

HackMaster



Zealot's Guide Book the Seventh



THE HALL OF OATHS

Alignment: Lawful Good

Spheres of Influence: Honor, Oath, Ethics

Tenets of the Faith: Clerics and worshippers of the Speaker of the Word are trustworthy and honorable. They never make covenants lightly. However, they are keenly aware of the moral laxity pervasive in numerous individuals throughout the sapient races and view all such compacts as bilateral in which failure to uphold one's commitments is a breach of the oath and indemnifies counterparties of their responsibilities vis-à-vis the agreement.

The Keepers of the Word believe that every time a promise is kept their god grows stronger. They often serve as witnesses to contracts, treaties, marriages and other agreements.

Their prayer book (*The Word*) contains the code of ethics by which they live. Fundamental to this is the concept of "rule of law" by which the sovereign and his officials as well as individuals and private entities are accountable under the law. Thus every citizen is subject to the law, including lawmakers themselves.

Laws are to be clear, publicized, stable, and just; to be applied evenly; and to protect fundamental rights, including the security of persons and property and certain core rights of persons. While promoting fairness to all, individual liberties (e.g. the needs of the few) are not subordinated to the needs of the many. Punishments are always intended as deterrents to violations of the social compact (e.g. crimes) and are of the minimum severity required to promote compliance not to sate vengeance.

The Word is not a static, unalterable tract but rather a living document that adapts its relevancy to new circumstances. Ecclesiastical scholars, through diligent examination of fundamental precepts and established case law via the dialectical method, propagate gradual helical change in canon.

In relation to confederate faiths, in terms of governance The Hall of Oaths may be likened to the legislative branch, The Courts of Justice the judicial branch and The Halls of the Valiant the executive branch.

Given their veracious nature, this temple's senior priests are often trusted advisors to kings and rulers – even those with who they may not be in complete moral accord. In the latter case, they are advocates of gradual reform and a cleansing of the system from within. They strive to convince authorities of the benefits to be derived from adoption of *The Word* – either for the greater good for those so morally inclined or for *realpolitik* considerations for the dubious.

Leaders motivated by enlightened self-interest often profit from their council. Implementing clear, publicized, stable, and just commercial law fosters economic development to the benefit of both sovereign and state. Extending these just laws to the civil sphere cultivates trust and loyalty in the populace with cascading benefits for both governors and governed. Many kingdoms have incorporated large portions of *The Word* into their legal system.

THE HALL OF OATHS

Alignment: Lawful Good

Divine Icon: A copy of *The Word*

Preferred Weapons: Warhammer (standard or great)

Other Weapons Permitted: club, flail (incl. horseman's), mace (incl. horseman's), staff

Armor Permitted: Any (priests must attempt to wear the best armor they can obtain)

Bonus STPs: heavy armor, shield, standard and great warhammer proficiencies, Etiquette/Manners (native culture), Current Affairs, Law, Literacy (native language), Riding (equine)

STP Perks: may purchase Charm Resistant talent for 8 BP

Powers: Honorable Discharge, Iron Will, Turn Undead, VIP

Restrictions: Keepers of the Word may not possess any of the following quirks – Addict, Chauvanist, Chiseler, Compulsive Liar, Cruel, Foul-Mouthed, Mean Drunk, Merciless, Ornery, Quick Tempered, Racist, Snob or Touchy



The Keepers of the Word are not ivory tower theoreticians but practical people aware of the need to bring their teachings to the people. They lead by example of word and deed, counseling against corruption, thievery, dishonesty, racism, bigotry and other socially divisive ills. When making a vow a Keeper will hold forth this book. This is how the expression, "I give you my word" came to be.

The Hall of Oaths has strong following in many dwarven clans as is to be expected from a proud race quick to defend their personal and clan Honor.

The Keepers of the Word do not use missile weapons or attack sapient opponents from the rear because they believe these practices to be dishonorable.

Every day at dawn, clerics of the Irreproachable One will kneel down and pledge an oath to the Lord on High to bring honor to him, the Hall of Oaths, and other Keepers of the Word.

About The Hall of Oaths

Priesthood: The Keepers of the Word

Symbol: An open book

Animal: Lion

Colors: Red, silver

Place of Worship: City temples

Holy Days: Clerics must gather on the eve of each new moon (Veshemo) with other worshippers for an entire day of prayer and celebration. Adventuring clerics of the Honorable One may be granted special permission to miss monthly gatherings provided they

return at the next opportunity with either a new worshiper or a substantial monetary gift to the church.

Sacrifice: Silver coins every full moon (Veshemo)

Raiment: Robes as listed in the chart below

Revered Names for Deity: The Speaker of the Word, Honorable Highness, The Irreproachable One, The Lord on High, The Honorable One, Fonorr (Fhokki), Fornor (Brandobian), Fyjner (Dejy), Forinori (Kalamaran), Shozhor (Svimohzish), Foorbaar (Reanaarese)

Deity's Appearance: The Lord on High appears as a knight in shimmering platemail or a tall thin being dressed in red and silver robes with a book in one hand.

Advancement within Order: Advancement within the Hall of Oaths is based on seniority, but this may be enhanced by performing a particularly honorable deed or by fulfilling an important oath. The order is as follows:

The Hall of Oaths Hierarchy	
Title	Raiment
Servant	red
Advocate	red
Esteemed	red
Venerable	red with a single silver stripe on the sleeves
Reverend	red with two silver stripes on the sleeves
Esquire	red with three silver stripes on the sleeves
Grand Esquire	red with three silver stripes and a broad silver belt
Cleric	red with three silver stripes, a broad silver belt and silver collar
High Cleric	as above plus a silver shawl

Confederate Faiths: Halls of the Valiant, the Courts of Justice, the Founder's Creation

Adversarial Faiths: The Confuser of Ways, the House of Vice, the Congregation of the Dead

Sayings: *You honor me with your goodness. - I give you my word. - Do good and avoid evil. - One is only as good as his word. - My word is my bond. - Death before dishonor. - Do unto others as you would have them do unto you. A farewell: May honor go with you. A greeting: You honor my presence.*

SPECIAL POWERS

Honorable Discharge: The Hall of Oaths has a tremendous reputation as an honorable and trustworthy organization. This halo effect extends to all initiates of the church even those acolytes that have not yet had an opportunity to establish their personal reputation. As such, all Keepers of the Word begin play in Great Honor. Novice priests (i.e. starting player characters) gain an Honor bonus sufficient to bring their total to 21.

Iron Will: Keepers of the Word are incredibly disciplined and paragons of self-restraint. They are ever focused on the big picture and will never succumb to petty vindictiveness always taking the high road even when severely provoked. True to their calling of standing for Honor and ethics, they treat everyone – even their most bitter foes – with gentlemanly respect. An ancillary benefit of this ecclesiastical indoctrination is that all clerics of The Speaker of the Word receive a +4 bonus to all Mental saving throws.

VIP: So esteemed is the reputation of The Hall of Oaths that notable NPCs are far more likely to entertain an audience with its clergy (if only to enhance their own reputation in the halo effect of this religion's Honor). When attempting to gain access to such individuals, these clerics are considered to be of one higher fame category (their membership in the order providing a situational fame bonus). See p. 178 of the *GameMaster's Guide* for full rules.

Hall of Oaths Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Blessing</i>	<i>Ace Down the Hole</i>
2	<i>Ceremony: Consecrate Divine Icon</i>	<i>Ceremony: Anoint</i>	<i>Consecrate Shield (Prima)</i> ⁶	<i>Command</i>
3	<i>Ceremony: Marriage</i> ²	<i>Ceremony: Newborn Blessing</i> ²	<i>Cure Minor Wound</i>	<i>Directed Strike</i>
4	<i>Confido Emptor</i>	<i>Denature</i> ³	<i>Detect Influence</i>	<i>Disrupt Charm</i>
5	<i>Cure Trifling Wound</i>	<i>Detect Poison</i>	<i>Faith Weapon</i>	<i>Divine Steward</i>
6	<i>Extend Fuel</i>	<i>One-Upmanship</i> ³	<i>Illumination: Torch</i>	<i>Faith Shield 2</i>
7	<i>Faith Shield 1</i>	<i>Purify Food</i>	<i>Know Position</i>	<i>Identify Poison</i>
8	<i>Induce Sobriety</i>	<i>Rejuvenate</i>	<i>Poison Resistance, Secunda</i> ⁶	<i>Indecision (Minor)</i>
9	<i>Purify Water</i>	<i>Righteous Reward 2</i>	<i>Power Word: Surrender</i>	<i>Influence</i>
10	<i>Righteous Reward 1</i>	<i>Sense Presence of Chaos</i> ⁵	<i>Power Word: Truth</i>	<i>Psychoanalyze</i> ²
11	<i>Sense Presence of Good</i>	<i>Sense Presence of Evil</i>	<i>Safe Haven</i>	<i>Restore Speech</i> ³
12	<i>Sense Presence of Law</i> ⁵	<i>Unyielding</i>	<i>Therapeutic Touch</i>	<i>Righteous Reward 3</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Ceremony: Investiture</i>	<i>Eidetic Recall</i> ²	<i>Bodyguard</i> ⁵	<i>Bless Weaponry</i>
2	<i>Consecrate Armor (Prima)</i>	<i>Faith Weapons</i>	<i>Call to Action</i>	<i>Break Charm</i>
3	<i>Cure Light Wound</i>	<i>Hold in Place</i>	<i>Cure Middling Wound</i>	<i>Enchanted Vestments (Secunda)</i>
4	<i>Exalt Warrior (Prima)</i>	<i>Holy Blessing</i>	<i>Death Before Dishonor</i>	<i>Faith Shield 4</i>
5	<i>Poison Resistance, Tertia</i> ⁶	<i>Illumination: Lantern</i>	<i>God's Guidance</i>	<i>Holy Laud: Enhanced Turning, Secunda</i> ⁶
6	<i>Power Word: Listen</i>	<i>Righteous Cursing</i>	<i>Indecision (Serious)</i>	<i>Morale Booster 2</i> ⁵
7	<i>Revive</i> ⁵	<i>Righteous Reward 4</i>	<i>Perceive Desire</i> ²	<i>Pariah</i> ²
8	<i>Selective Deafness</i> ⁶	<i>Silvering</i> ⁴	<i>Reveal Lycanthrope</i> ⁴	<i>Treat Poison</i>
9	<i>Stirring Speech</i>	<i>Total Control</i>	<i>Supernatural Cloaking</i> ⁴	<i>Trumpet</i> ³
10	<i>Two Upmanship</i>	<i>True Strike</i>	<i>Three Upmanship</i>	<i>Vocal Mastery</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Blessing, Tertia</i> ³	<i>Charm Resistance</i> ⁶	<i>Break Charms</i>	<i>Enchanted Vestments (Tertia)</i>
2	<i>Consecrate Shield (Quarta)</i> ⁶	<i>Dismiss Enchantment</i>	<i>Cure Serious Wound</i>	<i>Find the Way</i>
3	<i>Cure Medium Wound</i>	<i>Encoded Script</i> ⁴	<i>Emotion Shielding</i>	<i>Hold Persons</i>
4	<i>Dwarven Forbearance</i> ²	<i>Find Item</i>	<i>Fiery Furnace</i>	<i>Resist Acid or Caustic</i>
5	<i>Exalt Warrior (Secunda)</i>	<i>Helping Hand</i>	<i>Morale Booster 3</i> ⁵	<i>See Reason</i> ²
6	<i>Four Upmanship</i>	<i>Immovable Object</i> ²	<i>Sanctify Blood</i> ⁶	<i>Speak to the Dead</i>
7	<i>Honor Roll, Irreproachable</i>	<i>Indecision (Crucial)</i>	<i>Temporary Tattoo of Shame</i> ²	<i>Stirring Sermon</i>
8	<i>Poison Resistance, Quinta</i> ⁶	<i>See the Secret Heart</i> ²	<i>Valorous Resolution</i> ⁶	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Cure Considerable Wound</i>	<i>Antitoxin</i>	<i>Blessing, Quarta</i> ³	<i>Bless, Sexta</i> ³
2	<i>Defame</i> ²	<i>Cerebral Shepherd</i> ²	<i>Circle of Salt</i> ²	<i>Cure Severe Wound</i>
3	<i>Exalt Warrior (Tertia)</i>	<i>Holy Laud: Enhanced Turning, Quarta</i> ⁶	<i>Compos Mentis</i>	<i>Enchanted Vestments (Quarta)</i>
4	<i>Indulgence, Minor</i>	<i>Nice</i> ³	<i>Cure Heavy Wound</i>	<i>Holy Laud: Disruption</i> ⁶
5	<i>Kaddish</i> ²	<i>Shame</i>	<i>Irresistible Force</i> ²	<i>Manifest Animal Totem</i> ³ : Lion
6	<i>White Energy Shroud</i>	<i>Suppress Lycanthropy</i> ⁴	<i>Stirring Lecture</i>	<i>Outcast</i> ²
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Extensive Wound</i>	<i>Commune w/ Higher Power</i>	<i>Bless, Septima</i> ³	<i>Cure Massive Wound</i>
2	<i>Exalt Warrior (Quarta)</i>	<i>Consecrate Armor (Quinta)</i> ⁶	<i>Cure Critical Injury</i>	<i>Enchanted Vestments (Quinta)</i>
3	<i>Mind Palace</i> ²	<i>Honor Guard</i>	<i>Exorcism</i>	<i>Holy Laud: Abjuration</i> ⁶
4	<i>Schrödinger's Shelter</i> ²	<i>Stigmata</i>	<i>Quest</i>	<i>Honor Roll, Valorous</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 FRATERNAL ORDER OF APTITUDE

Alignment: Lawful Neutral

Spheres of Influence: Mathematics, science, invention, reasoning, knowledge

Tenets of the Faith: Ritual and tradition bind the Brotherhood of Logic (note that women are indeed equal members of the clergy, despite the name). The Brothers believe that by practicing daily rites (meditation) they will gain the favor of their god. Clerics and followers have been known to ponder seemingly unsolvable problems for years in hopes that the Enlightener would provide them with the answers. Elder clerics who have kept the faith are highly regarded for their perseverance.

