



HackMaster

Zealot's Guide

Book the Third

THEATER OF THE ARTS

Alignment: Chaotic good

Spheres of Influence: The Arts (includes paintings, poetry, music, humor, etc.)

Tenets of the Faith: Steeped in bardic tradition, communities respect these clerics for the entertainment they provide and their cultural contributions to society. The Merry Muses are knowledgeable historians who dramatically and/or humorously relate legends to the masses as well as providing a forum to interpret current events. They have the exceptional ability to place the troubles of the present into perspective through allegories.

Members of the Merry Muses must be knowledgeable in both modern and ancient culture. Their preaching promotes tolerance among differing races and cultures. This is a source of conflict with many governments, particularly in Eldor.

Merry Muses are typically jolly souls that love to perform and bring joy to others. But they are far more than simple jesters. Clerics of the Loremaster are also serious performers and artists who enjoy performing tragedies, dramas, ballets, symphonies and operas or creating visual art. Merry Muses have been known to demand a novel joke, rhyme or story as recompense for the casting of spells or other services — as long as there is no dire need.

Clerics of the Loremaster are frequently at odds with authoritarian governments as they seek to give voice to the disenfranchised. Where outright advocacy for minority groups is subject to punitive censorship, the muses will gleefully create and perform works that advance their agenda in a more covert manner. While frequently condemned as slanderous or even seditious by savvy leaders well aware they have been hoisted on their own petard, these pieces and performances frequently find favor with commonfolk eager for bawdy distractions from the toil of everyday life (even should the underlying social commentary be lost on them).

Thumbing one's nose at authority is a dangerous game and entire Churches have been banished in some kingdoms after the telling of one-too-many jokes at the king's expense. Seldom though is such power absolute for there are always contenders to the throne. It is not uncommon for such aspirants to act as patrons of the arts in order to pique their rivals.

ABOUT THE THEATER OF THE ARTS

Priesthood: The Merry Muses

Symbol: A theatrical mask or a jester hat

Colors: Red and gold

Place of Worship: Theaters or public forums. A prayer is often said with the audience before or after a performance.

Holy Days: The clergy holds a festival celebrating the fine arts in late spring.

Sacrifice: Each week, clerics must create and tell a song, poem or joke in honor of the Eternal Bard. Annually, the required sacrifice is a physical work of art. Said work is not destroyed (that

would be sacrilege) but donated to the Church for public display. Attribution for donations is always accredited (though this may be a means of shaming stingy contributors...)

Raiment: All clerics wear clothes appropriate to the art in which they are working. For instance, a painter might don a painter's smock, a jester might wear a jester's costume, and so forth. Merry Muses also wear a necklace bearing various charms appropriate to any arts they have already mastered (for instance, a master sculptor and painter could bear tiny chisel and brush charms).

Revered Names for Deity: Ranconteur, The Eternal Bard, Loremaster, Kydarra (Fhokki), Lendanor (Brandobian), Yejda (Dejy), Pinini (Kalamaran), Shanoh (Svimohzish), Keifau (Reanaarese).

Deity's Appearance: The Raconteur appears in many different forms, but he always appears as a performer or artist. His apparel is always appropriate to his performance medium.

Advancement within Order: Advancement within the church is through demonstrated excellence in a particular art form (e.g., sculpting, painting, poetry, acting, speech making, jesting, conducting, dancing, singing, music composition, novel writing). Once the cleric advances to the next temple rank, he receives a small charm that signifies the mastered art form. These charms are worn on a necklace. A Merry Muse may gain mastery of the arts in any order that she chooses. An Artiste is a Merry Muse that has mastered each of the art forms.

Title	Charm
Sculptor	Chisel
Painter	Brush
Poet Laureate	Quill
Thespian	Mask
Orator	Megaphone
Jester	Sleigh bell
Maestro	Instrument
Dancer	Slippers
Prima Donna	Musical note
Composer	Clef
Novelist	Open book
Artiste	All

Skill Bonuses: The following skills represent the core competencies of these clerics: Acting, Artistry, Current Affairs, Disguise, History (ancient), Language, Literacy, Musician and Riddling. Acolytes of the Loremaster receive one purchase (at no BP cost) in each of these skills (though they are permitted to chose two subspecialties in Artistry).

At each subsequent level, he receives (at no BP cost) one roll of the mastery die in any two of the core Merry Muse skills. Note that one and only one roll of the mastery die may be taken in a particular skill during advancement. However, a cleric may opt to make additional purchases in their core skills with BPs gained from their initial allotment or during advancement.

THEATER OF THE ARTS

Alignment: Chaotic good

Divine Icon: A small theatrical mask

Preferred Weapon: Muses favor the pen over the sword and thus do not espouse any particular weapon

Other Weapons Permitted: Axe (throwing), Dagger, Knife (throwing & melee), Sabre, Staff, Sling

Armor Permitted: may only wear armor that imposes no movement rate reduction (i.e. studded leather or less); may not employ shields

Powers: Turn Undead; Countersong, Inspire Allies, Marching Cadence, Presence, Publicist, Thwart Charm



Presence: Merry Muses have natural presence and are able to impact a space when they enter it. This affords them a +1 bonus on the Encounter Reactions Results table. Every 10 levels thereafter (i.e. at 11th and 21st level), they gain an addition +1 bonus.

Publicist: Merry Muses can be far more effective at heralding the exploits of individuals than mere bards or criers. Should they lend their creative expertise towards promoting the Fame of a person or group (including self-promotion and/or the deeds of their companions), they may add their mastery level in Artistry: poetry, creative writing or music composition to the chance of successfully gaining a point of fame. See GMG p. 143 Fame: Hiring Minstrel/Crier for details.

Thwart Charm: Clerics of Raconteur can provide a +1 bonus against charm effects by actively countering the charmer with wit.

Furthermore, when a cleric of Raconteur purchases any of these skills, the mastery die roll is modified by +3 (or the skill's relevant ability score modifier, whichever is better).

Confederate Faiths: Church of the Night's Beauty, the Order of the Passionate One, the Face of the Free

Adversarial Faiths: The House of Shackles, The Founder's Creation, the Home Foundation

Sayings: *A rapier wit can slice the toughest armor. - Laughter is the best way to resolve a conflict. - Music is the language of the gods. - Perform every day as if it were your last. - The pen is mightier than the sword. - To bring a smile to sad lips is to give a gift greater than gold. - Laugh and the world laughs with you; cry and the world laughs at you.*

SPECIAL POWERS:

Countersong: Muses may disrupt other songs or vocal/music-based spells and magical abilities. Success requires a percussion instrument and a difficult Musician skill check (or a contested skill check if applicable).

Inspire Allies: By playing a brass instrument, a Merry Muse can raise sapient allies' morale by 1 morale/tenacity level. This bonus is contingent on the Muse exclusively performing this action and ceases should he take another action.

Marching Cadence: Employing a percussion instrument to keep time and vocalizing a call and response song permits the Merry Muse and his allies to cover overland distances as if all possessed the Hiking/Roadmarching proficiency. Should every member of the expedition have this proficiency, penalties for forced marches do not occur until the second day.

Note however that a marching cadence will provide ample warning to potential adversaries that a group is approaching...

Merry Muses Advancement Table

Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die
1	1	0	0	standard
2	1 + re-roll	0	0	standard
3	2	0	0	standard
4	2 + re-roll	+1	-1	standard
5	3	+1	-1	one better
6	3 + re-roll	+1	-1	one better
7	4	+1	-1	one better
8	4 + re-roll	+2	-2	one better
9	5	+2	-2	two better
10	5 + re-roll	+2	-2	two better
11	6	+2	-2	two better
12	6 + re-roll	+3	-2	two better
13	7	+3	-3	two better
14	7 + re-roll	+3	-3	three better
15	8	+3	-3	three better
16	8 + re-roll	+4	-3	three better
17	9	+4	-3	three better
18	9 + re-roll	+4	-3	three better
19	10	+4	-4	three better
20	10 + re-roll	+5	-4	three better

Theater of the Arts Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Adonis, Minima	Adonis, Minuscula	Blessing	Addle
2	Alleviate Trauma	Alter Emotion: Frighten	Breeze	Alert
3	Celestial Prognosis	Bless	Danse Macabre	Command
4	Ceremony: Consecrate Divine Icon	Ceremony: Anoint	Detect Influence	Cure Small Wound
5	Dramatic Entrance	<i>Ceremony: Newborn Blessing</i> ²	Glitterlight	Divine Steward
6	Faith Shield 1	Cure Trivial Wound	Imperceptibility to Undead	Enchanted Vestments (Prima)
7	Moderate Emotion: Remove Fear	Doeskin	Improve Vigilance	Faith Shield 2
8	Pantomime	Innocuousness	Ingénue	Flaming Weapons
9	Protection from Laryngitis	Lower Tolerance	Rectify Sprain/Hyperextension	Identify Poison
10	Quick Change	Moderate Personal Climate	Re-energize	Influence
11	Sense Divine Magic	One-Upmanship	Safe Haven	Muse
12	Sense Presence of Evil	Purify Food	Therapeutic Touch	Speed of the Devout
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Adonis, Minūta	<i>Arcane Spell Dampening</i> ^{1 2}	Catalepsy	Addle, Thorough
2	Bless, Secundo	Call to Action	Divine Grace	Adonis, Magna
3	Ceremony: Investiture	Cure Lesser Wound	<i>Give 110%</i> ²	Cure Moderate Wound
4	Chime	<i>Eidetic Recall</i> ²	God's Guidance	Enchanted Vestments (Secunda)
5	Divine Providence	Hold in Place	Heighten Vigilance	Faith Shield 4
6	Faith Shield 3	Trumpet	Hush	Holy Blessing
7	Illumination: Lantern	<i>Jinx</i> ²	Indulgence, Lesser	Instamural
8	Induce Migraine	Laryngitis	Marvelous Pigments	Rigor Mortis
9	<i>Psychoanalyze</i>	Righteous Cursing	<i>Perceive Desire</i> ²	Smoke on the Water
10	Stirring Speech	Total Control	Vocal Mastery	Treat Disease
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Alleviate Fatigue	Analgesic	Adonis, Maior	Ballroom Blitz
2	Break Camp	Deafening Bongo Drums	Irresistible Dance	Enchanted Vestments (Tertia)
3	Extinguish	Cure Intermediate Wound	Lullaby	Freedom of Motion
4	Faith Weaponry	Dismiss Enchantment	Mass Influence	Icarus
5	Heavenly Luck	Helping Hand	Mend Broken Bone	Perspective Path
6	<i>Janus</i> ²	Impossible Stairwell	Miracle Meal	Stirring Sermon
7	Remedy Supernatural Deafness	<i>See the Secret Heart</i> ²	Remedy Supernatural Blindness	<i>Pacify</i>
8	Still Life	Speed of the Divine	<i>Svengali</i> ²	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Break a Leg	<i>Arthropod Repellent</i> ²	Apple to Ants	Bless, Sexto
2	Cure Considerable Wound	Assembly's Destiny	Blessing, Tertius	Curse, Ruinous
3	Debilitating Laughter	<i>Cerebral Shepherd</i> ²	<i>Circle of Salt</i> ²	Cure Severe Wound
4	Indulgence, Lesser	Cure Substantial Wound	Fire Breathing 5	Enchanted Vestments (Quarta)
5	Marionette	Kaddish	<i>Irresistible Force</i> ²	<i>Kiai</i> ²
6	Still Life Deux	Pied Piper	Stirring Lecture	Twist Truth
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Action Hero	<i>Arcane Spell Dampening</i> ^{3 2}	Bless, Septimo	<i>Dragonspeak</i> ²
2	<i>Intimidating Aura</i> ²	Commune w/ Higher Power	Cure Critical Injury	Enchanted Vestments (Quinta)
3	<i>Mind Palace</i> ²	Cure Terrible Wound	Berouse	Irresistible Dance of Death
4	Walk on Air	Polyptych	Quest	Imprison in Painting

Bolded Listings in **Green** are new spells presented in this document. Unbolded listings in **green** are new spells published in a previous Zealot's Guide with the specific book indicated by means of the superscript.

THE ORDER OF THE PASSIONATE ONE

Alignment: Chaotic Neutral

Spheres of Influence: Passion, Intoxication, Wine

Tenets of the Faith: The Passionate Peoplehood believes that the passion of any emotion will attract the favor of their god. They are equally content when blissfully happy, lusty or in a mad rage, as long as the feeling is intense. They enjoy a good brawl or an orgy equally due to the intense emotions evoked by such events.

In most areas, the Order is an ad-hoc group drawn to a particular cleric. Adherents are usually young loutish men that enjoy frequent drinking and occasional vandalism (every bit of crass graffiti being a de facto prayer). 'Worship services' are informal and often spur of the moment affairs spread by word of mouth. It is not infrequent to witness a crowd of revelers noisily stumbling from tavern to tavern shepherded by their passionate priest. Temples are often simply the priest's private residence. Such dwellings are often in poor condition owing to the wear and tear of recurrent 'rituals'.

In larger communities, there may be several such orders all competing for fame or notoriety. Armed internecine conflict is rare as rival groups freely intermingle though ego driven disputes can escalate to barroom brawls.

Small cadres of professionals (vintners, brewers and those directly involved in distribution of such beverages) also worship the Passionate One as their primary deity. Successful crops and endorsements from the Order are some of the benefits that they may receive for their patronage.

Though anointed followers comprise but a small minority of any community, a majority of people gives occasional tribute to the Passionate One as a secondary or tertiary deity. Festivals, jubilees and more than a few holy days would be incomplete without the social lubrication the Passionate One brings to such festivities and most participants cheerfully raise a glass to acknowledge the gift he brings. Indeed, the Passionate People often commandeer other deities' holy days as their own when the occasion can be celebrated with plenteous libations.

High holy days are presaged by dark ominous skies heralding the arrival of a severe storm. In anticipation, priests will prepare by entering a communal state with their god (i.e. intoxication) and await the coming tempest. When it arrives, they pay homage to the King of Climax by performing a very public act of vandalism. Their actions demonstrate that entropy is pervasive and passions can never be managed, regulated or governed.

THE ORDER OF THE PASSIONATE ONE

Alignment: Chaotic Neutral

Divine Icon: A small sculpture of wine berries

Preferred Weapons: club and mace

Weapons Permitted: club, flail, mace, morning star, warhammer, great warhammer

Armor Permitted: Any (Note that these priests will only wear body armor if anticipating certain combat such as when on a mission. During 'down time' or when travelling they refrain from this restrictive and encumbering burden.)

Bonus STPs: heavy armor & shield proficiencies; Attack, Damage & Parry bonuses and Swiftblade for bare-handed fighting; Literacy, Oration, Persuasion, Recruiting

Quirks: All clerics begin with the Superstitious (sanctity of alcohol) quirk and receive 15 BP for said. This mandatory quirk does not devalue additional quirks or flaws. Should a priest of the Passionate One begin play with the Alcoholism quirk, it too does not count against the BP value of subsequent quirks (see PHB p. 125).

Powers: Drunken Edge, Vitality, Zest for Life (see text)



Favored objects for desecration are those that signal and reinforce authority such as monuments, statuary and public buildings. Nobles may be personally targeted by breaking into their homes and defacing or breaking valuables. Pilferage during these rites is considered sacrilege, as the People are no thieves. Should the opportunity be unavailable for such wanton spectacle, clerics are obliged to destroy items of value – even perhaps their own as a reaffirmation of their doctrinal beliefs.

Most authorities consider the Order to be more of a nuisance than a threat and are content to disperse such revelers when their passions flare rather than taking extreme confrontational measures. After all, many constables are themselves fond of a drink or three and can tolerate such indiscretions provided they are not so flagrant as to stir the citizenry into calls for action. This is an astute reading of the Order as they are apolitical and uninterested in fomenting rebellion. However, should an uprising occur, it is guaranteed that the Passionate People will be in the midst of the crowd reveling in the outpouring of emotion.

