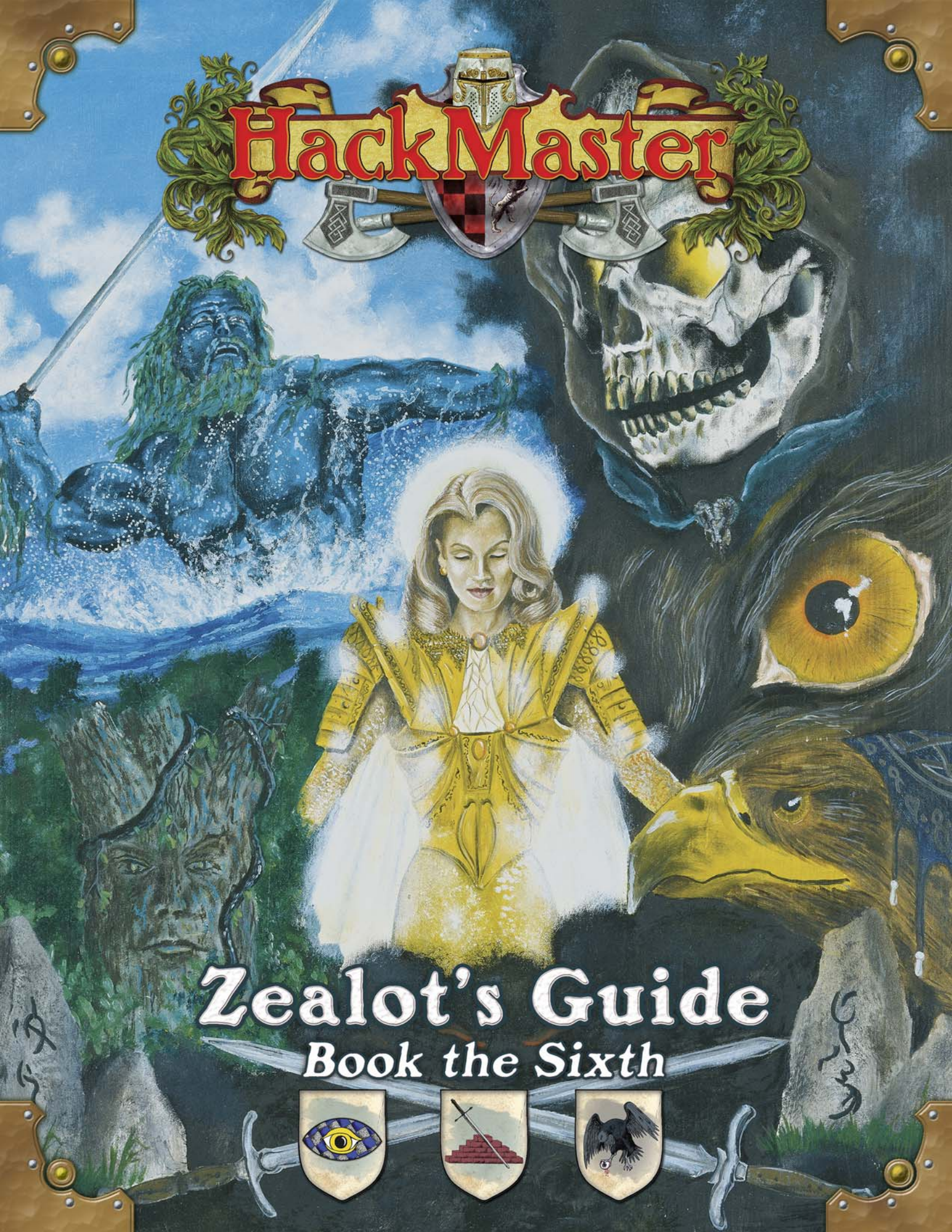


HackMaster



Zealot's Guide Book the Sixth



HALLS OF THE VALIANT

Alignment: Lawful Good

Spheres of Influence: Chivalry, Valor

Tenets of the Faith: The Servants of the Swift Sword are people of valor. They embody all that is good and just and are in the vanguard of combating evil everywhere. Personal bravery and good deeds direct their activities. They will neither use missile weapons nor attack opponents from the rear because these practices may call their personal bravery into question.

There are three missions that a cleric of the Swift Sword must undertake during his lifetime. These are: (1) a mission from the Swift Sword; (2) a mission for the Halls of the Valiant; and (3) a mission of Searching. Missions from the Swift Sword or the church vary and clerics perform them as needed. Clerics on a mission of Searching spend at least four years traveling the lands. Without question, the clerics aid those in need, and combat evil whenever they find it. Glory in combat, gained by defeating powerful monsters, is of utmost importance.

Clerics of the Knight of the Gods are well known for their acts of chivalry and kindness. The Servants of the Swift Sword often shelter orphans and their acts of valor are the source of many a troubadour's tale. In one such tale, a cleric of the Valiant confronted an evil drake that had swallowed all the children of a nearby village. The drake, unimpressed with the cleric, let out a mighty roar. The cleric leaped into the drake's mouth, made his way to the belly of the beast and cut it open to free the children.

A traveler may encounter clerics of the Champion of Tellene rescuing pilgrims from bands of brigands, defending a lady's honor, or combating a black knight. They also join groups of like minded adventurers intent on slaying evil creatures.

About The Halls of the Valiant

Priesthood: Servants of the Swift Sword

Symbol: Golden eye on a blue and white diamond pattern

Animal: White stallion

Colors: Azure, Or [aurum], Argent [argentum]

Place of Worship: Temples and altars usually in cities, towns or villages

Holy Days: Spring and fall equinox

Sacrifice: The symbols or weapons of defeated foes, immediately after battle

Raiment: Robes or tunics, see chart

Revered Names for Deity: Knight of the Gods, The Valiant, The Swift Sword, Champion of Tellene, Evil Slayer, Vorr (Fhokki), Brovadol (Brandobian), Dejfo (Dejy), Deb'fo (Kalamaran), Whenhesh (Svimohzish), Naemae (Reanaarese)

Deity's Appearance: The Knight of the Gods appears as a muscular, golden-eyed being with long, wavy, white hair streaked with gold. Clad in blue clothing with gold, full plate armor he wields either a greatsword (Valiant) or a lance (Evil Slayer)

Advancement within Order: Advancement within the church is gained by confronting, combating and destroying evil

Confederate Faiths: The Courts of Justice, the Hall of Oaths, the Temple of the Three Strengths, the Church of Everlasting Hope, the Assembly of Light

Adversarial Faiths: The Impostors, the House of Knives, the Temple of Sleepless Nights

Sayings: *Kindness is its own reward. - A coward dies a thousand times, a brave man only once. - Evil turns on itself while good helps itself. - A good hand is a helping hand.*

SPECIAL RESTRICTIONS

Race: Only humans and human reared half-elves are accepted into the Halls of the Valiant. Servants must demonstrate keen judgement (minimum 13/01 Wisdom) as well as a pronounced ability to lead and motivate others (minimum 13/01 Charisma).

Tithes: Each month clerics of The Valiant must donate 10% or more of their total monthly income to his church. Failure to do so at the first physically available opportunity results in the loss of 1 point of Honor per level.

Code of Chivalry: Cleric must abide by the Church's Code of Chivalry. With respect to battle, these clerics may not employ ranged weapons, nor pole arms or other reach weapons as these may call his bravery into question. A Servant of the Swift Sword may never purposely attack an intelligent foe from the rear (vermin, beasts and the like are exempt) as this may also call his

CODE OF CHIVALRY

The Halls of the Valiant Code of Chivalry is as follows:

- ▶ To obey the church's authority
- ▶ To serve the clergy in valor and faith
- ▶ To fight for the welfare of all
- ▶ To protect the weak and defenseless
- ▶ To live by honor and for glory
- ▶ To guard the honor of fellow knights
- ▶ To keep faith
- ▶ At all times to speak the truth
- ▶ To eschew unfairness, meanness and deceit
- ▶ To refrain from the wanton giving of offense
- ▶ To despise pecuniary reward
- ▶ To respect the honor of women
- ▶ To give succor to widows and orphans
- ▶ Never to refuse a challenge from an equal
- ▶ Never to turn the back upon a foe
- ▶ To persevere to the end in any enterprise begun

HALLS OF THE VALIANT

Alignment: Lawful Good

Divine Icon: A cloth bearing a golden eye on a blue and white diamond pattern; a pennon carried on the cleric's lance is the preferred display though tabards are often so emblazoned



Preferred Weapons: Great Sword and Lance

Other Weapons Permitted: flail, horseman's flail, horseman's mace, horseman's pick, long sword, mace, military pick, sabre, short sword, two-handed sword

Armor Permitted: Any

Bonus STPs: heavy armor, shield, great sword & lance proficiencies, Etiquette/Manners (native culture), First Aid, Literacy (native language), Riding (equine)

Powers: Turn Undead

Restrictions: Aspirant Servants of the Swift Sword must possess Wisdom & Charisma attributes no less than 13/01; only humans and human reared half-elves are accepted into the order

bravery into question.

Honor Penalties: Seekers suffer a 10% EP reduction to any EPs earned while their Honor is Average, a 50% EP reduction in any EPs earned while in Low Honor and no Experience Points if in the Dishonorable category. Fallen clerics immediately become fighters, expelled from their order (called before their Bishop and excommunicated), if their Honor ever falls into Notoriety.

SPECIAL BENEFITS

Weapon Specialization: Servants' specialization cost is only 6 BP. The cleric may not be specialized in any weapon to a greater extent than he specializes in either of his deity's preferred weapons (i.e. specialization in other permitted weapons cannot exceed the cleric's least degree of specialization in either the great sword or lance).

Talents and Proficiencies: Priests of the Valiant may purchase any Weapon Proficiency or combat-related Talent for or related to their weapons at half BP cost (round up).

Bravery: Evil Slayer's priests are completely immune to fear in any form.

Disease Resistance: Servants of the Swift Sword receive a +4 bonus to communicability and severity checks when encountering a disease.

Skill Focus: The following list of skills represent areas where these clerics excel: Diplomacy, First Aid, Recruiting, Resist Persuasion, Riding (equine). If a Servant of the Swift Sword purchases any of these skills, the mastery roll is modified by +3 or the priest's relevant ability score modifier, whichever is better.

Chivalry Points: Heroic deeds are the meat and drink of men of valor. Such individuals always strive to pursue the principal villain, engage the most fearsome beast on the battlefield, and

Servants of the Swift Sword advancement table

Level	Hit Dice (d8)	Attack Bonus	Speed	Initiative
1	1	0	0	+1
2	1 + re-roll	+1	0	+1
3	2	+1	0	+1
4	2 + re-roll	+1	0	+1
5	3	+2	0	0
6	3 + re-roll	+2	0	0
7	4	+3	0	0
8	4 + re-roll	+3	0	0
9	5	+3	0	0
10	5 + re-roll	+4	0	-1
11	6	+4	-1	-1
12	6 + re-roll	+5	-1	-1
13	7	+5	-1	-1
14	7 + re-roll	+5	-1	-1
15	8	+6	-1	-1
16	8 + re-roll	+6	-1	-2
17	9	+7	-1	-2
18	9 + re-roll	+7	-1	-2
19	10	+7	-1	-2
20	10 + re-roll	+8	-2	-2

so forth - and do so with conviction and in a valiant manner. A Servant of the Swift Sword in Great Honor or higher receives Chivalry Points which may be spent to aid him at the key moment of a quest or mission. These points may be used to modify any of his combat-related rolls (including attack, defense, damage, saving throws, pain checks, morale, fatigue and so on), but may only be used at an epic moment of the climax of an undertaking. A Servant receives 5 Chivalry Points plus 1 point per two levels. Once Chivalry Points are expended, they are gone until the priest advances in level, at which time his Chivalry Points restore. Unused Chivalry Points do not carry over to the next level.

KNIGHT TEMPLAR

The Servants of the Swift Sword have a prestigious sub-order known as Knights Templar that wholeheartedly focus on the virtues of martial chivalry. The church has reposed special trust and confidence in the valor, fidelity and professional excellence of these individuals to serve as battlefield commanders.

Knight Templars are promoted from within the clergy in order to assure that only the best candidates, thoroughly grounded in the religion's precepts and vetted by ecclesiastic leaders, are selected for this path. An aspirant Knight Templar must therefore prove himself worthy of the role by his actions as a Servant of the Swift Sword.