It is said that math was the Mule's gift to the intelligent races. Thus scholars, natural philosophers, engineers, architects, mathematicians and astronomers revere Him. Worshippers commonly adorn their homes with patterns and simple geometric shapes. More fanatical followers even plant their fields in geometric designs and patterns. Naturally, every temple erected by the Fraternal Order of Aptitude contains many intricate geometric shapes. The Brotherhood painstakingly ensures that they precisely design these temples as well – ideally taking the form of towers constructed from unadulterated marble.

Nombrephilia and geometric compulsion are, however, merely quirky manifestations of the core belief of this religion. At its heart, the Brothers in Logic are fundamentally opposed to chaos. This transcends mere opposition to individuals or creatures. They abhor unpredictability at a quantum level.

They postulate a world of complete order and predictability in which the influence of chance is completely tamped down. In this nirvana, emotions are subordinated to calculated rationality and society functions with clockwork precision. All adherents are dedicated to these goals and conduct themselves in a supremely orderly fashion unquestioningly obeying the commands of their superiors. To them, society is rife with the seeds of its own destruction. Unfettered choice and freedom will induce chaos to the system that will invariably precipitate the collapse of civilization and consequent barbarism. All members of a law-abiding culture are duty bound to rigidly uphold the rules that underpin their communal structure.

Ironically, for individuals deeply imbedded in implementing applied sciences, they are extremely conservative when it comes to implementing change. While fascinated by technological advances, they take care to recognize the disruptive potential of such advances. This goes far beyond eschewing shoddy prototypes or ill-conceived civil engineering. Obviously new devices or improvements to established methods need to be vetted for reliability but also serviceability. But these are simple issues a child would readily grasp. What is more fundamental is the broader impact such items may have on society. Will adoption have unforeseen consequences, perhaps those imposed by factors ancillary to core functionality such as the supply chain and requisite processes necessary for its manufacture? How will

THE FRATERNAL ORDER OF APTITUDE

Alignment: Lawful Neutral

Divine Icon: A silver token depicting a triangle within a circle within a square

Preferred Weapons: none

Weapons Permitted: Any (note that Brothers will attempt to acquire the highest quality weapons possible)

Armor Permitted: Any (note that Brothers will attempt to acquire the highest quality armor and shield possible)

Bonus STPs: Arriero, Maintenance/Upkeep, Heavy Armor and Shield proficiencies, light and heavy crossbow proficiency, Animal Empathy, Astrology, Disarm Trap, History (ancient), Identify Trap, Law, Literacy (native language), Mathematics, Resist Persuasion

STP Perks: may purchase Disarm Trap or Identify Trap skills for 8 BP

Powers: Continuing Education, Polyliteracy

Restrictions: Aspirant Brothers in Logic must possess an Intelligence attribute no less than 13/01; may not possess the quirks ambivalent or lazy; should they possess the quirk obsessive-compulsive, it always takes the form of obsession with geometric shapes and a compulsion to form objects into geometric shapes



it impact the established order? Are there ramifications for legacy services or devices that are displaced? What are all the long-term consequences? Until these questions are answered and all externalities mitigated, the risk of chaos is simply too great to warrant implementation.

It is postulated that there exists a *Secret Armory of Strange Inventions* stocked to the rafters with marvels no one outside the Brotherhood has seen. These reportedly world-changing inventions are deemed too dangerous to unleash on the public.

The Brotherhood is rumored to deploy elite teams of operatives whose sole purpose is to track down rogue inventors and quash their endeavors. They are offered a choice to pursue their work under the careful tutelage of the Brotherhood (with copious financial support) or be eliminated as agents of chaos.

The Brothers in Logic are not prone to rash decisions. When interacting with others, they prefer delay tactics as a means to resist change. This often makes negotiating with a cleric of the Enlightener a less than pleasant experience. In fact, a cleric of the Mathmaster was the inspiration for the phrase, "You're as stubborn as a mule." (The saying was originally "You're as stubborn as the Mule.")

Many followers believe that the Mathmaster influences the mules owned by worshippers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere it is usually for a good reason.

About The Fraternal Order of Aptitude

Priesthood: Brothers in Logic

Symbol: Triangle within a circle, within a square

Animal: Mule

Colors: Gray

Place of Worship: Anywhere. Prayers are performed in complete concentration with eyes closed and face pointed skyward.

Holy Days: Clerics must meditate and ponder problems for at least two hours per day. Veshday, the seventh day of the week, is reserved for scientific experimentation and the last day of each month is reserved for reporting new inventions and imparting knowledge to his peers in the scientific community.

Sacrifice: One week per month is reserved for teaching others. For this reason, many clerics are teachers in their local communities.

Raiment: Brothers in Logic wear grey robes or tunics, with their level symbol emblazoned across the chest. They must shave their heads and keep them unadorned.

Revered Names for Deity: The Mule, The Enlightener, Mathmaster, The Professor, Khete (Fhokki), Keplern (Brandobian), Roshko (Dejy), Rotovi (Kalamaran), Shapirozh (Svimozhish), Roatoov (Reanaarese)

Deity's Appearance: The Professor appears as a bald man or woman with a solemn expression. When on the prime material plane, the Enlightener often takes the form of a mule to observe worshippers first hand.

Advancement within Order: Advancement within the Fraternal Order of Aptitude is based on seniority. The seniority

Brothers in Logic Hierarchy		
Title	Symbol	No. of Clerics
Initiate	point	any
Novitiate	line	any
Uneven Triad	scalene triangle	any
Even Triad	isosceles triangle	any
Perfect Triad	equilateral triangle	any
Graduate of the 4th state	square	any
Graduate of the 5th state	pentagon	any
Graduate of the 6th state	hexagon	any
Graduate of the 7th state	heptagon	any
Graduate of the 8th state	octagon	any
Graduate of the 9th state	nonagon	17
Master of the 2nd dimension	circle	13
Master of the 3rd dimension	tetrahedron	11
Master of the 3rd dimension	cube	7
Master of the 3rd dimension	octahedron	5
Master of the 3rd dimension	dodecahedron	3
Master of the 3rd dimension	icosahedron	2
The Grand Professor	sphere	1

standard is often waived for the discovery of a particularly important bit of knowledge or invention. Additionally, clerics are assigned a numerical rank within their level so that all church members know their exact position of authority. Geometric symbol and title (as shown in the chart) indicate level in the brotherhood.

Levels beyond the Grand Professor are said to exist. Ancient tomes refer to these individuals as the Masters of the Fourth Dimension and it is rumored that they know all the secrets of spatial and even time travel.

Confederate Faiths: The Temple of Armed Conflict, the Home Foundation, the Founder's Creation, the Temple of the Three Strengths, the Church of the Life's Fire, the Inevitable Order of Time

Adversarial Faiths: The Confuser of Ways, the Temple of Strife, the Way of the Berserk, the Order of the Passionate One, the Church of Chance, the Theater of the Arts, the Temple of Sleepless Nights

Sayings: *Two heads are not better than one if neither are educated. - The answer will come to the one who perseveres. - Invention is the gift of the Enlightener and must in time be shared with all who would know. - I don't understand what could have possibly gone wrong. It should have worked fine. It's not my fault. - Even the brilliant are sometimes perplexed.*

Brother in Logic advancement table

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

SPECIAL POWERS

Continuing Education: Brothers in Logic are very academically oriented and strong advocates of lifelong learning. When advancing in level, they gain free mastery points in Astrology, History (ancient) and Mathematics 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.

Polyliteracy: Brothers are particularly adept at written communication. When advancing in level, they gain free mastery points in this skill equal to their Intelligence Mastery Die modifier. This mastery may be applied to all written languages known to the Brother. Should they opt to purchase this skill outright, they receive no less than a +4 mastery die bonus. In addition, when advancing to fifth level (and every four levels thereafter), they may add another written language to their repertoire. This additional skill derives purely from book learning and thus does not require a tutor.

NEW PROFICIENCY

Arriero (6 BP): An arriero is an individual trained to transport goods using equine pack animals (i.e. mules, ponies and draft horses). The proficiency involves both mechanical skill with the physics of specialized load bearing equipment and a degree of horse sense to manipulate the animal. The informal term muleskinner means someone who can "skin", or outsmart, a mule.

While unskilled people are capable of loading draft animals, they are far less efficient only being able to harness half of an animal's maximum capacity for portage. Additionally, only an arriero may induce an animal to venture into subterranean locales (the chief use of which is for 'pit ponies' in coal mines not itinerant treasure hunters...)

Additionally, arrieros provide a +1 tenacity bonus for animals under their direct supervision. They may also rally a spooked animal.

The Fraternal Order of Aptitude Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Accelerate Missile 1	Ceremony: Anoint	Breeze	Disinter
2	Ceremony: Consecrate Divine Icon	Ceremony: Newborn Blessing²	Endure Cold	Divine Steward
3	Ceremony: Marriage ²	Denature³	Endure Heat	Housekeeping ²
4	Cure Negligible Wound ¹	Detect Poison	Fortify	Identify Poison
5	Dimmer⁶	Disperse Crowd	Illumination: Torch	Light Beam ⁶
6	Flashbang⁴	Innocuousness	Improved Awareness	Manifest Animal Totem ³ : Mule
7	Induce Sobriety	Meta-Mathematical Knowledge I	Know Position	Primordial Destruction I
8	Know North	Moderate Personal Climate	Moonwalk	Protection from Penetrating Dice 2
9	Liana	Protection from Laryngitis	Poison Resistance, Secunda⁶	Restore Speech ³
10	Protection from Penetrating Dice I	Purify Food	Re-energize	Searing Metal
11	Purify Water	Shelter I¹	Reveal Pits and Snares	Shelter II¹
12	Sense Divine Magic	Sterilize	Safe Haven	Tractor Beam: Tiny ⁴
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Accelerate Missile II	Arcane Spell Dampening 1 ²	Catalepsy	Advanced Model II
2	Advanced Model I	Dimmer (Enhanced)⁴	God's Guidance	Chime ³
3	Ceremony: Investiture	Eidetic Recall²	Hush	Cure Middling Wound
4	Cure Small Wound	Erode	Inflict Middling Wounds	Herd Immunity ²
5	Divine Providence	Illumination: Lantern	Protection from Penetrating Dice, En Masse II	Icewalking
6	Floating Settee³	Numerical Sequestration	Regression to the Mean	Primordial Destruction III
7	Inoculation ²	Primordial Destruction II	Reveal Lycanthrope ⁴	Roly Poly ³
8	Luna Moth Messenger ⁴	Protection from Penetrating Dice III	Seraphic Weapon	Strong Breeze
9	Meta-Mathematical Knowledge II	Shelter III¹	Supernatural Cloaking ⁴	Transmute Gold to Lead ²
10	Pine Tar	Silvering⁴	Tractor Beam: Small ⁴	Treat Poison
11	Protection from Penetrating Dice, En Masse	Total Control		
12	Warp	Watchdog²		
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Break Camp	Age	Blessed Warmth	Advanced Model III
2	Decay	Analgesic	Cure Intermediate Wound	Find the Way ²
3	Extinguish	Blunt	Gale Force Wind	Icarus ³
4	Janus²	Create Campsite	Go Home	Molotov ³
5	Meta-Mathematical Knowledge III	Dismiss Enchantment	Miracle Meal	Rainbow Bridge ⁶
6	Panic Room⁴	Find Item	The Curse of the Dodecahedron	Rust ²
7	Poison Resistance (Quinta)⁶	Encoded Script ⁴	Walk on Water	See Reason ²
8	Probability Shield	Helping Hand	Words of Recall	Shelter V ¹
9	Protection from Penetrating Dice, En Masse III	Immovable Object ²		
10	Punji Stick Barrier⁶	Tractor Beam: Medium ⁴		
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Consecrate Shield (Sexta)⁶	Antitoxin	Cure Substantial Wound	Consecrate Armor (Quarta) ⁶
2	Enervating Blast	Arthropod Repellent ²	Fire Breathing 5³	Drone
3	Inflict Considerable Wound	Cerebral Shepherd²	Irresistible Force²	Enchanted Vestments (Quarta)
4	Kaddish²	Fold Space	Part River	Inflict Severe Wound
5	Part Pond	Shelter VI¹	Stirring Lecture	Shelter VII¹
6	Perspective Path³	Tractor Beam: Huge ⁴	Undermine²	Suburst 3 ⁶
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Go Home, Guys	Commune w/ Higher Power	Blunting	Enchanted Vestments (Quinta)
2	Mind Palace²	Part Lake	Cure Critical Injury	Hurricane Force Winds
3	Schrödinger's Shelter²	Walk on Air	Purge Magic⁵	Regenerate Wounds
4	Tractor Beam: Gigantic ⁴	Words of Recall (With Friends)	Quest	Return of the Curse of the Dodecahedron

