



**POWERS OF LIGHT & DARKNESS™**

**ADDENDUM**

**SPELL LISTS**

**CREATED BY:  
TERRY KEVIN AMTHOR**

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## PRIEST ARNAK SPELL LISTS

### Unlife Channels

- 1)
  - 2) Power Dimming
  - 3) Life Dimming
  - 4)
  - 5) Power Draining
  - 6)
  - 7) Life Destruction
  - 8) Dark Absorption\*
  - 9) Power Taking
  - 10) Unlife Touch
  - 11) Dark Reflection\*
  - 12) Soul Crucible
  - 13) Unlife Breath
  - 14) Dark Absorption True\*
  - 15) Life Taking
  - 20) Life Destruction True
  - 25) Power Taking True
  - 30) Dark Reflections True\*
  - 40) Life Taking True
  - 50) Unlife
- 2) **Power Dimming:** (F) **D:** until rest **R:** 100' Target's available Power Points (including benefits from multipliers and adders) are halved until target can get full rest.
  - 3) **Life Dimming:** (F) **D:** until rest **R:** 100' Target's available hits are reduced by 50%; this is a temporary effect and all hits taken in this way are restored after a full rest—unless the target goes over max hits, in which case they are treated as normal hits and will need to be healed.
  - 5) **Power Draining:** (F) **D:** until rest **R:** 100' Target's available Power Points (including benefits from multipliers and adders) are halved until target can get full rest. Target can still cast from Staves with intrinsic spells and such; and runes. Points lost are transferred to caster (regardless of realm) but must be used before caster rests or they are lost.
  - 7) **Life Destruction:** (F) **D:** until rest **R:** 100' Target goes to max hits -1 and operates at -90%; these hits need to be healed in the normal manner.
  - 8) **Dark Absorption:** (F) **D:**— **R:** S Caster can absorb the effects of any visible, directed spell (e.g., Firebolt) directed at him if he makes a successful RR vs the spell's level. Power points used to cast the spell are absorbed by the Priest (regardless of realm) but must be used before caster rests or they are lost. Priest must make a successful *Perception* roll (difficulty determined by the GM) to realize that a spell is being directed at him.
  - 9) **Power Taking:** As *Power Draining*, except all target's currently available PPs (including those from Multipliers or Adders) are transferred to the Caster (regardless of realm) but must be used before caster rests or they are lost.
  - 10) **Unlife Touch:** (F) **D:** 1 day/10 failure **R:** T **RR:**—20 Target falls into a coma and his soul goes into limbo; the body is unharmed. He can only be restored early through Lifegiving or by the caster.
  - 11) **Dark Reflection:** (F) **D:**— **R:** 100' As *Dark Absorption*, except Caster can reflect any visible, directed spell (e.g., Firebolt) directed at him back at the spell's original caster—if he makes a successful RR vs the spell's level. Spell takes on a dark halo as it comes back, and has same bonus as when originally cast.
  - 12) **Soul Crucible:** (F) **D:** P **R:** T Caster imbues a small container with the ability to hold a soul. Container must fulfill the following requirements: hollow, no larger than one foot in diameter, no heavier than five pounds, must be fragile enough that it would shatter if dropped from a height of three feet (once it becomes a *crucible*, the object is that fragile by default). A crucible is required before a *Life Taking* spell can be utilized. When it is holding a soul, the Crucible glows with a pulsating white light and has a *Presence* (*Mind Typing* spells can also trace the soul). The purpose of the Crucibles is to store souls in order to feed the Unlife as part of unspeakable rituals—at which time the soul is destroyed.
  - 13) **Unlife Breath:** (F) **D:** 1 day/10 failure **R:** 10' **RR:**—20 Target falls into a coma and his soul goes into limbo; the body is unharmed. He can only be restored early through Lifegiving or by the caster.
  - 14) **Dark Absorption True:** (F) **D:** 1 min/lvl **R:** S As *Dark Absorption* except effect is automatic against all Elemental spells and applicable directed spells (e.g., Absolution) at GM's discretion.
  - 15) **Life Taking:** (F) **D:** V **R:** 10' Target's soul is taken from his body and immediately placed in a Soul Crucible (see above) which must also be within 10'. The body falls into a coma and will die in 3 days if not *Lifekempt* or otherwise maintained. If the Crucible is shattered within 10' of the body within that time and *Lifegiving* administered, the target is restored. Lifegiving alone cannot release the soul trapped within the crucible, and if the crucible is broken without a *Lifegiving* immediately cast, the soul departs (*Lifegiving* could be theoretically cast at a later time).
  - 20) **Life Destruction True:** (F) **D:** perm. **R:** 100' **RR:**—20 Target is vaporized; soul is destroyed.
  - 25) **Power Taking True:** As *Power Taking*, except target's PPs are gone permanently and cannot be regained until caster cancels the spell or dies. Target cannot use Multipliers but may use Adders, Staves and such, and runes. Caster only absorbs the Target's current day's supply of PPs, however.
  - 30) **Dark Reflections True:** (F) **D:** 1 min/lvl **R:** 100' As *Dark Reflection* except effect is automatic against all Elemental spells and applicable directed spells (e.g., Absolution) at GM's discretion.
  - 40) **Life Taking True:** (F) **D:** V **R:** 100' As *Life Taking* except for range, and soul can either be sent to a crucible up to 100' away or immediately offered to the Unlife (it is destroyed).
  - 50) **Unlife:** (F) **D:** perm. **R:** S Caster calls upon the Unlife and all life within a 100' radius must resist or be slain—its life energy taken by the Unlife.

