



The World of Gaiantar

Gaiantar Gaming & Publishing

The Book of Spiritual Powers

Second Edition

What's New in Second Edition?

The answer is "Lots of things!" Over two hundred improvements, sixty new spells, and two new character classes have gone into the making of the Second Edition version of the Book of Spiritual Powers.

What else? Better *Affect Undead* matrices, better magical item creation methods, and better balance of powers.

With the inclusion of the

Clergy of Other Faiths, it is now possible to role-play priests of various faiths. *Dommalon Wayfinders*? *Del Tannon War Guides*? It's all here!

Want to make Constructs? The updated *Mathematician* formulae allows the creation of sentient automatons.

To top it off, there's a CD ROM version of this book — perfect for players who use a computer when playing.

Enjoy the new version. What could be better!



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Spiritual Power Classifications

Throughout the following sections, the spiritual powers described herein are categorized by "Classifications". By placing powers into classifications, the Player Characters have some idea as to what role each power plays in the World of Gaiantar. The table below describes each Classification and which character classes have the

Armour of God

A Special classification of defensive, combative, and informational capabilities used for rallying against powerful evils both physical and spiritual.

Benedictions

Bestows some blessing or other boon upon another person or group of people. Generally gives bonuses to hit and saving throws.

Charm

Powers under this Classification affect the way people or creatures think or perceive the world.

Crystallin / Wish-singer

Combat

Uses spiritual powers against a physical threat.

All



Death Magic

Death Magic is the power to slay, bestow diseases or curses, to create Undead from corpses and skeletons. Powers of Death Magic can also drain life energy, hit points, and abilities.

Defence

Aids in the protection of self and others, usually from physical attack.

Divination

Divination is the gaining of information through the use of spirits or Dark Powers (usually one in the same). Can sometimes be portrayed as Word of Knowledge, but the faithful aren't fooled.

Elemental Powers

Any supernatural power in which the manifestation (or defence against) involves air, earth, water, or fire.

Elements of Creation

The creation of something from nothing. Powers under this category usually create temporary physical objects, such as weapons, food, or tools.

Faith Healing

Refers to supernatural wound healing, poison removal, life force restoration, Paralysis and insanity curing, even raising the dead.

Healing

A less powerful Classification than Faith Healing, powers listed here can undo limited damage, but may also work on plants and animals.

These powers affect the way people sense their environment. They are hallucinatory powers that make their victims perceive things and events that do not exist.

Informational

A watered down version of either Word of Knowledge or Divination, this allows the wielder to gain some information about persons or objects.

Physics

Powers under this classification have to do with directing and utilizing known laws of physics, time and/or space.

Plant/Animal

Special powers granted under the Plant/Animal classification give the wielder the ability to control and direct the actions of plants and animals.

Spiritual Warfare

Aids in the protection of self and others from spiritual attacks. Can also be used in combating spiritual powers and entities.

Summoning

Summoning brings about physical manifestations of spiritual entities to do the bidding of the summoner. Generally demons and lesser spiritual entities are

Innate Powers

All characters in the World of Gaianar have at least one innate power; that is, a power that is specific to that individual that cannot be taken away by any means and does not require spiritual points to fuel. Innate powers instead draw their function from the individual, thus it costs Body-Mind-Spirit in order to call upon such a power. However, using these powers fails only on a critical failure.

Most innate powers have practical and/or combat value. Powers that cause damage to other people always allow the victim to make a save versus spiritual powers or magical weapon (unless otherwise specified.)

Powers at First Level

This section covers the Shaman, Mathematician, Wishesinger, and the (optional) Necromancer character classes. Priests, Gunslingers, Rangers, and single-level character classes automatically gain access to all powers in a given level.

Members of the aforementioned character classes automatically get four spells (songs, formulae, sigils, or procedures, etc.) For Wishesingers, they keep their songs in a song book. Shaman tattoo a tiny version of the sigil on their own body. Mathematicians and Necromancers keep a text book for their formulae and procedures. While there is nothing "magical" about these books,



they are necessary references for the character.

When a character in one of these classes goes up in level, he or she automatically learns one additional spell. No "learn" roll is required for the new power.

During a character's travels, the Game Master may present the opportunity for the character to learn new spells. Common sources of new material include libraries, other travellers of the same character class, and

seized books from defeated enemies. In any of these cases, the character must make a "learn" percentile roll to determine if the spell can be understood.

If the roll indicates failure, there are two ways a character could attempt to learn the spell later on: 1.) The character could advance in level then try again, or 2.) The character could use a wish to increase his/her intelligence by one point then try again.

Undead

All about Gaiantar wander the minions of the Undead. Especially in North Point, where 90% of the population died during the reign of Scaxathrom, the walking dead haunt the lands incessantly. Adding to the problem, the servants of Dark Powers are imbued with the power of death magic to create even more of these abominable creatures.

However, certain character classes are imbued by the Lord of the Light to hold back or turn away these loathsome creatures.

Table: Affecting Undead by Clergy/Character Class

Character Class	Hold/Stun	Turn Away	BTM	D/Turn	QTY	C/Add	T/D/Lev
Priest		*	3	1/1	1/1	4	1/1
Protector	*		4	1/1	1/2	3	1/2
Paladin		*	4	1/1	1/2	3	1/2
Shaman		*	3	1/1	3/2**	3	1/1
Deacon/Adept		*	3	1/1 *	1/5	2	1/1
Cavalier		*	5	1/2	1/3	1	1/3
Speaker	*		4	1/2	1/5	2	1/3
Necromancer		*	3	1/2	1/2	3	1/1

** At 1st and 2nd level, this class affects 1 creature.. * The duration is based on the primary class.



BTM	Basic Turning Multiplier. Add this value to the characters d20 roll for each HD class of Undead above 1. For instance, a Level 1 Priest (who has a BTM of 3) wants to turn a 3 HD Undead would have to roll a 20 on the d20 roll because a Level 1 base turn is 14, and for a Priest to affect a 3HD Undead requires 14+3+3. A Protector, however, could only affect a 2 HD Undead at level 1 because his roll would be 14+4 (and 18) but a 3HD creature would require 14+4+4 (22), which is too high unless combined faith magic is used (see C/Add).
QTY	Quantity. This is how many Undead can be affected by the cleric. A "1/1" means that the cleric can affect one creature per level of experience. A "1/3" means that the character can affect 1 creature per three levels of experience. While a group of Undead can be targeted in a single turning attempt, the d20 must be rolled for each creature to see if it is affected. Additionally, sentient or free-willed Undead get a +1 to +8 resistance (set by the GM) to being affected (in other words, a Level 1 cleric turning a 1HD free-willed Undead might need an 18, not a 14 to be successful.)
DUR	Duration of Turn. This value states how long an Undead remains in a Turned or Held condition. A "1/1" means that the creature is affected for one round per level of the cleric, whereas a "1/2" means that it is held for only one round per two levels of the cleric.
T/D/Lev	Times per Day per Level. This is how many times per day a cleric can affect Undead. For example, "1/1" means that a cleric can make a turning roll one time per day per level of experience, whereas a "1/2" means that such an attempt can be made one time per day per two levels. Thus a 9th level Priest can turn nine times per day, a 9th level Protector can turn four times per day, and a 9th level Cavalier can turn three times per day.
C/Add	Combinative Addition. If several clerics combine their efforts in an attempt to gang up on a single, very powerful Undead creature, the C/Add value gets added to the focal cleric's d20 turning roll. For example, four clerics (Priest [L4], Protector [L4], Cavalier [L2], and Speaker for the Dead [L3]) encounter an 8HD Undead. This creature could not normally be turned by any of them (the Priest would need a 25 at her level). By combining forces, however, the combined effort of faith magic gives the Priest +3 (from the Protector) and +2 (from the Speaker for the Dead) and +1 (from the Cavalier). Thus her roll is now d20+3+2+1. So, on a 19 or higher, she can turn this creature. For this effort to be successful, the clerics must hold action so that they all turn on the slowest character's initiative, and that no character is standing more than 10' apart from at least one other cleric (thus, in the example above, the four combatants could stand in a 40' line, or form a diamond-shaped pattern in which the vertices are 10' apart.)
Turn	Turn. This effect causes Undead to make an uncontrolled retreat at maximum speed. The turning effect is broken if the fleeing Undead are attacked.
Hold	Hold/Stun. This effect stuns Undead. This causes them to be unable to advance. Affected Undead can only parry, retreat, or take purely defensive manoeuvres. This effect is broken if Undead are attacked.