TEMPLE OF ARMED CONFLICT

Alignment: Lawful Neutral

Spheres of Influence: War, tactics, strategy

Tenets of the Faith: Undeterred by ethical considerations, the existence of the Order of the Pike centers on the art of warfare. Worship of the Strategist involves training both mind and body for performance in battle. When not practicing on the field, these clerics hone their mental skills by playing chess and other war games.

The chief tenant of this religion is that success is possible only if individuals unerringly place the welfare of the group above their own. This requirement necessitates a certain level of physical prowess and an increasing level of knowledge and wisdom as one progresses in the hierarchy. The main function of the clergy is to teach their underlings, yet they also willingly serve as cadre in battle.

The Old Man is a favored god amongst fighters able to endure the strict discipline of the religion.

Sects of the Strategist's followers are found across the ethical spectrum and they sometimes come to blows with each other. This is actually encouraged as the lessons learned from facing one's peers are far more valuable than those obtained by dispensing an inferior foe. Bested opponents are, however, always treated with the respect due a worthy adversary.

Battle is the truest form of worship to the Master of Tactics. The Order of the Pike actually seeks out opponents expressly

Temple of Armed Conflict advancement table

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

TEMPLE OF ARMED CONFLICT

Alignment: Lawful Neutral

Divine Icon: Tiny replica of crossed polearms

Preferred Weapon: Pole Arms

Weapons Permitted: Any

Armor Permitted: Any

Bonus STPs: heavy armor, shield and all pole arm weapon proficiencies, hiking/roadmarching, laborer, phalanx fighting, Appraisal (armor & weaponry), Current Affairs, Direction Sense, History (ancient), Leadership, Literacy (native language), Recruiting, Riding (equine), Survival, Weather Sense

STP Perks: may purchase the talents Physical Conditioning, Stout or Tough as Nails for 10 BP each

Powers: Iron Discipline, Leadership Academy, Puissant Skill at Pole Arms, Tactical Forte

Restrictions: Aspirant members of the Order of the Pike must possess Strength and Constitution attributes no less than 10/01 and Intelligence no less than 12/01; may not possess any of the following quirks – ambivalent, coward, lazy



for this purpose. The Strategist especially favors combat with those espousing chaotic notions of individual strength in melee. Nothing makes the Old Man prouder than to see his followers logically dissect a horde of the Battle Rager's followers.

Worshippers of the Strategist tend to be an exceedingly dangerous lot. The concentration of seasoned fighters in the lay clergy, as well as the physical and mental discipline enforced upon believers as a whole, tends to turn confrontations into a meticulously executed massacre. Prayers made before battle are actually meditation techniques. Clerics use these prayers to maximize a worshipper's effectiveness by allowing him to make intelligent, rational decisions in the heat of battle.

Anointed followers are expected to unquestioningly comply with orders issued by their superiors. Failure to obey carries the penalty of death.

About the Temple of Armed Conflict

Priesthood: Order of the Pike

Symbol: Crossed polearms

Animal: War dog

Colors: Green and white

Place of Worship: Temples to the Master of Tactics are large garrisons and are found in most cities

Holy Days: Fall equinox. Any day on which an enemy commander surrenders becomes a local holy day. The Temple decrees the duration that these shall be recognized.

Sacrifice: The flag, weapons, standard or symbol of a recently conquered foe.

Raiment: The uniform of the Temple of Armed Conflict is a white tunic with crossed pikes emblazoned on the front, a medium green cloak and a medium green hat. Chevrons located on the tunic and hat indicate a cleric's level within the Order. These are listed as number on top over number on bottom with a "u" indicating upside down and a "V" indicating right side up.

Revered Names for Deity: The Old Man, The Strategist, Master of Tactics, King of the Battlefield, Vlad (Brandobian), Kyrkshynad (Dejy), Natirel (Kalamaran), Siriumno (Svimohzish), Thygokk (Fhokki), Daar (Reanaarese)

Deity's Appearance: The Strategist appears as an old soldier. He has white hair and a stern, wrinkled face.

Advancement within Order: Advancement within the Order is by success in the field and the improvement of strategic and tactical abilities. Level titles follow:

Temple of Armed Conflict Hierarchy	
Title	Chevrons
Regular	1u/0V
Elite	2u/0V
Sergeant	3u/0V
Lieutenant	0u/1V
Captain	0u/2V
Major	0u/3V
Colonel	3u/1V
General	3u/2V
Field Marshall	3u/3V

Confederate Faiths: The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the House of Shackles

Adversarial Faiths: The Way of the Berserk, the Church of Chance, the Order of the Passionate One, the Church of Everlasting Hope, the Seller of Souls, the House of Solace

Sayings: *An organized assault is a successful assault. - Teamwork begets victory. - Discipline creates soldiers. - Disobedience is death.*

SPECIAL POWERS

Iron Discipline: Such is the rigor of the training practiced by the Temple of Armed Conflict, any cleric gains a +3 bonus to his Charisma based Morale Modifier.

Leadership Academy: Priests of the Order of the Pike receive leadership coaching when they formally train to advance in level. This provides mastery points in Leadership equal to their Charisma Mastery Die modifier. Should they opt to purchase this skill outright, they receive no less than a +4 mastery die bonus.

Puissant Skill at Pole Arms: Clerics of the Old Man may specialize in any pole arm for 7 BP. Any other specialization is at the standard cost for clerics (8 BP).

Tactical Forte: Priests of the Strategist may demonstrate their tactical prowess by making an initial **Tactical Move** (special combat move) without penalty. For every five levels of experience subsequently acquired, they may extend this expertise to an additional consecutive **Tactical Move**.

Temple of Armed Conflict Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless Weapon</i>	<i>Endure Heat</i>	<i>Alter Emotion: Resignation</i> ⁵
2	Audible Clamor (M j)	<i>Ceremony: Anoint</i>	<i>Faith Weapon</i>	<i>Command</i>
3	Bird's Eye View (M 1)	<i>Cure Trifling Wound</i>	<i>Illumination: Torch</i>	<i>Corvée</i> ²
4	<i>Ceremony: Consecrate Divine Icon</i>	<i>Dramatic Entrance</i> ³	<i>Improve Vigilance</i>	<i>Divine Steward</i>
5	<i>Diagnose Injuries</i>	<i>Mimic Odor</i> ⁴	<i>Know Position</i>	Faith Arsenal Mk I
6	<i>Extend Fuel</i>	Phantom Troops, Mk I	<i>Re-energize</i>	Faith Healing (Negligible)
7	<i>Flashbang</i> ⁴	<i>Protection from Laryngitis</i>	<i>Rectify Sprain/Hypertension</i>	False Path
8	<i>Induce Sobriety</i>	<i>Purify Food</i>	Remote Audio Multiplex	<i>Inflict Pain</i>
9	<i>Know North</i>	<i>Sanctify Weapon</i>	<i>Reveal Pits and Snares</i>	<i>Manifest Animal Totem</i> ³ : War Dog
10	<i>Moderate Emotion: Remove Fear</i>	Smoke Screen (M 2)	Rousing Speech Mk I	<i>Restore Speech</i> ³
11	<i>Nurse Wound</i> ¹	<i>Sterilize</i>	<i>Therapeutic Touch</i>	<i>Sanctify Weapons</i>
12	<i>Purify Water</i>	<i>Unyielding</i>	<i>Weaponize</i> ²	<i>Shelter II</i> ¹
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Alleviate Trauma (en masse)	Brambles	Bless Armaments Mk II	<i>Bless Weaponry</i>
2	Bless Armaments Mk I	Faith Arsenal Mk II	<i>Call to Action</i>	Consecrate Shields Mk I
3	<i>Bless Weapons</i>	<i>Faith Weapons</i>	<i>Cure Lesser Wound</i>	Faith Healing (Trifling)
4	<i>Ceremony: Investiture</i>	<i>Illumination: Lantern</i>	<i>Give 110%</i> ²	<i>Morale Booster</i> ² ⁵
5	<i>Consecrate Armor (Prima)</i> ⁶	<i>Part Stream</i>	<i>God's Guidance</i>	<i>Pariah</i> ²
6	<i>Consecrate Shield (Secunda)</i> ⁶	<i>Reattach Finger/Toe</i>	<i>Heighten Vigilance</i>	Reveille
7	<i>Divine Providence</i>	Sanctify Armaments Mk I	<i>Sanctify Weaponry</i>	Sanctify Armaments Mk II
8	Massive Smoke Screen (M 5)	<i>Shelter III</i> ¹	Speed of the Regimented Mk I	<i>Smoke on the Water</i> ³
9	<i>Rectify Strain</i>	<i>Tough as Nails</i> ⁶	Rousing Speech Mk III	<i>Strong Breeze</i>
10	Rousing Speech Mk II	Trackless March	Unyielding Band of Brothers	<i>Trumpet</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Alleviate Fatigue (en masse)	<i>Analgesic</i>	<i>Camouflage as Trees</i> ⁴	<i>Battle Buddies</i> ⁵
2	<i>Consecrate Shield (Quarta)</i> ⁶	Bless Armaments Mk III	Consecrate Shields Mk II	Consecrate Maille Mk I
3	Faith Arsenal Mk III	<i>Cure Medium Wound</i>	<i>Gale Force Wind</i>	<i>Daylight</i> ⁶
4	<i>Faith Weaponry</i>	Drone	<i>Mend Broken Bone</i>	<i>Find the Way</i> ²
5	<i>Mend Muscle Tear</i>	<i>Encoded Script</i> ⁴	<i>Reflecting Pool</i> ⁴	<i>Repair Torn Tendon/Ligament</i>
6	Phantom Troops, Mk II	<i>Helping Hand</i>	Sanctify Armaments Mk III	<i>See Reason</i> ²
7	<i>Punji Stick Barrier</i> ⁶	<i>Resuscitate</i> ⁵	Speed of the Regimented Mk III	<i>Shelter V</i> ¹
8	Speed of the Regimented Mk II	<i>Take Up Arms</i> ²	<i>Temporary Tattoo of Shame</i> ²	<i>Stirring Sermon</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Bug</i>	<i>Antitoxin</i>	Consecrate Maille Mk II	<i>Consecrate Armor (Quarta)</i> ⁶
2	<i>Cure Large Wound</i>	<i>Arthropod Repellent</i> ²	<i>Illusory Terrain</i> ¹ ⁴	<i>Cure Heavy Wound</i>
3	<i>Indulgence, Minor</i>	<i>Assembly's Destiny</i>	<i>Irresistable Force</i> ²	<i>Kiai</i> ²
4	<i>Kaddish</i> ²	Consecrate Shields Mk III	<i>Part River</i>	<i>Outcast</i> ²
5	<i>Part Pond</i>	<i>Magical Warding: Reflect</i> ⁵	<i>Stirring Lecture</i>	<i>Staunch Bleeding</i>
6	March on Water	<i>Shelter VI</i> ¹	<i>Undermine</i> ²	<i>Storm Force Wind</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Severe Wound</i>	<i>Commune w/ Higher Power</i>	<i>Cure Critical Injury</i>	<i>Dragonspeak</i> ²
2	<i>Intimidating Aura</i> ²	Consecrate Maille Mk III	<i>Cure Terrible Wound</i>	<i>Fire Strike</i>
3	<i>Magical Warding: Reflect (Area)</i> ⁵	<i>Illusory Terrain</i> ⁴	<i>Purge Magic</i> ⁵	<i>Hurricane Force Wind</i>
4	<i>Shelter VII</i> ¹	<i>Part Lake</i>	<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.