This is not a role for every cleric. The requirements are stringent for the challenges are formidable and dangerous. There is no dishonor for selecting another role within the order as most do.

Unlike a fighter attempting to enter a knightly order, there is no diminishing window of opportunity for a Servant of the Swift Sword to take on the mantel of a Knight Templar. There is precedent of elderly Servants, ensconced in a senior administrative role, taking this path to fill an important role left vacant by the untimely death of a senior Knight Templar.

To become a knight templar, a Servant of the Swift Sword must:

- ▶ Be of strong body and stout heart (meet minimum physical requirements of 13/01 Strength, 11/51 Dexterity and 12/01 Constitution) as well as exhibit exemplary leadership qualities (minimum 15/01 Charisma).
- ▶ Prove his worth (achieve at least 5th level as a Servant of the Swift Sword, transferring to the knightly sub-order as the character advances to 6th level. This makes him a 6th level Knight Templar at that time.)
- ▶ Have a certain mastery of horsemanship (attain at least Advanced mastery in Riding)
- ▶ Show some skill at discretion and a good degree of willpower (attain at least Average mastery in the Diplomacy, and Recruiting skills.
- ▶ Have studied his faith and be nearly unshakeable in his convictions (attain at least Advanced mastery in the Religion (Halls of the Valiant) and Resist Persuasion skills.
- ▶ Be of sound mind and body (have no quirks, flaws or disfiguring scars)
- ▶ Be a man of high honor (have Great or Legendary Honor)
- ▶ Must be proficient in a second weapon designed specifically for saddle-borne combat in addition to the lance

SPECIAL BENEFITS

Knight Templars receive the following benefits:

Weapon Specialization: Knight Templar's specialization cost is only 5 BP. He may not gain proficiency (much less specialization) in other weapons. The knight may not be specialized in any weapon to a greater extent than he specializes in his deity's preferred weapons.

Intimidate Evil: All Knight Templars radiate an intangible holy aura. Consequently, evil creatures from the lower planes suffer a -1 penalty on attack rolls when within 10 feet of an active Knight Templar (i.e., not fallen, dead or asleep). Other evil creatures within 10 feet suffer a -1 penalty not only to all attack rolls, but also to saving throws, fatigue checks and morale checks.

Bonus Skills: Knight Templars receive an additional +3 points in the Diplomacy, Recruiting, Resist Persuasion and Riding skills when advancing in level. Should a Knight Templar purchase one of these skills, the mastery roll is modified by +3 or the Knight's relevant ability score modifier, whichever is better.

Turn Undead: Knight Templars turn undead as an equivalently leveled cleric.

Knight Templar advancement table

Level	Hit Dice (d10)	Attack Bonus	Speed	Initiative
6	3 + re-roll	+3	0	0
7	4	+3	0	-1
8	4 + re-roll	+3	0	-1
9	5	+4	-1	-1
10	5 + re-roll	+4	-1	-1
11	6	+5	-1	-1
12	6 + re-roll	+5	-1	-1
13	7	+6	-1	-2
14	7 + re-roll	+6	-2	-2
15	8	+7	-2	-2
16	8 + re-roll	+7	-2	-2
17	9	+8	-2	-2
18	9 + re-roll	+8	-2	-2
19	10	+9	-2	-2
20	10 + re-roll	+9	-3	-3

Disease Immunity: Knight of the Gods specially blesses Knight Templars to be immune to disease of any type.

SPECIAL RESTRICTIONS

Martial Focus: Upon becoming a Knight Templar, a character *no longer receives further specialized ecclesiastical training*. Although he still gains an additional +5 skill points in Religion (Hall of the Valiant) when training, *he gains no new spells*.

All divine spellcasting abilities previously learned are retained. *For example, a character opting to become a Knight Templar when advancing to 8th level would always retain the spellcasting ability he possessed at 7th level (including all wisdom-based bonus skills). Should a particular spell have level dependent effects, these are based on the knight's level before becoming a Knight Templar not his current level.*

Honor Penalties: Knight Templars suffer a 10% EP reduction in any EPs earned while their Honor is in Great Honor, a 50% EP reduction in any EPs earned while their Honor is in Average Honor, no EPs if their Honor is in the Low Honor category, and immediately become normal knights if they ever fall into the Dishonorable category.

Evil Clerics: Evil divine icons can force knight templars to recoil with revulsion. Evil clerics can even turn these characters as they command undead, although the knight's Will Factor is equal to his level plus Charisma based Turning Modifier plus four.

Halls of the Valiant Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Blessing</i>	<i>Alert</i>
2	<i>Celestial Prognosis</i>	<i>Bless Weapon</i>	<i>Detect Influence</i>	<i>Bless Weapons</i>
3	<i>Ceremony: Consecrate Divine Icon</i>	<i>Ceremony: Anoint</i>	<i>Faith Weapon</i>	<i>Corvee</i> ²
4	<i>Ceremony: Marriage</i> ²	<i>Ceremony: Newborn Blessing</i> ²	<i>Glitterlight</i>	<i>Directed Strike</i>
5	<i>Cure Trifling Wound</i>	<i>Cure Trivial Wound</i>	<i>Illumination: Torch</i>	<i>Flaming Weapon</i>
6	<i>Induce Sobriety</i>	<i>Denature</i> ³	<i>Improve Vigilance</i>	<i>Holy Laud: Bless Undead</i>
7	<i>Know North</i>	<i>Detect Poison</i>	<i>Know Position</i>	<i>Holy Laud: Enhanced Turning (Prima)</i>
8	<i>Moderate Emotion: Remove Fear</i>	<i>Purify Food</i>	<i>One-Upmanship</i> ³	<i>Identify Poison</i>
9	<i>Purify Water</i>	<i>Rejuvenate</i>	<i>Re-energize</i>	<i>Morale Booster 1</i> ⁵
10	<i>Sense Divine Magic</i>	<i>Sanctify Weapon</i>	<i>Rectify Sprain/Hyperextension</i>	<i>Restore Speech</i> ³
11	<i>Sense Presence of Chaos</i> ⁵	<i>Sterilize</i>	<i>Strength of the Boar</i> ²	<i>Sanctify Weapons</i>
12	<i>Sense Presence of Evil</i>	<i>Unyielding</i>	<i>Vialis</i> ²	<i>Speed of the Devout</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Bless, Secunda</i> ³	<i>Cure Lesser Wound</i>	<i>Bless, Tertia</i> ³	<i>Alter Emotion: Amiability</i> ⁵
2	<i>Ceremony: Investiture</i>	<i>Faith Weapons</i>	<i>Bodyguard</i> ⁵	<i>Bless Weaponry</i>
3	<i>Consecrate Armor (Prima)</i>	<i>Holy Blessing</i>	<i>Call to Action</i>	<i>Cure Moderate Wound</i>
4	<i>Hallowed Weapon</i>	<i>Illumination: Lantern</i>	<i>Divine Grace</i>	<i>Faith Weaponry</i>
5	<i>Manifest Animal Totem: Rounsey</i> ³	<i>Reattach Finger/Toe</i>	<i>Heighten Vigilance</i>	<i>Herd Immunity</i> ²
6	<i>Rectify Strain</i>	<i>Righteous Cursing</i>	<i>Holy Laud: Enhanced Turning (Secunda)</i>	<i>Manifest Animal Totem: Coursier</i> ³
7	<i>Revive</i> ⁵	<i>Silvering</i> ⁴	<i>Indulgence, Lesser</i>	<i>Morale Booster 2</i> ⁵
8	<i>Staunch Severe Bleeding</i> ²	<i>Strength of the Stag</i> ²	<i>Sanctify Weaponry</i>	<i>Power Attacks</i> ²
9	<i>Stirring Speech</i>	<i>Total Control</i>	<i>Seraphic Weapon</i>	<i>Treat Poison</i>
10	<i>Treat Disease</i>	<i>True Strike</i>	<i>Speed of the Righteous</i>	<i>Trumpet</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Alleviate Fatigue</i>	<i>Analgesic</i>	<i>Blessed Warmth</i>	<i>Find the Way</i> ²
2	<i>Blessing, Tertia</i> ³	<i>Cure Intermediate Wound</i>	<i>Emotion Shielding</i>	<i>Freedom of Motion</i>
3	<i>Dwarven Forbearance</i> ²	<i>Find Item</i>	<i>Fiery Furnace</i>	<i>Manifest Animal Totem: Destrier</i> ³
4	<i>Heavenly Luck</i>	<i>Helping Hand</i>	<i>Mend Broken Bone</i>	<i>Repair Torn Tendon/Ligament</i>
5	<i>Mend Muscle Tear</i>	<i>Holy Laud: Enhanced Turning (Tertia)</i>	<i>Morale Booster 3</i> ⁵	<i>See Reason</i> ²
6	<i>Panacea</i> ²	<i>Resuscitate</i> ⁵	<i>Staunch Internal Bleeding</i> ²	<i>Staunch Internal Hemorrhaging</i> ²
7	<i>Remedy Supernatural Deafness</i>	<i>Sanctify Blood</i>	<i>Valorous Resolution</i>	<i>Stirring Sermon</i>
8	<i>Suppress Quirk</i> ⁴	<i>Speed of the Divine</i>	<i>Walk on Water</i>	<i>Stream of Holy Water (Tertia)</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Bless, Quinta</i> ³	<i>Antitoxin</i>	<i>Blessing, Quarta</i> ³	<i>Bless, Sexta</i> ³
2	<i>Cure Considerable Wound</i>	<i>Assembly's Destiny</i>	<i>Circle of Salt</i> ²	<i>Consecrate Armor (Quarta)</i>
3	<i>Holy Laud: Enhanced Turning (Quarta)</i>	<i>Cerebral Shepherd</i> ²	<i>Cure Heavy Wound</i>	<i>Part River</i>
4	<i>Indulgence, Minor</i>	<i>Consecrate Armor (Tertia)</i>	<i>Holy Laud: Disruption</i>	<i>Redress Lycanthropy</i> ⁴
5	<i>Kaddish</i> ²	<i>Solar Bludgeon</i>	<i>Irresistible Force</i> ²	<i>Staunch Bleeding</i>
6	<i>White Energy Shroud</i>	<i>Strength of the Bison</i> ²	<i>Stirring Lecture</i>	<i>White Energy Shield</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Alter Emotion: Mass Calm</i> ⁵	<i>Commune w/ Higher Power</i>	<i>Bless, Septima</i> ³	<i>Cure Massive Wound</i>
2	<i>Cure Extensive Wound</i>	<i>Exorcism</i>	<i>Cure Critical Injury</i>	<i>Fire Strike</i>
3	<i>Intimidating Aura</i> ²	<i>Stigmata</i>	<i>Purge Magic</i> ⁵	<i>Holy Laud: Abjuration</i>
4	<i>Mind Palace</i> ²	<i>Strength of the Oliphant</i> ²	<i>Quest</i>	<i>Regenerate Wounds</i>

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 FOUNDER'S CREATION

Alignment: Lawful Neutral

Spheres of Influence: Law, Order, Cities

Tenets of the Faith: The Builders of Law teach that in ancient times the Founder walked Tellene and assisted the early races that had potential for greatness. He taught skills of cooperation and teamwork to all of the intelligent creatures. He also gave them the power to live together in an orderly way by providing them with an early version of the King's Code. Thus, the unorganized, diverse groups of humans, demi-humans, and humanoids created the first cities. Today, the teachings of the Builders of Law are the foundation of most *Gesellschaft* societies.

Clerics of the Upholder are builders and architects often of unrivaled skill. Customs dictate that all keystones and cornerstones in structures built by the Builders of Law bear the Founder's symbol and a prayer. They always perform a ceremony to bless new works of architecture. This ceremony includes an invocation to the Founder. It is said that if the Founder makes his presence known, the structure will stand for centuries.

Large public works are of particular interest to Builders both for the challenge offered by a complex project and their disproportionate contribution to the public weal. These clerics take an active part in urban planning to ensure orderly development and optimization of land use, traffic flows, infrastructure, et cetera to foster the long term economic and social health of the municipality.

Along with being builders and architects, all clerics receive formal training in jurisprudence. Given their expertise and impartiality, senior clerics of the Founder often serve as royal judges. They are uniformly textualists, rigorously adhering to the letter of the law. They are skeptical of the ability and authority of judges to determine intent or spirit. *A priori*, it is the responsibility of lawmakers to rewrite ambiguous laws to more exactly express their intent, rather than having non-legislators, even the Builders, interpret the wording.

