferrous metal touched by his outstretched finger. Metal rusted via this spell disintegrates into a pile of reddish-brown detritus.

Rusting a suit of armor requires a successful touch attack while targeting a weapon being used in combat requires that the cleric succeed on a Called Shot to the weapon (+6 defense bonus). Shields have only incidental metal parts and are unaffected by this spell. Arms and armor are, of course, not the only objects subject to rusting. Far greater results may frequently be had by rusting out a key piece of structural iron as opposed to the temporary advantage denuding a lone combatant of his steel carapace provides.

Superior quality ferrous metal items (+1 to +5 bonus) have a 10% chance per bonus point of resisting the affects of the spell (i.e., a +2 sword has a 20% to be wholly unaffected). True magical items (generally +6 bonus or above) cannot be transformed by this spell (unless rusting is the one true way to destroy the weapon, see Magic Item Permanency, GameMaster's Guide p. 251).

The material component is a vial of salt water.

Schrödinger's Shelter

Components: S, M

Casting Time: 10 seconds

Range: 0

Volume of Effect: 20' x 20'

Duration: 1 hour

Saving Throw: not applicable

When this spell is enacted, the caster invokes a spatial volume in which a superposition of states exists. Those outside the shelter cannot gain any information about the state of those ensconced within the shelter short of broaching the exterior.

Any Listening check made on the perimeter (or outside) the shelter automatically fails. Those within are cloaked by Invisibility (applicable only to those attempting to view them from outside the bounds of the shelter – those within the shelter can see one another as well as anyone outside assuming windows or other viewports exist). Even creatures with Undead Sight cannot 'see' into the shelter. Animals with a keen sense of smell are similarly unable to detect any olfactory emanations from the shelter nor can they sense vibrations originating from the spell's protective confines.

This protection extends to magical means of information gathering. Any form of Scrying is ineffective if directed at the shelter or its occupants. Those within the shelter, if previously subject to mental domination (such as via *Charm*), are temporarily freed of this subjugation while

within the shelter's confines.

The spell must be enacted on a fixed location. It provides no physical barrier to entry (though if cast on an area simultaneously occupied by a building or behind a door, these obstructions will impede access).

For example, a priest invokes Schrödinger's Shelter in the midst of an open battlefield in which he and his allies are confronting a large number of foes. Those within its confines (friend or foe) would apparently vanish as those outside the spell's perimeter can no longer see, hear or smell them. Were an ally Charmed by an opponent, this control would lapse as long as the charmed individual remains within the confines of the shelter (and the charmer does not cross into the shelter). Those outside the shelter can freely cross the barrier – provided they are not physically prevented from doing so by the actions of someone within the shelter – and, in so doing, seemingly disappear to outside observers but can now see and interact with those inside the shelter.

The material component is a cat's hair.

See Reason

Components: V

Casting Time: 1 second

Range: 10 feet

Volume of Effect: 1 Individual

Duration: see text

Saving Throw: see text

This entreaty permits the cleric an opportunity to influence the subject to rethink his irrational actions.

It may be employed upon an individual seemingly acting under the influence of another mind (to wit, Charmed, Beguiled or otherwise magically controlled) and in so doing permits the person another saving throw to throw off this domination. Said saving throw gains the benefit of the Cleric's Charisma-based Morale Modifier as a bonus (or penalty) to this Mental save.

Alternatively, it may be employed to sway the opinion of a person arguing in favor of an illogical course of action (as viewed from the cleric's perspective). As this may restrict the actions of other Player Characters, the GM is given broad jurisdiction to rule that such usage may be ineffective. In general, the contrary view espoused by the cleric must be judged to be inherently more logical and not self-serving. If these conditions are met and the target fails a Mental saving throw, he is compelled to concede the point for 24 hours.

Finally, the cleric may employ this spell to force another person to re-roll their Reaction check (provided the target can understand the language the cleric is speaking in).

See the Secret Heart

Components: S
Casting Time: 1 second
Range: 3 feet
Volume of Effect: 1 Individual
Duration: Special
Saving Throw: Mental (negates)

With a steely gaze, the cleric is able to look beyond the face and identity his target presents to the world and peer into his secret heart, his true self. If the target harbors any ulterior motives vis-à-vis the priest, they percolate up to the surface of his mind, allowing the cleric to sense the discontinuity.