Accelerate Missile

Components: V, S
Casting Time: 5 seconds per missile
Range: touch
Volume of Effect: up to 12 missiles
Duration: 1 minute
Saving Throw: not applicable

This spell allows the cleric to ensconce a piece of ammunition within a bubble of micro-gravity. When fired from an appropriate weapon or thrown, its effective range is greatly enhanced (i.e. each range increment is doubled or tripled). The cleric is able to enchant up to 12 pieces of ammunition during the spell's one minute duration.

To work this magic, the cleric must hold each individual piece of ammunition in his hands for 5 seconds while murmuring incantations. The dweomered ammunition retains its enhanced range for 1 minute after it has been enchanted.

Spell	Range Bonus
Accelerate Missile I	doubled
Accelerate Missile II	tripled

Ace Down the Hole

Components: V, S
Casting Time: 1 minute
Range: touch
Volume of Effect: 1 sapient creature
Duration: 2 hours
Saving Throw: not applicable

This warding prayer protects the recipient from misfortune by permitting him to discard and re-roll a single "natural 1" die result of his choice. For example, this could be used to avoid a near-certain injury and subsequent free attack prompted by a disastrous defense roll or to avoid a fumble. However, it may also be used on any die roll of "1" such as one of the two d4ps rolled for damage with a staff.

Advanced Model

Components: V, S, C, DI
Casting Time: 7 seconds
Range: touch
Volume of Effect: 1 object weighing no more than 65 pounds
Duration: 1 hour
Saving Throw: not applicable

This prayer enables the cleric to temporarily transform an object by improving its craftsmanship and overall quality. *Advanced Model* improves an object by one to

three Workmanship Categories (see GameMaster's Guide, pg. 122) depending on the magnitude of the prayer. If the object is already of Average quality, it then becomes a +X, pro-grade, or otherwise superior version of itself for the duration of the spell. In no case can an object be improved beyond +5 – the limit of conceivable quality¹. All truly magical items are completely unaffected by this spell.

For example, casting *Advanced Model I* on an average quality suit of chainmail temporarily transforms it into a pro grade (or +1) suit. For the spell's duration, it has all the advantages of +1 chainmail including additional DR and a reduced defense adjustment.

Spell	Quality Enhancement Provided
Advanced Model I	+1 Quality category
Advanced Model II	+2 Quality categories
Advanced Model III	+3 Quality categories

¹ some items may face stricter constraints on maximum quality. For armor and shields, see p. 247-248 of the GameMaster's Guide.

Alleviate Fatigue (en masse)

Components: V,
Casting Time: 20 seconds
Range: 25 feet or more
Volume of Effect: all anointed followers in range
Duration: Instantaneous
Saving Throw: not applicable

By reciting a battle hymn as a call-and-response cadence (requiring the vocal participation of those anointed followers to be blessed), the martial priest can facilitate each recipient receiving a divinely inspired second wind. Functionally, this eliminates all current fatigue penalties from these individuals, as if they'd just had sufficient natural rest. This includes "non-combat" fatigue such as that resulting from the Hiking/Roadmarching proficiency.

In order to employ this prayer, the cleric must have at least average skill mastery in Oration. For each additional mastery level he possesses, the effective range increases by five feet.

While all present are encouraged to participate in the jody call, only anointed followers of the cleric's religion receive the benefit of supernatural recuperation.

Alleviate Trauma (en masse)

Components: V, S

Casting Time: 6 seconds

Range: up to 25 feet

Volume of Effect: up to 10 anointed followers

Duration: Instantaneous

Saving Throw: not applicable

Like its single application namesake, this prayer permits a priest to relieve incapacitating agonies caused by particularly grievous wounds. This version offers greatly enhanced efficacy in that up to ten individuals may be simultaneously revived.

Whilst reciting the verses comprising this prayer, the priest must name each individual whose trauma is to be alleviated. Upon verbalization of the final line, recipients of this blessing immediately recover from their debilitating condition and may take any action they desire (after taking a second to get on their feet).

Note that only anointed followers may be named in this canticle. Those suffering severe trauma (i.e. knocked out or rendered comatose) will not be revived.

Bless Armaments

Components: V, S, C, DI

Casting Time: 5 minutes

Range: touch (special)

Volume of Effect: up to 12 weapons

Duration: X Attacks within 2 hours

Saving Throw: not applicable

This martial blessing infuses the preferred weapons of a warlike deity with karmic power fortuitously enhancing their ability to land killing blows in the hands of anointed followers.

The priest marshaling this power must employ a superior quality weapon as the catalyst for the invocation. When the ritual reaches its zenith, the wielders of the weapons to be blessed simultaneously touch them to the catalytic armament thereby receiving the influx of divine power to be cached within their deadly implement.

Each warrior thereafter has a set number of opportunities to discharge this force when striking a blow (declaring such usage with an abbreviated prayer made while rolling an Attack die but completed before its result is determined). The specific number of such opportunities varies by the magnitude of the blessing invoked.

As always, a good plan violently executed now is better than a perfect plan executed next week. In accordance with this guidance, these blessings are of limited

duration to foster their rapid employment. Once two hours have elapsed, so too has the blessing.

Spell	Catalyst	Attack Bonus	Max. Attacks w/ bonus
Bless Armaments Mk I	+1 weapon	+1	3
Bless Armaments Mk II	+2 weapon	+2	6
Bless Armaments Mk III	+3 weapon	+3	9

Blunt

Components: V, S

Casting Time: 5 seconds

Range: 31 feet

Volume of Effect: 1 creature

Duration: 5 minutes

Saving Throw: none

This prayer envelops a single target creature in a probability-smoothing field that curtails statistically improbable results. Whilst so enchanted, the creature cannot score a critical hit (a 'nat20' is downgraded to a normal hit even if it meets the threshold for a crit) nor can any damage dice it rolls penetrate.

Blunting

Components: V, S

Casting Time: 5 seconds

Range: 59 feet

Volume of Effect: all creatures within a 31' diameter hemisphere

Duration: 5 minutes

Saving Throw: none

This mathematical curse tinges all creatures within its volume such that improbably beneficial achievements are rendered impossible. While the initial volume of effect is instantaneous, the curse remains efficacious for five minutes.

All creatures subjected to this curse cannot score a critical hit (a 'nat20' is downgraded to a normal hit even if it meets the threshold for a crit) nor can any damage dice they roll penetrate.

Brambles

Components: S, C

Casting Time: 30 seconds

Range: touch

Volume of Effect: 10' thick wall, 20 linear feet long/level

Duration: 1 hour

Saving Throw: not applicable

This enchantment allows the priest to transform hedges, shrubbery or underbrush into an obstacle of dense thorny brambles.

While not impassible, the bramble wall is time consuming to breach – particularly for smaller creatures.

<i>Creature Size</i>	<i>Breaching Time</i>
S	90 seconds
M	45 seconds
L	30 seconds
H	10 seconds
G+	not an onstacle

Whilst scrambling through the bramble, occupants are limited to a d12p Defense die (to which no bonuses are applicable). Adversaries outside the brambles either wielding pole arms or other jabbing weapons with sufficient reach may attack them.

The spell's catalyst is the vegetation transformed into brambles. Once the duration expires, they return to their unaltered state.

Break Charm

Components: V, S

Casting Time: 5 seconds

Range: 25 feet

Volume of Effect: 1 creature

Duration: instantaneous

Saving Throw: not applicable

This prayer allows the cleric to tear the mental curtain imposed upon the subject's conscious mind that allows another being to magically control their actions. In so doing, the recipient of this divine aid may escape their mental prison at the speed of thought effectively negating any charm or domination formerly encumbering their psyche.

Break Charms

Components: V, S

Casting Time: 7 seconds

Range: 30 feet

Volume of Effect: special

Duration: instantaneous

Saving Throw: Mental negates

This spell is a divine admonishment the priest utters at an individual or creature employing magical powers to enslave the will of other beings. Upon chanting a relevant

line of scripture, for example "Let my people go..." [Ideally sung in a resounding baritone], the subject creature's supernatural mental hold over any being(s) it has charmed is broken.

Note that this prayer can only affect the deployment of magical powers that enable charming or similar domination. Those brought to a functionally equivalent mental state via the exhortations of a charismatic leader or duped by a bombastic demagogue cannot, via this divine intercession, be freed of the hold such individuals may have over them.

Clerics possessing advanced mastery (or better) in Musician (vocal) impose a -2 saving throw penalty on the target.

Compos Mentis

Components: V, S, DI

Casting Time: 1 second

Range: touch

Volume of Effect: 1 creature

Duration: instantaneous

Saving Throw: not applicable

This entreaty immediately restores lucidity to the recipient of the cleric's touch. All external or internal influences on the individual's mind are removed. Thus fear, charms or other mental control, intoxication, hack-frenzy, failed morale, etc are all immediately dissipated. Sleepers are immediately awakened and those knocked out or even in a coma are restored to consciousness.

If in doubt regarding a specific spell, those with a persistent effect that require a Mental saving throw are negated by this blessing.

Confido Emptor

Components: V

Casting Time: 4 seconds

Range: self

Volume of Effect: special

Duration: 30 minutes

Saving Throw: Mental negates

This prayer is form of mental defense intended to protect the unwary, gullible or uninformed buyer from predation by shady, dishonest or deceptive merchants.

Purveyors of goods and/or services falling under the effects of this spell are compelled to do business fairly with the cleric. Any price or offer made by the seller will be one that is fair to both parties, by which neither side overly benefits, and true to the actual quality of the service, product or goods in question.

Consecrate Maille

Components: V, S, C, DI

Casting Time: 5+ seconds

Range: Touch

Volume of Effect: Armor worn by anointed followers (up to 12)

Duration: One Engagement

Saving Throw: not applicable

This defensive canticle provides a celestially derived augmentation to the body armor worn by faithful adherents participating in the ritual. Upon completion of the initial stanza, the officiating priest then consecrates each adherent's maille by spending five seconds reciting a brief prayer as he touches the breastplate with his divine icon. Until this blessing ends, the armor glows with a faint light in the color(s) of the cleric's deity.

Up to twelve anointed followers may receive this blessing.

For one engagement (i.e. a break of 30 seconds of melee combat, once initiated, ends the spell) the armor is granted a +x bonus to Damage Reduction and a corresponding reduction to Defensive, Movement and Speed Penalties (if any) by X points or levels each (obviously with a minimum of 0). The armor serves as a spell catalyst temporarily storing divine power until the protective blessing is expended.

Spell	DR Bonus	Defense, Move & Speed Bonus
Consecrate Maille Mk I	+1	-1 or 1 step
Consecrate Maille Mk II	+2	-2 or 2 steps
Consecrate Maille Mk III	+3	-3 or 3 steps

Consecrate Shields

Components: V, S, C, DI

Casting Time: 5+ seconds

Range: Touch

Volume of Effect: Shield worn by anointed followers (up to 12)

Duration: One Engagement

Saving Throw: not applicable

This prayer enables the priest to endow shields hefted by the faithful participating in the ritual with supernatural resilience. After reciting the preamble, the officiating priest then consecrates each adherent's shield by uttering a brief prayer as he touches its face with his divine icon. Each such blessing takes five seconds. Until this blessing ends, the shield glows with a faint light in the color(s) of the cleric's deity. Up to twelve anointed followers may receive this blessing.

Only anointed followers may employ the shield in question and it must prominently bear the cleric's god's symbol on its face (perhaps augmenting a unit symbol). Heathens attempting to employ such shields find the blessing either ineffective or, in the case of followers of an adversarial faith, contorted to a curse that is equal but opposite in effect to the blessing normally provided.

The blessing persists for one battle (i.e. a break of 30 seconds of melee combat, once initiated, ends the blessing – if subject solely to missile fire, the blessing terminates five minutes after receiving the initial volley). 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.

The shield itself serves as the spell catalyst temporarily storing divine power.