The Order of the Passionate One has no set rules, so cults vary regionally. However, one consistent and unbreakable rubric of this faith is that wine (or any

The Order of the Passionate One Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Addle, Partial	Aggravate Pain	Bash Door (M 1)	Addle
2	Alleviate Trauma	Alter Emotion: Frighten	Cure Trivial Wound	Alert
3	Ceremony: Consecrate Divine Icon	Bless	Endure Cold	Anarchy
4	Enrage (M j)	Ceremony: Anoint	Fire Breathing 1	Directed Strike
5	Extend Fuel	Curse, Petty	Illumination: Torch	Enchanted Vestments (Prima)
6	Feat of Drunken Strength	Detect Poison	Inflct Minor Wound	Flaming Weapon
7	Ferment	Doeskin	Ingénue	Identify Poison
8	Hair of the Dog	Lower Tolerance	Know Position	Inflct Pain
9	Induce Drunkenness: Buzzed	Melancholy	Re-energize	Influence
10	Know North	Rejuvenate	Strength of the Boar²	Manifest Animal Totem: Hyena
11	Purify Water	Sanctify Weapon	Water to Wine	Rectify Sprain/Hyperextension
12	Sense Divine Magic	Unyielding	Weaponize²	Vialis²
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Ceremony: Investiture	Battle Rage	Call to Action	Addle, Thorough
2	Cure Small Wound	Faith Shield 3	Curse, Vicious²	Alleviate Fatigue
3	Divine Providence	Faith Weapons	Divine Grace	Bless Crops²
4	Exalt Warrior	Fire Breath 2	Give 110% ²	Bless Weaponry
5	Extreme!	Illumination: Lantern	God's Guidance	Cure Middling Wound
6	Hallowed Weapon	Inflct Lesser Wound	Honey for Nothing	Enchanted Vestments (Secunda)
7	Induce Drunkenness: Sloshed	Righteous Cursing	Idiosyncrasy²	Heat Seeking Fist of Thunder (M 5)
8	Induce Migraine	Rectify Strain	Induce Drunkenness: Wasted	Incite Drunken Mob
9	Potent Potable	Strength of the Stag²	Indulgence, Lesser	Power Attacks²
10	Stirring Speech	True Strike	Speed of the Righteous	Really Hungover
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Cursing, Wretched²	Age	Addle, Comprehensive	Debilitating Laughter
2	Decay	Analgesic	Blessed Warmth	Fire Breath 4
3	Dwarven Forbearance²	Cure Medium Wound	Gale Force Wind	Enchanted Vestments (Tertia)
4	Fire Breath 3	Dismiss Enchantment	Inflct Severe Pain	Find the Way²
5	Heavenly Luck	EXTREME!!	Miracle Meal	Freedom of Motion
6	Induce Fratricide (M 7)	Find Item	Molotov	Really Hungover, Entourage
7	Remedy Supernatural Deafness	Speed of the Grave	Remedy Supernatural Blindness	Rust²
8	Transmute Gold to Lead²	Take Up Arms²	Walk on Water	Stirring Sermon
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Cure Large Wound	Assembly's Destiny	Cursing, Vile²	Cure Heavy Wound
2	Curse, Iniquitous²	Inflct Substantial Wound	Fire Breath 5	Enchanted Vestments (Quarta)
3	Enervating Blast	Moonblade	Irresistible Force²	EXTREME!!!
4	Indulgence, Minor	Pillar of Fire	Part River	Inflct Severe Wound
5	Mortal Combat	Spiteful Reciprocation²	Stirring Lecture	Storm Force Wind
6	Rain Dance²	Strength of the Bison²	Undermine²	Quirkiness²
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Cure Severe Wound	Commune w/ Higher Power	Hurricane Force Wind	Cure Critical Injury
2	Inflct Extensive Wound	Hail to Fire	Manifest Animal Totem: Hyaenodon	Enchanted Vestments (Quinta)
3	Intimidating Aura²	Part Lake	Quest	Fire Strike
4	Walk on Air	Strength of the Oliphant²	Speed of Light²	Killer Joke

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liquor) must never be wasted or destroyed. Those who are familiar with this will leave uncorked bottles of wine perched precariously on windowsills or leaning against doors to discourage break-ins by the superstitious clerics.

These priests have a special camaraderie with Satyrs and those in rural areas may actually number these beings amongst their followers. Satyrs will never waylay clerics of the Master of the Grape (nor his companions) should they be aware of his affiliation and will certainly offer aid and comfort to known ministers of the Laughter.

About The Order of the Passionate One

Priesthood: The Passionate Peoplehood

Symbol: Fresh grapes, wine berries or a gaping mouth as if screaming or anticipating a large quantity of wine

Animal: Hyena

Colors: Purple

Place of Worship: Anywhere

Holy Days: During severe storms clerics must either commit flagrant public acts of vandalism or smash or destroy valuable items while shouting at the top of their lungs, preferably when drunk. They follow this behavior with hysterical laughter.

Sacrifice: Valuable items as described under holy days

Raiment: Purple robes and outlandish hats ranging anywhere from a jester's cap to an executioner's hood. Most Passionate People have considerable collections of headgear.

Revered Names for Deity: The Laughter, The Passionate One, King of Climax, Father of Wine, Master of the Grape, Kholnarr (Fhokki), Malmsey (Brandobian), Zymur (Dejy), Kasatori (Kalamaran), Neshvan (Svimohzish), Oowaaw (Reanaarese)

Deity's Appearance: The Passionate One never takes the exact same form twice so there is no accurate representation of the Laughter's form on Tellene.

Advancement within Order: As a very loose-knit group, there is no formal church order. However, clerics gain personal fame within the Order of the Passionate One through tales of outrageous vandalism or impressive sacrifices.

Confederate Faiths: The Thunderer's Temple, the Temple of Strife, the House of Vice, the Church of Chance, the Theatre of the Arts

Adversarial Faiths: The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the Courts of Justice, the Home Foundation

Sayings: *Finish that one so I can pour you another! - That sure is a beautiful necklace you have there... - I'm not ash think asth your drunk I am, magish-thrart, hee hee. - Really! I thought this was my estate. I must have been confused by the storm and*

all. - Shut up and finish your wine! - See you next year in Shyta-na-Doby! - If you can't laugh with 'em, slug 'em! - Nothin' gets the blood pumpin' like a good brawl.

SPECIAL POWERS:

Drunken Edge: The Passionate People, whilst intoxicated, enter a special state of grace in which the Father of Wine beneficently rewards his most ardent devotees with special powers.

These abilities are cumulative with increasing drunkenness. Naturally, standard alcohol impairment (GMG p. 130-131) applies to each of these states.

Buzzed: After a mere drink or two, priests may boldly face any peril as fear, even of supernatural origin, no longer has any power over them.

Sloshed: Once fairly inebriated, clerics are often given to brawling. Though generally clumsy, they are fervent combatants that are difficult to keep down in that they gain a +1 Damage Reduction and a -2 Trauma Save bonus.

Wasted: In this severe drunken state, priests often experience blackouts. Should a foe *Charm* or otherwise gain mental control of a cleric in this state, any hold lapses immediately when the Passionate Person sobers up with no recollection of what occurred.

Vitality: Whether a placebo side effect of their high spirits or a benefit of their association with antiseptic alcohol, clerics of the Father of Wine are far less likely to be waylaid by diseases. As such, they gain +2 on all communicability and severity checks when exposed to pathogens.

Zest for Life: Though the Passionate Peoplehood has no powers over the undead, their unbridled passion provides an inherent resistance to the life energy draining powers of fearsome undead beings. If stuck by such a creature, they may add +3 to their saving throw to resist the baneful effect said creature's touch imparts.

New Quirk

Superstitious (sanctity of alcohol): Those possessing this quirk cannot abide alcohol being wasted. When attending social events, they will encourage drinkers to finish their beverages (or, if need be, polishing off discarded drinks personally). Should they stumble across a cache of unclaimed hootch, they *must* retrieve it either for future use or to distribute to a venue or establishment that will ensure it is promptly consumed.

Should they personally spill a drink, break a bottle or stand idly by while someone else facilitates the wastage of beer, wine or spirits, they incur a psychosomatic penalty of -1 to all die rolls for 24 hours.

THE HOUSE OF VICE

Alignment: Chaotic Evil

Spheres of Influence: Vice, Sloth

Tenets of the Faith: The Insulters are corruptors of moral decency promoting some of the most disreputable failings of mankind. They champion the acceptance of sexual perversions, adultery, sloth and gluttony as normal and mainstream behavior that should never be subject to criminal sanctions or public shaming. Rather, these are unique expressions of individuality that should be celebrated. Similarly, they paint monogamy and industriousness as beliefs of a zealous and crazed minority that would tyrannize the masses in a puritanical witch-hunt should they gain uncontested power.

Embodying their credos, many lesser vicelords tend to be truly disgusting, unkempt and overweight individuals with a penchant for violent sexual offenses (the most vulnerable being favorite prey). Luckily for the rest of the world they believe in the concept, "Why do tomorrow what you can put off until next week?"

A known goal of these loathsome individuals is to defile temples of other deities by performing lewd and unspeakable acts on the god's altar.

More successful and influential vicelords are able to exercise some self-control to moderate their public image and thus gain access to ranking members of society. They seek to favorably influence these individuals by catering to their vices and then exerting control either by threat of withholding such or blackmail. In a permissive society, some vicelords may rise to great prominence perhaps owning a mansion famous for its illicit soirees attendance at which is an honor reversed for the rich and famous.

This cult has one of the largest followings of all the evil faiths; Vicelords can be found in all civilized areas but find an audience more amenable to their teachings in warm and prosperous regions such as Kalamar and Svimohzia.

Due to their desire to warp and destroy the morals of others, all good and decent folk hate the Vicelords. However, they are rarely caught committing a major offense (e.g. violating anyone that matters) and they control most houses of prostitution (most areas do not consider houses of ill-repute evil). Most rulers tolerate them because they do not represent a threat to authority. Vicelords rarely seek to govern having no interest whatsoever in the mind numbing work required to run a city or kingdom. They are parasites that require a (semi) functioning host to survive – were they in charge society would quickly collapse.

Ironically, these clerics are often strong advocates of mechanization, advanced farming techniques and public infrastructure even going so far as to personally sponsor construction. They are also notable for their belief in a more equitable distribution of wealth to raise the living standards of freemen beyond that of mere subsistence.

These seemingly benevolent causes serve their agenda in that a teeming mass of humanity living on the edge of starvation has little choice but to be industrious if only to ensure survival. Labor saving devices, sufficient food and discretionary income yields

THE HOUSE OF VICE

Alignment: Chaotic evil

Divine Icon: Boar genitals or tusks wrapped in hair taken from the shaved head of a recent convert

Preferred Weapon: Priests of the Indolent One do not favor any particular weapon

Weapons Permitted: dagger, flail, great (bastard) sword, heavy crossbow, knife, scimitar, scourge, spear, trident

Armor Permitted: Any

Bonus STPs: heavy armor & shield proficiencies; Poison Resistant talent; Literacy, Persuasion, Rope Use. *Subsequently receive one roll of mastery die in Persuasion every odd level.*

Quirks: All clerics begin with the Lazy quirk and receive 15 BP for said. This mandatory quirk does not devalue additional quirks or flaws. Should a priest of the Abaser begin play with the Addict (sex) quirk, it too does not count against the BP value of subsequent quirks (see PHB p. 125).

Powers: command undead, honor hole (see text)



an exponentially greater population open to their doctrine of sloth and indulgence and immeasurably complicates the efforts of their ecclesiastical enemies to portray them as a cancerous influence to be rooted out.

In an ideal world, a vast swath of people would benefit from magical devices that perform all labor for them leaving them free to overindulge in a bounty of cheap tasty food and while away their time with readily available pornography.

About The House of Vice

Priesthood: Known simply as the Vicelords or the Insulters

Symbol: Varies regionally. Two of the more popular symbols are an image of a male boar wearing a crown and a pure white pearl impaled on a brown pike.

Animal: Male boar

Colors: Brown

Place of Worship: Temples dedicated to the Master of Depravity are often functioning brothels. In regions where their teachings are not actively suppressed, a temple may be a sumptuous mansion doubling as the private residence of a high priest. The inner sanctum where rituals are performed is always located below ground.

Unholy Days: The unholyest day for this perverted religion is the first day of Autumn. On this day above all others the Vicelords continuously engage in all possible vices. Any local festival that presents the opportunity for large scale carousing on the part of the masses becomes an unholy day for the Vicelords. If the festival is in the honor of another deity, the

The House of Vice Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Addle, Partial	Bless	Detect Influence	Addle
2	Aura of Innocence (Ma)	Ceremony: Anoint	Cure Trifling Wound	Skim
3	Ceremony: Consecrate Divine Icon	Divine Steward	Glitterlight	Cannabis Cloud (Skunky)
4	Extend Fuel	Hair of the Dog	Ingénue	Command
5	Faith Shield 1	Induce Drunkenness: Buzzed	Imperceptibility to Undead	Enchanted Vestments (Prima)
6	Honeypot	Innocuousness	Adonis, Minuscula	Faith Shield 2
7	Impotency	Lower Tolerance	Roofie	Gorge
8	Adonis, Minima	Purify Food	Safe Haven	Laggard
9	<i>Nurse Wound</i>	<i>Shelter I¹</i>	Taint Food	Inflict Small Wound
10	Sense Divine Magic	Shift Blame (M1)	Touch of Gray	Influence
11	Sense Presence of Good	Sterilize	<i>Venal Jinx²</i>	<i>Psychoanalyze²</i>
12	<i>Vialis²</i>	Tangle	<i>Strength of the Boar²</i>	<i>Shelter II¹</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Ceremony: Investiture	Adonis, Minūta	Addle, Thorough	Enchanted Vestments (Secunda)
2	Come to Me	Arrow of Lust	Call to Action	Skim, Secundo
3	Floating Settee	Cure Small Wound	God's Guidance	Haggard
4	Indifference	Faith Shield 3	Half-Ass It	<i>Herd Immunity²</i>
5	<i>Inoculation²</i>	Hold in Place	Hush	Induce Drunkenness: Wasted
6	Memory Wipe (M4)	Induce Drunkenness: Sloshed	<i>Idiosyncrasy²</i>	Manifest Animal Totem: Boar
7	Scooby Snack	<i>Jinx²</i>	Indulgence, Lesser	<i>Pariah²</i>
8	Stirring Speech	Laryngitis	<i>Perceive Desire²</i>	Retard Reaction
9	Warp	Righteous Cursing	Roly Poly	Rigor Mortis
10	Water to Wine	<i>Shelter III¹</i>	Seraphic Weapon	Treat Disease
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Adonis, Magna	Age	Addle, Comprehensive	Adonis, Maior
2	<i>Bless Livestock²</i>	Cannabis Cloud (Dank)	Blessed Warmth	Enchanted Vestments (Tertia)
3	Decay	Cure Moderate Wounds	Haggard, Entourage	<i>Find the Way²</i>
4	Impression of Propriety	Create Campsite	Induce Fatigue (M10)	<i>Panacea²</i>
5	Really Hungover	Dismiss Enchantment	<i>Lethargica²</i>	Skim, Tertius
6	<i>Shelter IV¹</i>	Miracle Meal	Mass Influence	Speak to the Dead
7	Tasty	<i>See the Secret Heart²</i>	<i>Svengali²</i>	Stirring Sermon
8	Zombie Slave	Sure Grip Snare (M8)	<i>Temporary Tattoo of Shame²</i>	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Bug	Antitoxin	Cannabis Cloud (Purple Haze)	Skim, Quartus
2	<i>Defame²</i>	<i>Arthropod Repellent²</i>	<i>Cursing, Vile²</i>	Enchanted Vestments (Quarta)
3	Indulgence, Minor	Assembly's Destiny	Inflict Heavy Wound	<i>Outcast²</i>
4	Part Pond	Cure Large Wounds	<i>Curse, Ruinous²</i>	<i>Quirkiness²</i>
5	Really Hungover, Entourage	<i>Hex Arcane Spellcaster²</i>	Stirring Lecture	Staunch Bleeding
6	Sow Fear, Uncertainty, & Doubt	<i>Shelter VI¹</i>	<i>Terrible Jinx²</i>	Twist Truth
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Body Snatcher	<i>Calamitous Jinx²</i>	Curse, Sterility	<i>Dragonspeak²</i>
2	<i>Shelter VII¹</i>	Commune w/Higher Power	Intellect Devourer	Enchanted Vestments (Quinta)
3	Staff to Serpent	Cure Severe Wounds	<i>Mar²</i>	Induce Coronary
4	Manifest Animal Totem (Giant Boar)	Mass Contagion	Quest	Skim, Quintus

Bolded Listings in **Green** are new spells presented in this document. Unbolded listings in **green** are new spells published in a previous Zealot's Guide with the specific book indicated by means of the superscript.