## The Iron Wind

*An assortment of Evil Channeling Spells learned by all priests of the Iron Wind (those who are not by nature of Channeling can still learn them; they essentially become hybrids, channeling from the Unlife for these spells). The uninformed might have thought that the 'Iron Wind' was more euphemism than fact, but indeed the dark Priests' tie to the base metal is more than rumor.*

- 1) Iron Analysis
- 2)
- 3) Iron Seize
- 4)
- 5) Hard Wind
- 6) Iron Door
- 7) Un-iron
- 8) Iron Wall
- 10) Iron Wind
- 11) Iron Bonds
- 12) Un-iron True
- 13) Iron Wall True
- 14) Iron Skin
- 15) Iron Gate
- 20) Iron Heart
- 25) Iron Winds
- 30) Iron Body
- 40) Iron Storm
- 50) The Iron Wind

- 1) **Iron Analysis (I) D:— R:** 10' Gives nature and origin of iron or alloy including iron; when, how (in general terms) and where worked.
- 3) **Iron Seize (F) D:** 1 hr/lvl **R:** 50' Caster can cause any simple mechanical device with iron moving parts (e.g., lock, crossbow, portcullis mechanism) he can see within 100' to seize up. GM may wish to give large devices or complex machines a RR.
- 5) **Hard Wind (F) D:— R:** 100' A bolt of energy like a blast of air, The *Hard Wind* strikes using the *Ice Bolt* elemental attack table, but delivers an *Impact* critical and an additional secondary *Shock* critical of one less severity level.
- 6) **Iron Door (F) D:— R:** S Allows caster to pass through an iron (or mostly iron) surface and emerge through another such surface up to 100' away. Surface must be at least 5' high and 2' wide, and at least 50% iron surface (e.g., an iron door or and iron-plated door, but not a wood door with a few iron straps. Surface must also be fixed or mounted securely (not a thin sheet of iron that could be carried around).

- 7) **Un-iron (F) D: P R:** 100' Disintegrates one cubic foot of iron or alloy containing mainly iron (e.g., steel). Target must be one object, or objects fastened securely together. Objects held or worn get wearer's RR.
- 8) **Iron Wall (E) D:** 5 min/lvl **R:** 50' Creates a wall of iron up to 10' x 10' x 1" thick; it must rest on a solid surface, and against a solid surface on at least one side or be easily knocked down. It can be torn through in 500 man-rounds (1' diameter hole) with +10 or better weapons/tools)
- 10) **Iron Wind (F) D:— R:** 100' Caster sweeps his arm out, causing a blast of force to fan outward, expanding to a width of 50' at the full range. All within the cone suffer an attack on the *Cold Ball* table, but with an *Impact* critical and an additional secondary *Shock* critical of one less severity level.
- 11) **Iron Bonds (F) D:** 1 min/lvl **R:** 100' Targets hands or feet are bound together in magical iron shackles. They have no lock and can only be removed by the caster or a *Dispell Channelling*. They cannot be broken by normal means, and they shrink to fit the wrists.
- 12) **Un-iron True (F) D: P R:** 100' Disintegrates one cubic foot per level of iron or alloy containing mainly iron (e.g., steel). Target must be one object, or objects fastened securely together.
- 13) **Iron Wall True (E)** As *Iron Wall*, except duration is permanent.
- 14) **Iron Skin (D\*) D:** 1 min/lvl **R:** S Covers the caster in overlapping plates of magical iron armor, the equivalent of AT 20 (including helm and greaves), but does not encumber.
- 15) **Iron Gate (F) D:— R:** S As *Iron Door* except range is up to 500' or 1 mile/lvl for panels the caster has previously used as an *Iron Door* or *Iron Gate* portal.
- 20) **Iron Heart (F) D: P R:** 50' RR Mod: -20 target's heart turns to iron. He dies. *Lifegiving* can only be effective with an *Organ Regeneration*.
- 25) **Iron Winds (F) D:— R:** 300' As *Iron Wind* except for range (outside base remains 50', but caster may reduce range to a minimum of 100' to increase the swath), and Caster may create two *Iron Winds* (one from each hand). Winds must be within 120° of each other.
- 30) **Iron Body (F) D: P R:** 50' RR Mod: -20 Target becomes a solid iron sculpture. No chance of *Lifegiving*.
- 40) **Iron Storm (F) D:— R:** 300' As *Iron Wind* except for range (and outside base is 100'), and Caster may create two *Iron Winds* (one from each hand). Winds must be within 120° of each other.
- 50) **The Iron Wind (F) D:— R:** 666' As *Iron Wind* except for range, and instead of a cone with fixed base, it fills a 60° arc. All flora and fauna in the area is battered.