Note that this divination does not reveal the target's alignment nor what his ulterior motives are, merely that they exist. An NPC may have legitimate, non-inimical reasons to deceive the priest or to reserve the full truth.

Speed of Light

Components: V, S
Casting Time: 3 seconds
Range: Self
Volume of Effect: Self
Duration: 1/10 second
Saving Throw: not applicable

After invoking this power, the cleric becomes capable of sprinting movement at the speed of light (983,571,056 feet/second). He may, of course, opt to take a leisurely walk (245,892,764 ft/s) instead.

Even given the extremely brief duration of the spell, the priest is capable of travelling tremendous distances (18,600 miles if sprinting) easily walking from one edge of a continent to the other. During this transit time, the cleric's body is treated as a wave not a particle thus physical considerations such as air friction are ignored. However, unless capable of flight or water walking, his route must be on ground possibly requiring lengthy detours. Once the spell ends, the priest's momentum is instantaneously bled off into the ether preventing catastrophic deceleration.

Bear in mind that the duration is but 1/10th of a second and thus precludes the priest taking any other action than movement. Any attempt to "Kamikaze" oneself by purposefully seeking to impact another creature is impossible given that the cleric's physical form is a wave form not a particle. Such an action would simply result in the cleric passing through the target.

It is beyond the capabilities of any non-divine being to interact in any manner with a priest travelling at the speed of light.

Spiteful Reciprocation

Components: V, S, DI
Casting Time: 6 seconds
Range: 10 feet
Volume of Effect: Self
Duration: 5 minutes
Saving Throw: not applicable

This warding prayer seeks to dissuade enemies from harming the cleric by allowing them to "feel my pain". Any physical injury the cleric sustains is mirrored in the individual inflicting the wound. Thus if the priest is slashed for 7 hit points (after discounting for DR), his attacker also receives a 7 hit point wound – regardless if he possesses as significantly higher DR. Any special effects of a critical hit are mirrored as well.

Damage inflicted via magical means cannot be reciprocated. Note also the limited range of this spell. In most cases, individuals launching missiles will be beyond the retributive proximity and unaffected.

Spitemata

Components: V, S
Casting Time: 5 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 10 minutes
Saving Throw: Physical (negates)

This prayer allows the cleric to designate a mortal vessel to encapsulate his pain and agony. Whilst this imprecation is effective, any wound the cleric suffers is halved (rounding down) while the vessel sustains the full effect of the injury (bypassing its Damage Reduction).

Should the target of this hex die, the spell is prematurely terminated.

Staunch Internal Bleeding

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

By use of this spell a cleric can staunch an internal wound that is resulting in significant blood loss. The wound magically clots and ceases to bleed, although it is not healed. This spell has no curative effects, but immediately wards off any further penalties a character would take

from Internal Bleeding. The spell cannot stop Internal Hemorrhaging.

Staunch Internal Hemorrhaging

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

By use of this spell a cleric can staunch a internal wound that is resulting in major blood loss. The wound magically clots and ceases to bleed, although it is not healed. This spell has no curative effects, but immediately wards off any further penalties a character would take from Internal Hemorrhaging.

Staunch Severe Bleeding

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

By use of this spell a cleric can staunch an external wound that is resulting in significant blood loss. The wound magically clots and ceases to bleed, although it is not healed. This spell has no curative effects, but immediately wards off any further penalties a character would take from Severe Bleeding.

Strength of the Boar

Components: V, S, DI
Casting Time: 5 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 1 hour
Saving Throw: not applicable

The recipient of this invocation gains a small measure of divine power allowing him to accomplish feats of strength in excess of his natural abilities. Only anointed followers (including, of course, the cleric himself) may derive this benefit.

In game terms, the recipient receives a +1 damage bonus to physical attacks that adds to any bonus he may already possess. Feats of Strength receive a +2 bonus.

The catalyst for the spell is the priest's divine icon.

Strength of the Stag

Components: V, S, DI
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 1 hour
Saving Throw: not applicable

The recipient of this invocation gains a measure of divine power allowing him to accomplish feats of strength in excess of his natural abilities. Only anointed followers (including, of course, the cleric himself) may derive this benefit.