Vicelords will seek to pollute the festival with their depraved antics.

Sacrifice: Young virgins, male or female, are defiled then converted or slain. New converts are sought after continuously. Abasing clerics of other religions – most notably those of adversarial faiths – merits a special accolade from the Ravisher.

Raiment: The Master of Depravity's adherents are highly individualistic and too disorganized to formally dictate (or adhere to) universally prescribed rites or raiment.

Sloth ensures that many priests do not deviate markedly from the norm in which a cleric's whole body must be clean shaven. While in public these clerics wear simple brown togas, although sudden and complete exposure is not at all uncommon. Insulters may wear bronze skullcaps that double as bowls for eating and drinking.

Those choosing to present alternative images cannot help but to appear sleazy and disreputable. Some vicelords opt to grow long stringy hair and pronounced moustaches coupled with skintight leather trousers. Priestesses may wear tawdry and revealing outfits, excessive cosmetics and thigh high leather boots. There are even those that break with tradition entirely in pursuing a hirsute visage.

Rituals and sacrifices though are always performed in the nude.

Revered Names for Deity: The Vicelord, The Insulter, His Immenseness, Abaser, The Indolent One, Master of Depravity, Slayer of Morals, Violator of the Pure, The Ravisher, Sodomizer of All, Almnas (Brandobian), Jy (Dejy), Lamako (Kalamaran), Zohszi (Svimohzish), Larr (Fhokki), Foobia (Reanaarese)

Deity's Appearance: His Immenseness often takes the form of a large animal, although the Slayer of Morals rarely takes the same form twice. In any guise, the Violator of the Pure always appears as an incredibly obese, sexually aroused male.

Advancement within Order: Advancement is granted by superiors, supposedly through meritorious acts and number of converts. Underlings are generally forced to serve their superiors in all ways. However, since the House of Vice has no formal church doctrine, each local chapterhouse has its own traditions and customs regarding the rate of advancement, duties and titles held.

Skill Bonuses: Vicelords are adept persuaders as their core competency is in cajoling or enticing individuals to give in to their vices. They receive one roll of the mastery die in Persuasion every odd level. Furthermore, should a cleric of the Abaser purchases this skill, the mastery die roll is modified by +3 (or the skill's relevant ability score modifier, whichever is better).

Confederate Faiths: The Impostors, the Temple of Sleepless Nights, the Order of the Passionate One

Adversarial Faiths: The Insulters hate the Home Foundation above all others. They also hate the Fraternal Order of Aptitude, the Church of the Life's Fire, the Hall of Oaths and the Parish of Love.

Sayings: *Lewdness is best performed on the innocent. - Purity is a state most easily cured. - Why do tomorrow what you can put off until next week? - Only those who do not labor are not slaves.*

SPECIAL POWERS:

Honor Hole: A Vicelord's opponent(s) cannot expend Honor to mitigate the cleric's actions nor can they utilize this mechanic to enhance their own.

For Example: A severely wounded PC is battling a Vicelord when the cleric scores a critical hit. Fearing for his life, the player decides to expend Honor to compel the GM to reroll the cleric's critical hit (per PHB p. 112). Unfortunately, Honor cannot be used to mitigate the actions of these evil sleazemongers and the critical hit stands. Similarly, if the PC misses his subsequent attack vs. the same Vicelord (assuming he survives) by 2 and wishes to expend 2 points of Honor to raise the value of his attack die in order to strike - and hopefully finish off - this Insulter (per PHB p. 113), the effort is futile because Honor also cannot be used to enhance a character's (or NPC's) actions against a Vicelord.

NOTE: If you find the tenets or powers of this faith reprehensible, bear in mind these priests are **CHAOTIC EVIL**. You should view them as loathsome and wish to see them destroyed. Were their beliefs not repugnant, they wouldn't be **EVIL**.

Action Hero[ine]

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

Under the effects of this cinematic blessing, the priest is suddenly empowered to take on impossible odds. In addition to a stubbly beard (if male) and washboard abs, the cleric is granted a +5 bonus to attack, defense, damage, and saving throws. He also gains proficiency with all weapons, can move as if he were under the effects of a *Springing* spell, gets the Tough Guy talent, and 25 bonus HP. The skills Escape Artist, Intimidation, Riding, and Rope Use all increase to 60 for the duration of the spell. If any of those skills are already at or above 60, then there is no additional effect.

Addle

Components: V
Casting Time: varies
Range: 30 feet
Area of Effect: 1 creature
Duration: 5 minutes
Saving Throw: Mental (negates)

This curse permits the cleric to cloud the targets' minds rendering them distracted, unfocused and more susceptible to external influence. There are progressively more potent variations on the common theme whose effects are summarized below:

Addle specifics

Spell Name	Casting Time (s)	Mental Save Penalty	Defense Penalty	Initiative Penalty
Addle, Partial	4	-2	0	0
Addle	6	-4	-1	+1
Addle, Thorough	7	-6	-2	+3
Addle, Comprehensive	8	-8	-3	+5

Adonis (Venus)

Components: S, M
Casting Time: varies
Range: Touch
Area of Effect: 1 sapient creature
Duration: 6 hours
Saving Throw: not applicable

This spell bestows its subject with a temporary +X to their Looks score for its duration. Note that the duration lapses prematurely should the subject fall asleep.

Upon awakening the next day after receiving the benefit of this blessing, the subject is subject to an equal and opposite Looks *penalty* lasting for one hour. This may have a disconcerting effect on a partner the subject managed to snare via the guile of this spell.

The catalysts are cosmetics, tweezers, clippers and other grooming accessories used to prepare the subject.

Adonis specifics

Spell Name	Casting Time (m)	Looks Bonus ¹
Adonis, Minima	2	+1
Adonis, Minuscula	4	+2
Adonis, Minūta	7	+3
Adonis, Magna	10	+4
Adonis, Maior	15	+5

¹ This may yield a temporary Charisma bonus as well. See "Charisma Modifier" on Looks chart on p. 15 of the PHB.

Anarchy

Components: V, S
Casting Time: 6 seconds
Range: 50 feet
Area of Effect: 20 ft radius
Duration: 8 hours
Saving Throw: Mental (negates)

This spell allows a cleric to erode his targets' confidence in their leadership. Should targets affected by Anarchy fail a morale check, they will no longer heed their superiors' commands nor can they be rallied until the spell has run its course.

Apple to Ants

Components: V, S, M
Casting Time: 7 seconds
Range: varies
Volume of Effect: see text
Duration: 10 seconds per cleric level
Saving Throw: not applicable

After reciting verses from his prayerbook, the caster must drop or throw an apple to the ground. This can be at his feet or some distance away (see the Hurlled Objects

rules – GameMaster’s Guide p. 19-20 if the caster wishes to throw the apple).

Ten seconds after the apple lands, giant worker ants burrow up from the ground surfacing around the apple. These creatures are completely under the cleric’s control. The apple attracts 1d4 Giant Worker Ants, plus one additional Giant Worker Ant per two experience levels. Thus, a 15th level cleric can summon 8-11 Giant Worker Ants. These insects attack or perform other actions as mentally commanded by the cleric.

The cleric must, of course, have an apple (or similar fruit such as a crabapple) on hand to cast the spell, this being the material component. The spell typically attracts Giant Worker Ants (see the Hacklopedia of Beasts). However, there is a 1% chance per level of the caster for any particular giant ant to actually be a Giant Warrior Ant. Thus, a 15th level cleric has a 15% chance of any single ant attracted being a Giant Warrior Ant instead of a Giant Worker Ant. Check individually for each ant. The spell lasts for 10 seconds per experience level of the spell caster.

Arrow of Lust

Components: V, S
Casting Time: 5 seconds
Range: 100 feet
Volume of Effect: 1 creature
Duration: Special
Saving Throw: Mental (negates)

Upon reciting this salacious prayer, the priest may direct his finger at a target and shoot an insubstantial glowing red dart¹. Should the missile strike true (i.e. cover defeats the enchantment), the target must succeed at a Mental saving throw or be completely overcome by licentious desire.

Those so affected are compelled to discontinue all actions to pursue gratifying this yearning in whatever fashion accords with their morals or biology. If engaged in battle, they will seek to disengage. If prevented from doing so or if otherwise impeded in their quest, they will Aggressively Attack (q.v.) anyone that stands in their way until they yield.

¹ Range penalties are equivalent to a javelin. Attack bonus is limited to that gained via level and ability scores.

Ballroom Blitz

Components: V, S, M
Casting Time: 5 seconds
Range: 30 feet
Area of Effect: Multiple targets in a 20x30 ft area
Duration: 5 minutes

Saving Throw: Mental (negates)

When this spell is cast, the target creatures must succeed at a saving throw or be swept up in a cresting tide of anger. Those gripped by rage attack the nearest creature, sheathing their weapons and breaking into a fistfight. Left to their own devices, affected targets will brawl until the spell runs its course. However, any creature who interrupts the brawl with lethal force (such as using a weapon or casting a spell) will immediately be targeted by all those under the effects of the spell who then gang up on the aggressor using their most deadly means and the Aggressive Attack combat maneuver (if applicable).

Non-sapient creatures as well as those with greater than 45 hp are unaffected by this spell. The material component for this spell is a bit of chili pepper.

Battle Rage

Components: V, S, DI
Casting Time: 5 seconds
Range: 0 feet
Area of Effect: Allies in 30 ft radius
Duration: 10 minutes
Saving Throw: optional (Mental)

This invocation induces the cleric’s allies into an Id driven manic fury. Those not normally given to violence can be goaded into bloodshed by the merest provocation while those having few pacifistic inclinations will readily commence fighting.

Those under the influence of *Battle Rage* have their tenacity/morale raised by two categories and will always opt to employ the Aggressive Attack combat style. Allies may, at their own discretion, opt to resist this compulsion by attempting a Mental saving throw (though anointed followers receive no such opportunity).

This prayer can also serve as a wholly effective counter to *Induce Nervousness* but in this application both spells are cancelled.

Berceuse

Components: V, S, C
Casting Time: 60 seconds
Range: 25 feet
Volume of Effect: 1 creature
Duration: 7 hours
Saving Throw: Mental (negates)

The cleric’s mellifluous voice and tranquil musical accompaniment may lull even savage beasts into a deep slumber. To enact this magical berceuse, the cleric must

serenade his target¹ for no less than sixty seconds.

If the target² fails its saving throw, it falls into a deep sleep from which it will not awaken for seven hours unless subject to extraordinary stimulation (see GMG p. 70-72).

Clerics wishing to enact this dweomer must possess Expert Mastery in the skills Musician (Vocal) and Musician (Instrument).

¹ The din of battle restricts this to 25 feet. In less raucous environments, at the GM's discretion, this may be extended to 40 feet.

² Targets possessing 90 or more hit points are unaffected by *Berceuse*.

Bless

Components: **V, S**

Casting Time: *varies*

Range: **Touch**

Volume of Effect: **1 living creature**

Duration: **5 minutes**

Saving Throw: *not applicable*

This prayer imparts a measure of divine favor upon the recipient - small at first but increasingly magnanimous as the cleric rises in stature.

If the recipient is engaged in combat, he may add +X to all Attack and Defense rolls while *Blessed*. He may also add +X to saving throws and improves his chance of succeeding at a skill check by 5*X%. Anointed followers of the priest's deity receive a blessing of twice normal duration.

Bless specifics

Spell Name	Casting Time (s)	Attack/Defense Bonus	Saving Throws	skill check bonus
Bless	5	+1	+1	+5%
Bless, Secundo	6	+2	+2	+10%
Bless, Tertius	7	+3	+3	+15%
Bless, Quartus	8	+4	+4	+20%
Bless, Quintus	9	+5	+5	+25%
Bless, Sexto	10	+6	+6	+30%
Bless, Septimo	11	+7	+7	+35%

Blessing

Components: **V, S**

Casting Time: *varies*

Range: **10 feet**

Volume of Effect: **1 living creature per level of the cleric (maximum of 7)**

Duration: **5 minutes**

Saving Throw: *not applicable*

The recipients of a Blessing receive a measure of divine favor - small at first but increasingly magnanimous as the cleric rises in stature.

If engaged in combat, those blessed may add +X to all attack and defense rolls. They also receive a +X bonus to any saving throw. In other circumstances, their chances of succeeding at a skill check are improved by 5*X%.

Anointed followers of the priest's deity receive a Blessing of twice normal duration.

Blessing specifics

Spell Name	Casting Time (s)	Attack/Defense Bonus	Saving Throws	skill check bonus
Blessing	7	+1	+1	+5%
Holy Blessing	10	+2	+2	+10%
Blessing, Tertius	13	+3	+3	+15%
Blessing, Quartus	16	+4	+4	+20%
Blessing, Quintus	20	+5	+5	+25%

Body Snatcher

Components: **V, S**

Casting Time: **8 hours**

Range: **Touch**

Volume of Effect: **1 individual of same species**

Duration: **Permanent**

Saving Throw: *see text*

This ritual permits the cleric to possess another's body (provided they are of the same species). In so doing, the priest may utilize the new body's physical attributes (i.e. Strength, Dexterity, Constitution, and Looks scores along with all Flaws) while retaining his own mental acumen (Intelligence, Wisdom, Charisma as well as all Quirks and character level).

This lengthy ceremony must be performed within a temple of the cleric's god. An unwilling victim must be bound and gagged for the duration while a willing host need merely be still and silent. After hours of recitations

and applying aromatic oils, the cleric penetrates one of the target's body cavities to initiate the personality transfer. At this point an unwilling target is permitted a Mental saving throw to resist the intrusion.

If the ritual is successful, the cleric's soul leaves his body and enters that of the victim. In so doing, it displaces the host's personality – cordoning it off to a neural backwater. The cleric's body is rendered a soulless automaton, incapable of doing anything unless directed to do so. Unless overseen by a minder that attends to its physical needs, it will simply stand in place until it succumbs to fatigue or dehydration.

Possession is not without risks, as the dormant personality will constantly seek to reassert itself and regain control of its body. Ordinarily this manifests as troubled dreams. However, extreme stress or emotions can facilitate a mental assault by the captive personality. This contest is resolved via a contested will check (d20p+Wisdom on the part of each personality with ties going to the dominant personality). If the captive personality wins, the dominant personality is shunted off into the same neural prison the captive once occupied awaiting an opportunity to re-assert control.

The following situations call for a check:

- ▶▶ Failing a Trauma check
- ▶▶ Reduced to <25% of hit points
- ▶▶ Subject is Charmed or otherwise mentally dominated
- ▶▶ Subject becomes intoxicated
- ▶▶ Subject experiences orgasm

Note that these are suggested guidelines. The GM is free to rule that a particular incident merits consideration as 'extreme' and worthy of a contest of wills.

A cleric in control of a body may voluntarily release control and transfer his soul back into his own body provided he can touch it.

Break a Leg

Components: V

Casting Time: 5 seconds

Range: 20 feet

Volume of Effect: 1 leg bone

Duration: Permanent

Saving Throw: Physical (negates)

This vindictive curse causes one of the target's leg bones to instantly fracture, decreasing movement speed by 75%, giving a -4 penalty to defense rolls, complicating most actions, and requiring medical attention to heal properly.

If the target succeeds at his saving throw, his leg is unaffected and he gains 5 luck points.

Cannabis Cloud

Components: S, M

Casting Time: 7 seconds

Range: 0 feet

Volume of Effect: varies

Duration: cloud potency 5 minutes;
see text for narcotic duration

Saving Throw: see text

This spell conjures a dense opaque cloud with physical properties of a *Smokescreen* (q.v.), albeit with the attendant narcotic effects of marijuana.

To invoke the cloud, the caster must take a massive hit from a Bob Marley sized joint and upon exhaling he brings the pungent cloud into existence.

Anyone enveloped in the smoke must make a Physical saving throw or be affected by a drug-induced effect (see table below and GameMaster's Guide, pg. 133). Targets who succeed at their saving throws are unaffected by the cloud's narcotic effects, but remaining in the cloud will prompt successive Physical saving throws every 30 seconds after initial exposure.