UTM	Universal Turning Matrix. All clerics use this table as the base for calculating their chances of turning away Undead. Take the value for the cleric level, then add the BTM value for each HD category above 1. the table is below.																			
Cleric Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base Turn	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53

Note: Negative values indicate that the Undead creatures are automatically turned. Values above 20 can only be affected through the use of Faith magic (several clerics combining efforts into one massive turning attempt).

Low Level Notes: All clerics, even at low levels, can turn/hold at least one Undead creature for one round, once per day.

Terminology

The spiritual power invocations are listed by character class in the pages that follow. Most of the spiritual powers consume spiritual points (SP's), while some use both SP's and another attribute, such as Endurance or Body-Mind-Spirit or even Constitution. Within each character class, the orders of the powers are laid out in levels. Some classes, have only one level of power, while classes such as Priest and Wishsinger have many levels.

Table: Spiritual Power Terminology	
Term	Meaning
Area of Effect	Specifies who is affected by the power. Powers can affect individuals, groups, creatures and objects.
Concentration	Similar to the "prayer" time requirement, except it applies to the secular (non-ordained) character classes. Times required are added to the
Dragon Power	A type of very powerful Shamanic invocation. While these powers do not require tokens, they do cost the Shaman points of Constitution.
Duration	This determines how long a power has an effect. Most powers last for rounds or turns, while some are permanent.
Tier	An approximation of the power and difficulty of the invocation. First Tier powers might be easy, weak, yet plentiful, while Seventh Tier powers
Prayer	The amount of time the character must pray prior to the invocation taking effect. Times are usually in segments and are added to the base
Preamble	The amount of time a Wishsinger must play an instrument or sing prior to the Wishsong power begins to take effect.



Term	Meaning
Range	How far away the person performing the invocation can be from the effects of the power. For example, the range of a power that creates a 2// sphere of flame might be
Ranged Touch Attack	This specifies how a spell caster can direct a magical attack. Most spells that target a specific individual require a Ranged Touch Attack (or RTT). A RTT uses the spell caster's missile BAtCh value, and ignores the target's physical armour. The defender's AC in a RTT is based solely on the Natural AC, DEX Mod, Martial Arts mod, and any supernatural enhancements. Armour and shields are ignored.
Resonance	The amount of time a Wishesinger song remains in effect after he or she has stopped singing or playing an instrument.
Save	Refers to the saving throw allowed by the target of the power to either negate or reduce the invocation's effects. Saving throw categories include: death magic, sleep/charm, system shock, area effect, magical weapon, poison, and polymorph.
Sigil Power	A type of Barbarian or Shaman power that involves the use of drawn symbols in conjunction with a physical object (token) and the spoken word.
Spirit Cost	The quantity of spiritual points required to call upon the invocation. Typically higher level invocations are more costly than lower level.
Token	A physical object required for the completion of a Barbarian or Shaman invocation. Examples of tokens are pine cones, raven's feathers, oak leaves, and etc.
Touch Attack	This is similar to a Ranged Touch Attack, except that the spell caster must physically touch the intended target.

Class-Related Powers

Certain character classes are imbued with powers by virtue of their profession. Gunslingers, for instance, have the ability to resist spiritual forces and mind attacks, while Cavaliers can resist fear-causing powers. Most of these powers involve the detection and resistance or, specific forms of power in the spirit world. Unless otherwise stated, these powers are free of cost (with respect to SP's and/or B-M-S), but may cause the wielder to stand out to anyone else using powers of detection.

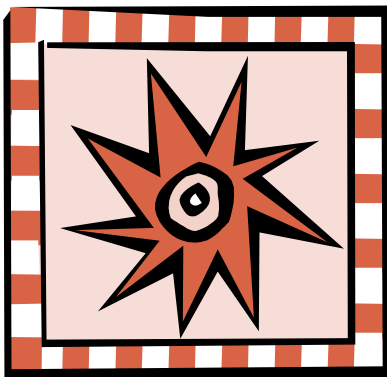




Supernatural Places (Stillpoints)

Other key things to be aware of: Because the World of Gaianar is inherently unstable since the domination by Scaxathrom, there still exist pockets of land wherein the laws of physics do not function properly. Such places are called Stillpoints. Inside a Stillpoint, time may not function accurately, space may wrap around itself, the land may become labyrinthine, may be filled with hostile creatures, and may even contain gateways to other lands (with no means of return, of course).

Mathematicians are the only character class that can detect the presence of Stillpoints from a reasonable distance. Do to the very nature of such a place, Stillpoints cannot be mapped from the outside, thus it can be know the general area (say within a few miles), but the exact location can never be known. Moreover, some of the smaller Stillpoints drift throughout the land and thus could never be charted. Having a very high Perception is critical in escaping from a Stillpoint once one is trapped.



Innate Powers

All sentient beings on Gaianar are born with one innate power that is bound to their genetic structure and can never be taken away. The natural ability typically manifests during adolescence and is usable one to four times per day. Most innate powers have the effectiveness equivalent to a 1st or 2nd Tier spell.

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Intensity/Frequency

The information on this page displays the list of possible innate powers for World of Gaianar player characters. Each Player character gains one and only one innate power. Each power activation counts as a full action and cannot be combined with any other activity that round.

The tables aside indicate the power frequency and intensity. All descriptions below indicate intensity 2, other inten-

Table: Intensity/Frequency	
d12	Freq. & Intensity
1	1 (Low)
2-8	2 (Average)
9-11	3 (High)
12	4 (Superior)

**Table: Innate Power Categories**

1d100	Category Name
01..04	Incidental Powers
05..19	Movement Enhancement
20..34	Healing and Regeneration
35..44	Defence and Protection
45..49	Mind Powers
50..64	Combat Enhancement
65..76	Nature and Elemental Powers
77..79	Structure and Randomness
80..95	Body Enhancement
96..00	Special Powers

Incidental Powers

Incidental powers have to do with useful and utilitarian abilities. While not necessarily helpful in combat, they do have a variety of day-to-day applications. The table below displays the power names and selection possibilities. All powers cost one point of B-M-S per use.

Table: Incidental Powers

1d12	Power Name
1..5	Create Light
6..9	Trace Path
10..11	Flash Linguist
12	Flash Memory

Create Light

The wielder of this power is able to bring forth a small sphere of light 2 in. diameter that sheds light in a 10' radius. The Light is a soft pearlescent white and is suitable to perform most visual tasks without negative modifiers. For combat purposes, this power can be set into an opponents eyes, giving him a -2 to attack per intensity of the ability. A save versus spiritual powers will cause the light to appear 1// behind the target. The light lasts for one turn per intensity.

- Int(1): The light works like a handheld flash-light shining illumination in a 45° cone.
- Int(2): The light illuminates a 1// radius.
- Int(3): The light is very bright and illuminates a 3// radius.
- Int(4): The light is equivalent to sunlight in a 1// radius, and normal illumination in a 6// radius.