In game terms, the recipient receives a +2 damage bonus to physical attacks that adds to any bonus he may already possess. Feats of Strength receive a +4 bonus.

The catalyst for the spell is the priest's divine icon.

Strength of the Bear

Components: V, S, DI
Casting Time: 7 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 1 hour
Saving Throw: not applicable

The recipient of this benediction gains a measure of divine potency facilitating his accomplishment of feats requiring great strength. Only anointed followers of the priest's deity may derive this benefit.

In game terms, the recipient receives a +3 damage bonus to physical attacks that adds to any bonus he may already possess. Feats of Strength receive a +6 bonus.

The catalyst for the spell is the priest's divine icon.

Strength of the Bison

Components: V, S, DI
Casting Time: 8 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 1 hour
Saving Throw: not applicable

The recipient of this invocation gains a significant infusion of divine might permitting him to carry out feats of strength far in excess of his natural abilities. Only anointed followers of the god granting this beneficence may derive a benefit.

In game terms, the recipient receives a +4 damage bonus to physical attacks that is cumulative with any bonus he

may already possess. Feats of Strength receive a +8 bonus.

The catalyst for the spell is the priest's divine icon.

Strength of the Oliphant

Components: V, S, DI

Casting Time: 10 seconds

Range: Touch

Volume of Effect: 1 Individual

Duration: 1 hour

Saving Throw: not applicable

The recipient of this invocation receives a large measure of celestial brawn that can assist him in performing superhuman feats of strength. This endowment will only be granted to anointed followers of the priest's deity.

In game terms, the recipient receives a +5 damage bonus to physical attacks that stacks with any bonus he may already possess. Feats of Strength receive a +10 bonus.

The catalyst for the spell is the priest's divine icon.

Svengali

Components: V

Casting Time: 5 minutes

Range: 30 feet

Volume of Effect: 1 Individual

Duration: 24 hours

Saving Throw: not applicable

This spell allows the cleric to impart his Charisma bonus to the target and coach him on what to say. Besides granting a possible bonus to Charisma, this spell also replaces the target's Diplomacy, Oration, Persuasion, Art of Seduction, and Skilled Liar skills with the cleric's own (if higher). The catalyst for his spell is a token of sentimental (or greater) value belonging to the target and given voluntarily to the cleric.

Note that the cleric must remain within 30 feet of his "puppet" in order to provide the benefits of this spell. The subject may voluntarily reject the bonus as no overt mind control is exercised. However, the cleric may exercise passive control over his puppet by employing his skills to benefit the client and then threatening to withdraw such aid unless his demands are met. Politicians and public figures rising to prominence on the basis of the cleric's abilities are very susceptible to such manipulation.

Sword into Plowshare

Components: S

Casting Time: 1 second

Range: 10 feet

Volume of Effect: 1 weapon

Duration: Permanent

Saving Throw: Special

With a gesture, the cleric can transform an opponent's weapon into a simple farming tool. Weapons that have origins as farming tools revert back to those devices in an atavistic decline: scythes and sickles become non-weaponized versions of themselves, military forks become pitchforks, bills become billhooks, and flails become wooden agricultural flails. Weapons outside the above list become a random farming implement (small size weapons always become small spades or sickles).

Superior quality weapons (+1 to +5 bonus) have a 10% chance per bonus point of resisting the affects of the spell (i.e., a +2 spear has a 20% to be unaffected). True magical weapons (generally +6 bonus or above) cannot be transformed via this spell (unless this spell is the one true way to destroy the weapon - see Magic Item Permanency, *GameMaster's Guide* p. 251).

The resultant farming tool is not very sturdy and will break without inflicting damage on any successful attack.

d8	resultant agricultural tool
1	Billhook
2	Hoe
3	Pitchfork
4	Plowshare
5	Rake
6	Sickle
7	Spade
8	Wooden Flail

Swords into Plowshares

Components: S

Casting Time: 5 seconds

Range: 60 feet

Volume of Effect: all weapons within range

Duration: Permanent

Saving Throw: Special

With a gesture, the cleric transforms all weapons in a 60 foot radius (save those possessed by anointed followers) into simple farming tools. Weapons that have origins as

farming tools revert back to those devices in an atavistic decline: scythes and sickles become non-weaponized versions of themselves, military forks become pitchforks, bills become billhooks, and flails become wooden agricultural flails. Weapons sans any design lineage become a random farming implement (though small size weapons always morph into small spades or sickles). Note that weapons that have been deftly concealed on an individual's person (i.e. a knife hidden in a boot, a dagger up a sleeve) will not damage the owner when they suddenly transform into a differently shaped item.