The cloud dissipates after 5 minutes restoring sight and no longer affecting those within its confines. The Area of Effect (as well as those who may have been within the cloud) retain a distinct odor for 8 hours after the spell's conclusion.

There are three gradients of this spell each of which is progressively more potent and larger in size. This is summarized below:

Cannabis Cloud specifics

Spell Name	Cloud Volume	Narcotic Effect ¹
Cannabis Cloud (Skunky)	2000 ft ³	Body Buzz
Cannabis Cloud (Dank)	3000 ft ³	Pretty High
Cannabis Cloud (Purple Haze)	5000 ft ³	Totally Stoned

¹ No one inhaling this magically generated pot smoke will experience side effects. Narcotic effects persist for one hour for those who succumb. Once affected, an individual cannot become more stoned than the invocation allows (i.e. repeated failures are not cumulative).

Chime

Components: S, C
Casting Time: 1 second
Range: Self
Volume of Effect: 20 foot radius
Duration: Instantaneous
Saving Throw: not applicable

To implement this spell, the cleric merely strikes a tuning fork (the catalyst) setting up a harmonic resonance that induces any and all mechanical locks within 20 feet to vibrate and then unlock.

Come to Me

Components: V, S
Casting Time: 6 seconds
Range: 30 feet
Area of Effect: 1 creature
Duration: up to 5 minutes
Saving Throw: Mental (negates)

To invoke this spell, the cleric must peer into his target's eyes and beckon him to approach. If the target fails his subsequent Mental saving throw, he will be compelled to walk in a straight line towards the cleric.

While the target will usually take the least dangerous route possible to the cleric (taking a flight of stairs down from a high place rather than simply walking off the side, for example), personal safety is a secondary concern behind reaching the beckoning eyes of the cleric. If no safe route to the goal is possible, targets will walk headlong through any danger in an attempt to reach the cleric by the shortest route. If said danger is melee, they will utilize whatever combat moves are required to reach the beckoning priest as quickly as possible, attacking and defending as need be to accomplish this end.

If eye contact with the cleric is broken, the target will proceed to the last place he saw the cleric (attempting to relocate him) until the spell's duration runs out. When the target approaches within three feet of the cleric, the spell ends.

Curse, Sterility

Components: V, S, M
Casting Time: 10 seconds
Range: 25 feet
Area of Effect: 1 creature
Duration: Permanent
Saving Throw: Physical (negates)

The target of *Curse, Sterility* will become permanently affected by the Sterile flaw (see Player's Handbook) if he (it) fails a Physical saving throw.

The material component is finely ground powdered lead.

Danse Macabre

Components: V, S
Casting Time: 5 seconds
Range: 30 feet
Area of Effect: 1 automaton undead creature/level
Duration: 5 minutes 59 seconds
Saving Throw: none

When darkness falls across the land and the midnight hour is close at hand, this hymn allows the cleric to usurp control of automaton undead such as skeletons and zombies that terrorize the neighborhood. This control trumps any Turning or Commanding attempts by allied or enemy clerics.

Barring any special skills on the part of the cleric (noted hereafter), the undead in question are compelled to dance in place – effectively removing them as a threat for the duration of the spell. Said undead are only permitted a d12p Defense die.

If the cleric is a competent choreographer (e.g. advanced or greater mastery in Artistry (dancing)), the undead will momentarily quiver for they cannot resist the power of this trigger. This permits the priest to lead the pack of undead at walking speed. With greater mastery, he can better coordinate their actions even pantomiming attacks (which the creatures will emulate but to deadly effect).

Dancing Mastery	<i>Move</i>	<i>Defense</i>	<i>Attack</i>
none - Average	none	d12p	no
Advanced	walk	normal	no
Expert	jog	normal	-4
Master	run	normal	normal

Note that the cleric must be in the thick of the pack to exert motive control. He cannot do so from a distance of more than 10 feet.

Deafening Bongo Drums

Components: S, C

Casting Time: 2 seconds

Range: 50 feet

Area of Effect: 50 foot radius centered on the caster

Duration: see text

Saving Throw: Physical (negates)

To enact this spell, the cleric (who must have at least average mastery of Musician (Drumming)) need only begin playing a set of bongo drums (the spell's catalyst). In so doing, he cancels out any spell or magical effect dependent on audio transmission to function. Note that the drumming only interrupts effects prior to their completion. *For example, active drumming will forestall a Harpy being able to employ her charming aria but will not break the hold she may already hold over thralls.*

This drumming may be maintained for 5 minutes per mastery level of drumming the cleric possesses.

Those possessed of at least advanced mastery may expend an additional 5 seconds to increase the tempo and volume of their drumming to enact the enchantment's secondary effect. This causes all within 50 feet (save the cleric) to be deafened for two hours should they fail a Physical saving throw. Those deafened incur a +4 Initiative penalty and, obviously, cannot respond to speech.

Additional drumming mastery beyond advanced negatively impacts listeners' saving throws (-1 per mastery level).

Anyone who is within 1,000 feet of the drumming cleric can hear the sonorous rhythm of the secondary effect as it is being beat (subject to noise-dampening obstacles and GM's approval).

Debilitating Laughter

Components: S

Casting Time: 7 seconds

Range: 25 feet

Area of Effect: 1 sapient individual

Duration: $d4p+1$ (x10) seconds

Saving Throw: Mental (negates)

To execute this uproarious curse, the cleric must select a sapient target whose attention is focused upon the cleric or his immediate vicinity. It cannot be employed on creatures whose focus is elsewhere (though a successful use of the Distraction skill could shift their attention thereby facilitating use).

Enacting the spell requires the cleric to engage in pantomime slapstick humor in an effort to 'crack up' his singular audience. Should the target giggle in the least (fail

his saving throw), the effect is uncontrollably amplified as he doubles over, struggling to breathe in-between throes of laughter. A subject affected by this spell can stagger at their crawl speed, but is otherwise unable to take actions and all defense rolls are reduced to a d12p.

Clerics with Advanced Acting skill subtract 1 from the target's saving throw. For each level of mastery beyond this, they subtract an additional 1.

Denature

Components: V, M

Casting Time: 1 second

Range: Self

Volume of Effect: all alcohol in 10' radius

Duration: Permanent

Saving Throw: not applicable

This prayer permits the cleric to cleanse a liquid of 'demon rum'. By loudly and prominently vilifying alcohol, he alters it into water. All such beverages (beer, cider, wine and spirits) within a 10 foot radius have their constituent alcohol transformed into water. Affected liquids are subject to negative implications vis-à-vis taste and shelf life (as well as ruining the unique qualities of beverages such as dead Fhokki ale and honey brew). Alcohol in a macroscopic organism is unaffected.

Dramatic Entrance

Components: S, C

Casting Time: 1 second

Range: Self

Volume of Effect: subjective

Duration: 2 minutes

Saving Throw: none

First impressions are very important. A cleric under the influence of this spell boosts his Encounter Reactions by +2 with mystically enhanced swagger. In order to use this spell, the cleric must describe exactly how cool he looks while it is active.

The catalyst is a well-made article of clothing that accentuates a dramatic entrance. A lightweight cloak that flutters behind the priest is traditional but a raffish hat or other unusual attire can serve as well.

Extreme!

Components: S, DI
Casting Time: 6 seconds
Range: Self
Volume of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: not applicable

This spell affects everyone, friend and foe, in its area of effect. An aura of wild abandon radiates out from the cleric himself, impelling those within in it to fight with a heightened ferocity. Those within the area of Extreme! gain +1 attack, +1 weapon damage, -1 speed (down to a minimum speed of 1), and a +1 bonus to checks to set a spell's saving throw. If a creature leaves the area of effect, or directs ranged attacks at targets outside the perimeter, they lose these bonuses.

EXTREME!!

Components: S, DI
Casting Time: 6 seconds
Range: Self
Volume of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: not applicable

When enacted, the priest establishes a zone surrounding him at a 30 foot radius. All creatures within this area are supernaturally goaded into a berserk fury gaining +2 attack, +2 weapon damage, -2 speed (down to a minimum speed of 1), and a +2 bonus to checks to set a spell's saving throw. If a creature leaves the area of effect, or directs ranged attacks at targets outside the perimeter, they lose these bonuses.

EXTREME!!!

Components: S, DI
Casting Time: 6 seconds
Range: Self
Volume of Effect: 30 foot radius
Duration: 5 minutes
Saving Throw: Mental (partially negates)

This prayer invokes the spirit of Battle Rager using the priest as a conduit. This influence extends out 30 feet emboldening all within this region to become whirlwinds of destruction. Everyone within 30 feet of the priest channeling this power gains +3 attack, +3 weapon damage, -3 speed (down to a minimum speed of 1), and a +3 bonus to checks to set a spell's saving throw. Additionally, all creatures must succeed at a Mental saving throw to resist ex-

clusively employing the Aggressive Attack special combat maneuver.

If a creature leaves the area of effect, or directs ranged attacks at targets outside the perimeter, they lose these bonuses (though mandatory use of Aggressive Attack will persist in those succumbing to this fanatical influence).

Feat of Drunken Strength

Components: V, DI
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 inebriated individual
Duration: 1 Feat
Saving Throw: not applicable

This spell brings out the untethered strength of a raging drunkard. The subject of the spell must be at least "Buzzed" for the spell to take effect. *Feat of Drunken Strength* provides a +10 bonus to the target's next Feat of Strength check¹ (though should he sober up prior to attempting said Feat the benefit is lost).

The strength imparted is dependent on the drunkard's ability to exert himself without concern for bodily injury. Thus should the recipient *fail* his Feat of Strength check, he suffers a Hyperextension resulting in a -1 penalty to his Attack rolls for each point he failed the check by. This specific injury requires d3p weeks to heal.

¹ If the recipient is not an anointed follower, this bonus is only +6

Ferment

Components: V, S, M
Casting Time: 1 minute/fruit
Range: Touch
Volume of Effect: up to 48 fluid ounces
Duration: 1 week
Saving Throw: not applicable

With this spell, the cleric is able to nearly instantly ferment fruit sugars into alcohol. Enacting the ritual requires the cleric to squeeze a fruit (or piece thereof) in his fist while chanting a memorized verse from his holy tome. The juice dripping from his fingers will be imbued with alcohol; in effect becoming a hard cider with potency comparable to beer.

A single fruit can propagate the creation of six fluid ounces of cider. If additional fruit is available, the priest can continue the ritual until he has generated 48 fluid ounces of this intoxicant. Obviously, some means of pool-

ing these drippings is required.

The material component for this spell is one or more pieces of fruit. It should be noted that this cider only retains its potency for one week. After this time, the liquid becomes rancid and anyone drinking it is treated as if exposed to The Burning Bowels (see GMG p. 341).

Fire Breathing

Components: V, S, M

Casting Time: varies

Range: Self

Volume of Effect: variable sized area adjacent to Cleric

Duration: Instantaneous

Saving Throw: Dodge (half damage)

This series of spells facilitate the cleric breathing out goutts of flame in an arc of fire that engulfs all creatures within an adjacent area. Anyone struck by the fire (automatic, no attack roll needed) suffers X damage. Flammable items (such as parchment, cloth, or wood) catch fire, but a creature may spend a few seconds (1d6p second delay) to extinguish the flames from a single item.

If someone is dumb enough not to spend d6p seconds patting out their burning clothes, they suffer 1d3p points of damage every ten seconds they remain on fire. A maximum of six points of damage may be sustained from this ancillary burning before the victim's clothes are consumed.

The material component for this spell is a shot of potent alcohol, which the cleric must down before casting.

Fire Breathing specifics

Spell Name	Casting Time (s)	Area of Effect	Damage
Fire Breathing 1	1	10' x 10'	d3p+6
Fire Breathing 2	3	10' x 15'	2d4p+6
Fire Breathing 3	4	10' x 20'	3d6p+6
Fire Breathing 4	5	10' x 25'	4d8p+4
Fire Breathing 5	6	10' x 30'	4d10p+6

Floating Settee

Components: (V or S), C

Casting Time: 20 seconds

Range: Touch

Volume of Effect: 1 settee

Duration: 1 hour/level

Saving Throw: not applicable

This spell permits the cleric to control a personal floating chair to facilitate effortless locomotion.

In preparation, the priest must first commission a suitable piece of furniture to serve as his Floating Settee. This single occupancy chair, serving as the catalyst, must be designed for extreme comfort. Costing no less than 60 sp, the chair should be luxuriously upholstered with adjustments permitting the cleric to recline back whilst elevating his feet. Suitable additions include a means of storing beverages and snacks within the armrest and a collapsible canvas roof offering both shade and protection from rain.

Having acquired a suitable chair, this spell enchants it providing buoyancy and self-propulsion. The chair will hover six inches above the ground and responds to either verbal instructions or somatic gestures vis-à-vis movement.

The chair is limited to a maximum velocity comparable to human walking speed (e.g. 5'/second) and can support the cleric's weight plus up to 60 pounds of baggage. It cannot surmount inclines greater than 15° (even then slowing to 2.5'/second) and is incapable of crossing water or floating over depressions wider than two feet.

Gorge

Components: S, M

Casting Time: 20 seconds

Range: Touch

Volume of Effect: up to 8 meal equivalents/level

Duration: 12 hours

Saving Throw: Mental (negates)

This spell is an enhanced version of *Honeypot*, allowing the cleric to render food practically irresistible to those viewing or smelling it. Said food must be palatable in order to have any chance of ensnaring victims in its caloric ecstasy. Thus victims cannot be enticed to consume offal, food that requires further processing to render it edible (e.g. dried rice or peas) or food that can be readily identified as spoiled. Similarly, bread, pastries or other treats an omnivorous human might consider wholly appetizing cannot tempt a carnivore.

Thus presuming that the food so enchanted is edible (even if incredibly bland), anyone passing within 10' of it (40' if smell is primary sense) must succeed at a Mental saving throw or be compelled to gorge on this food until they have stuffed themselves to the point of physical discomfort – presuming, of course, that sufficient food has been enchanted (as a rule of thumb assume that four full meals per person are required). In so doing, they will ignore all else save to defend themselves or to flee from immediate danger (though they will return and resume gorging should the threat depart). If timing is a concern

with regard to future actions, assume that the creature must spend 20 minutes eating before taking subsequent actions.

If there is insufficient food to satisfy the cravings of all creatures falling under this spell's effect, rivals will fight for control of said food. However, upon sustaining the slightest injury, the spell's hold is broken and the losing party is freed from this compulsion.

Once stuffed, the target becomes very fatigued (-2 to Attack, Defense, and Damage, +2 to speed) and unusually susceptible to sleep inducing magic (-4 saving throw penalty vs. appropriate spells). Unlike standard fatigue that can be remediated by 5 minutes of rest, this impairment lasts for 6 hours. Once this time has passed, the target is still fatigued (-1 to Attack, Defense, and Damage, +1 to speed) for an additional 6 hours until natural digestion works off these penalties.

Any subsequent fatigue penalties incurred due to strenuous physical activity build on this new baseline.

Note: Creatures suffering from the effects of Starvation (GMG p. 73) receive no saving throw.

Haggard

Components: V, S, M
Casting Time: 5 seconds
Range: 60 ft
Volume of Effect: 1 sapient individual
Duration: 8 hours
Saving Throw: Physical (negates)

A target affected by this spell temporarily loses 4 points of Constitution, 3 of Looks*, and is immediately struck by a hangover (see GMG p. 131). The target suddenly looks and sounds as if they have a whole life of hard living behind them, complete with sallow eyes, a drawn face, and the throaty voice of a lifelong smoker.

The material component is a half empty alcoholic drink with a partially smoked cigar (or cigarette) floating in it.

**This may result in a temporary Charisma penalty as well. See "Charisma Modifier" on Looks chart on p. 15 of the PHB.*

Haggard, Entourage

Components: V, S, M
Casting Time: 8 seconds
Range: 60 ft
Volume of Effect: 15 foot radius
Duration: 8 hours
Saving Throw: Physical (negates)

As *Haggard* except this spell affects up to four sapient creatures in a 15-foot radius.

Hair of the Dog

Components: S, M
Casting Time: 1 minute
Range: Touch
Volume of Effect: 1 Individual
Duration: Permanent
Saving Throw: not applicable

A godsend for those fond of drink, this curative entirely removes the negative effects of a hangover.