Trace Path

Probably one of the most useful powers to have when travelling in poorly lit dungeons or crumbling caverns, Trace Path allows the user to retrace her steps. The power manifests as luminescent footprints that only the user can see. Unlike actual footprints, snow, water, and sand cannot erase the faintly glowing images.

The footprints last for twelve hours per intensity, although the user can actually lay down new tracks for only one hour per intensity.

- Int(1): Can lay tracks for one hour. Tracks persist for twelve hours.



- Int(2): Can lay tracks for two hours. Tracks persist for 24 hours.
- Int(3): Can lay tracks for three hours. Tracks persist for 36 hours. User can allow party members to see tracks.
- Int(4): Can lay tracks for 4 hours. Tracks persist for 48 hours. User

F lash Linguist

A character having this power is able to rapidly learn the spoken language of another culture. For each minute of language overheard, the wielder of this power can understand 1% of the conversational form of the foreign language. Meaningful (if broken) communication can begin at 25% mastery, while the user will sound exactly like a native at the 100% level.

At the standard intensity, two unknown languages can be held in memory concurrently. It should be known, however, that proficiency in languages gained by this power fade at a rate of 1% per minute if that language is not heard by the for more than 24 hours. This power does not give the character the ability to read foreign languages.

- Int(1): Can hold one language in memory.
- Int(2): Can hold two languages in memory.
- Int(3): Can hold two languages in memory. Learning rate is 2% per round.
- Int(4): Can hold three languages in memory. Learning rate is 4% per round.

F lash Memory

The wielder of this power can commit to memory perfectly up to 8,096 characters (letters, numbers, etc.) or four written pages, or two graphical images (maps, etc.) Once committed, the stored information never fades, thus eliminating the need for Knowledge checks to remember stored material. Once the storage space is filled up, however, new information can be added only at the expense of old information. For Mathematicians and Wishesingers, this power allows the user to commit to memory one song or formula per intensity, thus allowing the character to have a "backup" to his or her songbook or textbook.

- Int(1): The wielder can store two pages (4048 characters) or one graphical image.
- Int(2): The wielder can store four pages (8096 characters) or two graphical images.
- Int(3): The wielder can store six pages (12,000 characters) or three graphical images.
- Int(4) The wielder can store eight pages (16,384 characters) or four graphical images.

H ealing

Powers listed in this category have to do with improving or restoring the health of the physical body. The table listed below can be used to determine which form the gift of healing takes. **All powers cost one point of B-M-S per use.**

Table 6: Powers of Healing	
1d12	Power Name
1..8	Healing
9..10	Regenerate HP
11	Command Health
12	Full Regeneration



H ealing

The holder of this power is able to heal himself or others for 1d6 hit points. In many ways, this powers functions like the Priestly invocation Heal Minor Injuries, as it treats only physical wounds and not poison or death magic damage.

- Int(1): Heals 1d6 points
- Int(2): Heals 1d8 points.
- Int(3): Heals 1d10 points.
- Int(4): Heals 1d12 points.

R egenerate Hit Points

Characters with this ability will recover hit points from injuries very quickly without the need of medical treatment or bed rest. At the standard intensity, a character with this ability will recover one hit point every hour. This recovery rate is additive to the Protector's regenerative granted power. Note, however, that Regenerate Hit Points will only cause wounds to close over. It will not heal spinal injuries or restore amputated limbs. Each time the regeneration brings the user back to full hit points, it counts as a use of the power, and thus expends the appropriate number of Body-Mind-spirit points. The power can also help a character with negative hit points. When the power invokes, it will keep the character from dying (i.e. the character does not improve in health, but does not degrade further either.)

Regenerate Hit Points—Intensities

- Int(1): Regeneration rate is 1 HP per 2 hours.
- Int(2): Regeneration rate is 1 HP per hour.
- Int(3): Regeneration rate is 1 HP per half hour.
- Int(4): Regeneration rate is 1 HP per turn.

C ommand Health

This form of healing works only on the wielder. When the wielder has been wounded, he or she can, by invoking the innate power, force open wounds to close, and force bruised tissue to regenerate. The effect of this power is that 20 hit points worth of damage is closed over and healed. Like other forms of healing, this power has no effect on poison or death magic. Should the character be knocked unconscious from hit point loss, there is a 25% chance per intensity that the power will invoke automatically in an attempt to maintain life functions. The power grants 10 hit points per intensity.

F ull Regeneration

This power functions in a similar manner as Regenerate Hit Points except that severed limbs and broken bones can also be mended and replaced by this power. This power is additive with the Protector's regenerative capabilities. When the power invokes, it will keep the character from dying (i.e. the character does not improve in health, but does not degrade further either.)

- Int(1): Severed limbs grow back in a year. Broken bones heal in 3 weeks.
- Int(2): Severed limbs grow back in a 6 months. Broken bones heal in 2 weeks.
- Int(3): Severed limbs grow back in 4 months. Broken bones heal in 1 week.
- Int(4): Severed limbs grow back in 3 months. Broken bones heal in 4 days.



M

ind Powers

The abilities listed here have to do with mental powers. People whose powers are listed here have the ability to read the thoughts and

emotions of others, sense the presence of life, or alter other people's actions. Immunity to these same powers is also a possible option in this category. **All powers cost one**

Empathy

While this power is in effect, the possessor of this ability is able to sense the emotions of other beings within a 6// radius. While sensing a group will yield a generalized overview of their feelings, this power can have a much more exact reading when focused on a single individual.

To achieve empathic communication (i.e. an exchange of feelings) the wielder of this power must first establish an empathic link with the target. This is done by rolling equal to or under the empathic rating percentage on the percentile dice. Additionally, if both the sender and the recipient are empathic, then the transmittal of visual imagery from one person to the other is also possible. To manipulate a character emotionally, a link must be performed as well as successfully overcoming the victim's Willpower.

In the event of a Changeling, or other naturally empathic creature, the empathic rating given by the innate power Empathy is cumulative with the empathic powers already granted by virtue of race. Thus a Changeling, invoking this ability, can temporarily boost his own racially innate empathy. The empathic rating conferred by this power is equal to 10% per intensity. Empathic resistance is equal to the empathic rating.

Table: Powers of Mental Defence

1d12	Power Name
1..2	Empathy
3..7	Empathic Resistance
8..11	Protest
12	Silent Speech

- Intensity 1: Empathic range is 4// and the power lasts for five rounds.
- Intensity 2: Empathic range is 6// and the power lasts for 10 rounds.
- Intensity 3: Empathic range is 9// and the power lasts for 12 rounds.
- Intensity 4: Empathic range is 12// and the power lasts for fifteen rounds.

Empathic Resistance

People with this ability can continuously block out empathic intrusions. Powers of empathy, charm, or sleep automatically have a chance of being outright resisted. Empathic resistance is equal to 15% per intensity, and can be lowered only by conscious choice. Changelings cannot have this ability; should die rolls indicate this power, another roll must be made for the power selection.

It should be noted that empathic scans or supernatural detections also have a possibility of failing against one who has empathic resistance. While this power is in effect all the time, it can

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be boosted for short periods of time by 25% for a period of 1d6 rounds per intensity (i.e. 15%+25%=40% at intensity 1). Using this ability counts as an activation and does use Body-Mind-Spirit.

- Intensity 1: Empathic resistance is 15%.
- Intensity 2: Empathic resistance is 30%.
- Intensity 3: Empathic resistance is 45%.
- Intensity 4: Empathic resistance is 60%.