While training to become a Builder of Law, clerics learn how to fabricate and incorporate all manner of building materials including adobe, tile, brick, marble and lumber. As part of initiation into the clergy, each cleric must mold and fire a brick. Onto his brick, each cleric must etch his name and date of acceptance into the clergy. These bricks are then added to a ceremonial wall constructed from the bricks of all clerics who have preceded them.

A quixotic interest for the Builders of Law is to discover the very first temple built by the Upholder. It is alleged to be in an ancient lost city. It is said that he who finds the ancient lost city and unlocks its mysteries will become an architect of unsurpassed skill.

THE FOUNDER'S CREATION

Alignment: Lawful Neutral

Divine Icon: A red brick

Preferred Weapons: none

Weapons Permitted: club, flail, mace, short sword, staff, warhammer

Armor Permitted: light or medium armor, may employ shields

Bonus STPs: Brick Laying, Laborer, Maintenance/Upkeep, Mason*, Medium Armor and Shield proficiencies, Carpentry/Woodworking, Engineering, Law, Literacy, Mining

Powers: Turn/Command Undead

Restrictions: Aspirant Builders of Law must possess an Intelligence attribute no less than 13/01

* Mason only received if Mining mastery ≥ 26 , Priests may opt to purchase the mining skill to improve their initial mastery



About The Founder's Creation

Priesthood: Builders of Law

Symbol: Red bricks and sword on a blue background

Animal: Bee

Colors: Blue, red

Place of Worship: Temples of the Great Builder are found in all major cities. Many smaller towns have congregations as well.

Holy Days: Each congregation has its own holy day known as the Founding. It is the anniversary of the establishment of that temple.

Sacrifice: Silver melted and cast into bricks on the Founding.

Raiment: During ceremonies clerics wear blue or red robes. At other times they wear durable, comfortable clothes suitable for hard labor. Level is indicated by a badge on the left shoulder.

Revered Names for Deity: The Founder, The Great Builder, The Upholder, Vortakk (Fhokki), Crinlan (Brandobian), Blojyk (Dejy), Sobati (Kalamaran), Minmivozh (Svimohzish), Gaaria (Reanaarese)

Deity's Appearance: The Great Builder appears as a commonly dressed mason carrying a chisel and hammer.

Advancement within Order: Advancement is gained through architectural achievement and/or experience in maintaining law and order. Level titles follow:

Builders of Law Hierarchy
Builder
Stonemason
Architect
Upholder
Lawman
Constable
Enforcer
Commander
Master Builder

Sayings: *Build for tomorrow. – Law is like a big building, hard and tough to ignore. – Something built correctly need not be built again. – Without a firm base, anything will crumble. – As bricks are the foundation for a strong building, law is the foundation for a strong society. – He is as trustworthy as a good brick.*

CONTINUING EDUCATION

Builders of Law are very academically oriented and strong advocates of lifelong learning. When advancing in level, they gain free mastery points in Engineering, Law and Literacy equal to their Intelligence Mastery Die modifier. Should they opt to purchase any of these skills outright, they receive no less than a +3 mastery die bonus.

Confederate Faiths: The House of Solace, the Hall of Oaths, the Home Foundation, the Courts of Justice

Adversarial Faiths: The House of Shackles, the Courts of Inequity, the Conventicle of Affliction



The Founder's Creation Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Cure Trivial Wound</i>	<i>Alert</i>
2	<i>Ceremony: Consecrate Divine Icon</i>	<i>Ceremony: Anoint</i>	Consecrate Shield (Prima)	<i>Command</i>
3	<i>Ceremony: Marriage</i> ²	<i>Ceremony: Newborn Blessing</i> ²	<i>Corvee</i> ²	<i>Divine Steward</i>
4	<i>Cure Negligible Wound</i> ¹	<i>Denature</i> ³	<i>Endure Cold</i>	<i>Enchanted Vestments (Prima)</i>
5	<i>Extend Fuel</i>	<i>Detect Poison</i>	<i>Endure Heat</i>	<i>Faith Shield 2</i>
6	<i>Faith Shield 1</i>	<i>Diagnose Injuries</i>	<i>Fortify</i>	<i>Housekeeping</i> ²
7	<i>Induce Sobriety</i>	<i>Purify Food</i>	<i>Illumination: Torch</i>	<i>Identify Poison</i>
8	<i>Know North</i>	<i>Rejuvenate</i>	<i>Improve Vigilance</i>	<i>Rectify Sprain/Hyperextension</i>
9	<i>Nurse Wound</i> ¹	<i>Sanctify Weapon</i>	<i>Know Position</i>	<i>Restore Speech</i> ³
10	<i>Purify Water</i>	<i>Shelter I</i> ¹	<i>Reveal Pits and Snares</i>	<i>Sanctify Weapons</i>
11	Repair (M a)	<i>Sterilize</i>	<i>Safe Haven</i>	<i>Shelter II</i> ¹
12	<i>Sense Divine Magic</i>	<i>Unyielding</i>	<i>Weaponize</i> ²	<i>Tractor Beam: Tiny</i> ⁴
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Ceremony: Investiture</i>	<i>Cure Light Wound</i>	<i>Bless, Tertia</i> ³	<i>Alter Emotion: Amiability</i> ⁵
2	<i>Consecrate Armor (Prima)</i>	<i>Eidetic Recall</i> ²	<i>Call to Action</i>	<i>Bless Crops</i> ²
3	Consecrate Shield (Secunda)	<i>Holy Blessing</i>	Consecrate Shield (Tertia)	<i>Chime</i> ³
4	<i>Inoculation</i> ²	<i>Illumination: Lantern</i>	<i>Give 110%</i> ²	<i>Enchanted Vestments (Secunda)</i>
5	<i>Morale Booster 1</i> ⁵	<i>Part Stream</i>	<i>God's Guidance</i>	<i>Herd Immunity</i> ²
6	<i>Pine Tar</i>	<i>Reattach Finger/Toe</i>	<i>Hush</i>	<i>Morale Booster 2</i> ⁵
7	<i>Rectify Strain</i>	<i>Shelter III</i> ¹	<i>Pestilent Swarm (of bees)</i>	<i>Pariah</i> ²
8	<i>Revive</i> ⁵	<i>Silvering</i> ⁴	<i>Reveal Lycanthrope</i> ⁴	<i>Strong Breeze</i>
9	<i>Stirring Speech</i>	<i>Total Control</i>	<i>Seraphic Weapon</i>	<i>Treat Disease</i>
10	<i>Warp</i>	<i>Watchdog</i> ²	<i>Tractor Beam: Small</i> ⁴	<i>Trumpet</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Alleviate Fatigue</i>	Charm Resistance	Consecrate Shield (Quinta)	Consecrate Armor (Secunda)
2	<i>Break Camp</i>	<i>Dismiss Enchantment</i>	Create Pit (M 11)	<i>Cure Serious Wound</i>
3	Consecrate Shield (Quarta)	<i>Find Item</i>	<i>Emotion Shielding</i>	<i>Hold Persons</i>
4	<i>Cure Moderate Wound</i>	<i>Helping Hand</i>	<i>Fiery Furnace</i>	Rainbow Bridge
5	<i>Dwarven Forbearance</i> ²	<i>Immovable Object</i> ²	<i>Miracle Meal</i>	<i>Resist Acid or Caustic</i>
6	<i>Extinguish</i>	<i>Resuscitate</i> ⁵	<i>Molotov</i> ³	<i>Stirring Sermon</i>
7	<i>Mend Muscle Tear</i>	<i>See the Secret Heart</i> ²	<i>Remedy Supernatural Blindness</i>	<i>Tractor Beam: Large</i> ⁴
8	<i>Shelter IV</i> ¹	<i>Take Up Arms</i> ²	<i>Temporary Tattoo of Shame</i> ²	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Bless, Quinta</i> ³	<i>Antitoxin</i>	<i>Blessing, Quarta</i> ³	<i>Bless, Sexta</i> ³
2	Consecrate Shield (Sexta)	<i>Cerebral Shepherd</i> ²	<i>Cure Substantial Wound</i>	Brickwall (M 16)
3	<i>Hex Arcane Spellcaster: Resist Magic</i> ²	Consecrate Armor (Tertia)	<i>Irresistible Force</i> ²	Consecrate Armor (Quarta)
4	<i>Kaddish</i> ²	<i>Labyrinth</i> ⁴	<i>Part River</i>	<i>Enchanted Vestments (Quarta)</i>
5	<i>Magical Warding: Nullification (Area)</i> ⁵	Palisade Wall (M 14)	<i>Stirring Lecture</i>	<i>Outcast</i> ²
6	<i>Part Pond</i>	<i>Tractor Beam: Huge</i> ⁴	<i>Undermine</i> ²	<i>Staunch Bleeding</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Alter Emotion: Mass Calm</i> ⁵	<i>Commune w/ Higher Power</i>	<i>Bless, Septima</i> ³	<i>Cure Critical Injury</i>
2	<i>Magical Warding: Reflect (Area)</i> ⁵	Consecrate Armor (Quinta)	<i>Cure Terrible Wound</i>	<i>Enchanted Vestments (Quinta)</i>
3	<i>Shelter VII</i> ¹	<i>Hail to Fire</i>	<i>Purge Magic</i> ⁵	<i>Swords into Plowshares</i> ²
4	<i>Tractor Beam: Gigantic</i> ⁴	Wall of Bronze (M 18)	<i>Quest</i>	<i>Teleport Adversary</i> ²

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CHURCH OF ENDLESS NIGHT

Alignment: Lawful Evil

Spheres of Influence: Dusk, Darkness, Moonless Nights

Tenets of the Faith: The Knights of the Black Pit dedicate themselves to blanketing Tellene in total darkness. They fanatically adhere to the teachings of the *Book of Endless Night*, an unholy codex from a bygone era. This ancient manuscript speaks of the Time of the Void, a dark future when Lord Midnight will devour the sun and Tellene will be cloaked in eternal blackness. The Church of Endless Night teaches that when the Cathedral of Light and its allies are destroyed, this prophecy will finally come to pass.

Their atavistic doctrinal hatred of the Order of Light is a primary focus for many of these clerics as its destruction heralds the terminus of the despised luminous epoch. Knights of the Black Pit will act to disrupt the “Dark Watch”, assassinate the Order’s clergy and destroy temples. Whether this is a dangerous nuisance or mortal threat is entirely contingent on the balance of strength betwixt the rival faiths.

The Knights constantly prepare themselves for the Time of the Void. Because these clerics believe the perfect world will be devoid of light, they regularly practice combat in total darkness and in underground or confined areas.

Each aspirant to the priesthood must undergo a ceremony, known as the Cleansing, before earning a place in the order. A group of Dark Friends places the congregant at the bottom of a dark pit. They then leave the candidate in the pit, providing only food and water, until such time as the Pitmaster believes he is ready to pursue training to become a Knight. The time varies, depending on the individual; however, it is seldom less than a year and never less than two months. Those that survive this rigorous psychological winnowing process are deemed worthy of investiture and proceed to formal instruction in the ways of Devourer of Light as an acolyte.

A variant of the Cleansing is also perpetrated on unwilling participants, usually children and those whose eyes have been taken for sacrifice. The victim is brainwashed to believe that only the Eyeless One can give them the power to see again. As they adapt to their new sightless environment and learn to function in the dark, many come to believe that the Knights are correct. Individuals succumbing to this proselytization are admitted to the congregation – those who stubbornly resist are eventually murdered.

Upon becoming ordained, each of Lord Midnight’s clerics must display their unswerving loyalty to the Dark One by removing their left eye. The organ is placed in a sanctified leather pouch and consecrated by the presiding priest. After the ceremony concludes, this becomes the new cleric’s divine icon.

When a senior cleric seeks to attain the level of Pitmaster, he must reaffirm his unhesitating fealty to Lurker in the Void by removing his right eye. This act of reverence culminates a night-long ritualistic celebration of The Dark One’s majesty.