The material component for this spell is a half-ounce of liquor and a raw egg that the recipient must consume. It may be applied to the priest's own throbbing head or to a fellow reveler in arm's reach.

Half Ass It

Components: V
Casting Time: 4 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 30 minutes
Saving Throw: Mental (negates)

This curse saps the target's determination inducing him to expend a Minimal amount of effort on any task. While so hexed, the target's skill mastery is effectively halved. In addition, he suffers a -1 penalty on all die results related to physical actions and saves. His Tenacity/Morale is also lowered one gradient as he's far likelier to abandon a difficult predicament.

Honey for Nothing

Components: S, M
Casting Time: 1 minute
Range: 1 foot
Volume of Effect: 24 bottles
Duration: 1 week
Saving Throw: not applicable

This prayer permits the cleric to miraculously conjure a case of Honey Brew (GameMaster's Guide pg. 132) out of thin air. The Honey Brew manifests chilled, in 24 stoppered glass bottles packed together in a simple wooden crate.

The material component for this spell is 24 trade coins (for the deposit).

Conjured Honey Brew only retains its potency for one week. After this time, the liquid becomes rancid and anyone drinking it is treated as if exposed to The Burning Bowels (see GMG p. 341).

Honeypot

Components: S, M
Casting Time: 10 seconds
Range: Touch
Volume of Effect: up to 4 meal equivalents/level
Duration: 6 hours
Saving Throw: Mental (negates)

This spell allows the cleric to render food practically irresistible to those viewing or smelling it. Said food must be palatable in order to have any chance of ensnaring victims in its caloric ecstasy. Thus victims cannot be enticed to eat garbage, food that requires further processing to render it edible (e.g. dried beans) or food that can be readily identified as spoiled. Similarly, bread, pastries or other treats an omnivorous human might consider wholly appetizing cannot tempt a carnivore.

Thus presuming that the food so enchanted is edible (even if incredibly bland), anyone passing within 5' of it (20' if smell is primary sense) must succeed at a Mental saving throw or be compelled to eat this food until stuffed – presuming, of course, that sufficient food has been enchanted (as a rule of thumb assume that two full meals per person are required). In so doing, they will ignore all else save to defend themselves or to flee from immediate danger (though they will return and resume overeating should the threat depart). If timing is a concern with regard to future actions, assume that the creature must spend 10 minutes eating before taking subsequent actions.

If there is insufficient food to satisfy the cravings of all creatures falling under this spell's effect, rivals will fight for control of said food. However, upon sustaining an injury, the spell's hold is broken and the losing party is freed from this compulsion.

Once stuffed, the target becomes fatigued (-1 to Attack, Def, and Damage, +1 to speed). Unlike standard fatigue that can be remediated by 5 minutes of rest, this impairment lasts for 6 hours until relieved by digestion. Any subsequent fatigue penalties build on this new baseline.

Note: Creatures suffering from the effects of Starvation (GMG p. 73) receive a -4 penalty to saving throws.

Icarus

Components: V, S
Casting Time: 10 seconds
Range: Touch
Volume of Effect: 1 M or S sized bipedal creature
Duration: 1 hour
Saving Throw: not applicable

The spell causes a pair of flexible, artificial wings to

sprout from the recipient's shoulders, allowing him to fly at a speed of 25 feet/second. The wings are not made from flesh and bone, but rather wood, wax, and feathers.

Any fire damage to the wings destroys them instantly. Called shots to the wings (treated as a called shot to the arm) also destroy the wings with a successful attack. If the wings are damaged, the creature instantly plunges to earth.

Impossible Stairwell

Components: S, DI
Casting Time: 2 seconds
Range: 10 feet
Volume of Effect: 1 staircase
Duration: 1 hour
Saving Throw: Special

This spell enchants a staircase and makes climbing it a surreal exercise in futility. Anyone attempting to climb a staircase under the effects of *Impossible Stairwell* finds that the staircase just never seems to end. It twists, turns, and doubles back on itself in an Escher-like rebuke of physics. Those attempting to climb an *Impossible Stairwell* can always retreat back to reality, but they will have to travel back through whatever bizarre stairwell architecture they have already traversed, i.e. the trip back out of the impossible stairwell is equal to the amount of time spent trying to get through it. Those caught in an *Impossible Stairwell* when the spell ends will find themselves standing at the bottom step of the staircase, as if they had never made it any farther than that.

Clerics can not be mentally ensnared in an *Impossible Stairwell* of their own devising and anyone the cleric informs as to the true nature of the staircase receives a Mental Saving Throw to resist its effects. Anointed followers of the Cleric's religion get a +4 to their save. If this spell is enacted inside a temple, congregants of the church are unaffected by the spell.

This spell only affects stairs, not ladders, bridges, or other structures.

Impotency

Components: V, S, M
Casting Time: 7 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 1 week
Saving Throw: Physical (negates)

This curse imparts the Impotent flaw for 1 week. The material component is a pinch of saltpeter.

Imprison in Painting

Components: V, S

Casting Time: 6 seconds

Range: 30 feet

Volume of Effect: 1 creature

Duration: Special

Saving Throw: Mental (negates)

This spell functions similarly to *Still Life* except that it banishes a creature into the interior of a painting against its will. Should the target fail its saving throw, it is instantly transferred into a two dimensional work of art. Said painting, tapestry, et cetera must be within 30 feet of the cleric enacting this enchantment.

While inside a painting, a living being requires no food or water, but still ages normally. Creatures inside a painting also cannot reproduce. A creature so trapped in portraiture can only be free if the painting is destroyed in the real world or if the cleric releases him.

Incite Drunken Mob

Components: V

Casting Time: 20 seconds

Range: 30 feet

Volume of Effect: Multiple

Duration: 1 hour

Saving Throw: Mental (negates)

Via the power of this spell, a cleric can easily whip a group of inebriates up into a violent frenzy. To enact this capability, he must first deliver a short speech to his would-be mob, giving them a target for their anger. The inciting priest and any potential mob members must share a common language at a minimum of Average mastery (i.e. only those who understand the priest need make saving throws).

The spell only affects drunks (i.e. individuals with at least a buzzed level of intoxication) within a 30 foot radius¹. Any intoxicated individual who hears the words of the cleric will have to succeed at a Mental saving throw or fall under his vitriolic sway. Once the mob is rallied to their cause, the cleric can lead them on a destructive rampage of vandalism to their ultimate goal. A drunken mob is fickle, however, and to keep their attention the cleric must lead them on a route where they have something to destroy or vandalize every furlong otherwise they will tire and disperse.

Upon reaching their final destination, the mob will attack the target with gusto (+1 morale/tenacity). They cannot be controlled and will only employ basic swarm tactics. Their primary interest is in vandalism and will

never pursue fleeing or retreating opponents opting rather to burn and wreck property. If determined resistance is met, any failed morale check compels said individual to flee the scene. In so doing, the cleric's hold over the person is broken.

¹ A cleric with a high Oration skill can increase the spell's radius of effect by 5 feet for every mastery level of Oration he possesses.

Induce Coronary

Components: S

Casting Time: 9 seconds

Range: Touch

Volume of Effect: 1 living creature

Duration: Instantaneous

Saving Throw: Special

To invoke this calamitous hex, the cleric must first succeed at a touch attack. If successful, the target must then roll under his Constitution or suffer a fatal heart attack. Monsters without a listed Constitution score use double their ToP score in its place. Targets who fail their save are instantly ToP'ed and die of heart failure four minutes later.

Certain physical attributes and/or lifestyle choices may help or hinder survival of a coronary:

▶▶ Obese	+5
▶▶ Overweight	+2
▶▶ Physical Conditioning talent	-2
▶▶ Hiking/Roadmarching proficiency	-1
▶▶ Long Distance Running talent	-1

Ingénue

Components: S, DI

Casting Time: 1 second

Range: Self

Volume of Effect: Self

Duration: 1 hour

Saving Throw: Mental (negates)

This blessing graces the cleric with a veneer of unassuming approachability. Functionally, it provides a +3 bonus to Encounter Reactions. Thus succeeding at a saving throw see through this illusion and are apt to be distrustful of someone pretending to be someone they're not (-3 Encounter Reaction adjustment).

Instamural

Components: V, S, M
Casting Time: 7 seconds
Range: subjective
Volume of Effect: 1 painting
Duration: Permanent
Saving Throw: not applicable

This miracle allows the instantaneous creation of a painting on a blank canvas or piece of paper (the material component). The priest merely needs to frame the subject and recite a prayer to capture the likeness.

Should the priest lack expertise in painting (< advanced mastery of Artistry, Painting), all captured images will be blurry and out of focus.

Intellect Devourer

Components: S, M
Casting Time: 4 hours
Range: Touch
Volume of Effect: 1 creature's brain
Duration: 30 days
Saving Throw: Special

This heinous ritual that culminates in eating the living target's brain empowers the cleric to absorb all of their target's memories, intelligence-based skills (excepting Arcane Lore), and Quirks.

Performing the ritual necessitates that the cleric possess no less than expert mastery in Cooking/Baking. He must personally prepare a full meal including red wine (chianti preferred), a side dish (fava beans) and finally the main course – the subject's brain. It is absolutely essential that the subject remain both conscious and alive during preparation. As such he must be securely bound (and likely gagged) as the cleric carefully removes his skullcap prior to beginning his meal.

After consumption of the brain, the cleric experiences a rush of new memories stolen from his "dinner guest". This traumatic experience initiates a contest of wills (d20p+Wisdom on the part of both the cleric and the individual who's brain was eaten with ties going to the cleric).

If the cleric is triumphant, he can access and interpret the target's mind as if its memories were his own. Intelligence-based skills are only stolen if the target's skill was superior to the cleric's own. Alas, this knowledge is fleeting and will be lost completely within 30 days.

If the victim experiences a triumph of the will, his personality takes control of the cleric's body with the added benefit of all the cleric's memories and intelligence based

skills. He will painfully recall the abomination that occurred just prior to the mental transfer. Depending on the target's personality, he may immediately rage out in fury or, if clever, may pretend that the ritual was successful and impersonate the cleric in a long game of revenge (aided immeasurably by his ready access to the cleric's memories). Whatever occurs, the "guest" personality will dissipate after 30 days allowing the cleric to reinhabit his body – assuming he is still alive.

Note that this ritual cannot be performed again while still in possession of another's memories.

Irresistible Dance

Components: V, S
Casting Time: 5 seconds
Range: 20 feet
Volume of Effect: 1 creature
Duration: (d4p+1 x10) seconds
Saving Throw: Mental (negates)

This spell compels its target to dance, and dance, and dance. A creature under the effects of Irresistible Dance can take no actions other than dancing for the duration of the spell (though by dancing they can move at walking speed). Whilst so cavorting, their defense is reduced to d12p.

Targets of this spell who have some mastery of Artistry (Dancing) can mitigate the affects of the spell by improvisationally putting their fancy footwork to lethal effect.

Dancing Mastery	Move	Defense	Attack
none - Average	walk	d12p	no
Advanced	walk	normal	no
Expert	jog	normal	-4
Master	run	normal	normal

Irresistible Dance of Death

Components: V, S
Casting Time: 8 seconds
Range: 20 feet
Volume of Effect: 1 creature
Duration: (d4p+10 x10) seconds
Saving Throw: Mental (negates)

Much as with the lesser enchantment *Irresistible Dance*, this dweomer compels its target to dance – albeit in place. However, after 30 seconds of vigorous dancing the subject spontaneously bursts into flames suffering d6p points of

fire damage every 10 seconds thereafter.

Targets of this spell who have some mastery of Artistry (Dancing) cannot mitigate the affects of the spell but do receive +1 to their saving throw for each mastery level they possess in dancing.

Killer Joke

Components: V

Casting Time: 9 seconds

Range: 20 feet

Volume of Effect: One sapient creature (primary effect), 20 foot radius (secondary effect)

Duration: Instantaneous

Saving Throw: Mental (reduces severity or negates)

This spell enables the cleric to tell a joke so funny, so gut-bustingly hilarious, that those who hear it may die from laughter. To have any chance of being effective, the cleric and his target must both have at least Advanced mastery of a common language.

Killer Joke has both a primary effect centered on one target and a secondary effect which affects all sapient creatures within a 20 foot radius¹ of the cleric (if they too share Advanced mastery of the delivery language). The range and radius of this spell is reflective of it being cast in the din of battle. If the spell is cast in more optimal conditions (a quiet library, a lull during a muted conversation, a silent crypt, etc.) then add 10 feet to the range and radius of effect, subject to GM's discretion.

When executed, the cleric is divinely inspired with a joke so funny that to hear it is deadly. The primary target of the spell must attempt a Mental saving throw. Failure indicates he dies after 10 seconds of incapacitation as he laughs himself into a brain aneurism. If the target succeeds on its Mental saving throw, he is instead affected as if it was under the effects of *Debilitating Laughter*. When the *Killer Joke* is recited, anyone within a 20 foot radius of the caster who shares at least Advanced mastery in the language of the joke's delivery (which may very well include allies) must succeed at a Mental saving throw or be affected as if under the effects of *Debilitating Laughter*.

The joke told by the cleric is only funny in the moment. Repeating it at any other time may get laughs, but not a supernatural effect.

¹ A cleric with a high Oration skill increases the range and radius of these effects by 5 feet for every mastery level of Oration he possesses.

Laggard

Components: V

Casting Time: 1 second

Range: self

Volume of Effect: All affiliated creatures in a 20' radius

Duration: 1 hour

Saving Throw: Physical (negates)

This malicious hex is employed to facilitate a getaway by impairing one's companions' ability to do likewise. One needn't be fast to escape, merely faster.

Upon recitation of this prayer, all affiliated creatures within 20 feet are slowed by one movement category (see HoB p. 13).

All allies, co-belligerents, hirelings, employees, animal companions and others of a similar affiliated status receive a Physical saving throw to resist this lethargy. Anointed followers and henchmen receive no saving throw at all.

Lower Tolerance

Components: V, S, M

Casting Time: 10 seconds

Range: self

Volume of Effect: All individuals in a 30' radius

Duration: 4 hours

Saving Throw: Physical (negates)

This jocular prayer renders those affected by it more susceptible to the effects of alcohol. The verbal and somatic components of this spell are a toast the cleric makes before downing the material component of the spell: one alcoholic drink. While under the influence of the spell, any alcoholic beverage consumed counts as doubly potent when determining inebriation (see *GameMaster's Guide* pg. 131).

Note that this spell only accentuates the effect of drinks affected individuals consume after its enactment. Alcohol in their system prior to enacting the spell is unaffected nor are the effects of magically induced drunkenness enhanced.

Lullaby

Components: V, S, C

Casting Time: 30 seconds

Range: 25 feet

Volume of Effect: 1 creature

Duration: 7 hours

Saving Throw: Mental (negates)

The calming sounds of the cleric's melodious voice and musical accompaniment may lull a target creature to slip into a deep slumber. To enact this dweomer, the cleric must sing and play an instrument loud enough that it can be heard by the target¹.

If the target² fails its saving throw, it falls into a deep sleep from which it will not awaken for seven hours unless subject to extraordinary stimulation (see GMG p. 70-72).

Clerics wishing to enact a magical lullaby must possess Advanced Mastery in the skills Musician (Vocal) and Musician (Instrument).

¹ The din of battle restricts this to 25 feet. In less raucous environments, at the GM's discretion, this may be extended to 40 feet.

² Targets possessing 50 or more hit points are unaffected by Lullaby.

Manifest Animal Totem [animal name]

Components: V, DI

Casting Time: 10 seconds

Range: 1 foot

Volume of Effect: 1 creature named in prayer

Duration: 1 hour

Saving Throw: not applicable

This prayer permits the cleric to physically manifest an individual example of his religion's totem animal. The creature, identical in all respects to the description presented in the *Hacklopedia of Beasts* (or other reference work), isn't summoned per se but miraculously appears in physical form at the cleric's side. The animal is effectively an agent of his deity's will and the cleric may telepathically control its actions.

The totem animal may be tasked to perform any action (given the capabilities of the creature) though the priest may wish to exercise restraint lest questionable actions reflect poorly on his god. Should the totem animal be slain, the responsible priest immediately loses d3 points of Honor.

The animal may be dismissed prior to the prayer's expiration via a special chant lasting 60 seconds.