## STEEL RAIN SPELL LISTS

## The Steel Rain

- 1)
  - 2) Part Rain
  - 3)
  - 4) Steel Cloud
  - 5) Steel Web
  - 6)
  - 7) Steel Strike
  - 8) Steel Wall
  - 9)
  - 10) Steel Rain
  - 11) Steel Spray
  - 12) Steel Strikes
  - 13)
  - 14)
  - 15) Ring of Steel Rain
  - 20) Steel Storm
  - 25) Hand of the Steel Rain
  - 30) Waiting Steel Rain
  - 50) Steel Rains True
- 2) **Part Rain** (F) **D:** 1 min/lvl **R:** 1'/lvl R Caster creates an umbrella above himself that deflects natural rain (or snow or hail). Spell does not protect against anything but normal precipitation.
- 4) **Steel Cloud** (E) **D:** 6 rnds **R:** 100'. Creates a 20' R, 10' high cloud of glittering metallic motes. All within take an "A" Slash critical each round in the radius. Mist takes a full round to form, so anyone in the radius may make a *Very Hard* maneuver to determine what is happening and try to escape before it forms. The Mist travels 10' per round in a random direction and reduces visibility (-30 to visual Perception) for those inside and trying to see in.
- 5) **Steel Web** (E) **D:** 1 min/lvl **R:** 50' Caster creates a flat, web-like net of steel cables up to 20' in diameter; must be cast across an opening such as a doorway or window or in a tunnel or corridor (enclosed on the perimeter by at least 270°). Steel web is very strong but obviously porous: can be seen through and fired through with missile weapons. It can be torn through in 50 man-rounds (hole large enough for a man to pass) with +10 or better weapons/tools)
- 7) **Steel Strike** (E) **D:**— **R:** 100' A tight cluster of steely needles shoots from the palm of the caster (much like a flechette). Use *Water Bolt* attack table, Slash Criticals and 2x hits.
- 8) **Steel Wall** (E) **D:** 5 min/lvl **R:** 50' Creates a wall of steel up to 10' x 10' x 1/2" thick; it must rest on a solid surface, and against a solid surface on at least one side or be easily knocked down. It can be torn through in 500 man-rounds (1' diameter hole) with +10 or better weapons/tools)
- 10) **Steel Rain** (E) **D:** 12 rnds **R:** 100'. As *Steel Mist* except creates a 50' R, 20' high rain of glittering needles. All within take a "B" Slash Critical every round in the radius. The Rain travels 10' per round in a random direction, or the caster may direct it as long as she concentrates.
- 11) **Steel Spray** (E) **D:**— **R:** 100' A fan of steely needles shoots from the palm of the caster (much like a flechette) spreading out from a single point to 40' wide at the full range. Use *Fire Ball* attack table, Slash Criticals and 1x hits.
- 12) **Steel Strikes** (E) **D:**— **R:** 300' As *Steel Strike*, except caster fires a volley of three steely slivers at up to three separate targets (all must be within a 120° arc). If casting against multiple targets, OB is halved for all. Alternately, caster can fire all three at a single target with full bonus, or one blast at +30 and 3x hits.
- 14) **Steel Web True** (E) **D:** 1 day/lvl **R:** 100' As *Steel Web* except for duration, range, and caster may create webs as large as 50' in diameter.
- 13) **Steel Wall True** (E) **D:** P As *Steel Wall*, except duration is permanent.
- 15) **Ring of Steel Rain** (E) **D:** 1 rnd/lvl **R:** 100' As *Steel Rain*, except the Rain is all around caster in a ring up to 100' in radius, with an 'eye' where the Rain does not fall in the center as small as 3' or up to 10' radius. All in the rain area take 1 "B" Slash Critical every round, and take an additional "C" slash emerging from the rain.
- 20) **Waiting Steel Rain** (E) **D:**— **R:** 100' As *Steel Rain* except effect can be delayed for up to 25 hours. It can be triggered by one of the following (decided by caster): time period, sound, touch or movement.
- 25) **Hand of the Steel Rain** (E) **D:**— **R:** 100'
- 30) **Steel Storm** (E) **D:**— **R:** 300' As *Steel Rain* except creates a 100' R, 50' high rain of dagger-like slivers. All within take 1D2 "C" Slash Critical every round in the radius. The Storm travels 20' per round in a random direction, or the caster may direct it as long as she concentrates. Caster may be inside *Storm* but is immune
- 50) **Steel Rains True** (E) **D:** 1 min/lvl **R:** 500' Caster may summon up to 5 *Steel Rains* or 3 *Steel Storms* and control them at will. (Overlapping multiple *Rains* or *Storms* will not increase their effect.)