CHURCH OF ENDLESS NIGHT

Alignment: Lawful Evil

Divine Icon: A small leather pouch filled with former sacrifices

Preferred Weapon: short sword

Weapons Permitted: Any bladed weapon

Armor Permitted: light or medium armor, may employ shields

Bonus STPs: medium armor and shield proficiencies, short sword proficiency, Blind Fighting talent, Listening, Mining and Scrutiny skills

Powers: Command Undead, Raven’s Strike, Keen Hearing, Improved Rear/Flanking Defense, Echolocation

Restrictions: Aspirant Knights of the Black Pit must possess a Dexterity attribute no less than 12/01

Mandatory Quirk: Knights of the Black Pit begin play with the Missing Eye (left) flaw. No BPs are awarded though it does not diminish BPs gained from subsequent quirks or flaws.



These clerics fervently believe in bestowing their god’s blessings upon their adversaries and offering appropriate sacrifices to their dark lord. Captured prisoners are invariably blinded and worthy opponents – especially those defeated with the aid of Blackmourn’s divine blessings – have their ocular organs removed as offerings and tribute to Eyeless One. When confronting adversaries in the darkness, a Knight will taunt and goad his opponent into responding so as to home in on their voice. Not only does this assist their melee efficacy, but it may permit them to close in and perform the ultimate act of counting coup via the Raven’s Strike.

The Lurker in the Void is particularly revered among those dwelling in the stygian depths of the earth as enveloping darkness is *au naturel*. Cloaking the surface world and its despised inhabitants in a permanent black shroud can only extend their wealth, power and influence.

About the Church of Endless Night

Priesthood: Knights of the Black Pit

Symbol: An eyeless raven gripping a bloody eye

Animal: Bat

Colors: Black

Place of Worship: Underground temples

Holy Days: Any lunar eclipse (new moon) is considered an unholy day, but a solar eclipse is the unholy day of all. Overcast, dark nights are also revered.

Sacrifice: Sacrifices are visual organs, preferably from a sentient being. These are used to create divine foci.

Raiment: Knights of the Black Pit wear jet black robes and hideous, eyeless masks.

Revered Names for Deity: The Dark One, Blacksoul, Blackmourn, Devourer of Light, Eyeless One, Ruler of the Night, Lord Midnight, Lord Twilight, Lurker in the Void, Manfred (Brandobian), Nyko (Dejy), Lamas (Kalamaran), Zhanvim (Svimohzish), Norakk (Fhokki), Voomau (Reanaarese)

Deity's Appearance: The Dark One always appears as a shapeless, amorphous cloud of complete blackness.

Advancement within Order: To climb the church ladder, one must gather sacrifices and slay members of the Order of Light. Church titles are as follows:

Knights of the Black Pit Hierarchy
Dark Friend
Night Holder
Day Destroyer
Darkrider
Darkknight
Darkdeath
Duskmaster
Moon Slayer
Pitmaster
Sun Slayer
Nightmaster

Confederate Faiths: The Temple of Sleepless Nights, the Courts of Inequity

Adversarial Faiths: The Assembly of Light, the Church of the Silver Mist

Sayings: *Darkness is enlightenment. - The black void is near. - He shall swallow the light and consume the soul. - See the darkness. - Blessed are the blind for they see only the darkness.*

SPECIAL POWERS

Raven's Strike: A priest of the Eyeless One, upon mounting a near-perfect defense, may opt to substitute a special combat move called "Raven's Strike" for the customary hand-to-hand counter-attack. He must have a free hand to do so but may opt to toss aside a secondary (or primary) weapon in order to take advantage of the opportunity presented.

This permits the Knight of the Black Pit to attempt a called shot to his opponent's eye (see PHB p. 231). If successful, the cleric plucks out his adversary's eyeball.

A successful Raven's Strike has the following consequences:

- ▶ Recipient gains the Missing Eye flaw
- ▶ Victim is automatically ToP'ed for 10 seconds for every point of damage inflicted.
- ▶ Victim suffers 2d4p+(Strength bonus)+'bare hand' specialization/talent bonuses) points of damage. DR is ineffective in abrogating this damage whether it stems from armor or is

reflective of a natural carapace, inherent toughness or size.

Keen Hearing: Knights of the Black Pit are trained to utilize non-visual senses in preparation for the Time of the Void. Auditory prowess is particularly stressed as it the most applicable substitute for vision. These priests receive an additional +4 skill points in Listening when advancing in level. Should they purchase or otherwise acquire this skill, they gain no less than a +4 mastery die bonus.

This listening mastery directly impacts their perceptual awareness permitting them to both react quicker and to better strike unseen adversaries based solely on sound cues.

See the table below for details:

Listening Mastery	Initiative Bonus	Blindfighting Penalty
Novice	0	-4
Average	-1	-3
Advanced	-2	-2
Expert	-3	-1
Master	-4	0

At high skill masteries, it can also compensate for penalties stemming from the missing eye flaw:

Listening Mastery	Attack Penalty from Missing Eye Flaw
Novice - Avg.	-2
Advanced	-1
Expert - Master	0

Note that penalties from fighting in darkness and the missing eye flaw are *not cumulative!* Use whichever is appropriate for the situation.

Improved Rear/Flanking Defense: A Knight of the Black Pit possessing expert mastery in Listening may employ a d20p-4 die for defense against both the 4th+ attacker(s) to his sides as well as for attackers to his rear (see PHB p. 230 for standard rules regarding such). This reflects his keen hearing and training effectively providing 360° awareness. The sole exception is an incredibly stealthy opponent that succeeds at an opposed Sneaking skill check (d100+Sneaking vs. d100+Listening) while approaching the Knight unseen.

Echolocation: Knight of the Black Pit possessing expert mastery in Listening may also detect objects in their environment by sensing echoes from those objects by actively creating sounds – for example, by lightly stomping their foot, snapping their fingers, or making clicking noises with their mouths. Those with the ability to orient by echolocation can interpret the sound waves reflected by nearby objects, accurately identifying their location and size.

Church of Endless Night Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Ceremony: Consecrate Divine Icon</i>	<i>Aggravate Pain</i>	Clap of Darkness	Alert
2	Darkness, Veil of	Audible Clamor (M j)	<i>Cure Trifling Wound</i>	<i>Alter Emotion: Resignation</i> ⁵
3	Dimmer	<i>Bless Weapon</i>	<i>Endure Cold</i>	Command
4	<i>Faith Shield 1</i>	<i>Ceremony: Anoint</i>	<i>Endure Heat</i>	Dimmer (Enhanced)
5	<i>Inflct Trifling Wound</i>	Chandelle Noir	<i>Faith Weapon</i>	Directed Strike
6	<i>Know North</i>	<i>Curse, Petty</i>	<i>Fortify</i>	<i>Divine Steward</i>
7	<i>Liana</i>	<i>Diagnose Injuries</i>	<i>Improve Vigilance</i>	<i>Enchanted Vestments (Prima)</i>
8	Ocular Shading	<i>Mimic Odor</i> ⁴	<i>Know Position</i>	<i>Inflct Small Wound</i>
9	<i>Sense Divine Magic</i>	<i>Placebo</i> ⁴	<i>Psychosomatic Deafness</i> ⁴	<i>Manifest Animal Totem (Giant Vampyre Bat)</i> ³
10	<i>Startle</i> ⁴	<i>Protection from Laryngitis</i>	<i>Reveal Pits and Snares</i>	<i>Restore Speech</i> ³
11	Throw Voice (M 1)	<i>Sanctify Weapon</i>	Unholy Laud (Prima)	<i>Skim</i> ³
12	Unholy Exaltation (Prima)	Skunky	<i>Venal Jinx</i> ²	<i>Speed of the Devout</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Bless Weapons</i>	<i>Eidetic Recall</i> ²	<i>Bless, Tertia</i> ³	<i>Bless Weaponry</i>
2	<i>Cure Minor Wound</i>	<i>Exalt Warrior</i>	<i>Call to Action</i>	Clairaudience (M 8)
3	<i>Curse, Wicked</i> ²	<i>Faith Weapons</i>	Darkness, Blanket of	Clap of Darkness (Enhanced)
4	Darkness, Shroud of	<i>Hold in Place</i>	<i>God's Guidance</i>	<i>Cover in Fear</i> ⁴
5	<i>Get Lost</i> ⁴	<i>Inflct Lesser Wound</i>	<i>Heighten Vigilance</i>	<i>Cure Lesser Wound</i>
6	<i>Induce Migraine</i>	<i>Jinx</i> ²	<i>Indulgence, Lesser</i>	<i>Hex: Exacerbate Wound</i>
7	Inflct Temp. Blindness (M 6)	<i>Laryngitis</i>	<i>Perceive Desire</i> ²	<i>Morale Booster 2</i> ⁵
8	Scent Tracking	Torchère Noir	<i>Sanctify Weaponry</i>	<i>Power Attacks</i> ²
9	<i>Scooby Snack</i> ³	<i>True Strike</i>	<i>Speed of the Righteous</i>	<i>Spider Charm</i>
10	<i>Stirring Speech</i>	<i>Unholy Laud</i>	<i>Supernatural Cloaking</i> ⁴	<i>Treat Poison</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Alleviate Fatigue</i>	<i>Bless, Quarta</i> ³	<i>Addle, Comprehensive</i> ³	<i>Aura of Fear</i> ⁴
2	<i>Cursing, Wretched</i> ²	<i>Dismiss Enchantment</i>	<i>Confound</i> ⁴	Darkness, Pall of
3	<i>Extinguish</i>	<i>Find Item</i>	<i>Cure Medium Wound</i>	<i>Find the Way</i> ²
4	Punji Stick Barrier	<i>Inflct Intermediate Wound</i>	<i>Emotion Shielding</i>	<i>Hold Persons</i>
5	<i>Psychosomatic Blindness</i> ⁴	<i>Magical Warding: Nullification</i> ⁵	<i>Gale Force Wind</i>	<i>Malicious Jinx</i> ²
6	<i>Remedy Supernatural Deafness</i>	<i>Mend Muscle Tear</i>	<i>Mass Influence</i>	<i>Rust</i> ²
7	<i>Wicked Jinx</i> ²	<i>See the Secret Heart</i> ²	<i>Tasty</i> ³	<i>Speak to the Dead</i>
8	<i>Zombie Slave</i> ³	<i>Tractor Beam: Medium</i> ⁴	<i>Walk on Water</i>	<i>Stirring Sermon</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Enverating Blast</i>	<i>Arthropod Repellent</i> ²	<i>Alter Emotion: Hopelessness</i> ⁴	<i>Curse, Ruinous</i> ²
2	<i>Indulgence, Minor</i>	<i>Cerebral Shepherd</i> ²	<i>Cure Considerable Wound</i>	<i>Enchanted Vestments (Quarta)</i>
3	<i>Nightmare</i> ⁴	<i>Ghoulis Touch</i> ⁴	<i>Stirring Lecture</i>	<i>Inflct Severe Wound</i>
4	<i>Repair Torn Tendon/Ligament</i>	<i>Inflct Substantial Wound</i>	<i>Stones to Spiders</i>	<i>Kiai</i> ²
5	<i>Spiteful Reciprocation</i> ²	<i>Magical Warding: Reflect</i> ⁵	<i>Undermine</i> ²	<i>Skim, Quarta</i> ³
6	Unholy Exaltation, Quinta	<i>Permanent Veil of Darkness</i>	Unholy Laud, Quarta	<i>Twist Truth</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Inflct Extensive Wound</i>	<i>Calamitous Jinx</i> ²	<i>Confound, Mass</i> ⁴	<i>Cure Critical Injury</i>
2	<i>Mind Palace</i> ²	<i>Commune w/ Higher Power</i>	<i>Curse, Massive</i> ²	Eclipse
3	<i>Staff to Serpent</i>	<i>Cure Severe Wound</i>	<i>Quest</i>	<i>Inflct Massive Wound</i>
4	<i>Walk on Air</i>	<i>Spitemata</i> ²	Unholy Exaltation, Septima	<i>Teleport Adversary</i> ²

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Chandelle Noir

Components: S, C
Casting Time: 2 seconds
Range: Touch
Volume of Effect: 30' radius
Duration: 20 minutes
Saving Throw: not applicable

This nihilistic invocation enchants a black tallow candle such that it destroys light rather than emanating illumination (the candle is not consumed as it does not burn – while enchanted it is cold to the touch). Should it come into contact with light, its effect is diametrically opposite to that of a candle, maintaining a sphere of pitch blackness in a 15' radius and reducing ambient illumination to dim out to 30 feet. If the illumination is already dim, it becomes dark.

Note that undead sight functions perfectly well within this spell's confines.