Spell	Defense Bonus	DR Bonus	Cover Bonus
Consecrate Shields Mk I	+1	+1	+1
Consecrate Shields Mk II	+2	+2	+2
Consecrate Shields Mk III	+3	+3	+3

Death Before Dishonor

Components: V, S, DI

Casting Time: 1 minute

Range: self

Volume of Effect: self

Duration: 2 hours

Saving Throw: not applicable

This invocation permits a priest to sacrifice his own hit points in place of Honor points in order to buy re-rolls and alter die results (see Player's Handbook, pg. 112). The mechanics otherwise remain unchanged.

Disperse Crowd

Components: V, S

Casting Time: 15 seconds

Range: 30 feet

Volume of Effect: special

Duration: 1 hour

Saving Throw: Mental negates

This divine injunction compels a group of individuals to cease their current actions and leisurely depart¹. For the spell's duration, pliable subjects (i.e. those failing a saving throw) are unwilling to return to the area from which they were dispersed.

It is essential that anyone subject to this edict comprehend the dispersal orders. The cleric may issue the order in a language of his choice (subject to the restriction that he must possess no less than advanced mastery in said). If a potential target of the dispersal order cannot comprehend it (e.g. he possesses less than average mastery in the language in which it was issued), he is immune to its effects.

Functionally, the order is directed at a single individual and potentially affects him as well as the 12 individuals closest to him (provided they are within 30 feet of the prime target). Allies and co-belligerents of the cleric cannot be affected.

As this is a policing mechanism more appropriate for disruptive civilians rather than an offensive spell designed to interdict trained combatants, it is ineffective on any individual possessing 27 or greater maximum hit points. Obviously there is a gray area between police and military actions leaving open the option of tactical employment against moderately dangerous adversaries.

It is left to the discretion of the GameMaster to determine the extent of the area that the dispersed individuals are barred from re-entering. This is a largely a matter of context. Individuals dispersed from a bar fight should not be able to re-enter the establishment nor lurk within a block or so. Rioters ejected from a public square should not be permitted to re-enter the square nor approach within a couple of blocks. Tactical employment in a subterranean context will only bar re-entry into a particular cavern or room.

¹Subjects may leave the area at any speed they wish and are not barred from issuing taunts or other verbal abuse. Attacks by the cleric or his co-belligerents upon affected individuals departing the area voids the compulsion.

Disrupt Charm

Components: V, S

Casting Time: 3 seconds

Range: 20 feet

Volume of Effect: One Creature

Duration: instantaneous

Saving Throw: special

This orison provides a brief moment of clarity to the subject permitting him to re-attempt to cast off any charm currently trumping his exercise of free will. He receives an additional saving throw that, if successful, nullifies any supernatural control another being may have over him.

A well prepared GM would record any opposed save rolls with respect to charming effects should a priest with

access to this prayer accompany his little band of mercenary treasure hunters and allow re-rolls versus the charmer's original roll. However, chaos permeates the universe and a less desirable though acceptable alternative should the charmer's original roll go unrecorded is to simply permit another opposed roll.

Drone

Components: V, S, C

Casting Time: 10 minutes

Range: 20 miles

Volume of Effect: special

Duration: 2 hours

Saving Throw: not applicable

This benediction permits the cleric to enchant a heavy crossbow with the power of remotely controlled flight and the ability to transmit back visual imagery.

Upon completion of the lengthy ceremony, the crossbow rises from the ground and may thereafter be mentally controlled by the cleric. Control requires concentration precluding other actions.

When in control of the drone, the cleric's visual senses are redirected through the drone's perspective permitting aerial reconnaissance either straight ahead in a 90° arc or down. The drone offers a possibly favorable vantage point for surveillance but does not enhance the cleric's acuity. Fog and darkness are potential impediments. Observation or Scrutiny checks are based upon the cleric's mastery of these skills.

The drone flies at a selectable rate between 10 ft/s (~7 mph) and 30 ft/s (~20 mph). It cannot hover in place thus necessitating multiple passes if a relook is desired.

The drone is subject to ground fire (for which it is considered size T) or attack from aerial creatures (for which it has a +7 defense). Any successful hit will knock it from the sky.

The drone is capable of launching a single attack with its onboard bolt. Any attack is based on the controlling cleric's mastery with this weapon. However, this mobile platform is subject to a base -4 attack penalty when flying at minimal speed (10 ft/s) with an additional -1 penalty for every extra 5 ft/s of velocity.

If the cleric's attention is diverted, the drone will continue to fly along its last trajectory. Prolonged inattention may result in the drone striking a mountainside or possibly flying beyond controllable range. Either will result in an unrecoverable crash.

Exalt Warrior

Components: V, S, C
Casting Time: varies
Range: touch
Volume of Effect: 1 creature
Duration: varies
Saving Throw: not applicable

After receiving the blessing and kissing the ring of the casting cleric, the recipient receives additional Hit Points added to his current total. The new sum may even exceed the maximum total Hit Points of the character. Any injuries the character would normally sustain (after DR or other reductions) are first removed from these Hit Points. Any remaining bonus Hit Points at the end of the duration simply expire.

The cleric must possess a properly consecrated (e.g. prepared with a *Ceremony: Consecrate Divine Icon*) ring embossed with the symbol of his deity in order to cast this spell. Such a ring costs no less than 10 silver pieces.

Spell	restrictions	Casting Time	Bonus hp	duration (s)
Exalt Warrior (Prima)	none	6s	2d8p	20+5d6p
Exalt Warrior (Secunda)	anointed follower in Average Honor	7s	4d8p	30+6d8p
Exalt Warrior (Tertia)	anointed follower in Great Honor	8s	6d8p	50+8d8p
Exalt Warrior (Quarta)	anointed follower in Legendary Honor	9s	9d8p	60+10d10p

Note: Any critical hits sustained whilst under protection of this prayer may be lessened in effect. The GM should compute the crit severity level as normal but then reduce it by one for every "bonus hp" absorbed by the critical hit.

For example, Sir Kalinor – buoyed by 16 bonus hp from Exalt Warrior – engages a Hoar Frost Giant. With its tremendous reach, the giant cleaves the knight as he approaches rolling a 20 on the die. Adding the difference between the giant's attack roll and the knight's defense roll (13) to the giant's damage (30) and subtracting the knight's DR (8) results in a severity 35 crit. However, 16 hit points of the giant's damage merely erased "virtual" hit points without actually injuring the knight. Thus we can reasonably subtract 16 from the Severity Level resulting in a severity 19 crit.

Faith Arsenal

Components: V, S, DI
Casting Time: 5 minutes
Range: touch (special)
Volume of Effect: up to 12 weapons
Duration: X wounds within 2 hours
Saving Throw: not applicable

This martial blessing infuses the preferred weapons of a warlike deity with such power that anointed followers may strike down with great vengeance and furious anger those who would attempt to poison and destroy their brothers.

The priest marshaling this power must raise his divine icon to the heavens while calling for his god's vengeance. When the ritual reaches its zenith, the wielders of the weapons to be blessed simultaneously touch them to the cleric thereby receiving the influx of divine power to be cached within their deadly implement.

Each blow the warriors subsequently land will inflict an additional X points of damage. The specific number of such instances varies by the magnitude of the blessing invoked.

As always, a good plan violently executed now is better than a perfect plan executed next week. In accordance with this guidance, these blessings are of limited duration to foster their rapid employment. Once two hours have elapsed, so too has the blessing.

Spell	Damage Bonus	Max. Wounds to which bonus applies
Faith Arsenal Mk I	+1	3
Faith Arsenal Mk II	+2	6
Faith Arsenal Mk III	+3	9

Faith Healing

Components: V, S, M, DI
Casting Time: 15 minutes
Range: touch
Volume of Effect: up to 10 anointed followers
Duration: Instantaneous
Saving Throw: not applicable

This divine ritual permits the priest to invoke the gift of healing from his ecclesiastical patron and cure his congregants. Functionally, the ritual consists of a prayer meeting with all gathered anointed followers jointly praying for this miraculous beneficence to be bestowed upon wounded members of their flock. Upon completion of the prolix invocation, the priest anoints each recipient with oil whilst uttering the phrase, "Child, your faith has made you well. Be cured from your injury."

The degree to which injuries are remediated is a function of both the power of the invocation (i.e. spell level) and the strength of the recipient's faith (with Honor serving as a proxy indicator).

Only anointed followers of the cleric's deity may receive the miracle of *Faith Healing*.

Spell	recipient's Honor & consequent healing received		
	Low	Average	Great
Faith Healing (Negligible)	1 hp	d3 hp	d3p hp
Faith Healing (Trifling)	d3 hp	d3p hp	d4p hp
Faith Healing (Trivial)	d3p hp	d4p hp	d6p hp
Faith Healing (Minor)	d4p hp	d6p hp	d6p+1 hp

False Path

Components: V, S

Casting Time: 1 minute

Range: special

Volume of Effect: special

Duration: Permanent

Saving Throw: not applicable

This ruse permits the cleric to create real tracks depicting the presumed transit of a large group of creatures. Up to fifty individual creatures may be represented including horses, mules and wheeled vehicles though the cleric may opt to simulate a much smaller group of creatures.

The cleric must possess at least average mastery in Tracking to cast this spell as it is essential that he be familiar with what he is attempting to replicate. This level of skill mastery permits only the representation of booted creatures of his own species.

With advanced or better Tracking mastery, the priest may accurately depict horses and wheeled vehicles as well as other bipedal creatures varying from size S to L. Expert Tracking mastery is required to portray other creatures with which the cleric is familiar from having previously witnessed their tracks. In no case can the cleric create tracks of a creature he has never encountered.

Having completed the prayer in which he names the full extent of the creature(s) he wishes to depict on the False Path, the cleric point in the direction he wishes the path to follow. The tracks will then appear on the ground and propagate forward at a walking pace following the path of least resistance. Thus if a road is present, the tracks will follow said. If overland, they proceed along the easiest traversable path veering around obstacles.

The False Path extends for five miles. The tracks are nominally permanent but subject to erosion and weathering.

Favorable Means

Components: V, S, C

Casting Time: 5 seconds

Range: self

Volume of Effect: 31 foot radius sphere centered on priest

Duration: 5 minutes

Saving Throw: not applicable

Within this supernatural field of energy, the ragged edges of probability are smoothed out and biased to the advantage of adherents of the MathMaster. Damage inflicted upon creatures within the area of effect of *Favorable Means* (whether from a spell or attack) is not rolled, but instead averaged out based on appropriate damage dice. Lawful individuals round up any fractional results, while all others round down.

Though functionally similar to *Regression to the Mean*, *Favorable Means* provides an additional bonus to anointed followers of the MathMaster. Their means are skewed one higher while attacks upon them by non-lawful adversaries are contorted lower.

For example, a longsword normally inflicts a 2d8p wound. Within this field, a lawful wielder would inflict 10 points of damage with each successful attack (12 if he were a devotee of the MathMaster) while a neutral or chaotic swordsman would inflict an 8 point wound (or 6 points if his adversary worshipped the MathMaster).

The spell catalyst is a six sided die on which 1 face features 2 pips, 2 faces feature 3 pips, 2 faces feature 4 pips and the last face displays 5 pips.

Die Type	Damage by MathMaster adherent	Damage by Lawful combatant	Damage by Neutral or Chaotic combatant	Damage by Neutral or Chaotic combatant vs. MathMaster adherent
d3p	3 hp	2 hp	2 hp	1 hp
d4p	4 hp	3 hp	2 hp	1 hp
d6p	5 hp	4 hp	3 hp	2 hp
d8p	6 hp	5 hp	4 hp	3 hp
d10p	7 hp	6 hp	5 hp	4 hp
d12p	8 hp	7 hp	6 hp	5 hp

Fold Space

Components: S
Casting Time: 7 seconds
Range: infinite
Volume of Effect: self
Duration: instantaneous
Saving Throw: not applicable

By inducing his deity to counterwarp local space-time, the cleric may directly sidestep into any previously visited location, regardless of distance. To use this spell, the cleric must have enough room to take a five foot step in any direction. This spell cannot superimpose the destination onto the cleric's position and if he is physically unable to take the five foot step (whether because he is restrained or otherwise prevented), the spell is ineffective. The cleric may only use *Fold Space* to travel back to a previously visited location.

Go Home

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: 1 creature
Duration: 12 hours
Saving Throw: Mental Negates

This admonition implores the target creature to return home. Should it fail its saving throw, the individual or creature immediately attempts a Scamper Back special combat move in a bid to disengage from combat (if appropriate) and thereafter makes haste to return to its home/lair as quickly as possible. Once there, provided 'home' is reachable within 12 hours, it will refuse to leave until the spell has elapsed.