Marionette

Components: S, M

Casting Time: 8 seconds

Range: 100 feet

Volume of Effect: 1 creature

Duration: 5 minutes

Saving Throw: Mental (negates)

This spell allows the cleric to take complete physical control over a target's limbs, manipulating their body directly while the target's brain remains conscious and aware.

After the spell is cast, ephemeral, ghostly strings emerge from the fingertips of the puppeteer. These strings only extend about a foot from the cleric's fingers before they fade away entirely, only to re-appear 10 feet above the head of the target, attached to their limbs and body.

The puppeteer can make the target take any physical action, but has no control over the target's head (so creatures cannot be impelled to bite with this attack). Targets under the effects of Marionette move in jerky, unnatural spurts and take a -5 penalty to attack, defense, and damage.

While under the effects of the spell, the target's head lolls to one side, but is otherwise totally under the control of the target, meaning that he can speak and take other head-related actions. Clerics with skill in Artistry (Puppetry) can reduce the -5 penalties to the marionette's attack, defense, and damage by 1 per level of skill mastery.

Marvelous Pigments

Components: C

Casting Time: 1 minute

Range: 1 foot

Volume of Effect: up to 1000 ft³

Duration: 1 week

Saving Throw: not applicable

Marvelous Pigments conjures magical paints, which the cleric can then employ to depict objects that can subsequently materialize as real world objects upon touching them.

Animate objects and living things are outside the purview of the pigments. Only inanimate objects (and plants, but not plant-like monsters) can be created. Precious materials such as gold, jewels, or other fineries can never be perfectly represented with these pigments and any cursory examination of such items by an appraiser will reveal them as worthless forgeries.

Items created by the pigments will always be of Poor quality (see GMG p. 123) unless the painter also has the real world expertise to create the object and by inference the knowledge to expertly depict it in his rendering. Tak-

ing the time to expertly depict an object in this way is referred to as “drafting.”

Painting a Poor quality object takes 5 minutes per object painted. Clerics with fabrication skill in the object rendered may opt to hastily paint it in 15 minutes (yielding a Shoddy quality version) or to accurately draft it (yielding a standard quality item) by expending one hour. Objects created by the spell last for one week before melting into mundane paint.

Clerics need at least Average mastery of Artistry (Painting) to use this spell. They also require a paintbrush (the catalyst).

Mass Contagion (Boar's Boon)

Components: V

Casting Time: 10 seconds

Range: 60 feet

Volume of Effect: 30' x 30' area

Duration: Special

Saving Throw: Physical (negates)

Upon completion of a lewd recitation, the cleric invokes a curse that exposes all those within the area of effect to The Burning Death (a.k.a. Boar's Boon)¹. Targets are permitted a Physical saving throw with success indicating they are unaffected by this lifelong contagion. Failure subjects them to the disease's minor effect.

¹ see GMG Appendix 2: Disease

Melancholia

Components: V

Casting Time: 6 seconds

Range: 30 feet

Volume of Effect: 1 individual

Duration: Fortnight

Saving Throw: Mental (negates)

This curse bestows the Melancholy quirk and all its attendant disadvantages on the target for one fortnight.

Molotov

Components: S, M

Casting Time: 10 seconds

Range: Thrown Object

Volume of Effect: 10 foot radius from point of impact

Duration: Instantaneous

Saving Throw: Doge (half damage)

This prayer enables a cleric to enchant a bottle of spirits to explode with the incendiary potential of a fireball

when shattered. Upon impact, the bottle's contents erupt in flames, dealing 4d6p points of damage in a 20-foot diameter. This fire will ignite Class C or lesser items.

The prayer's ritual includes lighting a rag stuffed into a 25 fluid ounce bottle of spirits (the material component). He must then hurl it at his intended target (see the Hurlled Object rules – *GameMaster's Guide* p. 19-20).

There is a base 1 in 20 chance that the bottle fails to shatter on impact (rising to 5 in 20 should it strike soft earth – the GM may adjudicate other chances based on unfavorable surface conditions).

Note that the fiery enhancement is active for 60 seconds after the cleric completes the prayer. He thus need not immediately hurl the flask. Conversely, an unshattered flask may be hurled back at the cleric or his allies!

Mommet

Components: S, C

Preparatory Time: 1 Day

Range: 120 feet (with special considerations—see below)

Volume of Effect: 1 sapient creature

Duration: Special

Saving Throw: Special

This dweomer allows the cleric to carry out harm or mischief upon a person at a distance by creating a sympathetic link between said person and a small doll.

As preparation for casting this spell, the cleric must craft¹ a small doll of cloth, straw or other material. The doll does not need to be particularly well made, but it does at least need to have a basic humanoid shape. After crafting the doll, the cleric must then affix a personal token linking the spell's intended target to it. The token must be either an item of personal meaning and significance, or something “of” the target, such as some hair, a fingernail, a tooth, blood or something similar. Finally, he must embed a set of six long needles in the doll's heart. When the binding ritual is complete, the cleric will be able to manipulate the doll to produce sympathetic effects in the target.

A mommet can be manipulated in many different ways to affect the target creature. A cleric could immerse the mommet in water to make the target feel as if they are drowning, stick pins in the doll to make the target experience debilitating pain, or hold the doll over a fire to simulate the feeling being burned alive.

Mommets are only completely effective if the target is within 120 feet of the cleric. Targets farther away than 120 feet, but within 5 miles of the cleric can still be made to feel mild discomfort (or other mild sensations) through manipulation of the mommet.

It is important to note that the cleric must physically manipulate the doll with his own hands to achieve one of the possible effects noted below.

a) **PAIN:** The cleric can cause the target creature to feel extreme pain by stabbing it with one of the needles inserted when the doll was created. These needles are the only conduit able to achieve this effect. Stabbing the doll with a knife or bashing it with a blunt instrument is ineffective in eliciting this effect.

Upon stabbing the doll, the sympathetic target must immediately attempt a Constitution check (d20p vs. CON score)². Rolling his CON score (or under) permits the target to shrug off the pain. Rolling above causes the creature to collapse from the agony, incapacitated for 5 seconds times the difference between his CON check and his CON score. If the target rolls a natural 1 or 2 on this check, the link is permanently severed.

Thirty seconds must transpire before this effect can be triggered again. (The cleric may repeatedly stab the doll, but these spiteful jabs are functionally ineffective until 30 seconds has elapsed).

b) **DROWNING:** The priest can submerge the doll in a liquid to emulate drowning. The sympathetic target immediately begins drowning (having only 90 seconds of air as this is unforeseen immersion). See GMG p. 74 for appropriate rules.

The cleric must keep the doll immersed as his sole action. There is no explicit time limit on how long he can 'waterboard' the target but if he takes ANY other action, the doll floats to the top of the liquid and drowning ceases.

c) **HOLD AT BAY:** By grasping the doll in his outstretched arm, the sympathetic target cannot advance any further towards the cleric. In effect, his current distance from the priest becomes the radius of a circle the perimeter of which he cannot cross. He can retreat or move laterally around the perimeter but can approach no further.

This action fully occupies one of the priest's arms preventing either shield or weapon use and disallowing casting any spells with a somatic component. There is no express time duration on this effect.

d) **FREEZE:** By holding all four of the doll's limbs outstretched, the sympathetic target is held fast as if under the effects of Rigor Mortis. No save is permitted.

This action fully occupies both of the priest's arms preventing their use for other actions and disallowing casting any spells with a somatic component. There is no express time duration on this effect.

e) **BURN:** The cleric may hold the doll over an open flame to burn it up. This requires d3p seconds. Once this time elapses, the sympathetic target is set alight suffering

a 2d6p (+ Cleric Level) hit point wound. Further damage is possible from exposure to burning clothes and carried goods (see *Fire Finger* for details).

This action destroys the mommet and severs the link.

¹ The cleric must possess the Craft (doll/puppet) skill with novice mastery in order to prepare the mommet.

² For creatures whose Constitution score is undefined, use twice their required ToP Save as the basis of this d20 check. Creatures listed in the Hacklopedia of Beasts as having "n/a" for their ToP Save are immune to this spell.

Mommet, Grande

Components: S, C

Preparatory Time: 3 Days

Range: 120 feet (with special considerations—see below)

Volume of Effect: 1 sapient creature

Duration: Special

Saving Throw: Special

This spell functions as *Mommet* with the following changes:

a) **PAIN:** Upon stabbing the doll, the sympathetic target must immediately attempt a Trauma check¹. If the target rolls a natural 1 on this check, the link is permanently severed.

e) **BURN:** The cleric may hold the doll over an open flame to burn it up. This requires d3p seconds. Once this time elapses, the sympathetic target is set alight suffering a 6d6p (+ Cleric Level) hit point wound. Further damage is possible from exposure to burning clothes and carried goods (see *Fire Finger* for details).

¹ see PHB p. 236

Mortal Combat

Components: V, DI

Casting Time: 8 seconds

Range: Self

Volume of Effect: 30 foot radius centered on the cleric

Duration: 5 minutes

Saving Throw: none

This prayer invokes a distortion field around the cleric. Those entering it slip into a fugue state in which some of their inner potential is unlocked. Functionally, within the area of effect, all physical damage dice penetrate on both

the highest and second highest results¹. Additionally, any spells cast by the cleric (or other priest of his religion) that originate and execute within the zone are subject to similar amplification.

Note that this enhanced penetration applies only to damage resulting from attacks made by individuals within the mortal combat zone executed upon others also within the zone. Thus an archer within this sphere who shoots at a target outside the perimeter gains no additional penetration (neither would a distant archer shooting at a target within the zone).

¹ If a combatant can already achieve extended penetration damage, this skill is not further enhanced by his presence in the mortal combat zone.

Muse

Components: V
Casting Time: 5 minutes
Range: 5 feet
Volume of Effect: 1 Individual
Duration: 6 hours
Saving Throw: not applicable

This spell allows the cleric to channel divine inspiration to a creative artist.

Under the effects of this spell, the subject gains a temporary +25 bonus to all Artistry skill checks.

Nice

Components: V, M
Casting Time: 7 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 10 Minutes
Saving Throw: Mental (negates)

When this prayer is recited, the target creature must attempt a Mental saving throw. Should they fail, their heart will inexplicably fill with indescribable feelings of kindness and empathy. Creatures in such a state of ecstasy cannot initiate violence or commit any actions that could indirectly cause another creature harm.

The target immediately ceases any violent act, attempts to parley, and will generally become kind, helpful, generous, and courteous. Creatures under the effects of this spell who are attacked will not respond with violence, but instead retreat as quickly as possible or use the Full Defense combat maneuver if unable to run.

Non-sapient creatures and creatures without emotions

are unaffected by this spell. The material component for this spell is a drop of rainwater.

One-Upmanship

Components: V
Casting Time: 3 seconds
Range: Self
Volume of Effect: Self
Duration: 1 Hour
Saving Throw: not applicable

Under the influence of this spell, the cleric gains all of the advantages conferred by the One-Upmanship talent (see *HackMaster Player's Handbook*, pg. 150).

Pantomime

Components: S
Casting Time: 10 seconds
Range: Self
Area of Effect: Self
Duration: 1 hour
Saving Throw: not applicable

Pantomime allows the cleric to silently communicate with any other sentient being using gestures. While the spell is active, the cleric can use hand gestures, facial expressions, and other non-verbal means to communicate information to any sentient creature watching. This spell does not endow the cleric's audience with the ability to communicate back.

Perspective Path

Components: M
Casting Time: 1 Hour
Range: Touch
Volume of Effect: 10' deep passageway
Duration: 1 week
Saving Throw: not applicable

This spell allows an artistically talented cleric to paint or draw a tunnel or other passageway on a solid wall, which anyone can then pass through as if it were real.

The tunnel created by the spell can penetrate through 10 feet of any mundane surface, but is stymied by magically warded barriers. Tunnels can only be made on surfaces that paint can stick to and are one-way portals, meaning that after emerging on the other side of the tunnel, the cleric will be faced with a solid surface which he cannot pass back through.

In order to employ this spell, the cleric must possess at

least Average mastery in painting or drawing in order to make a sufficiently realistic approximation of a tunnel.

The material component of this spell is a quart of paint used to depict the tunnel.

Pied Piper

Components: V, S

Casting Time: 10 seconds

Range: Self

Area of Effect: 60 foot radius centered on the cleric

Duration: Up to 8 hours

Saving Throw: Mental (negates)

This spell allows the cleric to enchant his listeners with a beguiling melody. Before the song begins, the cleric must decide what type of creature he is trying to ensorcell with his music. He may choose any type of living being to be the target of his song, but is limited to only two basic specifications: species and an easily differentiated physical quality. So, while the cleric could designate “humans,” or “humans (male only),” or “humans (children only),” or “humans (red-haired only)” as his targets he could not designate “humans (red-haired children).”

Any living creature that fails their Mental saving throw is compelled to follow behind the cleric as he plays (or sings) his song, dancing and enjoying themselves. Creatures with 32 or more maximum HP are unaffected by this spell. If the cleric stops playing the song, the spell is broken. Targets who are attacked while under the effects of this spell are freed from its influence. While this spell is active (e.g. he is playing), the cleric defends with a d12p.

Play up a Storm

Components: V, S

Casting Time: 30 seconds

Range: special

Area of Effect: 160 acres

Duration: varies by skill level

Saving Throw: not applicable

By dint of song, the cleric is able to conjure up wind squalls and rain clouds. The small storm created by this spell remains in the area where it was cast and cannot be directed. An area under the effects of this spell is subject to a *Strong Breeze*, rainfall twice as heavy as that of *Rain Dance*, and darkened skies that eliminate penalties for light-sensitive creatures. The spell cannot be cast indoors, unless the interior is truly colossal.

The spell lasts for as long as a cleric plays, but its maximum duration is also contingent on a cleric's mastery of the Musician skill. A Cleric with Novice mastery can play

for a maximum of 30 minutes, Average mastery 1 hour, Advanced Mastery 2 hours, Expert level mastery 4 hours, and a cleric with Master mastery can play for 8 hours. As long as the cleric continues to play, the storm continues unabated with all the attendant complications of inclement weather.

Polyptych

Components: S

Casting Time: 1 minute

Range: special

Area of Effect: special

Duration: Permanent

Saving Throw: not applicable

Polyptych functions like *Still Life* and *Still Life Deux*, except that its catalyst is a painting in a series (or drawing, fresco, sketch, tapestry, or any similar style of two dimensional art) made by the cleric himself. In order to use this spell, a cleric with at least Expert mastery in Artistry (related to two dimensional art) must first create a polyptych. A polyptych (also known as panel art) is a type of painting in which the full image is divided up into several discrete panels. A two-part polyptych is called a diptych, a three-part is called a triptych, a four-part a tetraptych, and so on. Upon completion, the cleric can enter any panel of his polyptych and freely travel to another panel by walking through the scenery, regardless of how far away the panels may be from each other in the real world. Clerics can exit through the different panels in the same way they would exit through a standard painting.

A cleric's experience dictates how many discrete panels he may enchant (and thus the number of potential exit points in the real world). 18th level clerics may create a diptych, 22nd level clerics may create a triptych, 26nd level clerics may create a tetraptych, and 30th level clerics may create a pentatych.

Potent Potable

Components: S, M

Casting Time: 1 second

Range: 5 feet

Volume of Effect: ½ liter (1 pint) of liquid/cleric level

Duration: 4 hours

Saving Throw: not applicable

This incantation permits the cleric to clandestinely “spike” any non-alcoholic liquid, rendering it as potent as wine for purposes of intoxication. Liquids so altered exhibit no telltale visual, olfactory, or flavor-related changes. 5 ounces of this fortified liquid count as one “drink” when it comes to determining inebriation.

The perpetrator of this antic need only make a brief gesture to enact the transformation, as the liquid being spiked is the material component. All non-alcoholic beverages within 5 feet of the cleric are susceptible to 'enhancement' though the cleric can indicate by his gesture which takes precedence should the volume of effect be insufficient. Alcoholic beverages are unaffected by this spell even if of lower potency than the transformed drinks.

Protection from Laryngitis

Components: S, DI
Casting Time: 3 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: 12 Hours
Saving Throw: not applicable

This protective ward prevents the cleric from losing his voice whether from exertion, disease or magical means. This preventative blessing cannot remedy laryngitis (or magical effects silencing the character) *post facto*.