Charm Resistance

Components: V, S
Casting Time: 20 seconds
Range: Touch
Volume of Effect: One Creature
Duration: 1 hour
Saving Throw: not applicable

This spell provides exceptional resistance to magical charms for its duration. Creatures protected by *Charm Resistance* gain a +12 bonus to any saving throw made to resist such effects.

The duration is extended to four hours should the recipient be an anointed follower of the cleric's deity.

Clap of Darkness

Components: S
Casting Time: 1 second
Range: 40 feet
Volume of Effect: Special
Duration: 10 minutes
Saving Throw: not applicable

By means of this spell, a priest can darken all mundane sources of illumination (e.g. candles, torches, lanterns, campfires, biological or radiologic phosphorescence, etc) within 40 feet of his current location simply by clapping his hands.

Note that the exothermic chemical reaction (i.e. fire) ordinarily producing light (if applicable) is not extinguished; it is simply inhibited from discharging

photons with wavelengths between 380–700 nanometers (i.e. visible light). Thus a torch (or a bonfire) will continue to burn and remains a hazard. Thus this is fundamentally different than a light source that has been extinguished and can be re-lit. Affected light sources remain darkened for the spell's duration even if physically transported beyond the spell's original radius of effect.

Note that the *Clap of Darkness* is an instantaneous event. New sources of illumination brought into play are unaffected (e.g. a spare unlit torch may be ignited and used to replace pre-existing torches or lantern rendered impotent). The rules regarding "Lighting Torches Under Duress" (PHB p. 281) may be relevant.

Fire based light sources continue to radiate in the infrared spectrum. If a creature is capable of sight in this electromagnetic band, the absence of visible light will prove no hindrance.

The priest may voluntarily remove the darkness he imposed by clapping twice.

Clap of Darkness (Enhanced)

Components: S
Casting Time: 1 second
Range: 40 feet
Volume of Effect: Special
Duration: 15 minutes
Saving Throw: not applicable

This spell does not create darkness per se, rather it is a ward against the intrusion of light into regions where it is alien and unwelcome.

The hex functionally replicates *Clap of Darkness* (q.v.) except that it is far more potent in that it can temporarily nullify even magical illumination. Astronomical luminance (e.g. sunlight and moonlight) cannot be affected.

By clapping his hands, the priest darkens both mundane light sources (see *Clap of Darkness* for details) as well as magically derived illumination. In the latter case, any spell or magic item whose radius of illumination extends to within 40 feet of the cleric invoking an *Enhanced Clap of Darkness* is temporarily darkened. Thus the item or point source of this magical illumination need not be within 40 feet of the bewitching priest in order to be affected.

Note that the *Enhanced Clap of Darkness* is an instantaneous event. New sources of illumination brought into play are unaffected (e.g. a spell such as *Torchlight* may subsequently be enacted to counter this spell). Obviously permanent items or spells with a duration exceeding that of *Enhanced Clap of Darkness* will re-illuminate once this hex lapses.

Alternatively, and at the sole discretion of the GM, a competing proxy magical duel may be used when this spell interacts with spell-based magical light. Each caster rolls a d20p adding character level to determine a value with the high score dictating which spell trumps the other (ties go to the spell already in effect). In a similar vein, a GM may rule that a particular relic or artifact is immune to this spell.

The priest may voluntarily remove the darkness he imposed by clapping twice.

Consecrate Armor

Components: V, S, DI, C
Casting Time: 6 seconds
Range: Touch
Volume of Effect: Armor Touched
Duration: One Battle
Saving Throw: not applicable

This prayer permits the cleric to call upon his deity to bless a suit of armor. The beneficence granted improves the armor's damage reduction capability as well as mitigating Defense, Movement and Speed penalties normally borne when wearing such equipment.

The blessing persists for one battle (a break of 30 seconds of melee ends the spell). The armor itself serves as the spell catalyst temporarily storing divine power (visually evidenced by the armor faintly glowing in the deity's color(s)) until this protective blessing is expended.

This blessing may be placed on high quality or truly magical armor though it's ancillary benefits matter less in this case as superior equipment already addresses these attendant penalties.

Spell	DR bonus	DEF Penalty ¹	SPD Penalty ²	MV Penalty ³
Consecrate Armor (Prima)	+1	+1	+1	1 step
Consecrate Armor (Secunda)	+2	+2	+2	2 steps
Consecrate Armor (Tertia)	+3	+3	+2	2 steps
Consecrate Armor (Quarta)	+4	+4	+2	2 steps
Consecrate Armor (Quinta)	+5	+5	+2	2 steps

¹ This bonus addresses the armor's Defense Adjustment (see PHB p. 205). The value listed is the maximum benefit provided. Lighter or quality armor may not fully benefit from this bonus as it only removes penalties (i.e. the Defense penalty can, at best, be reduced to 0.)

² This bonus addresses the armor's Speed Modifier (see PHB p. 205). The value listed is the maximum benefit provided. Lighter armor may not fully benefit from this bonus as it only removes penalties (i.e. the Speed Modifier penalty can, at best, be reduced to 0.)

³ This bonus addresses the armor's Movement Rate Reduction (see PHB p. 205). The value listed is the maximum benefit provided. Lighter armor may not fully benefit from this bonus as it only removes penalties (i.e. the Movement Rate Reduction can, at best, be reduced to none.) The incremental steps are 50% of max for jog, run & sprint (worst baseline); 75% of max for jog, run & sprint; and none.

Consecrate Shield

Components: V, S, DI, C
Casting Time: 6 seconds
Range: Touch
Volume of Effect: Shield Touched
Duration: One Battle
Saving Throw: not applicable

This prayer enables the priest to endow a shield with supernatural resilience.

An anointed follower need not employ the shield in question *but it must prominently and exclusively bear the cleric's god's symbol on its face*. The shield serves as the spell catalyst temporarily storing divine power (visually evidenced by the shield faintly glowing in the deity's color(s) until this protective blessing lapses). Any attempt to enchant a shield that does not visually proclaim the deity's majesty will fail utterly (with the foolish cleric suffering a lesser Migraine (PHB p. 140) as punishment for his sin).

The blessing persists for one battle (a break of 30 seconds of melee ends the spell). Whilst so enchanted, the shield provides an additional defense bonus, extra DR (applicable only to shield hits), and improved cover value. Additionally, a consecrated shield is not subject to catastrophic destruction regardless of the impact absorbed.

This blessing may be placed on high quality or truly magical shields further enhancing their protective capabilities.

Spell	DEF Bonus	DR Bonus	Cover Bonus
Consecrate Shield (Prima)	+1	+1	+2
Consecrate Shield (Secunda)	+2	+2	+4
Consecrate Shield (Tertia)	+3	+3	+6
Consecrate Shield (Quarta)	+4	+4	+8
Consecrate Shield (Quinta)	+5	+5	+10
Consecrate Shield (Sexta)	+6	+6	+12

Darkness

Components: S, M
Casting Time: varies
Range: varies
Volume of Effect: varies
Duration: varies
Saving Throw: Special

With a *Darkness* spell, the caster banishes all light from an area. A natural light source is extinguished if taken into an area of *Darkness*.

Magic spells that provide illumination, upon encountering *Darkness*, invoke a competing proxy magical duel. Each caster rolls a d20p adding character level and spell level to determine a value with the high score dictating which spell trumps the other (ties go to the spell already in effect).

The somatic component for this spell is to blow the material component (a pinch of soot) in the direction the darkness is to be situated.

Spell	casting time	range	volume	duration
Veil of Darkness	2 s	30'	15' r	10 m
Shroud of Darkness	3 s	60'	30' r	30 m
Blanket of Darkness	4 s	120'	60' r	1 hr
Pall of Darkness	5 s	240'	120' r	2 hr

Daylight

Components: V, S, M

Casting Time: 10 seconds

Range: 0 feet

Volume of Effect: 240' radius

Duration: 3 hours

Saving Throw: not applicable

This spell conjures forth a glowing ball of light with exemplary illuminative capability. Within a 30-foot radius, its brightness is equivalent of the sun at high noon and it shines actual daylight. Not only does this afford an excellent environment for reading or other work requiring fine visual acuity, but it also is a deterrent to creatures negatively impacted (or damaged) by sunlight. Within this inner sphere, vulnerable creatures suffer full daylight penalties.

Beyond this innermost sphere, a band of lighting equivalent to bright light extends to 60 feet (with all its attendant effects on light-sensitive creatures), torchlight to 120 feet, and then dim light out to 240 feet.

The caster can only position the ball at a static point in the air after which it cannot be moved.

The material component for this spell is little drops of whale oil.

Dimmer

Components: S

Casting Time: 2 seconds

Range: 120 feet

Volume of Effect: Special

Duration: 2 hours

Saving Throw: not applicable

Dimmer permits the cleric to diminish the output of all mundane sources of illumination (e.g. candles, torches, lanterns, biological or radiologic phosphorescence, etc) within a 30-foot radius hemisphere. The effect achieved is that areas of “good light” become dim and “dim light” vanishes.

The hemispherical area of effect circumscribes all point sources of light that can be dimmed, not the area of effect per se. The dimmed area remains static for the duration of the spell but any light sources that contact this hemisphere will remain dimmed for the duration of the spell even if subsequently brought out of the obscured region. *For example, a torch lit within its confines after initially dimming other light sources would ignite shedding only dim illumination. Were it lit outside the VoE, it would provide normal light (see PHB p. 280) but if the torchbearer subsequently reentered the VoE its light would also dim and remain dim even if the linkboy later exited the VoE.*

To execute the somatic component for this spell, the cleric rotates his wrist counterclockwise with thumb, index, and middle finger outstretched like a gently grasping claw.

Dimmer (Enhanced)

Components: S

Casting Time: 3 seconds

Range: 120 feet

Volume of Effect: Special

Duration: 1 hour

Saving Throw: not applicable

This hex functionally replicates *Dimmer* (q.v.) except that it is more potent. Both magical and astronomical (e.g. sunlight and moonlight) sources of illumination can be manipulated.

If enacted in daylight, the hemispherical volume of effect is shaded such that within its confines there is only ambient dim light. Creatures within the hemisphere that would otherwise suffer penalties resulting from bright light (e.g. orcs, certain undead) are protected from the sun's withering rays.

When enacted at night, moonlight – even that of a full moon – is insufficient to penetrate the volume of effect rendering the enclosed hemisphere totally dark. Artificial illumination may be used within the sphere but is subject to restrictions per *Dimmer*.

Magical illumination is also subject to dimming via this hex (functionally by the simple formula of “good light” becomes “dim light” and peripheral dim light is suppressed). Permanent illumination is only subject to dimming for the spell's duration.

Alternatively, and at the sole discretion of the GM, a competing proxy magical duel may be used when this spell interacts with spell-based magical light. Each caster rolls a d20p adding character level to determine a value with the high score dictating which spell trumps the other (ties go to the spell already in effect). In a similar vein, a GM may rule that a particular relic or artifact is immune to this spell.

Eclipse

Components: V, S, M, DI
Casting Time: 5 minutes
Range: Special
Volume of Effect: 5 mile radius
Duration: 70 minutes
Saving Throw: not applicable

This potent invocation calls upon the cleric's deity to temporarily block the sun's light. In practice, the effect is indistinguishable from a solar eclipse – albeit covering an area of Tellene's surface two orders of magnitude smaller than a true eclipse.

Upon completion of the spell (signified by slowly moving a 4" circular black disc [the catalyst] past the sun), Veshemo will appear to touch the edge of the solar disc.

The spell's progression is perhaps easiest conveyed via a schedule:

T=0:00 First Contact. Moon begins to occlude sun. Superstitious observers may begin to panic.

T=10:00 Partial Eclipse. Penalties for light sensitive creatures being exposed to full sunlight no longer apply.

T=20:00 Sun largely eclipsed. Penalties for light sensitive creatures being exposed to marginal daylight no longer apply.

T=30:01-40:00 Total Eclipse. Unlike an eclipse experienced on earth, there is no solar corona evident. Total Darkness.

T=40:01 – 50:00 Sun largely eclipsed. Penalties for light sensitive creatures being exposed to marginal daylight do not apply.

T= 50:01-60:00 Partial Eclipse. Penalties for light sensitive creatures being exposed to full sunlight do not apply.

T=60:01-70:00 Waning eclipse. Adequate sunlight to reimpose bright light penalties. Sigh of relief from superstitious observers as world does not end.