It is, of course, possible to track the creature's movement back to its lair. If confronted there, it will Aggressively Attack any intruders (though family and associates are not subject to such aggression).

If a creature has no home/lair (as may be the case with an itinerant murder hobo), it is immune to this incantation.

Go Home Guys

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: up to 10 creatures within a 20' hemisphere
Duration: 12 hours
Saving Throw: Mental Negates

This admonition implores the targeted creatures to return home. Any that fail their saving throws immediately attempt a Scamper Back special combat move in a bid to disengage from combat (if appropriate) and thereafter make haste to return to their home/lair as quickly as possible. Once there, provided 'home' is reachable within 12 hours, they will refuse to leave until the spell has elapsed.

It is, of course, possible to track the creatures' or individuals' movement back to their lair. If confronted there, they will Aggressively Attack any intruders (though family and associates are not subject to such aggression).

If a creature has no home/lair (as may be the case with itinerant murder hobos), it is immune to this incantation.

Honor Guard

Components: V
Casting Time: 7 seconds
Range: special
Volume of Effect: special
Duration: 30 minutes
Saving Throw: not applicable

This warding prayer conjures four Warrior Avatars (see *Conjure Warrior Avatar II* for statistics) that surround the cleric and dutifully protect his person. Unlike the referenced Mage spell, these beings are divine manifestations of the cleric's Honor and their appearance does not cause the invoking cleric to lapse into a coma.

The Avatars will fight but only in the context of defending the priest. They will not voluntarily stray more than 5 feet from his presence nor will they acquiesce if ordered to do so. Anyone or thing approaching the priest will be attacked unless the Avatar is specifically ordered not to do so. Avatars will be continuously on the lookout for threats and will preemptively place themselves in the line of fire from any observed archers.

Should the priest move, they will closely surround him and shoulder anyone or thing in their way. If somehow separated, they will sprint back to their charge avoiding any engagements until adjacent to the cleric.

Only clerics in Great Honor may invoke this prayer. Its duration is doubled for those in Legendary Honor.

Honor Roll, Irreproachable

Components: V, S
Casting Time: 1 minute
Range: touch
Volume of Effect: self
Duration: 1 hour
Saving Throw: not applicable

This divine aegis confers protection against critical twists of fate that may imperil the cleric. Functionally, the cleric cannot roll a natural “1” on any die¹ (all such rolls are considered a “2”). As such, a priest cannot fumble on an attack nor expose himself to an automatic free attack by rolling a “nat 1” on defense. Furthermore, all damage dice score a minimum of 2 points per die as do all saving throws (negating the consequences of rolling a natural 1 as applicable).

This prayer may not be invoked if the cleric is not in Great Honor. Should he possess Legendary Honor, the duration is doubled.

¹In certain circumstances where a low result is desirable (e.g. a Trauma Save), the cleric cannot roll a maximum value. For example, when rolling a Trauma Save, a result of 20 is considered to be 19.

Honor Roll, Valorous

Components: V, S

Casting Time: 1 minute

Range: touch

Volume of Effect: self

Duration: 30 minutes

Saving Throw: not applicable

This powerful divine aegis upends fate’s fickle whims by transforming nadirs to zeniths often permitting the greatly honorable cleric to snatch valorous success from the grizzly jaws of defeat.

Functionally, whilst so inspired, any “1” rolled on a die is transformed into that die type’s maximum. Thus for example...

- Erstwhile Fumbles become certain hits and likely critical hits (contingent on the defender’s modified roll)
- A critically failing defense roll is transformed into a Perfect Defense
- Any damage die result of 1 becomes the die’s maximum, penetrates, and may be rolled again per the standard penetration rules
- Atrocious Saving Throws become spectacular. Note this also applies to the saving throw threshold set when the cleric casts a spell requiring said.

In certain circumstances where a low result is desirable (e.g. a Trauma Save), the enchantment operates conversely altering maximum die values to the minimum.

Clerics wishing to invoke this orison must be in Great Honor. If they possess Legendary Honor, the duration is doubled.

Indecision

Components: V

Casting Time: 1 second

Range: 30 feet

Volume of Effect: One Creature

Duration: 2 minutes

Saving Throw: Mental negates

Whilst so befuddled, myriad possibilities stretch out before the affected creature’s mind causing even the most discerning thief or scout to hesitate by considering the preponderance of possible options available to him or her. Actions formerly governed largely by muscle memory rise to the level of consciousness demanding attention and consideration. In practice, this amounts to a second’s delay (or more) added to any action.

All attempted actions with a listed speed take an additional +X seconds while under the effects of Indecision. For example, weapon speed increases by X seconds as the combatant must consider if perhaps it’s a better move to employ a special combat move or to alter the focus of his attacks to another opponent. Similarly, actions appearing on p. 218 of the Player’s Handbook take additional time. Raising a Hue & Cry is slower as the individual contemplates what the optimal warning to give his associates would be and so forth.

Note that neither movement nor spellcasting time is increased. However, ancillary actions such as retrieving the spell components to cast a spell will be slowed.

Spell	Indecision Penalty
Indecision, Minor	+1 second
Indecision, Serious	+2 seconds
Indecision, Crucial	+3 seconds

March on Water

Components: V, S

Casting Time: 3 minutes

Range: special

Volume of Effect: special

Duration: 30 minutes

Saving Throw: not applicable

This miracle facilitates the breaching of water obstacles. When invoked, the cleric – as well as all those in a 30’ wide by 200’ long area directly behind him – may walk [march] or jog [double-time march] over water (or any other mixture with water as a primary constituent such as mud or quicksand).

There is no set weight limit – whatever the individual is capable of carrying is buoyed by the power of this

miracle. As such, the limitations are based upon the soldier's own strength (though the spell does not permit heavy objects dragged behind him to be buoyed...)

By the nature of the mechanics invoked, it should be obvious that the cleric invoking this miracle must lead from the front.

The cleric who cast the spell can sense when the spell is within 5 minutes of expiring.

Meta-Mathematical Knowledge

Components: S

Casting Time: 3 seconds

Range: 61 feet

Volume of Effect: special

Duration: 13 seconds

Saving Throw: not applicable

By fixing his gaze on a target and studying intently for a number of seconds (preventing any other action including movement), the cleric is granted divine insight to be able to accurately assess one of the creature's physical characteristics.

Translating to game terms, this means the cleric can identify a creature's max HP, current HP, Defense Bonus, DR, Attack Bonus, Damage per specific weapon attack or any other single numerically based physical characteristics. This information should be privately communicated to the cleric's player. He is, of course, free to verbally share it thereafter. However, doing so requires a 1 second action that will consume a portion of this spell's very limited duration.

Spell	Each data point requires a ...
Meta-Mathematical Knowledge I	3 second action
Meta-Mathematical Knowledge II	2 second action
Meta-Mathematical Knowledge III	1 second action

Moonwalk

Components: S

Casting Time: 3 seconds

Range: touch

Volume of Effect: 1 creature

Duration: 30 minutes

Saving Throw: not applicable

An individual under the effects of *Moonwalk* is partially unshackled from the planet's gravity and moves in airy leaps and smooth bounces. This reduction of gravity means the person can move faster than before and consequently increases his movement speed to the next faster category (see Hacklopedia of Beasts pg. 13). The moon-

walker may also add 3 feet to his jumping range and 6 feet to his leaping range (see Jumping skill PHB p. 177-178) as well as downgrading his current encumbrance by one category.

In addition, the character can shuffle backwards with unexpected grace and speed effectively doubling the distance covered when employing either the Give Ground or Scamper Back special combat moves.

Numeral Sequestration

Components: S

Casting Time: 3 seconds

Range: self

Volume of Effect: special

Duration: 5 minutes

Saving Throw: not applicable

This spell allows the cleric to delay the inevitability of fate and even twist those forces to his benefit. While in effect, *Numeral Sequestration* empowers a cleric to "pocket" the result of a d20p die roll and save it for later. "Pocketing" a die result means that the cleric rolls a d20p and upon hearing the GM's ruling on the roll's success or failure, declares that he is pocketing it. After the initial die result is "pocketed," the cleric rolls the d20p again and uses that die result for whatever his attempted action was. The pocketed die result may then be used in lieu of any subsequent d20p roll after the GM has ruled on its success or failure. However, if the cleric does not use the pocketed die result within his next five rolls, it is automatically substituted in for his next (sixth) d20p roll.

The cleric may only pocket one die roll at a time but may employ this mechanism as many times as he wishes within the five minute duration

For Example, the cleric Abigale is under the effects of Numeral Sequestration and rolls a 'Nat 1' on her Defense roll while her party does battle with a troll. Already running low on HP, Abigale decides she cannot risk both a certain hit from the troll and the free, second attack that will follow because of her Nat 1. As her GM tells her the result of her roll, Abigale declares that she is pocketing her Nat 1 by using Numeral Sequestration. With the Nat 1 safely pocketed, Abigale re-rolls her Defense and gets a 16 on the die, avoiding the troll's claws. The battle continues, but Abigale knows that if she doesn't opt to use that Nat 1 within her next five d20p rolls, it will be automatically applied to whatever she rolls next (e.g. the sixth d20p roll).

Conversely, a cleric under the effects of this spell may want to pocket a high roll that may have otherwise gone to waste.

For example, later in the adventure, Abigale and her party are fighting a force of orc raiders, many of whom have already taken damage. Abigale is facing down an orc that she

believes to be close to death and rolls a Nat 20 on her attack! Great! Or, well, not that great. Thinking that it never pays to play an ace when a two will do, Abigale declares that she is pocketing the Nat 20 to save for later use and re-rolls her attack, which comes up a 10. Not great, but good enough to beat the orc's defense roll and kill him with a normal amount of damage. When Abigale closes with her next orkin foe (one at full HP), she decides to immediately use the pocketed Nat 20 and manages to inflict a traumatic injury (i.e. ToPing him) in a single blow!

Phantom Troops, Mk 1

Components: V, S, DI
Casting Time: 5 minutes
Range: special
Volume of Effect: two simulacrum
Duration: 2 hours
Saving Throw: not applicable

This subterfuge permits the cleric to produce two facsimiles of men-at-arms. These simulacrum appear to be ordinary soldiers but any physical contact will pass through their form. The phantom troops appear as unremarkable members of the priest's race (and ethnicity) clad in studded leather armor and armed as desired.

To enact this ruse, the priest completes a ritual during which he pantomimes each soldier's actions – in so doing establishing a script that the simulacrum will adhere to once the ritual is completed. Each script is limited to a one minute duration which the phantom troops will cyclically repeat until the spell elapses. There are no overt restriction on what the script may entail other than that the priest enacting it must personally perform the series of actions in order to template it for the phantoms. However, to enhance believability, it is strongly urged that the script begin and conclude at the same physical location. If this caveat is ignored, the phantom troop will wink out of existence at the script's conclusion and instantly reappear at the script's beginning to repeat the cycle. This incredulous depiction will cause even the dimmest observer to question its reality.

Note that the simulacrum will not react to any stimuli. Projectiles shot at them will pass through their form without eliciting the slightest response. Similarly, any creature interposing themselves in the phantom soldier's path will witness the "man-at-arms" simply pass right through them as it dispassionately continues along its pre-programmed path (as appropriate to the script provided).

Phantom Troops, Mk II

Components: V, S, DI
Casting Time: 5 minutes
Range: special
Volume of Effect: up to 8 visual replicants
Duration: 2 hours
Saving Throw: not applicable

This subterfuge permits the priest to create a visual twin of up to eight subordinate individuals (or creatures¹) in his chain of command. The intent of this mirage is to give a false impression as to the number of troops he has at his disposal. Falsely bolstered numbers may influence an opponent's subsequent actions by dissuading attacks or possibly inducing a collapse in morale leading to surrender.

Recipients need not be anointed followers but must acknowledge the cleric as their superior officer and be lawfully bound to obey his commands. The cleric may not create a doubleganger of himself, his superior(s) or any ally over whom he does not exercise lawful command authority².

Invoked phantoms imitate their physical twin's actions but not to a perfect and unnatural degree that would immediately signal a visual ruse. A keen onlooker may distinguish an individual from his body double via a difficult Observation skill check (this is a five second action).

An ancillary benefit of this illusion is that it functions much as the 5th level mage spell *Copycat* when an individual and his visual replicant are engaged in combat. When subject to an attack, the true target must be randomly determined unless the attacker opts to make an Observation skill check. If the duplicate is successfully attacked — this being equally difficult as striking the physical being visually cloned — it dissipates. Striking the actual target, while inflicting damage, does not automatically provide the attacker with his true location (though it does reduce the required Observation skill check to average). Barring successful identification of the physical being, further attacks are subject to the same random determination of the target.