Protest

The possessor of this power can force the target to change his mind about a stated action. This power is also defensive in nature in that the Protest cannot force a character to do anything; instead it can only be used to make someone not do something. In effect, this power gives the wielder the ability to say "no" and make it stick. For example, a traveller with this power may be set upon by highway robbers who demand the character's money. The character would simply say "no" and the robbers would somehow accept this answer and let the traveller pass. Thus, should the target fail a save versus sleep/charm, he will be unable to act on the protested action until the effect dissipates.

- Intensity 1: The victim saves at +1 to sleep/charm. The power lasts 1d4+1 rounds.
- Intensity 2: Normal save versus sleep/charm for negation. The power lasts for 2d4 rounds.
- Intensity 3: Victim saves at -3. The effect lasts for 2d4+1 rounds.
- Intensity 4: Victim saves at -5. The effect lasts 3d4 rounds.

Silent Speech

Possibly one of the more powerful of mental abilities, this power allows the wielder to initiate a telepathic conversation with another sentient being. To initiate a conversation, the wielder of the power must send forth a telepathic carrier wave, which the recipient must be in range of receiving. Once the carrier is received, the recipient automatically knows the direction of the sender and the purpose of the carrier wave contact. If the recipient acknowledges the carrier wave, then Silent Speech is initiated.

Know that this ability is not Empathy. Characters engaged in Silent Speech can no more sense each other's feelings than they could if having an ordinary conversation. Nor does this ability give either party the ability to read each other's mind; indeed, each side of the silent conversation can only receive what the other sends. At standard intensity, this power has a range of 15// and lasts for two turns. Each level of intensity gives the wielder 5% empathic resistance.

- Intensity 1: Range is 10// and lasts one turn.
- Intensity 2: Range is 15// and lasts two turns.
- Intensity 3: Range is 30// and lasts four turns.
- Intensity 4: Range is 45// and lasts one hour.



Elemental Powers

Innate powers in this category create elemental effects or protect one's self from elemental effects. Certain powers can also summon elemental beings. Each use of the power costs one point of B-M-S per intensity.

Table: Powers of the Elements

1d12	Power Name
1..3	Breathe in Water
4	Mystical Fountain
5	Wind Funnel
6	Summon Boulder
7	Fire Call
8..9	Plant Growth
10..11	Elemental Chief
12	Resist Elements

Breathe in Water

The wielder of this power is able to breath in water as if it were air and to swim as if fully proficient. If this swimming skill is already possessed by the wielder, then a +2 bonus is added to all swimming rolls. Note that the liquid in question must be water, not acid, gasoline, or diesel fuel. However, it matters not whether the water is fresh or saline.

- Intensity 1: The power lasts for two turns
- Intensity 2: The power lasts for one hour.
- Intensity 3: The power lasts for two hours.
- Intensity 4: The power lasts for four hours.

Mystical Fountain

The possessor of this power is able to bring into being a continuous spring, 5' wide. This fountain produces water at a rate of 5 gallons per minute and is pure and drinkable. The power lasts for one turn at all intensities.

- Intensity 1: Water is generated at 1 gallon/minute.
- Intensity 2: Water is generated at 5 gallons/minute.
- Intensity 3: Water is generated at 10 gallons per minute. User can also control the direction of the water flow. The spray can inflict 1d4 damage.
- Intensity 4: Water is generated at a rate of 25 gallons per minute. User can choose to have water jet forth from his fingertips as a weapon. This weapon causes 1d6+1 damage per hit and has a 3// range.

Wind Funnel

The wielder of this power can summon a small whirlwind to the wielder's bidding. The whirlwind hits on the same Batch as the summoner, and its movement speed drops whenever it loses hit points (i.e. movement// = current HP.)

In dire circumstances, the Whirlwind can function as a fresh air generator, bringing into being enough oxygen to keep three man-sized creatures alive per intensity of the Whirlwind. The whirlwind lasts for 1d4 rounds per intensity.

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The power does actually summon a weak elemental, rather than creating a small tornado, which is why the entity has hit points and an armour class

- Intensity 1: Whirlwind properties: AC7, HP 12, 1d4 damage, 12// flight MC-A.
- Intensity 2: Whirlwind properties: AC5, HP 18, 2d4 damage, 18// flight MC-A.
- Intensity 3: Whirlwind properties: AC3, HP 24, 3d4 damage, 24// flight MC-A.
- Intensity 4: Whirlwind properties: AC2, HP 30, 4d4 damage, 30// flight MC-A.

S ummon Boulder

The user of this power can summon a 6' diameter boulder that falls from the sky onto a chosen victim's head, causing 2d8 damage. To avoid this crushing blow, the victim must make a successful save versus area effect. Only one boulder is created per invocation. Like the other elemental powers, the boulder fades from existence after 1d4 rounds per intensity. The boulder can be used indoors, but will not drop from the sky. In this case, the boulder will appear on the ground anywhere within the casting range. It is still useful for blocking off corridors.

- Intensity 1: Range of summoning is 3//; Boulder causes 1d8 damage.
- Intensity 2: Range of summoning is 5//; Boulder causes 2d8 damage.
- Intensity 3: Range of summoning is 10//; Boulder causes 6d4 damage.
- Intensity 4: Range of summoning is 12//. Boulder causes 6d6 damage.

F ire Call

The wielder of this power can summon a small, controlled fire that remains contained within a radius that changes in size depending on the intensity of the power. While the power is in effect, the fire will not spread beyond the boundary. Once the power is concluded, the fire will continue to exist if there are sufficient fuels present, otherwise it will sputter and become extinguished within two rounds. The power lasts for four rounds per intensity and inflicts 1d6 damage per round.

- Intensity 1: The casting range is 3//. It affects one 1// area.
- Intensity 2: The casting range is 5//. It affects two 1// areas
- Intensity 3: The casting range is 10//. It affects three 1// areas.
- Intensity 4: Casting range is 10//. It af-

P lant Growth

The possessor of this power can affect the growth of plants. Under the wielder's power, affected plants enter a state of wildly accelerated growth for as long as the caster concentrates. If a successful Willpower check is made, the wielder of this power can force the affected plants to entangle specified enemies. Entangled enemies are held in place for a minimum of one round, thereafter they are entitled to an endurance feat each round to break free of the entanglement. However, each 1// travelled through the entanglement will require a successful save versus area effect or become entangled

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again. The wielder can arrange the area of effect in any way he or she sees fit so long as it is a single contiguous region.

- Intensity 1: Area of effect is 10 square feet
- Intensity 2: Area of effect is 50 square feet.
- Intensity 3: Area of effect is 250 square feet
- Intensity 4: Area of effect is 400 square feet.

Elemental Chief

Through this power, the user can focus his will so that it manifests as a low-level elemental force. The choices are air, earth, water, and fire. Elementals are immune to damage from their native element, take normal damage from a cross element, and take double damage from their opposite element. The elemental functions as a Warrior whose level is equal to the intensity of the power.

- Intensity 1: Warrior(1), damage(1d6), HP(1d12+1), Will(4), SP(1d6), BAtCh(19).
- Intensity 2: Warrior(2), damage(1d8), HP(2d12+2), Will(5), SP(2d6), BAtCh(18)
- Intensity 3: Warrior(3), damage(1d10), HP(3d12+3), Will(6), SP(2d6+3), BAtCh(17)
- Intensity 4: Warrior(4), damage(1d12), HP(4d12+4), Will(7), SP(2d6+5), BAtCh(16)

Resist Elements

This powerful ability allows the Wielder temporary immunity to any of the summoned powers found in this category. While the power is in force, the powers of summon whirlwind, boulder, flame, or fountain will have no effect on the wielder. Physical manifestations of these powers (i.e. stones, flame jets, etc.) will pass through the body of the wielder without harm. Additionally, the wielder of this power enjoys a partial immunity from summoned elemental creatures. For a 1st Tier effects, the resistance is 100%, 2nd Tier is 80%, 3rd tier is 60%,

4th Tier is 40%, 5th Tier is 20%, and 6th and 7th Tier is 0%. In the event that a Scaxathrom Priest did the summoning, the resistance is 100% for Class A, 80% for Class B, 60% for Class C, 40% for Class D, 20% for Class E, and 0% for Class F.