## The Steel Kiss

- 1)
  - 2) *Steel Bonding*
  - 3) *Touch of Steel*
  - 4)
  - 5) *Steel Caress*
  - 6) *Steel Binding*
  - 7)
  - 8) *The Steel Breath*
  - 9)
  - 10) *The Steel Kiss*
  - 11) *Steel Binding True*
  - 12)
  - 13) *Steel Breath III*
  - 14)
  - 15) *The Steel Kiss Afar*
  - 20) *Steel Bondage*
  - 25) *Mass Steel Breath*
  - 30)
  - 50) *Steel Mistress*
- 2) **Steel Bonding** (M) **D:** 10 min/lvl **R:** 50' RR Mod: -20 to males (or those of compatible sexual orientation). Humanoid target believes caster is a good and trusted friend.
  - 3) **Touch of Steel** (M) **D:** — **R:** T RR Mod: -20 to males (or those of compatible sexual orientation) Target must answer one single-concept question truthfully. And if the caster desires, he will forget having been asked the question.
  - 5) **Steel Caress** (M) **D:** V **R:** T RR Mod: -20 to males (or those of compatible sexual orientation) Target has a brief feeling of euphoria, and will follow a single simple suggestion made by the caster. Suggestion must not involve target causing obvious harm to or trouble for himself or another he cares about.
  - 6) **Steel Binding** (M) **D:** 1 day/lvl **R:** 50' RR Mod: -20 to males (or those of compatible sexual orientation). As *Steel Bonding* except for duration; and target may be any sentient creature.
  - 8) **The Steel Breath** (M) **D:** V **R:** 10' Caster exhales a barely visible white mist. Target is rendered unconscious and—if caster desires—forgets what happened to him for up to the last hour. **Note:** A successful RR means target managed to not inhale the mist; the player cannot specify this outside the RR process, but if he does immediately say he holds his breath, the GM may wish to give him a +20 to RR.
  - 10) **The Steel Kiss** (M) **D:** 10 min/lvl **R:** T RR Mod: -50 to males (or those of compatible sexual orientation). Target must obey caster for duration as in *Steel Caress*. **Note:** may be 'cast' after a *Steel Bonding* is used to gain the target's trust.
  - 11) **Steel Binding True** (M) **D:** Until dispelled **R:** 50' RR Mod: -20 to males (or those of compatible sexual orientation). As *Steel Binding* except for duration, and target cannot harm or allow harm to come to caster. Caster can have a number of targets equal to her level simultaneously *Steel Bound True*.
  - 13) **Steel Breath III** (F) **D:** V **R:** 10' As *Steel Breath* except may affect up to three targets if all in range and within a 120° arc of each other. Amnesia, if used, must be the same for all three.
  - 15) **The Steel Kiss Afar** (M) **D:** 10 min/lvl **R:** 100' RR Mod: -50 to males (or those of compatible sexual orientation). As *Steel Kiss* except for range. The spell is cast like a blown kiss.
  - 20) **Steel Bondage** (M) **D:** 10 min/lvl **R:** 50' RR Mod: -20 to males (or those of compatible sexual orientation). As *Steel Caress* except target must obey caster in all things for duration, including commands that may involve harming himself or others.
  - 25) **Mass Steel Breath** (M) **D:** V **R:** 30' As *Steel Breath* except may affect all targets within a cone of 30 feet in length and 30 feet wide at the range limit. Amnesia, if used, must be the same for all targets.
  - 50) **Steel Mistress** (M) **D:** Until dispelled **R:** 50' RR Mod: -20 to males (or those of compatible sexual orientation). As *Steel Bondage* except permanent. Caster can be the Steel Mistress of a number of targets equal to her level simultaneously.