Note that this visual hoax extends only to the visible spectrum. Creatures employing Undead Sight will not be deceived.

¹ Examples of appropriate creatures "under chain of command" may be a horse mount or a wardog.

² Members of a freelance band of treasure seeking adventurers may voluntarily elect the priest as their "party leader" but in so doing they must accept his word as law and are subject to corporal punishment for violating his orders.

Power Word: Listen

Components: *V*

Casting Time: *1 second*

Range: *30 feet*

Volume of Effect: *special*

Duration: *60 seconds*

Saving Throw: *Mental negates*

This powerful entreaty, if successful, permits the cleric to make an uninterrupted 60 second 'elevator pitch' to the subject.

Unlike most spells, if multiple targets are affected a Saving Throw should only be rolled for the leader of a group of creatures not each individual. The presumption here is that this person is the decision maker and his subordinates will acquiesce to his command authority. Even if locked in the heat of battle, subjects of this spell will pause what they are doing to hear the cleric out (assume they adopt the Full Parry fighting style as they are not dropping their guard).

Obviously the cleric must be able to converse in a language the subject(s) of the spell can comprehend (otherwise the subject(s) will merely pause for 10 seconds before disregarding the gibberish the cleric is spewing forth and return to their previous actions).

The cleric's player should be permitted 60 seconds of real (out of game) time to make his pitch. (Note to GM: surely there's an app on your phone than will facilitate this). This is a role-play opportunity for the player to sell the GM (acting as the target) on his proposition.

The subject's reaction is entirely subjective based on the player's eloquence and the nature of his request. The subject (and his subordinates) will never agree to a proposition that is blatantly to their gross disadvantage ("Immediately perform Seppuku" is one such idiotic suggestion) but will consider other actions not necessarily to their immediate benefit, particularly if delivered in a manner that flatters their ego and (perhaps disingenuously) demonstrates the reward or advantage the subject will reap from agreeing to the cleric's proposal.

The GM is encouraged to take the NPC's personality and interests, his relevance to the scenario and well as the player's performance in pitching the proposal into account when deciding upon a reaction. Though not obligated (or encouraged) to confer a massive advantage to the PCs, some leniency within the parameters of the scenario should be accommodated. Properly played, this can be an excellent means of progressing the adventure storyline – especially if the cleric hasn't overreached in his request.

Alternatively, the cleric may take this an opportunity to mount a delaying tactic in which his compatriots either

run away or perform actions to bolster their defense (such as non-offensive spellcasting). Bear in mind though that the cleric employing this spell must remain within 30 feet of the subject – moving beyond this distance immediately breaks the enchantment.

Presumably needless to say, any offensive action by the cleric or his associates immediately terminates the spell. This encompasses more than physical attacks but also tactics such as blatantly repositioning oneself for an optimal strike once a ridiculous pitch is rejected.

Power Word: Surrender

Components: *V*

Casting Time: *1 second*

Range: *30 feet*

Volume of Effect: *special*

Duration: *5 minutes*

Saving Throw: *Tenacity/Morale check*

This divine enhancement bolsters the gravitas of the cleric's spoken word potentially inducing subjects of this appeal to lay down their arms and permit themselves to be taken captive, with the implied understanding that the honorable cleric will ensure they are subject to the rule of law and not ad-hoc or vigilante justice.

To execute this spell, the cleric must be in Great Honor and it requires both novice mastery in the target's language as well as their attention. Potential subjects engaged in or awaiting to engage in melee with the priest are certainly focused on him while those engaged with other combatants are not. Gaining an opponent's attention can be resolved via the [universal] skill Distraction (q.v.).

Those failing a Tenacity or Morale check (employing the cleric's Charisma based Morale modifier) immediately cease hostile actions and signal their willingness to surrender. They will patiently await their fate for 5 minutes during which time the priest or his associates may securely bind them. After this time, they will flee if not incarcerated.

Captives may reattempt a Tenacity/Morale check on a daily basis. If successful, the spell is broken and they will attempt to escape at the first available opportunity. Said attempt(s) should be role-played by the GM bearing in mind the captive's intelligence and craftiness.

The responsibility for just treatment of captives rests squarely on the shoulders of the cleric imploring his deity for this supernatural assistance. It is not a benevolence to be taken lightly. His Honor is at stake should he permit these captives to be abused, tortured or killed while in his custody.

This admonition applies not only to the priest's personal actions but also those of allies, associated non-belligerents, employees, companion animals and even hostile forces. Not only may the cleric not turn a blind eye to the expedient or vengeful actions of his fellows, he must actively defend the captives until such time as they are transferred to a recognized legal authority. Thus they cannot knowingly be placed in a situation where their death is probable at the hands of a third party.

The requirement of care does not necessitate reading bedtime stories to the captives and providing them with milk and cookies. It simply means ensuring they don't starve or dehydrate and are not subject to physical abuse. Prisoners may be interrogated (though not tortured) and can be compelled to perform physical labor.

If prisoners captured by means of this spell suffer whilst in the cleric's custody – even if he did not personally perform said or sanction it, the priest suffers an immediate loss of Honor. As such, the priest has a direct personal incentive to counter feigned or actual violence his compatriots or cobelligerents may contemplate – especially those divergent from his own ethical viewpoint.

Suggested Honor Loss (per captive)

Battery	1 point
Torture	2 points
Murder ¹	4 points

¹ to include expeditious killing, staged "accidents" and any similar villainy

Once delivered to a sanctioned legal authority, the cleric is no longer responsible for the well-being of his captives although he will likely be called upon to offer testimony as to their crimes.

Power Word: Truth

Components: V, S

Casting Time: 1 second

Range: 30 feet

Volume of Effect: One Creature

Duration: 10 minutes

Saving Throw: Mental negates

To execute this divine injunction, the priest points at the individual he wishes to compel truthfulness from and states a single word, "Truth".

Should the target fail a Mental Save, they are compelled to abstain from false statements. They are not, however, obliged to communicate and may opt to employ this silent tactic.

Alternatively, a devious subject not wishing – perhaps for reasons of social pressure – to remain obstinate and allow peers or inquisitors to infer answers or presume guilt by virtue of his silence, may truthfully reply to inquiries in an evasive manner. They may couch answers in metaphor, broadly interpret queries and engage in all manner of wordplay to obfuscate any information sought by their inquisitor.

The GM should consider the NPC's intelligence and background when roleplaying reactions. Uneducated and unsophisticated individuals will be ill prepared to engage in such a verbal duel whereas politicians, diplomats and salesmen usually prove experts at such subterfuge.

Primordial Destruction

Components: V, S

Casting Time: varies

Range: 41 feet

Volume of Effect: 11 foot radius

Duration: instantaneous

Saving Throw: none

This unusual invocation selectively unleashes the forces of entropy against prime numbers seeking the disaggregation of discrete logarithms.

In conventional usage, the spell permits the unraveling of any secret code whose encryption is based upon mathematics.

However, the spell also works at a macro level and may prove harmful or fatal to creatures possessing one key attribute — a current hit point total that is a prime number.

Any creature in the area of effect when the spell is invoked *whose current hit points are a prime number* will suffer an injury as the entropic field disaggregates their physical form. Caution is thus urged for a priest attempting cryptanalysis may well be subject to this unintended side effect.

Functionally, all creatures within the AoE must be examined to determine if they currently possess a prime number of hit points. Those that do suffer a discrete amount of physical damage for which no saving throw is permitted and Luck Points cannot be applied (fortuitous chance is trumped by rigorous mathematics).

Spell	Casting Time	damage applied
Primordial Destruction I	2s	13 hp
Primordial Destruction II	3s	23 hp
Primordial Destruction III	5s	31 hp

Probability Shield

Components: V, S, DI
Casting Time: 5 seconds
Range: touch
Volume of Effect: 1 anointed follower
Duration: 5 minutes
Saving Throw: not applicable

This divine aegis protects the recipient from the vagaries of chance. Whilst shielded, the individual so warded cannot suffer a critical hit from an opponent (an adversary's 'nat20' is downgraded to a normal hit even if it meets the threshold for a crit), cannot fumble and no damage dice rolled against him can penetrate.

The *Probability Shield* is purely defensive and does not extend to others. Thus the recipient can still score a critical hit on an adversary and his damage dice do penetrate. Similarly, an opponent engaged in melee combat against the recipient is fully capable of fumbling.

Protection from Penetrating Dice

Components: V, S
Casting Time: 5 seconds
Range: touch
Volume of Effect: One Anointed Follower
Duration: 127 minutes
Saving Throw: not applicable

This prayer invokes a protective field of numerical mundaneness around an anointed follower, shielding him from catastrophes that lurk on the extreme right end of the probability curve. While under the effects of this spell, the recipient is immune to extra damage from penetrating dice. The next X (X being a function of the spell level) penetrating damage dice rolled against him only inflict their face value worth of damage.

Spell	Penetrating Dice Absorbed
Protection from Penetrating Dice I	next 3 dice
Protection from Penetrating Dice II	next 5 dice
Protection from Penetrating Dice III	next 7 dice
Protection from Penetrating Dice IV	next 11 dice

Protection from Penetrating Dice (En Masse)

Components: V, S, DI
Casting Time: 11 seconds
Range: special
Volume of Effect: up to seven individuals
Duration: 127 minutes
Saving Throw: not applicable

This supplication to the MathMaster invokes a non-Euclidian field that temporarily dampens the vagaries of chance. Up to seven individuals may receive this blessing though those of a non-lawful ethos derive no benefit from it.

Recipients must join hands in a circle while the cleric prays to the MathMaster to grant this petition. Upon completion of the verses, those in the circle will see a rhythmically pulsing turquoise sphere and sense that they can draw upon its power to shield them from improbable harm.

Functionally, this sphere is a shared pool of certitude that will negate any penetrating die those who participated in the prayer circle wish it to. Anointed followers of the MathMaster drain one "charge" when doing so – all other expend two.

Ethically neutral and chaotic individuals may participate in the ceremony and receive access to the sphere's powers. However, they will derive no benefit and merely deprive others of the opportunity to benefit. Chaotic persons actually receive a curse when doing so – not only are they affected by penetrating dice but all subsequent dice rolled to add to the penetrator themselves penetrate on the maximum AND maximum -1 (refer if you must to the thief's backstab bonus that mirrors this mechanic).

There are a limited number of penetrating dice that may be cancelled that varies by the strength of the enchantment.

Spell	Penetrating Dice
Protection from Penetrating Dice (en masse) I	13 die pool
Protection from Penetrating Dice (en masse) II	17 die pool
Protection from Penetrating Dice (en masse) III	23 die pool

Regression to the Mean

Components: V, S, DI

Casting Time: 5 seconds

Range: self

Volume of Effect: 31 foot radius sphere centered on priest

Duration: 5 minutes

Saving Throw: none

Within this supernatural field of energy, the ragged edges of probability are smoothed out. Damage inflicted upon creatures within the area of effect of Regression to the Mean (whether from a spell or attack) is not rolled, but instead averaged out based on appropriate damage dice. Lawful individuals round up any fractional results, while all others round down.

For example, a longsword normally inflicts a 2d8p wound. Within this field, a lawful wielder would inflict 10 points of damage with each successful attack while a neutral or chaotic swordsman would inflict an 8 point wound.

The spell catalyst is a six sided die on which 3 faces feature 3 pips and three faces display 4 pips.

Die Type	Damage by Lawful combatant	Damage by Neutral or Chaotic combatant
d3p	2 hp	2 hp
d4p	3 hp	2 hp
d6p	4 hp	3 hp
d8p	5 hp	4 hp
d10p	6 hp	5 hp
d12p	7 hp	6 hp

Remote Audio Multiplex

Components: V, S

Casting Time: 1 minute

Range: 1 furlong

Volume of Effect: Caster plus 5 anointed subordinates

Duration: 30 minutes

Saving Throw: not applicable

This spell enables the cleric to bind him and up to five anointed followers in an aural network to facilitate remote voice communications. Once enacted, any participant's voice will be broadcast to all network members as if the speaker were standing directly next to that individual.

Since all participants can vocalize simultaneously, some discipline may be necessary to avoid cross talk sans visual cues. Note also that communication is not privileged – anyone within earshot can hear the conversation (though they may not communicate themselves). This may have consequences should a network member be attempting stealth.

Return of The Curse of the Dodecahedron

Components: V, S, C

Casting Time: 7 seconds

Range: 41 feet

Volume of Effect: 5 creature

Duration: 5 minutes

Saving Throw: none

Whilst uttering this curse, the priest may select up to five individual creatures by pointing his outstretched arm holding the catalyst sequentially at those he wishes to saddle with the bane of mediocrity.