- Intensity 1: The power lasts 1d4 rounds.
- Intensity 2: The power lasts 1d6 rounds.
- Intensity 3: The power lasts 1d8 rounds.
- Intensity 4: The power lasts 1d10 rounds.

Travel & Motion

As the name implies, powers listed in this category enhance how a character moves from place to place. The table below displays the various travel related powers. All powers cost one point of B-M-S per use.

Table: Powers of Travel and Motion	
1d12	Power Name
1..4	Swift Running
5..8	Dolphin Torpedo
9..10	Levitate
11	Flight
12	Limited Teleportation

Swift Running

When the character calls upon this power, his or her running speed is greatly enhanced without causing the character to expend energy greater than mere

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walking. This power does not, however, improve initiative in combat, or in any way double attack or parry routines. The power lasts for five rounds per intensity.

- Intensity 1: The character can run at double base movement.
- Intensity 2: The character can run at 2.5 times base movement.
- Intensity 3: The character runs at triple base movement.

Dolphin Torpedo

This power is to swimming what Swift Running is to running. While the force of this power is in effect, the wielder can travel across the water as greatly increased speeds. there are two forms of the power: "Dolphin" and "Torpedo". The first allows the character to swim faster and maintain directional control, while the latter allows for extremely fast swimming but at the expense of direction control. It takes around to change modes. While this power does not give the character the ability to breathe in water, it does allow him to hold his or her breath for twice as long. This power lasts for one turn per intensity.

- Intensity 1: Dolphin speed: 6//. Torpedo: 10//
- Intensity 2: Dolphin speed: 12//. Torpedo: 20//
- Intensity 3: Dolphin speed: 18//. Torpedo: 24//
- Intensity 4: Dolphin speed: 24//. Torpedo: 32//



Levitate

A character calling on this power is able to ascend vertically or transport horizontally at a rate of 10// for a single round and then hold that position (if in midair) for one round per point of Endurance. If the power expires in midair, the wielder falls at a rate of 1' per second. At high intensities, running into someone else can cause "slam damage" to the targeted victim. While the target of the slam takes full damage as indicated below, the wielder must make a successful System Shock roll or else take one half of the slam damage total. Successfully targeting someone for a "slam" terminates the power

- Intensity 1: Can travel 5// in one round; slam damage is 1d3 hit points.
- Intensity 2: Can travel 10// in one round; slam damage is 1d6 hit points.
- Intensity 3: Can travel 20// in one round; slam damage is 1d12 hit points.
- Intensity 4: Can travel 50// one round; slam damage is 1d20 hit points.

Flight

The user of this ability can fly without the need of wings or mechanical apparatus.. Movement rate at the standard intensity is 18// with Class B manoeuvrability. In the event that this power is bestowed upon a race that already has the ability to fly, then this power is additive to what that race already possesses. The power lasts for 5 rounds per intensity.

- Intensity 1: Flight is at 12// at Class B.
- Intensity 2: Flight is at 18// at Class B.
- Intensity 3: Flight is at 24// at Class B
- Intensity 4: Flight is at 36// at Class A.

Limited Teleportation

A character with this powerful ability can instantly will himself to a place that he or she has once been. So long as the desired destination has been seen at least once, and is within 10 || (i.e. 1000') then teleportation is possible.



If the journey is one way, then there is no weight restriction for the user other than the fact that he or she can transport only one's own body and carried possessions. Alternatively, there is a "bounce-back" option that would allow a character to teleport to a certain place, remain there for one round, then snap back to the point of origination. If this option is used, there is a weight restriction. The user of this power can only leave a place 25 pounds heavier than he came in. One of the obvious implications is the weight restriction is for teleporting into a stronghold, stealing something, then teleporting out.

- Intensity 1: Teleportation range is 5||.
- Intensity 2: Teleportation range is 10||
- Intensity 3: Teleportation range is 20||.
- Intensity 4: Teleportation range is 40||. Teleportation of one additional individual is possible, but the range is reduced to 10|| and B-M-S costs are doubled.

Defensive Powers

The powers mentioned here have to do with defence of the body. The abilities in this category can often be useful to invoke when escape or stealth is necessary. Rolling a 1d12 on the following table determines which defensive capability the wielder possesses. All powers

Bubble Shield

Characters with this ability can project a bubble of force 3' beyond the extents of the character's body. This bubble is easily visible as a spherical air distortion that bends light in a similar manner as water. Upon crossing the bubble's surface, all incoming attacks are slowed by more than half. The character protected by the bubble takes only 1/4 damage from missile weapons, 1/2 damage from bludgeoning and slicing weapons, and 3/4 damage from piercing weapons. While this protective field does not affect the wielder's combat rating, it does increase his initiative response, taking the form of a -3 penalty, and reduces his movement speed by 1/4. Area effect damage, such as from grenades, explosions, fireballs, etc., do half damage.

- Intensity 1: The power lasts four rounds.
- Intensity 2: The power lasts seven rounds.
- Intensity 3: The power lasts for one turn.
- Intensity 4: The power lasts for fifteen rounds.

Table: Powers of Defence

1d12	Power Name
1..3	Bubble Shield
4..6	Sanctuary
7..10	Anonymity
11	Energy Ghost
12	Invisibility

Sanctuary

When the wielder of this ability invokes his power, he becomes immune from all physical attacks for the duration of the power. While the sanctuary is in force, only a critical success attack will collapse the shield. There are restrictions on this seeming invulnerability. While under sanctuary, the character cannot commit offensive or violent acts without causing the sanctuary to fail. Moreover, this power only works against mundane damage; supernatural powers (such as Rebuke, or Wishesinger's songs) will penetrate the shield, and the "plus" damage from supernaturally enhanced weapons will transmit through the sanctuary.

- Intensity 1: The sanctuary lasts for five rounds.
- Intensity 2: The sanctuary lasts for one turn.
- Intensity 3: The sanctuary lasts for two turns.
- Intensity 4: The sanctuary lasts for four turns.



*A*nonymity

While the wielder of this power is not made invisible, he is rendered unnoticeable to others. Like an ordinary face in the crowd, the wielder is able to conduct his business and not be remembered by others. Like sanctuary, the user of this power can not commit acts of violence without disrupting his anonymity. Additionally, this power is disrupted if wielder's true name is spoken within range of hearing. This power lasts until the wielder cancels it by choice, is rendered unconscious, commits violence, or hears his name spoken.

- Intensity 1: A perception check at -2 reveals the caster's true identity.
- Intensity 2: A perception check at -4 reveals the caster's true identity.
- Intensity 3: A perception check at -8 reveals the caster's true identity.
- Intensity 4: A perception check at -12 reveals the caster's true identity.

*E*nergy Ghost

While this power is active, the invoker becomes ghostlike, immune to mundane weapons. Like sanctuary, only the pluses from magical weapons damage a dispersed character. Wind attacks against the wielder do double damage while in ghost form.

Unlike Sanctuary or Anonymity, the wielder of this power can proceed with a limited number of offensive actions while dispersed. While normal weapon combat is impossible, supernatural abilities that require only voice (i.e. Assault Undead, Song of Reproach, etc.) will function normally. Likewise, the dispersed individual is still vulnerable to damage from supernatural powers. The power lasts for five rounds per intensity. Area effect damage from physical projectiles, such as from grenades, do half damage, while area effect damage from energy, such as radiation, still inflicts full damage.