Quick Change

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

By means of this spell, a cleric is able to magically change their clothing with the snap of a finger. In the space of one second, the cleric can change from beggar's rags into a full ballroom gown, a priest's vestments, or any other clothing the cleric desires. The spell does not create clothing from thin air, but rather transmogrifies the garments already worn by the cleric into a new form. If the cleric removes the transmogrified clothing, it will revert back to its original form.

The spell cannot create defensive garments, such as armor, but if cast on an already existing suit of armor, the spell cuts the donning of it down to d4p seconds. *Quick Change* can also be used on a suit of armor to make it appear to be normal clothing, but during that time the cleric loses all defensive benefits and drawbacks provided by that armor, instead treating it as normal clothing. *Quick Change* cannot be used to change one type of armor into another type.

Really Hungover

Components: V, S, M
Casting Time: 6 seconds
Range: 45 feet
Volume of Effect: 1 Individual
Duration: 6+ hours
Saving Throw: Physical (negates)

This malicious curse causes the victim to become really hung over (see GameMaster's Guide pg. 131) for the next 6 hours (and hung over for an additional 6 hours).

The material component is a shot of grain alcohol.

Really Hungover, Entourage

Components: V, S, M
Casting Time: 6 seconds
Range: 45 feet
Volume of Effect: 15' radius
Duration: 6+ hours
Saving Throw: Physical (negates)

As *Really Hungover*, except it affects any number of targets in a 15 foot radius.

Restore Speech

Components: S, DI
Casting Time: 4 seconds
Range: Touch
Volume of Effect: 1 Individual
Duration: Permanent
Saving Throw: not applicable

This remedy will restore the full vocal capabilities of the subject whether said impairment is the result of illness, hoarseness due to overexertion, injury or magical chicanery.

Should the recipient be situated in an area enveloped by supernatural silence, this prayer cannot counter local soundlessness as its remedial power is specific to an individual.

Roofie

Components: S, M
Casting Time: 1 second
Range: Touch
Volume of Effect: 1 beverage or food item
Duration: see text
Saving Throw: Physical (negates)

This insidious hex allows the cleric to transform a beverage or single portion food item into a delivery conduit for a powerful supernatural sedative. Said item retains its potency for 4 hours if not immediately consumed.

Anyone consuming the adulterated item must, after a five minute delay, succeed at a Physical saving throw¹ or else lapse into unconsciousness for four hours. During this period of unconsciousness, the target cannot be awoken². Any number of indignities, ranging from pranks (e.g. inking a profane message on the victim's forehead) to truly vile depravities, may be performed on the victim's unresponsive body whilst in this state.

Once four hours have elapsed, the victim then enters a deep sleep for another four hours (which he may be roused out of with vigorous shaking) before awakening. He will have no memories³ of what occurred during his unconsciousness.

¹If the saving throw is successful, the victim is not alerted to the presence of the roofie as it is tasteless, odorless and colorless.

²Though the sedative is supernatural, *Antitoxin* will nonetheless purge it from the victim's body allowing him to revive immediately.

³No form of magical mind reading, hypnosis or scrying will succeed at retrieving memories.

Roly Poly

Components: V, S

Casting Time: 6 seconds

Range: 30 feet

Volume of Effect: 1 creature (size L or below)

Duration: 5 minutes

Saving Throw: Physical (negates)

This spell causes its target to rapidly swell up into a spherical balloon shape, incidentally destroying any worn armor¹ or clothing in the process. Whilst so inflated, the target may only waddle (at crawl speed) and is incapable of mounting a physical attack with his now stubby little arms². The transformed individual may be rolled like a ball (voluntarily or involuntarily) achieving walking speed (or faster if downhill).

In this state, crushing weapons cannot injure the transformee. Such blows will instead cause him to bounce back X feet in the opposite direction (where X equals the amount of damage done) incidentally knocking him off his feet³. Said individual is similarly immune to falling damage (the bloated form harmlessly absorbs the impact).

If the target is wounded by a hacking or piercing weapon, his body pops and is propelled twenty feet as he rapidly deflates. Roll d8 to determine the target's landing place. On a 1-2, the target flies off 45° to the right, 3-6 he flies straight backwards, 7-8 he goes 45° to the left. Popping resets the target's count but returns him to his normal form.

¹ Body armor will break at its most vulnerable point – namely the straps holding its impact absorbing pieces in place. While this will render the armor unusable until repaired, said damage is more akin to a 'strap breaks' fumble result than actual armor damage. A suit of armor torn asunder in this manner may be repaired per the rules for repairing broken straps (GMG p. 121) – albeit at five times the expenditure of time and silver.

² Transformed individuals resemble a skintone rubber ball with a diameter somewhat less than their height. Their limbs and head are engulfed so as to be foot long projections. It is impossible to wield a weapon in this form and defense is so compromised as to be little better than if incapacitated (d10p). Spellcasters may still invoke magic though only if a spell is exclusively Verbal.

³ Those succumbing to this spell may rather easily be toppled – any successful attack will suffice as will a Feat of Strength (vs. d20p -4). The toppled individual may attempt to subsequently right himself but this requires 2d6p seconds.

Scooby Snack

Components: V, S, M

Casting Time: 2 seconds

Range: 5 feet

Volume of Effect: 1 creature (see text for restrictions)

Duration: Special

Saving Throw: Mental (negates)

This spell compels the target to do one simple action in exchange for a tasty treat.

In order to invoke this "microQuest", the cleric must be able to parley with the target (essentially asking him if he would do X for a Scooby Snack). A target that does not share a common language with the cleric (or who is too aggressive to speak rationally with) cannot be targeted by this spell.

The task in question must be simple enough to be completed within 10 minutes and cannot involve inordinate risk¹. The target will not undertake any actions that would seriously deviate from his natural personality and moral/ethical values per the GM's discretion.

The material component for this spell is a sweet or

savory treat offered to the target upon completion of the task. If the reward is withdrawn after successful completion of the requested task, the target is thereafter immune to further attempts by the caster to influence his actions via this spell.

¹ This is a judgment call left to the GameMaster based on the target creature's tenacity/morale and general capabilities vis-à-vis the request.

Skim

Components: V, DI
Casting Time: varies
Range: Self
Volume of Effect: All affiliated creatures in a 15' radius
Duration: Instantaneous
Saving Throw: see text

This nefarious prayer allows the priest to restore his vitality by draining the life energy of sapient beings around him.

The efficacy of this spell is contingent on the bond between the cleric and his victims. Enemies, strangers and casual acquaintances are all wholly immune to this power. Allies, co-belligerents, hirelings, employees and others of a similar affiliated status receive a Physical saving throw to resist this hex. Anointed followers and henchmen, given their intimate relationship, receive no saving throw at all.

When enacted, all susceptible creatures within 15 feet suffer an X point wound that cannot be treated via first aid. The sum total of these individual wounds are transferred to the cleric and miraculously heal any injuries he has suffered (any excess is discarded).

Skim specifics

Spell Name	Casting Time (s)	HP 'transferred' from each affiliate
Skim	4	1
Skim, Secundo	5	2
Skim, Tertius	6	3
Skim, Quartus	7	4
Skim, Quintus	8	5
Skim, Sexto	9	6
Skim, Septimo	10	7

Smoke on the Water

Components: S, M
Casting Time: 1 minute
Range: Self
Area of Effect: 1 acre
Duration: 30 minutes/level
Saving Throw: not applicable

When on a large body of water, the cleric may cause vapor to rise from the surface creating an acre-sized¹ bank of fog. The fog is not particularly dense but nonetheless limits vision to a range of 50 feet.

The fog bank will follow the cleric provided he does not exceed a velocity of 6 knots (10 feet/second). Should he do so, he will gradually outpace the ability of the cloud to keep up. If he exits the fog, the cloud will stop trailing him and remain static at its last position until the spell expires.

This relatively large volume of obscuring mist can adequately shield large objects such as a sailing vessel or even portions of a harbor from distant observation.

The material component is thousands of gallons of water.

¹ Roughly a hemisphere with a radius of 120 feet centered on the cleric

Still Life

Components: S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: Special
Duration: Special
Saving Throw: not applicable

By means of this spell, the cleric is able to step inside a painting (or drawing, or fresco, or sketch, or tapestry, or any similar style of two dimensional art) and explore its interior. The cleric must run his hands over the exterior edge of the painting or frame and then physically walk or crawl into it. If the painting is too narrow or too small for the cleric, then he cannot enter it.

Once a cleric enters a painting, an exit appears behind him in the exact same dimensions as the painting in the real world and functions as a window back into that world. Outside observers can see the cleric moving around inside the painting, but if the cleric stands still, he seems to become a part of the world around him (though a discerning observer may notice the new addition to the painting if he is familiar with it). While inside the painting, the cleric appears as if he was painted in the artist's style. If the painting is destroyed while the cleric is inside, he is im-

mediately ejected from it, covered in paint. Creatures ejected from the interior of a painting in this manner must make an Initiative check before they can act normally. Barring such a calamity, the cleric can remain in the painting as long as he wishes (subject to starvation and dehydration).

The interior of a mundane painting is identical to what an outsider viewer can see, but with several important caveats. Height, width, depth are preserved inside the painting for the most part, but the subject matter of the painting is revealed for what it is: a façade.

Objects inside a painting are like cardboard cutouts or stage dressing; viewed directly from the front, they look normal, but move even one inch to the side and the illusion is broken. Because the cleric can now move between these cutouts, he can see spaces between and behind them as well; spaces that would be impossible for a viewer of the painting to see. These liminal, unseen spaces appear as white expanses of nothingness, though they are totally stable and can be walked upon. If a painting features a door or other passageway but does not explicitly show what lies on the other side, then that door leads into a solid white wall or liminal space. The temperature inside a painting is a constant 68 degrees Fahrenheit, regardless of the painting's subject matter.

Nothing inside a painting is real. A bowl of fruit cannot be eaten; likewise a crackling fireplace produces no heat. At the GM's discretion, however, creatures depicted in a painting may be represented by their equivalent monsters in the *Hacklopedia of Beasts* (most likely if they had been banished into the painting by *Imprison in Painting*). Objects taken out from inside a painting immediately melt into oily paint in the real world. Any objects or living beings left behind inside a painting when the cleric leaves become a permanent part of the painting, subject to the same restrictions as other objects within.

Anointed followers of the cleric's religion may follow him into the painting by joining hands and moving in together. Individuals who follow the cleric into the painting run the risk of being stuck there if their cleric does not personally lead them out again.

Still Life Deux

Components: S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: Special
Duration: Special
Saving Throw: not applicable

Still Life Deux functions like *Still Life*, except that its catalyst is a painting (or drawing, or fresco, or sketch, or

tapestry, or any similar style of two dimensional art) made by the cleric himself. In order to employ this spell, a cleric with at least Advanced mastery in Artistry (related to two dimensional art) must first create a work of art. When he then enters the finished work of art, the normal rules governing the work of art's interior as described in *Still Life* still apply, except that the inanimate objects inside are now real, albeit visually they still appear as painted objects. A painted apple tree yields edible fruit, a crackling fireplace provides real heat, and a placid pond can actually be swum in as if it were real. However, objects taken out of the painting still melt into paint as usual and liminal space between areas inside the painting still exists.

Tasty

Components: S, M
Casting Time: 6 seconds
Range: 30 feet
Volume of Effect: 1 creature
Duration: 10 minutes
Saving Throw: Physical (negates)

This spell can only affect living targets of flesh and blood. Should the target fail his saving throw, his flesh immediately becomes irresistible to creatures of Animal, High or lower intelligence levels. Any such carnivorous or omnivorous creatures within 60 feet are overcome by the desire to rip the flesh from the target's body and eat it.

Domesticated animals will turn against their masters—even well-trained war dogs will be unable to resist the allure of gory feasting. Affected creatures will continue preferentially attacking the target even if he is ToP'ed, essentially eating him alive. The creatures so affected by this spell will attack their target to exclusion of all else unless distracted by a lethal threat (i.e. they themselves are attacked by a third party). Once this threat is vanquished or retreats, the ravenous animal will return to tearing the flesh from the target.

The material component is a piece of beef jerky.

Touch of Gray

Components: V, S, M
Casting Time: 9 seconds
Range: 40 feet
Volume of Effect: 1 creature
Duration: 24 hours
Saving Throw: Physical (negates)

Should he fail a saving throw, the target immediately ages to Geezerhood (see *GameMaster's Guide* pg. 135) and is saddled with all attribute penalties but does not gain

a Wisdom bonus. Those with the Age Gracefully talent (and elves) are immune to this spell.

Because of the radical alteration of the target's appearance, only long-term acquaintances will be able to recognize him. Outwardly appearing so old affects the target's social relationships with others who may now treat the target with more deference—or with derision depending on prevailing social mores.

The material component is a gray (or white) hair.

Trumpet

Components: V, S, C

Casting Time: 1 second

Range: Self

Volume of Effect: 60-foot long, 30-foot wide cone

Duration: Instantaneous

Saving Throw: Physical (negates)

To enact this spell, the cleric must sound a horn (the catalyst). The trumpet lets loose a powerful sonic burst in a 60-foot long, 30-foot wide cone. Anyone caught inside the cone must make a Physical save or they sustain 2d10p points of damage, are stunned for 20 seconds¹ and are deafened for an hour. The trumpet blast can be heard from a mile away.

The sonic blast can also smash open windows, doors, and other sealed apertures as per the spell *Bash Door*.

¹ see Groin Stomp (PHB p. 144 for stun effects)

Vocal Mastery

Components: V, S, DI

Casting Time: 4 seconds

Range: Touch

Volume of Effect: 1 Individual

Duration: 1 Hour

Saving Throw: not applicable

This prayer grants vocalists much greater vibrato and perfect pitch. Vocalists gain +30% to skill checks after receiving this blessing while Orators gain +20%. Non-vocalists may benefit as well as it remedies laryngitis in any form.

Laryngitis remedied via this prayer is permanent (barring future debilitation).

Water to Wine

Components: V, S, M

Casting Time: 5 minutes

Range: Touch

Volume of Effect: 2 quarts per cleric level

Duration: 1 week

Saving Throw: not applicable

This prayer allows the cleric to transform liquid water into an equivalent volume of wine. To effect the conversion, the cleric must make physical contact with the source water. From the point of contact, the water darkens into a rich, red wine (or white, depending on the cleric's tastes).

Should the priest invoke the prayer on a large quantity of water, the wine created will be quickly diluted.

It should be noted that this wine only retains its potency for one week. After this time, the liquid becomes rancid and anyone drinking it is treated as if exposed to The Burning Bowels (see GMG p. 341).

Zombie Slave

Components: S, DI

Casting Time: 6 seconds

Range: Touch

Volume of Effect: 1 sapient size S or M bipedal creature

Duration: 15 minutes/level

Saving Throw: Physical (negates)

This hex, which must be delivered by touch, temporarily transforms a sapient bipedal size S or M creature into a zombie under the control of the priest invoking this curse. Those succumbing to this scourge lose all mental faculties and utilize the statistics for a Zombie (HoB p. 358) with the following amendments: hit points of the original creature (including any injuries) are retained and body armor (though not shields) may add to DR while impeding defense.

Creatures without a listed Feat of Strength ability grabbed by this zombie may attempt to break the hold by rolling (d20p + their Attack bonus +4) versus the zombie's d20p+12.

While initially under control of the hexing cleric, the zombie is subject to Turning (or even Commanding) by a rival priest.

Subjects succeeding at a Physical save resist the transformation. However, anointed followers receive no saving throw.

Once the duration lapses, the subject returns to his normal state with only foggy memories of what occurred during his transformation.

HYENA



While traveling through the wide veldt of central Svimozhia, I had the pleasure of dining one night with a local herdsman, Suvar, and his three sons. After eating a great deal of goat meat and imbibing perhaps a bit too much fermented milk, I left the fireside to relieve myself. Suvar was engaged in telling an extended joke and had gone drink for drink with me, so I doubt he noticed my absence. Stumbling through the scrub and bushes, I made for a large tree in the distance. Whistling a tune from my childhood in Dalen and enthralled by the odd constellations of the southern sky, I couldn't have felt more at home in this foreign clime.