Holy Laud: Abjuration

Components: V, S, DI
Casting Time: 10 seconds
Range: Self
Volume of Effect: Special
Duration: One Turning Attempt
Saving Throw: Special

This prayer empowers the cleric's turning ability, granting him the ability to dispel extra-dimensional beings back to their native realm.

This invocation must be made prior to and as preparation for the priest's next turning attempt (which must be undertaken within 5 minutes less the spell elapse). When this now empowered turning attempt is made, any extra planar creature (e.g. a devil or demon) that fails its contested Will check is banished from Tellene instantly returning to its home of origin.

Note that Elementals are not subject to this spell.

Holy Laud: Bless Undead

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

Anathema to spirits and other once-living beings, this prayer dampens the *elan malfese* of the undead and inhibits their life draining powers. Resultantly, any physical attacks the undead being employs no longer gain the benefit of penetrating dice.

For example, the chilling touch of a barrow wight normally inflicts 2d4p points of damage and a corresponding Constitution drain equal to damage (save for half). Under the effects of this "blessing", it would now do 2d4 points of damage with a Constitution drain equal to capped damage (again, save for half).

If an undead being employs a weapon rather than its life energy draining touch attack, this blessing does not prevent penetration dice from said wound. Note however that employing a standard weapon deprives the undead creature of its most fearsome ability (the ability to drain attribute scores such as Constitution or Dexterity).

Holy Laud: Disruption

Components: V, S, DI
Casting Time: 7 seconds
Range: Self
Volume of Effect: Special
Duration: One Turning Attempt
Saving Throw: Special

This prayer empowers the cleric's turning ability, potentially granting him the ability to obliterate rather than turning away an undead being.

This invocation must be made prior to and as preparation for the priest's next turning attempt (which must be undertaken within 5 minutes less the spell elapse). When this now empowered turning attempt is made, should the cleric's Turning check exceed the undead creature's Will save by 10 or more, the target immediately turns to dust forever slain.

Even if not obliterated, an undead being successfully deterred via this empowered turning may not approach within 10 feet of the responsible cleric until the next sunset.

Holy Laud: Enhanced Turning

Components: V, S, DI
Casting Time: varies
Range: Self
Volume of Effect: Special
Duration: One Turning Attempt
Saving Throw: Special

This prayer enhances a cleric's turning ability, enabling him to better channel his deity's power and fury to drive away the undead.

The invocation must be made prior to and as preparation for the priest's next turning attempt (which must be undertaken within 5 minutes less the spell elapse). When this now empowered turning attempt is made, the cleric receives a bonus to the opposed roll versus the undead being's will factor. More powerful incarnations of the spell may have ancillary effects that persist well beyond the 3d4p minute period during which the undead monster is compelled to flee from the cleric.

Note that a priest may not aggregate the bonuses derived from multiple applications of this series of prayers. They may, however, augment other *Holy Lauds* such as *Abjuration* or *Disruption*.

Holy Laud: Enhanced Turning specifics

Spell Name	Casting Time (s)	Turning Bonus	ancillary effect
Holy Laud: Enhanced Turning, Prima	4	+4	
Holy Laud: Enhanced Turning, Secunda	7	+6	a
Holy Laud: Enhanced Turning, Tertia	10	+8	b
Holy Laud: Enhanced Turning, Quarta	14	+10	c

a) An undead being successfully turned via the enhanced power of this prayer may not, should it later encounter the priest, physically touch him until the next sunset.

b) An undead being successfully turned via the enhanced power of this prayer may not, should it later encounter the priest, physically approach within 5 feet of him until the next sunset.

c) An undead being successfully turned via the enhanced power of this prayer may not, should it later encounter the priest, physically approach within 10 feet of him until the next sunset.

Holy Laud: Turn Undead

Components: V, S, DI
Casting Time: 5 seconds
Range: Self
Volume of Effect: Special
Duration: One Turning Attempt
Saving Throw: Special

This special beneficence provides a cleric with no sway over the undead a single opportunity to exercise this power. The granted turning ability must be exercised within 30 seconds of completing the prayer.

Improved Awareness

Components: V, S
Casting Time: 4 seconds
Range: Touch
Volume of Effect: One creature
Duration: 30 minutes
Saving Throw: not applicable

While under the effects of this spell, the recipient rolls one initiative die lower than whatever the GM has called for. For example, if the GM calls for a d12, a PC under the influence of this spell would roll a d10. Die order is as follows: d12, d10, d8, d6, d4, d3. A d3 is the best die that can be rolled, ever.

This blessing replicates the same fundamentals that permit certain classes or races to gain a similar advantage. As such, *Improved Awareness* provides no additional benefit to those individuals.

Light Beam

Components: S, C
Casting Time: 3 seconds
Range: 30 feet*
Volume of Effect: One creature
Duration: 1 second
Saving Throw: Dodge (negates)

This prayer permits the cleric to generate an intense, though narrowly focused, beam of light. Such is its brilliance that if directed at the eyes of an opponent within 30 feet, the target will become temporarily blinded should it fail a dodge save.

For mortal creatures, this flash blindness is of limited duration (1d4p seconds). However, creatures with enhanced photoreceptivity fare worse; low light vision increases the duration to 2d4p seconds and extreme low light vision to 4d4p seconds. Undead creatures reliant on undead sight are particularly impacted by this blinding sunlight; these maleficent beings are effectively blinded for 10d4p seconds.

Note that the beam extends far beyond the range at which blinding is effective. It will illuminate a 5 foot wide path up to 250 in length – albeit for just a second.

The catalyst is a transparent crystal that the cleric must employ to direct the beam. Many gemstones will suit this purpose.

This spell is ineffective if conjured in ambient “good light” (i.e. daylight). While a beam will still be produced, its intensity is insufficiently contrasting to blind anyone.

Ocular Shading

Components: S
Casting Time: 1 second
Range: Touch
Volume of Effect: One Creature
Duration: 30 minutes
Saving Throw: not applicable

By wiping his hand over the recipient’s eyes, the cleric invoking this power offers protection to dark-adapted creatures such as orcs and goblins that would otherwise suffer penalties when exposed to bright light. Additionally, anyone visually shielded by this spell receives a +4 saving throw bonus if subject to a magical effect dependent on projecting light into his eyes (e.g. *Bedazzle* or *Light Beam*).

Anointed followers of the cleric’s religion are protected for 2 hours.

Poison Resistance

Components: V, S, DI
Casting Time: 10 seconds
Range: Touch
Volume of Effect: One Creature
Duration: 20 minutes
Saving Throw: not applicable

This blessing provides the recipient with an enhanced resistance to toxins and their baneful effects. In practice, this permits a +X bonus to the contested die check (d20+ Constitution) when attempting to resist the effects of poison. More potent versions of this prayer provide ancillary protection.

Anointed followers are protected for four hours instead of the default 20 minutes heathens receive.

Poison Resistance specifics

Spell Name	Bonus to Poison save	ancillary effect
Poison Resistance, Prima	+2	
Poison Resistance, Secunda	+4	
Poison Resistance, Tertia	+6	
Poison Resistance, Quarta	+8	a
Poison Resistance, Quinta	+10	a

a) Poisons with an enhanced effect triggered by a “natural 1” on the saving throw will not exhibit this property on individuals safeguarded by this potent spell. However, rolling a “1” is still likely to result in a failed saving throw and the “effect if save failed” is still applicable.

Punji Stick Barrier

Components: V, S, M
Casting Time: 10 seconds
Range: 10'/level
Area of Effect: One 10x10' square/2 levels
Duration: 1 hour
Saving Throw: not applicable

This spell populates an area with sharpened stakes that jut up from the ground. These stakes are positioned closely together, meaning that one false step could result in a wicked foot puncturing.

This obstacle is intended to slow movement through the area it covers. Traversing the field at crawling speed carries no risk, but movement at faster speeds requires a Feat of Agility check for every second travelled.

- ▶ Walking Speed: Feat of Agility check vs d20p-4
- ▶ Jogging Speed: Feat of Agility check vs d20p+6
- ▶ Running Speed: Feat of Agility check vs d20p+15
- ▶ Sprinting Speed: Feat of Agility check vs d20p+25

Failing the Feat of Agility check means that the individual has stepped on a punji stick. While not particularly injurious (a 1d4p hit point wound is sustained for which armor DR is ineffective), it is disabling. The injured party suffers a -75% penalty to their movement for 6 hours. After this time has passed, the wound still imparts a -50% penalty until the foot is fully healed.

Punji sticks may be embedded into any firm surface whether or not an actual punji stick is capable of being hammered into the surface. The stakes may be hidden from view if ground cover facilitates this. Thus a Punji Stick Barrier may be placed in a stone dungeon floor but would be clearly evident to anyone encountering it or disguised in tall grasses.

The material component is a single sharpened wooden stake from which every punji stick in the barrier is patterned after.

Rainbow Bridge

Components: V, S, C

Casting Time: 10 seconds

Range: 0

Area of Effect: 20' wide by 60'+(20'xCleric level) long

Duration: 1 hour

Saving Throw: not applicable

This prayer invokes a cantilever rainbow that may be walked upon.

One end of the rainbow begins at the cleric's feet. As the spell is cast, the cleric must direct where the other end will terminate, as it cannot be repositioned once invoked. There is no structural need to anchor the bridge and it could terminate midair if the caster so desired.

The rainbow bridge is 20 feet wide and 60 ft + 20ft/level long. The bridge cannot curve, bend, or otherwise bow (it is always a straight line), but it can be enacted with a maximum slope of 1 ft for every 10 ft of length.

If an intervening object or barrier is in the way of the bridge, the rainbow envelops it. However, the bridge cannot envelop barriers wider than its own width and will terminate at the point where it encounters a solid obstacle wider than 20 feet. *For example, were the rainbow bridge invoked in a forest at six feet above ground level most trees would be narrower than the bridge's 20-foot width.*

Anyone walking on the rainbow bridge would have to walk around these barriers, as they would be jutting through the bridge. A particularly wide tree, perhaps a sequoia, with a trunk wider than 20 ft would block the bridge becoming its defacto terminus.

Nothing but light may pass through the weightless bridge (it retains the opacity and coloration of a real rainbow). It has infinite loadbearing capacity, road-like friction, and is totally flat, making it an ideal pathway.

A prism is a necessary catalyst to enact this spell.

Sanctify Blood

Components: V, S, M, DI

Casting Time: 7 seconds

Range: Self

Volume of Effect: Self

Duration: 30 minutes

Saving Throw: not applicable

By reciting a relevant scriptural passage and then drinking a draught of holy water, the cleric's blood is infused with the latter's holy properties.

Should the priest subsequently suffer a wound delivered by contact from an undead creature, said monster is scalded by contact with the cleric's blessed sanguine fluid and is injured to the same degree it wounded the priest. The undead being's [often formidable] DR is wholly ineffective in mitigating this injury.

Scent Tracking

Components: S, M

Casting Time: 1 minute

Range: Self

Volume of Effect: Self

Duration: 8 hours

Saving Throw: not applicable

This beneficence greatly enhances the cleric's olfactory sense permitting him to track game (or humans/humanoids) with a mastery normally exhibited solely by trained canines.

For maximum benefit (90% mastery), the priest must use a dog's nose as the material component. If the cleric is squeamish about animal cruelty, he may substitute fur clipped from a bloodhound but in so doing weakens the spell's efficacy (75% mastery).

Selective Anosmia

Components: V, S
Casting Time: 5 seconds
Range: Touch
Volume of Effect: One creature
Duration: 1 hour
Saving Throw: Physical (negates)

This spell renders the subject anosmatic (unable to smell) for its duration. Although this condition brings with it many disadvantages (see Anosmia flaw PHB p. 137), it may nonetheless be desirable in certain conditions where a persistent and abhorrent stench permeates the location.

Whilst so debilitated, odor-based spells and effects (such as the debilitating stench of a ghost) will not adversely affect the temporarily anosmatic recipient of this blessing.

The somatic component involves the cleric pinching the recipient's nose as he completes his prayer. The subject may opt to voluntarily forgo his saving throw.

Selective Deafness

Components: V, S
Casting Time: 6 seconds
Range: Touch
Volume of Effect: One creature
Duration: 1 hour
Saving Throw: Physical (negates)

This bifurcated prayer may serve as either a hex or an encumbered blessing. Employed as the former, it disables the victim by temporarily suppressing their auditory sense (see Deaf flaw PHB p. 137-138).