- Intensity 1: Wind attacks do triple damage.
- Intensity 2: Wind attacks do double damage.
- Intensity 3: Wind attacks do 50% more damage.
- Intensity 4: Wind attacks do only normal damage.

*I*nvisibility

When calling upon this power, those gifted with this ability will seem to disappear from sight before the eyes of any with normal or infrared vision. Individuals with the ability to see in the ultraviolet range will see the character as a pale and flickering ghost-image (i.e. like Energy Ghost). While under the protection of Invisibility, all attacks against the character occur at -7, and the attackers must make a successful perception check at -8 to first detect the character's presence. Those who can see into the ultraviolet light spectrum can attack the character at only a -2 penalty, with an unmodified perception check required. While invisible, the character



may not attack others without terminating the power unless the wielder is attacked first.

- Intensity 1: The power lasts for three rounds
- Intensity 2: The power lasts for five rounds
- Intensity 3: The power lasts for one turn
- Intensity 4: The power lasts for two turns.



Combat Powers



The abilities listed in this category have the power to inflict harm others. By their very nature, these powers are often handy in combat and make for very handy and unconfiscatable weapons.

The following table states the possible choices of combative powers. All powers cost one point of B-M-S per use.

Spark Fingers

The wielder of this gift can unleash blue sparks from his fingertips, causing fire/electrical damage to targeted victim. The use of spark fingers is also useful for starting camp fires and igniting paper and torches. A slow release of Spark Fingers can be used to join (weld) small pieces of metal together as well. If this ability is used for combative purposes, then the victim of Spark Fingers is entitled to a save versus magical weapon for half damage.

- Intensity 1: Damage is 1d8. Range is 2//.
- Intensity 2: Damage is 1d8. Range is 3//.
- Intensity 3: Damage is 1d10. Range is 5//.
- Intensity 4: Damage is 1d12. Range is 10//.

Steel Fists

The wielder of this power is enabled to engage bare-handed combat with much greater ferocity. The wielder adds the Steel Fist additional damage to any fist attack, including martial arts attacks. The power lasts for five rounds at all intensities, and works only in bare handed attacks.

- Intensity 1: Additional punch damage is 1d4+1.
- Intensity 2: Additional punch damage is 1d4+2.
- Intensity 3: Additional punch damage is 1d4+3.
- Intensity 4: Additional punch damage is 1d4+4.

Table: Powers of Combat

1d12	Power Name
1..4	Spark Fingers
5..8	Stun Touch
9..11	Steel Fists
12	Convulsion Touch

Stun Touch

When the possessor of this power touches an intended victim, an electrical pulse surges through the body of the victim, rendering him unfit for combat for one round per intensity. Stunning prevents the victim from attacking and performing offensive actions, but the character can still take defensive actions. A successful save versus system shock will negate the effects. Creatures immune to electrical energy are immune to Stun Touch, while creatures especially vulnerable to electrical energy take 1d4 damage per intensity.

- Intensity 1: Save versus system shock at +2.
- Intensity 2: Save versus system shock at +0.
- Intensity 3: Save versus system shock at -2.
- Intensity 4: Save versus system shock at -4.

Convulsion Touch

A more sinister version of Stun Touch, this power causes a wave of uncontrollable muscle spasms within the body of the victim. While the range of this power is limited, the power can levy devastating damage against the intended victim. Unless the target makes a successful save versus system shock, he rendered incapacitated from convulsions and can take no other action except invoke innate powers. The power leaves the victim incapacitated for a round, and inflicts damage as listed below. It has no effect on Undead and Constructs.



- Intensity 1: 1d6 damage.
- Intensity 2: 1d8 damage.
- Intensity 3: 1d10 damage.
- Intensity 4: 1d12 damage.

Structure & Randomness Powers

Powers in this category tap into the universal forces of Structure and Randomness; forces that build up and forces that tear down. In the wrong hands, these powers can be quite dangerous. Wisdom and mental fortitude is required of those so gifted with these powers. **All powers cost one point of B-M-S per use.**

Table: Powers of Structure & Randomness

1d12	Power Name
1..4	Wishsong
5..8	Make Pact
9..11	Long Second
12	Isometric Reality

Wishsong

The wielder of this power can summon wildly chaotic forces that result in highly unpredictable effects. Effects can be determined by using the Wishsong Table. If the wielder's alignment ever shifts to a Structured align-

ment (Sainly, Ordered, or Despotic), then the power shifts to Isometric Reality.

- Intensity 1: 30' radius.
- Intensity 2: 60' radius.
- Intensity 3: Area of effect is a 90' radius.
- Intensity 4: Area of effect is a 120" radius.

Table: Innate Power Wishsong Effects

1d100	Effect
1	A single Dark Halo appears and fights the party.
2	All party members are damaged by a spiritual backlash. Victims must save vs. death magic or take 2d8 physical damage and 4d8 spiritual damage.
3	All party members must save versus area effect or be deafened for 1d4 rounds.
4	Supernatural weapons and devices lose supernatural properties for 1d4 rounds.
5	Party members are sunk two feet into the ground. It takes 2d10 (-1 turn per point of STR>16) to dig out.
6	1d8 giant mushrooms (15' tall, 3' wide base) of assorted species and colours grow from random locations within the area of effect.
7	10d100 dragonflies appear for five rounds. All within the area of effect are effectively blinded while the swarm persists, but the insects inflict no damage.
8	All trees within the area effect turn into white crystal. This transformation does not kill the trees, but instead they continue on as living crystal trees.
9	All trees (or shrubs, if no trees are present) in the area of effect become sentient and become able to see, hear, and speak. The INT/WIS is 1d6+1. 90% of the affected trees revert to normal after 6 months.
10	All wooden weapons fall from the wielders' hands and take root. This does not affect consecrated/enhanced items.



1d100	Effect	1d100	Effect
11	A 60// wind vortex rolls through the area of effect. Anyone of less than STR(17) is blown down and cannot get back up until the winds subsides (1d4+1 rounds).	25	A meteor shower rains from the sky. All within the area of effect, including the Wishesinger and party members, take 3d12 damage. A successful save versus area effect halves the damage.
12	An int(3) Wind Funnel appears and serves the wielder for five rounds	26	1d8 empty pits of 5' x 5' x 10' appear randomly in the area of effect. Any individuals caught in these pits will be pushed to the surface unharmed when the pits close up after one turn.
13	An 8HD air elemental servant appears and fights for the wielder for three rounds.	27	An earth elemental of 6HD fights for the Wishesinger.
14	An impenetrable, blinding fog descends on the area of effect affecting everyone but the wielder.	28	All enemies in the area of effect are turned to mud; a save vs. polymorph negates the effect. Affected characters will revert to their native forms after one day if left undisturbed, or can be brought to normal form by means of Remove Curse, Dispel Magic or similar power.
15	The air becomes unbreathable for all enemies in area of effect. Victims of the toxic air must save versus poison against an intensity 1 poison effect. The air remains toxified for 1d4 rounds.	29	An earth bridge up to 300' long and up to 5 feet wide appears. The bridge disappears after 1d4 turns. It can be positioned strategically by the
16	1d8 small springs of 5' radius each generating two gallons per minute appear in random locations within the area of effect and generate pure water for five rounds before drying up.	30	Wishesinger turns to mud; Effects are same as #28.
17	A 4HD water elemental servant appears and fights for the Wishesinger for a period of six rounds.	31	All party members are temporarily turned into Changelings unless a successful save vs. polymorph is made. Affected individuals are trans-
18	The ground within AOE turns into a 100' deep lake. This effect lasts for 1d4 years, over which the ground gradually fills in, returning to its original	32	All party members are shrunk to 3" high for a period of five rounds. An invocation of the innate power Change Size negates this effect for all affected individuals. Carried/worn items shrink with the person.
19	The sky turns cloudy and begins to rain. Roll 1d4 for severity; 1 = a fine mist, a 4 represents a downpour. It rains for an hour.	33	All persons caught within the area of effect must save versus system shock or change skin colours; Artificial skin tone gradually leeches out of skin tissue over a period of 2d4 days. Roll a 1d6 to determine new skin colour: 1: Dark brown (South Point) 2: Pale, freckled (West Point) 3: Fair, tans quickly (Isle of Gales) 4: Swarthy (North Point) 5: Yellow or Olive (East Point) 6: Medium Brown (Any desert region)
20	All water in canteens becomes healing elixirs of intensity 1d4 potency. This healing elixirs remain stable and drinkable for 1d4+3 days, thereafter they revert back to normal water.	34	Rose petals fall from the sky. The effect lasts for one full turn but has no effect on visual tasks.
21	1d8 fire pits of 5' radius appear randomly. Anyone stepping into these pits take 1d6+3 damage. The fire pits do not spread and will instead flicker out and become extinguished after five rounds.		
22	A 5HD fire elemental servant appears and fights for the Wishesinger for a period of six rounds.		
23	All metal weapons in area of effect suddenly heat up to red hot causing 1d6 damage to wielders. The weapons remain hot for three rounds.		
24	One enemy in AOE bursts into flames; save vs. system shock for negation. If the save is failed, the vic-		