## Hand of ZANAR

### Spells used by Priests and Inquisitors of the Church of ZANAR.

- 1)
  - 2) Pain of ZANAR
  - 3)
  - 4) Firenerves
  - 5) Burning Hand
  - 6)
  - 7) Anger of ZANAR
  - 8) Excommunication
  - 9) Burning Blood
  - 10) Touch of ZANAR
  - 11) Bloodfreeze
  - 12) Mass Firenerves
  - 13) Rage of ZANAR
  - 14)
  - 15) Blood Boil
  - 20) Excommunication True
  - 25) Hand of ZANAR
  - 30) Mass Excommunication
  - 50) Wrath of ZANAR
- 2) **Pain of ZANAR** (F) **D:** V **R:** 50' Target takes an "A" Heat Critical.
- 4) **Firenerves** (F) **D:** C **R:** 50' Target takes an "A" Heat Critical and feels like he is 'burning up;' he is stunned no parry as long as the caster concentrates. Critical damage duration is until cured. Spell manifests as red fiery glow around caster's hand and faint red pulsating fire around target.
- 5) **Burning Hand** (F) **D:** 1 minute/10 failure **R:** 50' Target's hand (whichever caster chooses) feels like it is on fire (in fact flames appear to flicker over the hand); he takes 1D10 hits and drops anything that he is holding. The hand is useless for duration.
- 7) **Anger of ZANAR** (F) **D:** V **R:** 50' Target takes a "C" Heat Critical.
- 8) **Excommunication** (F) **D:** 1 day/10 failure **R:** 50' Target loses all Channeling power points; thus he cannot cast any Channeling spells (even through bonus items). A hybrid spell users of Channeling (e.g., Sorcerer or Astrologer) would lose half his PPs and be unable to cast spells from the Channeling realm.
- 9) **Burning Blood** (F) **D:** 1 rnd/10 failure **R:** 100' As *Firenerves* except target takes a "C" Heat Critical and is stunned no parry for duration of spell.
- 10) **Touch of ZANAR** (F) **D:** V **R:** T Target immolates (bursts into flame). Target's body is burned beyond repair after 3D6 rounds of terrible writhing agony, at which time his soul is torn from his charred body and absorbed by the caster's scepter (to be sacrificed to the dark Crystal of the Ahrenreth in a ritual later). If caster is killed or knocked unconscious or fire is extinguished before beyond repair,
- 11) **Bloodfreeze** (F) **D:** V **R:** 100' Target feels cold; loses 5% of activity per round and takes (approximately) 5% of hits. After 20 rounds target is over hits, unconscious and blue. After an additional 10 rounds target is dead, body frozen beyond repair; caster must be killed or spell otherwise dispelled before this time to save target.
- 12) **Mass Firenerves** (F) **D:** C **R:** 50' As *Firenerves* except caster may affect number of targets equal to his level.
- 13) **Rage of ZANAR** (F) **D:** V **R:** 100' Target takes an "E" Heat Critical.
- 15) **Blood Boil** (F) **D:** 1 rnd/10 failure **R:** 100' As *Firenerves* except target takes a "C" Heat Critical every round for duration of spell or is dead. GM should interpret criticals to reflect the fact that target's blood is actually starting to boil in areas.
- 20) **Excommunication True** (F) As *Excommunication* except effect is permanent until removed or caster is killed.
- 25) **Hand of ZANAR** (F) **D:** V **R:** 50' RR Mod: -20 As *Touch of ZANAR* except for range, RR Mod, and target's body explodes in flame and is utterly destroyed. Soul is taken by the scepter.
- 30) **Mass Excommunication** (F) RR Mod: +20 As *Excommunication* except all within a 50' radius are affected, though target(s) do get a bonus to their RR, as noted.
- 50) **Wrath of ZANAR** (F) **D:** V **R:** 200' Caster may employ any of the ZANAR spells on this list at the rate of 1 per round up to his level in rounds. If casting on a target who has already resisted one of these spells within the last 24 hours, add +20 to target's RR each additional time they make an attempt.