Alternatively, an individual may be desirous of this malady despite the numerous obstacles it poses (such as an inability to receive verbal input from one's allies) as it does offer some situational dependent advantages – chief of which is immunity to certain sound-based spells and effects (such as those which incorporate verbal commands or magical singing)¹. Powers that use sonic vibrations to directly damage tissue are unaffected.

A willing recipient may voluntarily forgo his saving throw.

¹ Anyone who has employed modern earplugs, perhaps to drone out the sound of a friend's clamorous snoring when sharing a room at a gaming convention, should be aware that said devices merely modulate sound – they do not block it entirely (and often do so insufficiently!) As such, ersatz earplugs (tallow candles, etc.) provide no immunity whatsoever to effects such as a Harpy's charming song. At best they can render an effect comparable to the Hard of Hearing flaw (q.v.).

Skunky

Components: S, M
Casting Time: 4 seconds
Range: varies (see text)
Volume of Effect: 1 creature (alternatively 20' cube)
Duration: 24 hours
Saving Throw: none

By means of this hex, a cleric may fortify a rotten egg (the material component) to serve as a delivery mechanism for a horribly odiferous payload.

To target an individual creature, the cleric must successfully hurl the 'keister egg' hitting his intended target. This attack employs the Hurling Objects rules (GMG p. 19-20) with the cleric definitely benefitting from possessing the Overhand Throwing weapon proficiency.

If a target is struck, it begins to emanate a very disagreeable and potent odor. Whilst wafting this skunky aroma, it is impossible to evade detection by any creature capable of tracking by scent (Initiative dice should be rolled for these creatures when the stinky victim approaches within 120 feet – otherwise roll at 60 feet). Any tracking check made by odor-based trackers will automatically succeed.

If a shield blocks the projectile, it will bear the same stink as above but provides the target an opportunity to discard it to rid himself of the odor.

If successfully employed as a weapon of civil disobedience, the target's odor causes him to forfeit 1 point of Charisma for the duration of the enchantment. He will be unwelcome in most social gatherings no matter how much he futilely bathes.

Should the cleric miss his target, the egg will create a 20' cubic volume of foul odor. This superficially resembles the effect of a *Stink Bomb* (q.v.) but is incapable of generating the nausea-inducing intensity of this spell. However, the GM may request that anyone entering this area make a saving throw (always successful) to disguise its true nature.

Solar Bludgeon

Components: S, M
Casting Time: 7 seconds
Range: Touch
Volume of Effect: One crushing weapon
Duration: 5 minutes
Saving Throw: Special

This spell may be cast on any crushing weapon. Upon reciting a prayer and polishing the warhead with blessed thistle (*Cnicus benedictus*), the weapon becomes silvered

(if not so already) and begins to glow with holy light, providing light equivalent to that of a torch.

When the wielder strikes an undead being with a *Solar Bludgeon*, the creature must attempt a Will check vs. the difference between the attacker's roll and its own. Should it fail, it is immediately destroyed.

For example, the cleric Uthbert rolls a total of 27 on his attack roll against a barrow wight. The wight rolls an 10 for defense. The difference between those two rolls is 17, which sets the difficulty for the wight's Willpower check. The wight rolls d20+ its Will Factor (12, in this case) and only manages to score a 4 on the die, for a total of 16. Because the barrow wight failed this Will check, it is immediately reduced to cinder and ash.

Stream of Holy Water

Components: V, S
Casting Time: 7 seconds
Range: up to 25 feet
Volume of Effect: varies
Duration: Instantaneous (or up to 5 minutes)
Saving Throw: not applicable

This beneficence permits the cleric to squirt a stream of holy water from his index finger.

He may opt to direct this stream into a vessel in order to cache it for one of its many uses (see GMG p. 31-32). This holy water must be used within five minutes. After this time it transforms into pure (and potable) water but without any ancillary powers.

Alternatively, the cleric may direct the stream at an single undead creature. This "attack" is considered a ranged weapon with distance penalties accruing at 11'-15' (-4), 16'-20' (-6), and 21'-25' (-8). If the attack is successful, the undead being sustains damage per the chart below (DR does not apply) and may be compelled to conduct a fighting withdrawal special combat move (see GMG p. 32).

Stream of Holy Water specifics

Spell Name	volume produced	damage inflicted upon undead (no DR)
Stream of Holy Water, Prima	8 oz.	2d4p
Stream of Holy Water, Secunda	16 oz.	4d4p
Stream of Holy Water, Tertia	24 oz.	6d4p

Sunburst 1

Components: S, DI
Casting Time: 4 seconds
Range: 180 feet
Volume of Effect: 122½ foot radius
Duration: 1 second
Saving Throw: see text

This spell invokes a short-lived flash of sunlight.

The core of the sunburst is a 5 foot diameter sphere of concentrated sunlight. Surrounding this is a 120-foot radial corona of bright light.

The burst of light lasts only a second. This is sufficient, should one make a trivial Observation skill check during the sunburst, to get the "lay of the land" in an otherwise dark area such as huge underground cavern. If enacted outdoors at night, the sunburst is visible from 1-4 miles away dependent on local topography. It may thus be used as a signal beacon to convey a single binary piece of information to distant co-belligerents prepared to look for this light.

The sunburst will adversely affect certain creatures. Within the core, all non-automaton undead beings vulnerable to sunlight sustain a 2d4p hit point wound. Additionally, creatures with enhanced photoreceptivity may be temporarily blinded should they fail a dodge saving throw; those with low light vision are affected for 1d4p seconds and beings with extreme low light vision for 2d4p seconds. Undead creatures reliant on undead sight are particularly impacted by this blinding sunlight; these maleficent beings are effectively blinded for 5d4p seconds.

Within the coronal periphery, creatures possessing extreme low light vision exposed to this bright light suffer a -1 Attack penalty for the subsequent five minutes until they re-adapt to the darkness. No saving throw is permitted to resist this photobleaching.

Sunburst 2

Components: S, DI
Casting Time: 5 seconds
Range: 240 feet
Volume of Effect: 190 foot radius
Duration: 1 second
Saving Throw: see text

This spell invokes a transitory flash of sunlight lasting but a second.

The core of the sunburst is a 10 foot diameter sphere of intense sunlight. Surrounding this is a 180-foot radial corona of bright light.

The sunburst provides adequate illumination such that individuals, should they make a trivial Observation skill check during the burst, may get the “lay of the land” in an otherwise dark area such as huge underground cavern. If enacted outdoors at night, the sunburst is visible from 2-6 miles away dependent on local topography. It may thus be used as a signal beacon to convey a single binary piece of information to distant co-belligerents prepared to look for this light.

The sunburst will adversely affect certain creatures. Within the core, all non-automaton undead beings vulnerable to sunlight sustain a 4d4p hit point wound. Additionally, creatures with enhanced photoreceptivity may be temporarily blinded should they fail a dodge saving throw; those with low light vision are affected for 1d4p seconds and beings with extreme low light vision for 2d4p seconds. Undead creatures reliant on undead sight are particularly impacted by this blinding sunlight; these maleficent beings are effectively blinded for 5d4p seconds.

Within the coronal periphery, creatures possessing low light vision exposed to this bright light suffer a -1 Attack penalty for the subsequent five minutes until they re-adapt to the darkness; those with extreme low light vision suffer a -2 penalty to both Attack and Defense. No saving throw is permitted to resist this photobleaching.

Sunburst 3

Components: S, DI
Casting Time: 7 seconds
Range: 300 feet
Volume of Effect: 247½ foot radius
Duration: 1 second
Saving Throw: see text

This spell invokes a fleeting burst of sunlight lasting but a second.

The core of the sunburst is a 15 foot diameter sphere of intense sunlight. Surrounding this is a 240-foot radial corona of bright light. As with lesser sunbursts, individuals may take advantage of this transient illumination to get the “lay of the land” in an otherwise dark area such as huge underground cavern. If enacted outdoors at night, the sunburst is visible from 3-10 miles away dependent on local topography. It may thus be used as a signal beacon to convey a single binary piece of information to distant co-belligerents prepared to look for this light.

The sunburst will adversely affect certain creatures. Within the core, all non-automaton undead beings vulnerable to sunlight sustain a 6d4p hit point wound. Additionally, creatures with enhanced photoreceptivity may be temporarily blinded should they fail a dodge saving throw; those with low light vision are affected for

1d4p seconds and beings with extreme low light vision for 2d4p seconds. Undead creatures reliant on undead sight are particularly impacted by this blinding sunlight; these maleficent beings are effectively blinded for 5d4p seconds.

Within the coronal periphery, creatures possessing low light vision exposed to this bright light suffer a -1 Attack penalty for the subsequent five minutes until they re-adapt to the darkness; those with extreme low light vision suffer a -2 penalty to both Attack and Defense. No saving throw is permitted to resist this photobleaching.

Torchère Noir

Components: S, C
Casting Time: 3 seconds
Range: Touch
Volume of Effect: 60' radius
Duration: 20 minutes
Saving Throw: not applicable

This somber invocation empowers an ebony stick to act as an “anti-torch” consuming light surrounding it. Its effect is equal but opposite to a standard torch in that it negates all light in a 30-foot radius and dims light out to 60 feet.

Undead sight is unaffected by this darkness.

Though the *Torchère Noir* can be fixed in place, it is of greater utility when held aloft as a mobile extinguisher of light.

Tough as Nails

Components: V, S
Casting Time: 6 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: 15 minutes
Saving Throw: not applicable

This beneficence imparts temporary physical tenacity enhancing the recipient’s ability to endure stress and pain. Creatures under the effects of *Tough as Nails* roll d12p for all Threshold of Pain checks (rather than a d20p).

This blessing’s duration is trebly long should the recipient be an anointed follower of the cleric’s deity.

Tough Hide

Components: V, S

Casting Time: 6 seconds

Range: Touch

Volume of Effect: 1 creature

Duration: 10 minutes

Saving Throw: not applicable

This blessing grants the recipient unusual stoicism allowing him to shake off wounds far easier than the norm. Accordingly, he receives a +1 Damage Reduction bonus to any wound suffered (i.e. each wound is reduced in severity by 1 hit point). This bonus is cumulative with the damage reduction of any armor he may be wearing.

This blessing's duration is trebly long should the recipient be an anointed follower of the cleric's deity.

Unholy Exaltation

Components: V, S, M, DI

Casting Time: varies

Range: Touch

Volume of Effect: 1 creature

Duration: 5 minutes

Saving Throw: not applicable

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

If the recipient is engaged in combat, he may add +X to all Attack and Defense rolls while empowered with this dark invocation. 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.

Although analogous to *Bless*, this wicked litany requires that the priest prick his finger and dab blood on the recipient's forehead. Good aligned creatures receive no benefit from this evil prayer.

Unholy Exaltation specifics

Spell Name	Casting Time (s)	Attack/Defense Bonus	Saving Throws	skill check bonus
Unholy Exaltation, Prima	5	+1	+1	+5%
Unholy Exaltation, Secunda	6	+2	+2	+10%
Unholy Exaltation, Tertia	7	+3	+3	+15%
Unholy Exaltation, Quarta	8	+4	+4	+20%
Unholy Exaltation, Quinta	9	+5	+5	+25%
Unholy Exaltation, Sexta	10	+6	+6	+30%
Unholy Exaltation, Septima	11	+7	+7	+35%

Unholy Laud

Components: V, S, M, DI

Casting Time: varies

Range: Touch

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

Duration: 5 minutes

Saving Throw: not applicable

The recipients of an *Unholy Laud* receive a measure of divine largess - small at first but increasingly formidable as the cleric rises in stature.

If engaged in combat, recipients of the laud 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 cleric's evil deity receive a laud of twice normal duration.

Although analogous to *Blessing*, this prayer requires that the priest prick his finger and dab the blood on each recipient's forehead. Good aligned creatures receive no benefit from this evil prayer.