1d100	Effect	1d100	Effect
35	A large, smelly cigar appears in the hands of all individuals within the area of effect.	48	Party is transported to location of GM's choice. The GM may not use this power to slay the party (i.e. transporting the party to the bottom of the ocean.)
36	All individuals caught within the area of effect must make a successful save versus polymorph or else receive a Mohawk haircut.	49	Enemies within the Area of Effect are teleported to location of Wishesinger's choice. The Wishesinger must have visited the target location at least once.
37	1d3 modern art statues appear randomly within the area of effect. Each is made of some sort of stone and is worth about 1d10 silver pieces.	50	1000 lbs. of cheese is transported to the area of effect.
38	For the next five rounds, all individuals within the area of effect not wearing gloves or gauntlets suddenly have six fingers on each hand, resulting in a -2 penalty to Dexterity.	51	Invoking innate powers within the area of effect is not possible for the next five rounds.
39	Gravity is reduced to ½ normal intensity within the area of effect. All falling damage is halved and running speed is increased by ½. Normal gravitation	52	Innate powers invoked within the area of effect have double range and duration if invoked within five rounds.
40	Fire works explode in the sky. This effect only works in darkness or twilight conditions. The fireworks display lasts for 2d6 rounds and can be seen for up to one mile distant. On the final round, a fireworks dragon descends upon the party in a menacing fashion but does no damage.	53	Consecrated and/or supernaturally powered items within the area of effect lose potency for five rounds.
41	A small, ivy covered gazebo appears in the area of effect. It is fashioned from white painted wood. The effect is permanent.	54	A random useful consecrated and/or powered item will appear in the hands of the Wishesinger. There is a 5% chance that this item will remain
42	All grass in area of effect is turned to 5' high corn stalks bearing mature ears	55	All persons within the area of effect gain one invocation of the innate power Wishesong at some time of their choosing.
43	A single monolithic block of black basalt, 2' wide, 1' thick, and fifteen feet tall appears next to the Wishesinger. It disintegrates after one day.	56	1d4 wolves appear to aid the Wishesinger.
44	All metal weapons are pulled up into the sky (Roll a strength check hold on to affected weapons.) Weapons dragged into the air fall 5 rounds later and can	57	1d3 bears appear to aid the Wishesinger.
45	A small moon appears and orbits the primary moon. This effects lasts only two rounds.	58	An man-eater tree fights for the Wishesinger.
46	Party is teleported to a location of Wishesinger's choice. The Wishesinger must have visited the target location at least once.	59	One party member suddenly has hit points doubled and fights at BATCh+4.
47	Party is teleported to a random location within a 1 mile radius. It will not cause the party members to materialize inside solid objects.	60	All non-Warrior types in the Wishesinger's party suddenly fight as if by a Warrior of equal level.
		61	The Wishesinger's name is written in the sky and is visible for one turn and can be seen from ½ mile away.
		62	Wishesinger is cloaked in a rainbow aura; the rainbow offers the Wishesinger a +1 bonus to AC and illuminates a 1// radius area and renders the Wishesinger immune to light-based attacks. The effect lasts seven rounds.



1d100	Effect	1d100	Effect
63	A rainbow appears and brings a tiny pot of gold to the party (1d4+2 GP)	79	Enemies mysteriously miss in next 1d4 rounds of attacks.
64	Day and night is reversed for 5 rounds.	80	Enemies attack only the Wishsinger.
65	Tiny flowers bloom from all armour within the area of effect. This effect does not damage the armour, but the effect is permanent.	81	Party members are healed for 1 hp
66	All enemies in area of effect are shrunk to 3" high; effects are similar to #32. The enemies' equipment shrinks proportionally.	82	Party members are healed for 1d4 hp.
67	A silver crown appears on Wishsinger's head (80 SP value). This effect is permanent.	83	Party members are healed for 1d8 hp.
68	The words "Toto, we're not in Kansas anymore" booms from the sky.	84	Party members are healed for 1d12 hp.
69	The words "69 dude!" booms. Things become excellent for the adventurers. (Count this as a limited wish).	85	Party members HP are fully restored as if by Total Regeneration.
70	A Undead creature of randomly rolled status wanders aimlessly through the area of effect. (Note: this creature will not attack unless attacked. If left alone, it will simply wander around mindlessly.) The creature vanishes after 2d4 rounds.	86	All enemies in the area of effect are shocked for 1 hit point of damage.
71	If enemies within the area of effect fail a save vs. sleep/charm, they will think Wishsinger is a god, and donate all possessions to the caster. This effect only happens if the victims are of fewer levels or hit dice than the caster.	87	Enemies in the AOE are shocked for 1d6 HP of damage.
72	The area of effect becomes an apple orchard. This effect is permanent.	88	Enemies are shocked for 2d6 HP of damage.
73	Invisible hands scoop up all individuals within the area of effect and drops them from a height of 25 feet. (The save is a Dexterity check with a -4 modi-	89	Enemies are shocked for 3d6 HP of damage.
74	A illusionary UFO passes overhead, hovers briefly, then leaves. (It doesn't do anything else).	90	Enemies are shocked for 4d6 HP of damage.
75	Roll two effects on this chart.	91	Party members have innate powers replenished.
76	Wishsinger gains a +1 bonus to AC.	92	Party members have 2d4 spiritual points replenished.
77	Wishsinger is penalized at -1d4 AC .	93	Party members have spiritually powered or and scientific devices replenished. 1d4 charges are restored to each device owned by the party mem-
78	Party members gain +2 bonus to AC.	94	Wishsinger gains access to the 8th level song Wishsong, but then must make a save vs. system shock or be rendered comatose for 2d4 weeks. A successful save indicates a comatose condition for 2d4 days. Con Loss from singing the 8th level Wishsong applies here.



1d100	Effect
95	All party members' innate powers are triggered (except the Wishsinger).
96	Save vs. Death magic or randomly switch alignment (roll 1d10)
97	An evil spirit attacks your dreams. (Effective next time the Wishsinger sleeps; treat as an incorporeal demon of 3d6+3 Willpower) Note that the Wishsinger will not know this effect has taken place until he has actually fallen asleep.
98	A random party member becomes a Dark Halo for one turn.
99	All party weapons go berserk, attacking wielders once. (BACh for weapons is equal to the
100	A random event occurs, as per the GM's will.