Superior quality weapons (+1 to +5 bonus) have a 10% chance per bonus point of resisting the affects of the spell (i.e., a +5 sword has a 50% chance of being unaffected). True magical weapons (generally +6 bonus or above) cannot be transformed by this spell (unless the spell is the one true way to destroy the weapon - see Magic Item Permanency, *GameMaster's Guide* p. 251).

The resultant farming tools are not very sturdy and will break without inflicting damage on any successful attack. See *Sword into Plowshare* for a table of tools into which weapons having no direct design lineage to farming equipment may transform.

Take Up Arms

Components: V, S, C
Casting Time: 5 seconds + 1 second per weapon
Range: 10 feet
Volume of Effect: 1 ordinary object per level
Duration: 30 minutes
Saving Throw: not applicable

This invocation functions much like *Weaponize*, except that *Take Up Arms* facilitates the transformation of multiple objects into arms.

The priest invokes this power by reciting a prayer in which he humbly beseeches his deity to impart the means for the oppressed to take up arms and righteously strike down their oppressors. At its conclusion, he points to each mundane object (ideally held in the hand of one of the oppressed) and names the weapon it is to be transformed into (taken from the list of weapons on p. 208-209 of the *Player's Handbook*). Alternatively, the nondescript object may be transformed into a cache of ammunition (20 arrows, quarrels or sling bullets).

Should the cleric opt to transform an object into his deity's preferred weapon (if applicable), it manifests as a quality +1 silvered version of said weapon.

Anointed followers of the cleric's god are granted proficiency in the transformed weapon provided they hold the object to be transformed aloft when the metamor-

phosis is enacted.

The spell's catalyst is the items being transformed. At the spell's completion, the objects return to their natural form.

Teleport Adversary

Components: S
Casting Time: 5 seconds
Range: 30 feet
Volume of Effect: 1 Individual
Duration: Instantaneous
Saving Throw: Physical (negates)

By extending his fingers and snapping them at an opponent, the cleric may forcibly teleport an adversary to a distant location. Exactly where the target ends up is entirely the GM's discretion, but the destination must be free from immediate dangers (i.e. the teleporteé will not appear in the middle of an ocean, in an active volcano's cauldron, etc). All of the target's carried possessions accompany him to his destination.

Temporary Tattoo of Shame

Components: V
Casting Time: 3 seconds
Range: 30 feet
Volume of Effect: 1 Individual
Duration: Fortnight
Saving Throw: Mental (negates)

With a few scathing oaths the cleric causes a henna tattoo to spontaneously appear on the target's cheek. The exact text is the choice of the cleric, but it must be of shameful or remonstrating nature. While the tattoo remains, the target suffers a temporary honor penalty of 3 points per the cleric's level.

Transmute Gold to Lead

Components: S
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 pound of gold per level
Duration: Permanent
Saving Throw: not applicable

Upon invoking this power, the cleric is able to transmute gold into lead. The effect is instantaneous and permanent. One pound of gold (roughly 80 coins) may be transmuted for every level the cleric possesses.

Note that should the gold be an integral component of

an item having magical properties, these powers are wholly unaffected by the transformation.

Undermine

Components: V, M
Casting Time: 5 minutes
Range: Touch
Volume of Effect: 10 linear feet
Duration: Permanent
Saving Throw: not applicable

This invocation enables the priest to collapse a wall by undermining its structural integrity. To enact this power, the cleric employs chalk to inscribe a relevant holy verse on a vertical surface he wishes to topple. After five minutes of chanting and inscription, the surface shudders and begins to founder. At the completion of the ritual, the cleric has 10 seconds to vacate the area before the wall suddenly gives way.