This polyhedral curse has a meta-effect in that it compels the recipient to substitute a d12 die for the standard d20 when making Attack, Defense and Saving Throw rolls.

It is possible for the cursed individual to score a critical hit but this necessitates a roll of 12 followed by a subsequent penetrating roll of ≥ 9 .

The catalyst is a consecrated solid gold dodecahedron (e.g. prepared with a *Ceremony: Consecrate Divine Icon*).

Reveille

Components: V, S, C

Casting Time: 20 seconds

Range: 120 feet

Volume of Effect: all anointed followers in range

Duration: special

Saving Throw: not applicable

By sounding *Reveille*, the cleric calls his anointed followers to action. Although he must play the entire call, conscious followers may react to a situation two seconds after the call sounds regardless of their Initiative roll. Followers that are asleep (including magically so) when *Reveille* is sounded awaken d4p seconds after the first note sounds.

Reveille functions as a Hue & Cry (q.v.) for non-anointed listeners.

The priest sounding magical *Reveille* must possess a bugle and be proficient in its use (i.e. have average or better mastery in Musician (bugle)).

Righteous Reward

Components: V, S

Casting Time: 5 minutes

Range: self

Volume of Effect: self

Duration: 4 hours

Saving Throw: not applicable

This divine blessing awards the supplicant priest with one (or more) instance(s) in which he can utilize the Righteous Reward bestowed upon him to marginally alter fate to his benefit. On each of these occasions, he may add +1 to any die rolled.

Righteous rewards may be expended in tandem to potentially add several plusses to a die result and may be combined with Honor bonuses.

Spell	Instances of "Plus One to any die roll"
Righteous Reward 1	1
Righteous Reward 2	2
Righteous Reward 3	3
Righteous Reward 4	4

Rousing Speech

Components: V

Casting Time: varies by speech length

Range: special

Volume of Effect: all allies in range

Duration: special

Saving Throw: not applicable

A warrior cleric can raise the morale of his soldiers with a divinely inspired Rousing Speech on the eve of battle. Those receiving this motivation receive a bonus to any morale check they may be compelled to make in the subsequent engagement (from +1 to +3 depending on the vigor of the speech).

It is highly recommended that the cleric's player read an appropriate speech aloud both for role-playing purposes as well as to set the tone at the table for the upcoming battle. While optimally he would compose this speech, a sample is given below to facilitate implementation.

"You are not all going to die, only a few of you right here today would die in a major battle. Death must not be feared. Death, in time, comes to all men. Yes, every man is scared in battle. If he says he's not, he's a liar. Some men are cowards but they fight the same as the brave men or they get the hell slammed out of them watching men fight who are just as scared as they are. The real hero is the man who fights even though he is scared. Some men get over their fright in a

minute. For some, it takes an hour. For some, it takes days. But a real man will never let his fear of death overpower his honor, his sense of duty, and his innate manhood. Battle is the most magnificent competition in which a human being can indulge. It brings out all that is best and it removes all that is base. We pride ourselves on being He Men and we ARE He Men. Remember that the enemy is just as frightened as you are, and probably more so. They are not supermen.

Each man must not think only of himself, but also of his buddy fighting beside him. We don't want yellow cowards in this army. They should be killed off like rats. If not, they will go home after this war and breed more cowards. The brave men will breed more brave men. Kill off the Goddamned cowards and we will have a nation of brave men. You are part of a team. Without team effort, without them, the fight will be lost. When all of the links in the chain pull together the chain becomes unbreakable."

Spell	Minimum Oration skill level	Morale Bonus	Range
Rousing Speech Mk I	average	+1	30 feet
Rousing Speech Mk II	advanced	+2	60 feet
Rousing Speech Mk III	expert	+3	120 feet

Sanctify Armaments

Components: V, S, C, DI

Casting Time: 5 minutes

Range: touch (special)

Volume of Effect: up to 12 weapons

Duration: X Attacks within 2 hours

Saving Throw: not applicable

This martial blessing instills the preferred weapons of a warlike deity with divine aegis enhancing the ability of anointed wielders to parry blows delivered upon them by heathen adversaries.

The priest marshaling this power must raise his divine icon to the heavens while calling for his god's immunity. When the ritual reaches its zenith, the wielders of the weapons to be blessed simultaneously touch them to the cleric thereby receiving the influx of divine power to be cached within their deadly implement.

Anointed wielders of these blessed armaments will find it easier to fend off an adversary's jabs, swipes and thrusts. The number of such attacks that may be serendipitously parried is a function of the blessing's power.

As always, a good plan violently executed now is better than a perfect plan executed next week. In accordance with this guidance, these blessings are of limited

duration to foster their rapid employment. Once two hours have elapsed, so too has the blessing.

<i>Spell</i>	<i>Defense Bonus</i>	<i>Max. Attacks that may be Parried w/ Bonus</i>
Sanctify Armaments Mk I	+1	3
Sanctify Armaments Mk II	+2	6
Sanctify Armaments Mk III	+3	9

Shame

Components: V

Casting Time: 20 seconds

Range: special

Volume of Effect: One Creature

Duration: 24 hours

Saving Throw: Mental negates

This prayer allows the cleric to reproach an individual for his objectionable actions and effectively impugn his Honor for said.

To execute this spell, the cleric must be in the target's presence (within earshot). He then castigates the target for his immoral deeds (from the cleric's perspective). Should the target fail a Mental saving throw, his Honor temporarily plunges into Dishonor (see PHB p. 112) and suffers all accordant penalties.

Note that the cleric issuing this reproach must be aware of concrete actions the subject has undertaken that warrant the scorn of his faith. This may be based on second hand accounts but is essential to proper issuance of Shame. It is thus important that the cleric gather appropriate evidence prior to issuing this stigma. Without appropriate backstory (e.g. justification), the penalty of Dishonor cannot be invoked.

For each mastery level beyond novice that the castigating cleric possesses in Oration, the target suffers a -2 penalty on his saving throw to resist the eloquently spoken opprobrium. In addition, anointed followers of an adversarial faith suffer a [possibly cumulative] -3 penalty on their saving throw.

Speed of the Regimented

Components: V, S, C, DI

Casting Time: 5 minutes

Range: touch (special)

Volume of Effect: up to 12 weapons

Duration: X Attacks within 2 hours

Saving Throw: not applicable

This martial blessing steeps the preferred weapons of a warlike deity with karmic swiftness enhancing the

ability of anointed wielders to quickly bring them to bear on heathen adversaries.

The priest marshaling this power must raise his divine icon to the heavens while calling for his god's alacrity. When the ritual reaches its zenith, the wielders of the weapons to be blessed simultaneously touch them to the cleric thereby receiving the influx of divine power to be cached within their deadly implement.

Subsequent blows the warriors strike are unnaturally swifter with the interval between them reduced from one to three seconds depending on the power of the blessing as is the duration of this enhanced capability.

As always, a good plan violently executed now is better than a perfect plan executed next week. In accordance with this guidance, these blessings are of limited duration to foster their rapid employment. Once two hours have elapsed, so too has the blessing.

<i>Spell</i>	<i>Speed Bonus</i>	<i>Max. Attacks w/ bonus</i>
Speed of the Regimented Mk I	-1 s	3
Speed of the Regimented Mk II	-2 s	6
Speed of the Regimented Mk III	-3 s	9

The Curse of the Dodecahedron

Components: V, S, C

Casting Time: 5 seconds

Range: 31 feet

Volume of Effect: 1 creature

Duration: 5 minutes

Saving Throw: none

This polyhedral curse has a meta-effect in that it forbids the recipient from employing a d20p die. The cursee must alternatively substitute a d12p for Attack, Defense and Saving Throw rolls.

It is possible for the cursed individual to score a critical hit but this necessitates a roll of 12 followed by a subsequent penetrating roll of ≥ 9 .

The catalyst is a consecrated solid silver dodecahedron (e.g. prepared with a *Ceremony: Consecrate Divine Icon*).

Trackless March

Components: S

Casting Time: 1 minute

Range: special

Volume of Effect: special

Duration: 4 hours

Saving Throw: not applicable

This chicanery permits the cleric to avoid leaving tracks that a skilled (or even unskilled depending on environ-

mental conditions) pursuer may follow. As an extreme example, obvious footsteps left in deep snow would instantly vanish in his wake.

Allies of the cleric, provided that they are no larger than him (i.e. as gauged by size category), may also receive the benefits of this deception provided they follow behind him in single file to hide their numbers.

Unbreakable

Components: S, C

Casting Time: 1 minute

Range: touch

Volume of Effect: 1 object weighing no more than 10 pounds

Duration: 1 hour

Saving Throw: not applicable

This blessing is placed upon an object rendering it unbreakable. For example, earthenware jugs or potion vials will not shatter if dropped and a rope will not break regardless of the strain applied to it (and will resist being severed by a blade).

Shields and weapons may also be enchanted (subject to weight limits). Whilst protected, shields cannot be splintered and fumble results indicating weapon damage are ignored.

The object rendered unbreakable is the catalyst for the spell.

Unyielding Band of Brothers

Components: V, S, DI

Casting Time: 10 seconds

Range: touch (special)

Volume of Effect: up to 12 anointed followers

Duration: 5 minutes

Saving Throw: not applicable

By gathering in a prayer circle with interlocked arms, a cleric may etch a steadfast will on each of the character's spirit by chanting this blessing. For the next five minutes, each character counts as one size larger with respect to knock-backs.

For instance, a human character must suffer 20 damage before succumbing to a knock-back, while a dwarf 25 and an elf, halfling or gnome 15 and so on.

Further, the characters cannot suffer a double (or triple, etc) knock-back.

Upsmanship

Components: V

Casting Time: 3 seconds

Range: touch

Volume of Effect: 1 anointed follower

Duration: 1 hour

Saving Throw: not applicable

Under the influence of this spell, the cleric (or an anointed co-religionist) gains all of the advantages conferred by the One-Upsmanship talent (see HackMaster Player's Handbook, pg. 150).

In ordinary circumstances, a tie between an Attacker and Defender results in a missed attack (or a shield hit as the case may be). However, illustrious and devoted followers may be endowed with this special blessing allowing them to circumvent such obstacles in pursuit of their god's aims.

Recipients of this blessing must be anointed followers of the god to whom the priest issuing the benediction worships and must also demonstrate notable courage, integrity and inner strength substantively differentiating him from his peers (i.e. be of Great Honor). Additionally, those whom the power is used against must be both sapient (thus excluding unintelligent beasts) and of a lesser Honor category than the individual blessed with this avenging power.

A suitable vessel is permitted to "one up" a sapient opponent of lesser Honor gaining a situational +1 (or greater: +2 for *Two Upsmanship**, +3 for *Three Upsmanship**, etc) Attack bonus allowing him to land a blow where those of middling stature could not. Success is, however, contingent upon uttering an honorific phrase praising the deity as the blow is landed (e.g. "For the Honorable One!")

* For clarification, an individual benefitting from *Two-Upsmanship* would land a hit if his modified Attack score was 15 whilst his adversary's Defense was 16 (the prayer providing a "two-up" bonus). Similarly, under the effect of *Three-Upsmanship*, he would score a hit with an adjusted roll of 14 were his adversary's Defense again 16 (the prayer providing a "three-up" bonus).

Words of Recall

Components: V



Casting Time: 1 second

Range: infinite

Volume of Effect: self

Duration: instantaneous

Saving Throw: not applicable



Upon uttering this brief prayer, the cleric dematerializes and instantly rematerializes in his home church.

The ability to invoke this prayer is preconditioned on the cleric having a home church. Merely being familiar with the location of a temple of one's faith or even being a significant donor is insufficient standing to employ this powerful divine gift. One must either have established a church (and seen to its staffing in his absence) or accepted a staff position in a church with appropriate ministering responsibilities.

It is left to the cleric to proactively role-play out this background sufficient to merit the GameMaster's approval.

Words of Recall (with Friends)

Components: *V*

Casting Time: *1 second*

Range: *infinite*

Volume of Effect: *20 foot radius*

Duration: *instantaneous*

Saving Throw: *not applicable*

Upon uttering this brief prayer, the cleric and all anointed followers within 20 feet dematerialize and instantly rematerialize in the cleric's home church.

The ability to invoke this prayer is preconditioned on the cleric having a home church. Merely being familiar with the location of a temple of one's faith or even being a significant donor is insufficient standing to employ this powerful divine gift. One must either have established a temple (and seen to its staffing in his absence) or accepted a staff position in a temple with appropriate ministering responsibilities.

It is left to the cleric to proactively role-play out this background sufficient to merit the GameMaster's approval.