Unholy Laud specifics

Spell Name	Casting Time (s)	Attack/Defense Bonus	Saving Throws	skill check bonus
Unholy Laud, Prima	7	+1	+1	+5%
Unholy Laud, Secunda	10	+2	+2	+10%
Unholy Laud, Tertia	13	+3	+3	+15%
Unholy Laud, Quarta	16	+4	+4	+20%
Unholy Laud, Quinta	20	+5	+5	+25%

Valorous Resolution

Components: V, S, DI

Casting Time: 10 seconds

Range: Touch

Volume of Effect: 1 Individual (anointed & in Great Honor only)

Duration: 30 minutes

Saving Throw: not applicable

This esteemed blessing may only be granted to an anointed follower of the cleric's deity currently in Great Honor. It is usually reserved for a hero of the faith in anticipation of some consequential and most dangerous challenge undertaken in service of his deity.

Should the recipient suffer a fatal though not instantly mortal wound (i.e. an injury that results in his having from 0 to $-\frac{1}{2}$ (CON) hit points remaining), the glorious power of this blessing will manifest.

The divine champion immediately revives and may stand upright the following second – refreshed (all Fatigue penalties eliminated) and temporarily revived (having been restored to 20 hp). Additionally, he is ensconced in glowing light (per *Glitterlight*) and receives a personal *Holy Blessing* (q.v.).

These blessings are transitory and disappear after $60+10d12p$ seconds¹ – sufficient time for the recipient to make one last attempt to snag the brass ring and prove himself a hero.

The deity's rationale for providing this beneficence is to permit his follower to carry through on some vital task that fickle chance has left just beyond his grasp. It is not an excuse to go running home to mommy begging for a cure wounds spell. As such, any demonstrable cowardice [GM's discretion] displayed while so blessed is subject to an immediate Honor forfeiture of 1d4 points. The cleric that bestowed this blessing is ALSO subject to an identical Honor penalty for foolishly trusting in the lily livered recipient to be a valorous person.

¹For example, Delarin is a knight possessing 16/22 Constitution. While in a climatic battle with a nefarious devil, he is horribly skewered suffering a 30 point wound leaving him at -5 hit points. Were he protected by *Valorous Resolution*, he would be able to stand up the next second and continue his attempt to vanquish the fiend (having received a temporary boost of 25 hp and ancillary benefits). Alternatively, he could leverage this blessing to attempt an escape to save his life – though in so doing he brings shame to his reputation! In either case, his wounds return after a grace period of $60+10d12p$ seconds so it's his decision if he wants to be a hero and go down swinging or play the gutless coward and beg his likely disapproving spiritual advisor to minister to his injuries.

BAT, GIANT VAMPYRE

B I was running as fast as I could manage. My head swam as I drew in ragged breaths of the humid jungle air. Behind me, the sounds of battle faded as I splashed farther into the jungle interior. It had been an ambush. So stupid not to have seen the signs, but by then we were beyond exhausted. In the four weeks since our departure from Zha-nehzmish, we had completely consumed our supplies—including the fresh water. Our “jungle guides” had assured us that it would be a simple task to resupply along the way, but the opposite turned out to be true. There was water everywhere, to be sure, but all of it was fetid and reeked of decay. The only game to be had were snakes and frogs, brightly colored and oozing with venom. When the ambush began, my first thought was that dying would be a mercy compared to trudging one more mile through that damnable jungle. The screams of my porters convinced me otherwise. I had heard stories of what the men of the Vohven did to their captives, but I had no wish to confirm their veracity. I leapt from my palanquin and ran headlong into the jungle, shedding my robes of office as I did so. Undignified for a man of my station, I know, but we were a long way from Ahznomahn. Besides, all of the necessary insurance had been purchase to cover the loss of the laborers.

Just when I was sure I could run no longer, I found myself at the edge of a wide clearing with a prodigiously large, dead tree standing in the center. The standing water was knee deep, but any fear I had of water snakes was of little concern next to the fear of capture. I emerged out from under the canopy and light from the risen moon shone down as I waded through the water towards the tree, hoping that it was hollow. There was an opening in the base of the tree and I had to suck in my paunch in order to squeeze through to the interior. My nostrils were immediately assaulted by the powerful odor of the place. It stunk worse than my uncle's horse stables on a hot day. My boots (already ruined by my retreat through the jungle) sank down into some sort of soft, stinking mud until the rank stuff began to flow over and into my boots.

I retched and began trying to squeeze my way out, but stopped dead when I heard the slow, rhythmic breathing above me. By now the moon had progressed in its nightly journey until it was almost directly over the opening at the top of the hollow tree. Its light illuminated a dozen or more furry bodies hanging upside down about 25 yards above my head. Each one seemed to have a torso about three feet long, they didn't actually seem that large at all. My attention was suddenly drawn back to the tree's exterior by the low murmurs of human voices from the forest's edge. Emerging from the tree line came two of the warriors from the ambush, inspecting something hanging from a low branch. I looked down at my silk tunic. There was a scrap of fabric missing. It must have torn off as I ran. One of the warriors pointed towards the tree and they began to silently wade out towards my hiding place, brandishing long spears. I would be skewered like a pig as soon as they found me.



Wasting no time, I tried to squeeze my way back out of the tree and make a break for the jungle. It was useless. The hole in the base of the tree angled inward, I couldn't force my way back out. That didn't stop me from trying, however. I slammed myself against the tree, trying to force my way out if I had to. My efforts sent vibrations shooting up through the tree's dead bulk and the slow breathing from above me was replaced by high pitched chirping as the creatures began to stir to wakefulness. I froze. The dozens of beasts were on the move now, climbing up towards the light of the moon. When I saw them spread their leather wings I finally realized that they were bats! Gigantic bats of a kind I had never seen. Their wings must have been eight feet from tip to tip. The giant bats cast huge shadows onto the water in the moonlight and I heard the warriors cry out in alarm. From my vantage point, I watched the colony of bats swoop down onto my would-be assailants landing only long enough to sink their prodigious fangs into the exposed flesh of the warriors before taking off again—only to return seconds later. Blood ran freely from the bite wounds inflicted by the bats and soon the tribesmen were stumbling back towards the tree line, unwilling to fight against the black-winged monsters. One of the pair tripped as he ran. When he resurfaced, all twelve of the bats were on him at once. He shook and screamed, but the bats were too much for him. They drank their fill and left the man, pale and limp, to float quietly in the water before he eventually sank below the placid surface. I hid in the base of that tree for four days, covering myself in bat guano and keeping absolutely still to avoid detection. On the morning of the fourth day, I was able to squeeze my way back out and escape from that hideous clearing.

—From the testimony of Izvan Izahn, Defendant in the Case of Izvan Izahn vs. The Ahznomahnii Spicer's Guild

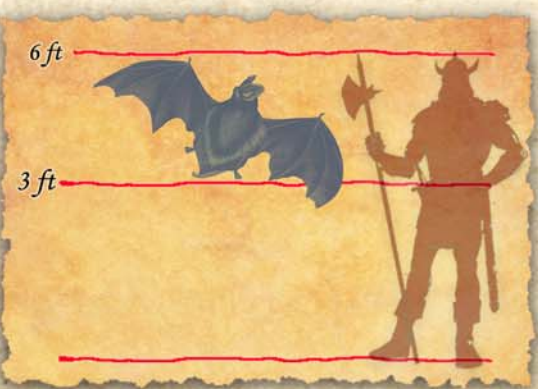
SIGN/TRACKS

Beware a cave wherein copious white droppings are found...

RANGE ON TELLENE



SIZE COMPARISON



Giant Giant vampire bats are social, nocturnal parasites that subsist on diet consisting entirely of blood. These hematophages grow to weigh about 33 lbs and stand about three feet tall. Their wingspan ranges anywhere between seven to eight and a half feet wide and their fur ranges from jet black to light brown and, in rare instances, snowy white. Some claim that these albino giant vampire bats grow even larger than the more common varieties, but this has never been verified.

Combat/Tactics

Giant vampire bats hunt best in complete darkness, where they can use a combination of echolocation and thermal detection to find their prey. A giant vampire bat's large, fleshy nose has thermoreceptors used to detect the warmth of blood in its potential victims. A giant vampire bat attacks by swooping down onto its prey and puncturing its skin with its razor sharp fangs. These enamel-less teeth are sharp enough to puncture the thick hides of most large mammals or slide through mail links and functionally ignore two points of DR. Creatures who sustain a wound of five or more points from a giant vampire bat are subsequently subject to severe bleeding, as the anti-coagulants in the bat's saliva inhibiting blood clotting. The bite of a vampire bat is also dangerous as a disease vector. Giant vampire bats are host to several diseases that, while having no effect on the bat, can be dangerously injurious to human health.

Habitat/Society:

Giant vampire bats congregate together in social groups called colonies. Small colonies may be found in hollow trees, old wells, or abandoned houses, while larger colonies require more space and are often located in caves or particularly spacious abandoned structures (such as the ruins of a high-ceilinged church, a barn, or a manor house). While small colonies of the bats may only have around twelve individual members larger colonies may number hundreds strong or even thousands strong. Colonies produce massive amounts of guano, which piles up beneath the bats. The guano is highly prized by farmers for its properties as a fertilizer and some mages believe it can increase the potency of a Fireball spell. Guano also attracts large numbers of insects that feed on and help to decompose the guano. Particularly large concentrations of guano are rumored to attract insects of comparatively greater size, as well.

In the wild, the primary prey of giant vampire bats are large herbivores. As giant vampire bats range from cold to tropical climates, these prey animals also vary considerably, from elk, to water buffalo, camels, mule deer, and, in some cases, human beings. Giant vampire bats are the bane of ranchers and herdsmen whose large herds and flocks are prime targets for the bats' nightly feeding. Extermination of the bats is difficult, not only because of their large size and dangerous bite, but also because locating the actual site of the colony is complicated by the bats' fifteen square mile hunting range.

Giant vampire bats are very social creatures that practice altruistic sharing of food. A giant vampire bat cannot go more than two days without feeding and not every night will end in a successful hunt. Giant vampire bats will beg for food from their fellow colony members who will vomit a portion of a blood into the less fortunate bat's mouth. That bat will later reciprocate the favor if another bat is in need.

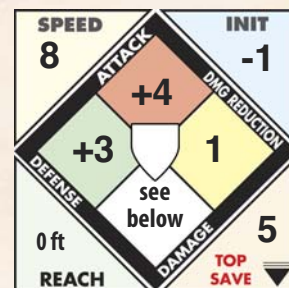
On Tellene:

Giilia is known as The City of Bats for a reason. A cave complex just over a mile west of the city holds one of the largest colonies of bats on Tellene. The sixteen million bats which live in the cave system are primarily of the small, insectivorous sort, but the cavern also houses thousands of giant vampire bats which fly off nightly into the hills to hunt for larger prey.

**Untreated severe bleeding continues to cause damage at the rate of d6-2 hp per minute. However, a natural "1" on the damage roll indicates that the wound has clotted sufficiently on its own to halt further hp loss. A character with the First Aid skill can staunch the bleeding with a pressure bandage. This requires an average skill check for a novice and can automatically be performed by anyone of higher skill mastery. The time required is equivalent to other applications of critical care. Note that the patient continues to suffer bleeding damage until the first aid provider completes his task.*

Giant Vampire Bat

HIT POINTS:	16+1d8
SIZE/WEIGHT:	S / 33 lbs
TENACITY:	Nervous
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	1



MOVEMENT

CRAWL:	1¼
WALK:	2½
JOG:	5
RUN:	5
FLY:	30

SAVES

PHYSICAL:	+2
MENTAL:	+3
DODGE:	+6

ATTACK: Lands on stationary prey or flutters about active targets; bite inflicts 2d4p damage and bypasses 2 DR; anyone suffering a ≥5 hit point wound (e.g. after DR) is subject to severe bleeding.* May spread disease via bite.

SPECIAL ABILITIES: Flight, Blind Fighting

General Info

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	1-12
% CHANCE IN LAIR:	100% (during the day) or 50% (at night)
FREQUENCY:	Unusual
ALIGNMENT:	Non
VISION TYPE:	Extreme Low Light Vision
AWARENESS/SENSES:	Blind Fighting
HABITAT:	Caves
DIET:	Hematophage
ORGANIZATION:	Flocks
CLIMATE/TERRAIN:	Tropical to Temperate

Yield

MEDICINAL:	Guano is thought to improve night vision
SPELL COMPONENTS:	A Fireball Volley employing GVB guano may substitute a d8p for a d6p (thus inflicting d8p+2d6p) per Fireball
HIDE/TROPHY:	Wings and fangs
TREASURE:	nil
EDIBLE:	yes (though meat may be disease vector)
OTHER:	nil
EXPERIENCE POINT VALUE:	75