This ritual causes 10 linear feet of wall (manmade or otherwise) to collapse. It is left to the GM's discretion to decide if collateral structural damage occurs. At a minimum, the section of wall in question collapses leaving behind a pile of rubble one-quarter the height of the wall and exposing the room(s) or area behind it.

Vialis

Components: V, M
Casting Time: 5 minutes
Range: 5 feet
Volume of Effect: 1 Individual
Duration: 4 hours
Saving Throw: not applicable

This blessing restores the recipient's waning libido and temporarily emends any physical symptoms interfering with the ability to consummate the reproductive act. While under this spell's influence, the recipient is subject to normal arousal but not compelled into lecherous behavior unless the latter is a preexisting personality trait.

For the spell's duration, the effects of the Impotent flaw are temporarily suspended. Sterility, however, is unaffected. Recipients do not suffer a penalty resisting Art of Seduction skill checks.

The material component is ginseng root.

Watchdog

Components: V, S, C
Casting Time: 2 minutes
Range: 30 feet
Volume of Effect: 1 sentry dog
Duration: 8 hours
Saving Throw: not applicable

By blowing a dog whistle (the catalyst) accompanied by verbal calling and somatic gestures, the priest summons a watchdog that will patrol the area it has been called into. While the dog itself can appear as any breed desired by the cleric, it is statistically identical to the sentry dog in the *Hacklopedia of Beasts*.

When summoned, the watchdog immediately recognizes the cleric summoning it and will remain perfectly loyal to him for the duration of the spell. The priest has two minutes to introduce other individuals to the dog. Anyone whom the dog sniffs within these two minutes is considered safe and will not elicit barking at their approach. Anyone else is considered a threat and will be met with loud barking.

The watchdog cannot stray outside of a 30 foot radius from its point of summoning.

Weaponize

Components: C
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 item weighing ≤10 pounds
Duration: 10 minutes
Saving Throw: not applicable

This enchantment permits the cleric to transform a mundane item into a deadly weapon. Merely by grasping an inanimate object weighing from 1 to 10 pounds and consciously deciding what form it is to take (taken from the list of weapons on p. 208-209 of the *Player's Handbook*), the priest channels divine energy to complete the alteration.

Should the cleric opt to transform an object into his deity's preferred weapon (if applicable), it manifests as a silvered version of said weapon. Note that ammunition is not procured by this spell as only a lone item is affected.

The spell's catalyst is the item being transformed. At the spell's completion, the weaponized object returns to its natural form.

FOURTH LEVEL MAGE SPELL

Tyson's Rock 'Em Sock 'Em fighting fists of fury

Base SP Cost:	80
Components:	S
Casting Time:	2 seconds
Range:	60 feet
Volume of Effect:	2 hands
Duration:	120 seconds
Saving Throw:	not applicable

Additional Spell Point schedule:

Increase Duration: 1 SP/second (maximum spell duration is 3 minutes)

This spell conjures a pair of physically real fists that replicate those of the caster (only slightly larger). The spellcaster can control these fists to engage in distance pugilism.

The fists respond to the mage's actions, replicating his jabs and punches (*but with the power of a true brawler* → 18/99 Strength). As such, the mage must continuously 'shadowbox' with his opponent to continue the spell (precluding other actions save walking). Control is limited to line of sight preventing the mage from maneuvering his remote fists to a creature's rear or flank unless he himself is in such a position.

Attacking is based on the mage's skill as a pugilist (see bare-handed 'weapon' p. 208 PHB). Damage from a successful blow is $(d4p-2)+(d4p-2)+6$ although an opponent's DR is applicable.

Note that should the spellcaster inexplicably have specialization in this 'weapon', any bonuses vis-à-vis Attack, Defense, Speed or Damage may be applied.

The fists may be targeted by attacks but due to their size and the fact that they float like butterflies, scoring a hit is very difficult (Defense is $d20+12$ + caster's bonus or penalties from Wisdom or Dexterity).

Each hand can sustain 10% of the Mage's full hit point total - rounded up - before being dismissed (the mage suffers any damage to the virtual fist as a wound - but only up to the number of hp the hand sustained before being dismissed). The hands have 0 DR. If a single one is dismissed, damage from a lone fist is $(d4p-2)+3$.

Spell fatigue only sets in once the spell's duration expires.