I made it about 200 yards before that I heard the first giggle. Whipping my head about, I saw neither Suvar nor his sons. The giggling was gradually joined by other voices and grew into a full chorus of otherworldly laughter and bizarre, whooping calls. The bushes and scrub grass were shaking. Slowly walking backwards, I attempted to retrace my steps to the campfire, as the chorus followed along with me. Drunkenly, I tripped over a stone and fell onto my hindquarters. I cried out, pain shooting through my ankle. Dark shapes began to emerge from the bushes and I caught my first glimpse of the terrifying beasts. There were four of them. Wide set heads with massively muscled jaws lowered between powerful shoulders, stalking forward on thick forelegs, laughing and whooping as they closed in on me. The heat of their breath was nearly upon me when a cry rang out. Suvar and his sons had rushed to my aid, carrying torches and brandishing their spears. The creatures retreated back into the darkness and Suvar told me I was lucky to be alive. If he hadn't forgotten the punch line to his joke, the hyenas would surely have ripped me to shreds.

H The Hyenas of Svimozhia vary greatly in coloration. While almost all are spotted, patterns and coloration can vary greatly between individuals with some having coats tinged with snowy white while others may have distinct, dark black spots. So great is this variation that the uninformed may mistakenly believe hyenas of the same group to be wholly different breeds. Hyenas stand around three feet tall at the shoulder and are about five and a half feet long. Females weigh between 165 to 170 pounds, while males are much slighter in their build, never weighing more than 150 pounds. The forequarters of a hyena are heavily muscled and well developed, while its hindquarters taper down into small, rounded haunches giving the hyena a loping, uneven gait. Perhaps the most distinctive trait of the hyena to the casual observer is its distinctive call, which is eerily reminiscent of human laughter.

Combat/Tactics:

The hyenas of Svimozhia are prolific hunters that band together to take down larger prey, while stalking smaller creatures on their own. Their reputation as pure necrophages and cowardly scavengers is wholly undeserved as the vast majority of the meat hyenas eat comes from their own kills.

As hyenas are natural cowards, the more dangerous the prey, the greater the number of hyenas will come together to take it down. While usually only two or three individuals will cooperate to kill a large, but less dangerous creature like a domesticated cow, more dangerous or more numerous prey might find themselves set upon by 10 to 20 hyenas at once. Hyenas do not hunt in the same manner as most other pack predators, which asphyxiate their prey before eating it. Rather, if a large animal (even a human being) is unlucky enough to be pulled to the ground by a pack of hyenas, then he can look forward to being consumed alive, usually stomach first.

Hyenas have a devastating bite, able to chew through the bones of animals many times their size. The hyena is one of the few animals that consumes the entirety of a bone, not just the marrow. Their powerful digestive systems are able to process all manner of otherwise inedible substances, although they favor fresh meat.

Hyena Pack Mauling Rules:

Hyena pack mauling rules are identical to Dog Pack Mauling Rules from the Hacklopedia of Beasts, except that the Feat of Strength required free a limb from the hyena's powerful jaws is vs. d20p+10 and pulling & tugging damage increases to d6p/10 seconds.

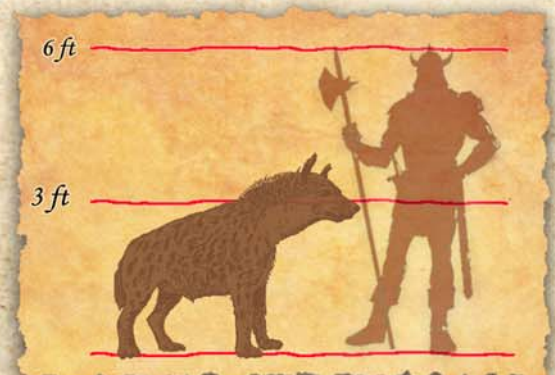
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON



Habitat/Society:

Like wolves and dogs, hyenas tend to be pack hunters and like wolves and dogs, hyenas live in social groups, but the similarities end there. Hyenas are strictly matriarchal, with even the lowest ranking female outranking the top male. Hyenas in these matriarchal groups are in a constant struggle for status. Hyenas will use deception and aggression within their pack in order to secure access to food. They have been observed to use false calls of alarm in order to scare off their peers from a fresh carcass. When dealing with other species, hyenas are extremely aggressive. They are in constant competition with lions, leopards, cheetahs, and wild dogs and have no qualms about violently defending their kills if they lack superior numbers. The exception to this behavior seems to lie with male lions. Even a hyena that has been raised in captivity will react fearfully when presented with a vial of male lion urine and in the wild, male lions kill hyenas seemingly for pleasure, as they do not eat their bodies afterward.

Hyenas are the most active at night, when the darkness emboldens them to take risks and act in ways they would never attempt during daylight hours. A hyena that would shy away and keep its distance from an adult human during the day will eagerly follow it at night. It is during the nighttime that nearly all reports of hyenas killing livestock and human beings occur. Svimozhish herdsmen know to protect their herds and their homes with thick fences of thornbush or risk a nocturnal attack. During the late months of summer (the hottest months of the year in Svimozhia), folk are often driven to sleep in the open air for some relief from the sweltering heat. It is during these nights that the majority of children and adults are carried off to have their bones shattered by the powerful jaws of the hyenas. If you are confronted with one or more hyenas at night, it is advisable that you get up a tree, as hyenas are largely unsuited to arboreal life and almost entirely unable to climb.

Ecology:

Hyenas primarily live in the vast, open grasslands and veldts of Svimozhia. Though they may live near the edge of forests and jungles, they never venture too far in. Hyenas do not have a need for copious amounts of water, so they may be found far from established watering holes and even deep into the arid wastelands of the Elos Desert. They have no preferred prey and have been known to eat most anything, alive or dead, as may be the case.

On Tellene:

Because Hyenas and wolves fill similar ecological niches, their ranges almost entirely mirror one another's. Regions that contain wolves never contain hyenas and vice versa. The only exception to this are some liminal spaces where their ranges overlap and the two species violently compete for prey.

Hyenas have inspired many legends amongst the myriad peoples and tribes that populate Svimozhia. Some link hyenas to the world of the dead, while others insist that there are no wild hyenas and that they are all, in fact, the servants of powerful witches who ride to and fro at night on these "night cattle" cursing good folk and churning up "hyena butter" for use in their sorcery. Gnoles commonly keep hyenas in the same way that human beings keep dogs, using them as sentries and guards for their camps. Hyenas are able to understand the language of the animalistic Gnoles, and can communicate with them directly. This ease of communication makes up for the lack of sophistication with which Gnoles approach the rearing of animals, allowing for easy coordination between Hyenas and Gnoles.

Hyena

HIT POINTS:	25+2d8
SIZE/WEIGHT:	M/ 165 lbs
TENACITY:	Nervous
INTELLIGENCE:	Animal, Low
FATIGUE FACTOR:	1

SPEED	10	INIT	0
ATTACK	+4	DMG REDUCTION	
DEFENSE	+1	DAMAGE	3
REACH	1'	TOP SAVE	11

MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

SAVES

PHYSICAL:	+7
MENTAL:	+2
DODGE:	+2

ATTACK: Hyenas attack in tandem to overwhelm and then maul opponents (see Hyena Pack mauling rules).

SPECIAL:
extreme low-light vision

GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	10 to 20
% CHANCE IN LAIR:	During the day (80%) at night (20%)
FREQUENCY:	Frequent
ALIGNMENT:	Non
VISION TYPE:	Extreme Low-Light Vision
AWARENESS/SENSES:	Standard
HABITAT:	Savannas, grasslands, deserts
DIET:	Omnivorous
ORGANIZATION:	Individual or Clan
CLIMATE/TERRAIN:	Grasslands

YIELD

MEDICINAL:	Genitals are prized for their use in the brewing of love potions and as an aphrodisiac.
SPELL COMPONENTS:	nil
HIDE/TROPHY:	hyena pelts are considered low quality fur
TREASURE:	nil
EDIBLE:	yes
OTHER:	nil
EXPERIENCE POINT VALUE:	100

HYENADON

After my traveling companions and I found ourselves outside the city of Emosvom, banished from yet another town for reasons I am still too incensed to recollect here. With time running out and our pursuers close at our heels, we were forced to make our way south along the Izhoven River, hoping to use the dense canopy of the southern jungles as cover for our little band. It was winter in Svimoszhia (though you wouldn't know it) and we soon forgot our quarrels hiking amidst the plentiful game and swaying grasses. As we neared the edge of the savannah, the grasslands began to slowly change to dense forest. We began to notice, however, that we were not alone in our travels. It all seemed to happen at once. Game became scarcer, birds would cease their singing at odd times, and more than once our dwarf swore he spotted eyes watching us from just beyond our campfire. Our merry band began to grow worried and sullen as the days turned to weeks. When we finally saw the lion paw print, we were sure that it was only a matter of time before it struck. One of those beasts could rip us all limb from limb with ease. You can imagine our shock when we found its carcass the next day! It was stone dead, lying in the middle of a clearing. A fully grown male lion, mane matted down with blood. There were deep tooth marks in its skull, going right down into its brain. While the others stood around its corpse arguing over what could have killed it, I went poking around and managed to find its hiding spot in some tall grass. We would have never seen the blasted thing until it lunged for us. My companions' argument was cut short, however, when the lion's killer made himself known. I'd heard from some old fishermen in Emosvom that Hyenadons were big, but I swear to you nothing could have prepared me for the sight of the thing tossing our dwarf up into the treetops like he was a baby. The rest of us ran like hell and left the Hyenadon to its kill... and to our dwarf. I 'spose.



Hyenadons are gigantic southern predators over 10 feet long and weighing in at 750 pounds. Their fur ranges in color from dark brown to nearly black, but all of the creatures have long, cream-colored stripes running along their hindquarters to aid in camouflage. The hynaenodon is thought to share some relation with the hyenas of Svimoszhia, hence the similar nomenclature.

Combat/Tactics:

The Hyenadon excels in both pursuit and ambush hunting. Despite its size, the hyenadon has the stamina to run down larger herbivores like tapirs and water buffalo that lack the speed of smaller creatures such as deer. When engaged in ambush hunting, a hyenadon uses its acute sense of smell to circle into the path of its prey and lay an ambush, camouflaging itself beneath the thick underbrush of the forest floor. When it springs from its hiding place, the hyenadon lets loose a terrific bellow to paralyze its prey with fear before clamping down with its powerful jaws and crushing the creature's windpipe.

Hyenadons and hyenas have similar societal structures and lifecycles, but hyenadons, due to their much larger size and calorie requirements, live in smaller familial clans, usually with no more than five adult females and ten young. While female hyenadons

remain in their mother's clan throughout their lives, male hyenadons are driven away by the females once they reach sexual maturity. Males move from clan to clan during mating season. When a male approaches an unfamiliar clan, the females surround him to sniff him out. If the matriarch approves of him, she will mate with him several times over the course of his stay with the clan, feeding him from the clan's kills.

Hyenadons are solitary creatures by nature. Mothers only stay with the pups until they mature at three years old and can hunt for themselves. A single Hyenadon ranges over and controls vast swaths of hunting territory, making it extremely unlikely to encounter more than one of the creatures at a time unless it is during mating season. In the late summer, hyenadon females will seek out males based on the scent of the urine the males have used to mark the boundaries of their territory. Except for during these brief encounters, hyenadons are extremely nervous and unpredictable when venturing outside of their territory. Within its territory, however, the Hyenadon is an almost unrivaled predator and true master of its domain.

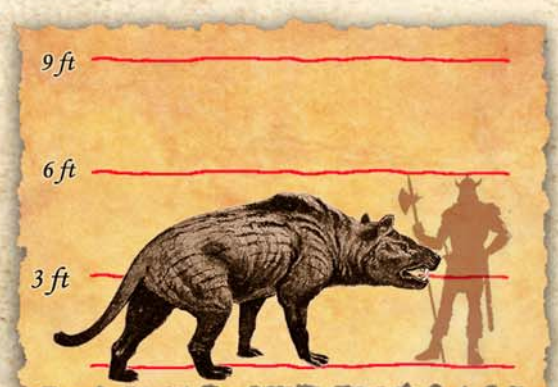
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON



Habitat/Society/Ecology:

Hyenadons primarily inhabit the jungles of Svimozhia and southern Kalamar, almost never venturing out from the protection of the canopy except unless driven to do so by hunger or desperation. While their stealthy adaptations to jungle biomes and their massive size ward off most would-be attackers in the jungle, such as tigers and other big cats, hyenadons cannot compete with the unrivaled masters of the savannah: lions. Hyenadons, much like their smaller cousins, hyenas, share a deep-seated aversion to lions and may originally have been pushed to adapt to forest biomes because of competition with the smaller-bodied, but more numerous lions that inhabit the savannas of Svimozhia. If a hyenadon is unlucky enough to wander into the domain of a pride of lions, lionesses come out in full strength to harass the creature (taking advantage of its natural nervousness outside of its own territory) until they drive it back into the jungle.

Human beings are generally not amongst the preferred prey of the hyenadon. Territories scoured by the creatures tend to already be extremely rich in animal life less bothersome to hunt and much fatter with meat than humans (and demihumans). The exception to this is that hyenadons will aggressively defend their territory from non-prey animals, such as big cats and particularly large constrictor snakes. Most of those who have encountered a hyenadon have been trappers and hunters who have unknowingly wandered into one of the creature's ranges to retrieve a kill or to follow a herd of game. If the hyenadon sniffs out these interlopers, then it will make its presence known and attempt to drive them away as it would a rival hyenadon. If a lone hyenadon is caught trespassing in the territory of a rival (or rivals in the case of a clan of females), the rival will attempt to stalk and attack the interloper (without the intent to kill). Fights between hyenadons in each other's territory tend to be brief and bloodless, usually ending when the loser exposes his unprotected belly to the victor. However, attacks, which would merely rebuff another hyenadon, will almost certainly prove deadly for even the hardest trapper. A hyenadon who is bested in its own territory will travel great distances in search of a new hunting range, testing the boundaries of others of its kind to carve out a new niche for itself. In recent years, trappers have been more wary of certain areas of the Tellene's jungles, due in part to an increased number of hyenadons pushed out of their territories deeper in the interior.

On Tellene:

These creatures are as rare in the wild as they are dangerous. Few can claim that they've ever seen a hyenadon, let alone survived an encounter with it. As such, many myths and legends have grown up around them. Fhokki tradition tells that a hyenadon gallbladder, if properly prepared, can imbue a man with not only incredible strength, but is also a powerful aphrodisiac. Other stories insist that hyenadons are keepers of secrets so terrible that it drives them to wander endlessly. If you can but find your way to a hyenadon lair, the stories say, then you can give away your bad memories to the beast. Tales like these, however, shroud the simple truth that these are reclusive animals, plain and simple.

Gnoles greatly prize hyenadon cubs and will go to great lengths to acquire them. Large packs of gnoles stalk deep into the wilderness during autumn months to track female hyenadons to their lairs and steal their young away while the mother is still weakened from birthing. Once captured, the hyenadon will be kept in the gnoles' lair and raised to be a vicious sentry. The years of abuse at the hands of the gnoles will transform it from a reclusive hunter into a brutal killer.

Hyenadon

HIT POINTS:	36+6d6
SIZE/WEIGHT:	H/1000 lbs
TENACITY:	Brave
INTELLIGENCE:	Animal, Low
FATIGUE FACTOR:	1

SPEED 7	INIT 1
ATTACK +13	DMG REDUCTION
DEFENSE +6	DAMAGE 8
3' REACH	TOP SAVE 11

MOVEMENT

CRAWL:	5
WALK:	10
JOG:	15
RUN:	20
SPRINT:	25

SAVES

PHYSICAL:	+14
MENTAL:	+7
DODGE:	+8

ATTACK: x

SPECIAL: Hiding mastery of 35%, Sneaking mastery is 35%
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GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	1 or 2-5
% CHANCE IN LAIR:	20%
FREQUENCY:	Sporadic
ALIGNMENT:	Non
VISION TYPE:	Extreme Low Light Vision
AWARENESS/SENSES:	Enhanced sense of smell
HABITAT:	Dense jungle
DIET:	Carnivorous
ORGANIZATION:	Solitary
CLIMATE/TERRAIN:	Tropical forest

YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nil
TREASURE:	nil
EDIBLE:	yes
OTHER:	nil
EXPERIENCE POINT VALUE:	850