Unless otherwise shown, all power effects last for five rounds.

Long Second

The wielder of this power is able to affect the very structure of time itself for his own benefit. At standard intensity, the wielder can perform three rounds of non-violent actions in the passing of just one second. From the wielder's point of view, it will seem as if time has stopped for three minutes, while to an outside observer, it will seem as if the wielder vanished from sight for the one second. Any attempts at violent actions terminate the power prematurely.

- Intensity 1: Two rounds of action are compressed into one second of time.
- Intensity 2: Three rounds of action are compressed into one second of time.
- Intensity 3: Five rounds of action are compressed into one second of time.
- Intensity 4: Seven rounds of action are compressed into one second of time.

Make Pact

The user of this ability is able to supernaturally enforce contracts and agreements. If an agreement between the wielder and the recipient is broken, the pact breaker suffers 5d6 damage. The Pact breaker is entitled to a save versus death magic for half damage. A Dispel Magic type power cast against a pact counts as a pact break, although a Greater Dispelling, Wish or similar power will undo this power. The pact must be entered into agreeably by both parties. Neither can be under the influence of drugs, alcohol, empathic manipulation, or other magical charms.

Intensity 1: Pact breaker suffers 2d6 damage.

Intensity 2: Pact breaker suffers 5d6 damage.

Intensity 3: Pact breaker suffers 8d6 damage.

Intensity 4: Pact breaker suffers 12d6 damage.

Isometric Reality

By far one of the most potent of the innate powers, Isometric Reality suppresses all elements of random chance within a specified area of effect. Events within the area of effect that have a 50% chance or greater of happening will always happen, while events with a 49% or less probability will never happen. For example, a Warrior with a save vs. sleep/charm of 16 will never make his save, while a Thief with a Stealth rating of 52% will always be stealthy. This regulation of randomness works in all die rolls. For example, if a damage roll is less than 1/2 maximum potential, then no damage is incurred. If a healing roll results in 1/2 full potential or more then the healing works at full potential. With the power of Isometric Reality, nothing, nothing, is left to chance. A final note: the only two events that still function with randomness within the area of effect is the innate power Wishsong and rolls for divine Intervention. With respect to the Wishsong, the effects of the song last but two rounds regardless of any other time modifier men-



tioned for the power effects. The standard area effect for Isometric Reality is 2// per intensity, centred on the caster, and lasts two rounds per intensity. This power does not affect Angels, Demons, or other similarly powerful and/or extraplanar entities. If the wielder's alignment ever shifts to a Random alignment (Heroic, Chaotic, or Satanic), then the power shifts to Wishesong.

- Intensity 1: Area of effect is 2//.
- Intensity 2: Area of effect is 4//.
- Intensity 3: Area of effect is 6//.
- Intensity 4: Area of effect is 8//.

Body En- hancement Powers

The powers described here have a distinct effect on the wielder's physical form. Abilities of this type generally have no area of effect outside the body of the wielder. All powers cost one point of B-M-S per use.

Table: Body Enhancement Powers

1d12	Power Name
1..6	Change Size
7..9	Camouflage
10..11	Strengthen Body
12	Shape Change

Change Size

The wielder of this power has the ability to wildly alter the size of his or her body. The user of this power can shrink or grow from 20% to 200% of normal size. After 5 rounds, the wielder reverts to normal size. Clothing and possessions alter size with the wielder. For example, an axe swinging ranger who increases size to 150% can reasonable expect his or her weapon to do 1.5x damage, while a staff-swinging Wishesinger shrinking down to minimum size might be lucky to do one point of damage. Spiritual abilities granted by virtue of Faith still function at normal range and potency, but race related powers (flight, infravision, etc.) are scaled in accordance to the size of the body. Hit points, armour class, Batch, skills, and saving throws remain constant.

- Intensity 1: The power lasts 1d4+1 rounds. Size range is 50% to 150%.
- Intensity 2: The power lasts for five rounds. Size range is 20% to 200%
- Intensity 3: The power lasts for one full turn. Size range is 5% to 200%
- Intensity 4: The power lasts for one hour. Size range is 1% to 200%

Camouflage

The effect of using this ability is that the wielder's skin changes colour to match the local environment. For example, at night, the wielder's skin would turn midnight blue or black; in a desert setting, a bright tan or pale amber hue may be attained. Moreover, the skin of the wielder can become spotted or mottled if that is what is required. Unlike using the innate power Invisibility, the wielder of this power may use combat and offensive capabilities without cancelling the power. Enemies attempting to harm the wielder hit at -2 to hit per intensity of the power so long as the wielder is at least 1// away from the attacker. The camouflage has no effect at melee range (it is not the same as invisibility.)

An obvious complication is that armour and clothing stand in the way between the wielder's skin and the outside world. If ordinary clothing or plain leather armour is worn, the innate power is unaffected. Heavy duty non-metallic armour causes the power to function at one intensity less, while metal armour causes a two point reduction in intensity. The general effect of this power is simple. When activated, the wielder's Stealth rating is radically increased – to 30% per intensity. When used in combination with a class-related Stealth roll, 1/2 of the innate power percentage is added to the class related stealth skill.

- Intensity 1: The power lasts for one turn.
- Intensity 2: The power lasts for two turns
- Intensity 3: The power lasts for four turns.
- Intensity 4: The power lasts for eight turns.



Strengthen Body

By this power, the wielder is able to temporarily enhance his Strength or Constitution scores. For each intensity, the wielder is able to add +2 to either Strength or Constitution, or +1 to both. This ability ignores normal race related attribute restrictions. Moreover, for each Constitution point raised above 16, the wielder gains one temporary hit point. The power lasts 4 rounds per intensity.

- Intensity 1: +1 to Strength and +1 to Con.
- Intensity 2: +1 to STR/CON or +2 on one only.
- Intensity 3: +2 to Strength and +2 to Con.
- Intensity 4: +2 to STR/CON or +3 on one only.

Shape Change

This ability is one of the more powerful of innate abilities. As this power allows the wielder to radically alter the shape and appearance of his or her body, this ability is particularly useful for covert operations. This ability does have limits, however. To be able to shapechange, the wielder must carefully study the form of the shape for at least three hours to fully place the body parameters in memory. Moreover, at the standard intensity, the wielder can never have more than four shapes memorized. Adding new ones will require that old shape memories be sacrificed. At intensity two, the wielder can assume the form of any mammal, while at higher intensities the wielder can memorize more forms and take on reptilian or avian forms as well. It should be known, however, that no matter what shape the wielder assumes, his or her eye colour stays constant. This is one limitation of the ability that cannot be overcome by any means. At all intensities, the power lasts until the wielder falls asleep, loses more than 75% of normal hit points, or has his true name spoken within range of hearing.

- Intensity 1: The wielder can take on any mammalian form but this form cannot be greater than 50% difference in mass. The wielder can hold three forms in memory.

- Intensity 2: The wielder can take on the form of any mammalian form within a mass parameter of 5% to 200%. The wielder can hold four forms in memory.
- Intensity 3: The wielder can take on any animal form so long as the mass is 5% to 300% of his mass. The wielder can hold five forms in memory.
- Intensity 4: The wielder can take on the form of any plant or animal and has a mass parameter 5% to 500%. The wielder can hold six forms in memory.

Special Innate Powers

Special Innate Powers	
1d12	Power Name
1	Phoenix
2	Memory of Powers
3	Revoke Power
4	Grant Power
5	Illusionary Death
6	Clone
7	Soul of Combat
8	Greater Teleport
9	Innate Immunity
10	Lightning Hand
11	Pack rat
12	Alter Reality



Phoenix

This power can only be used a certain number of times in a character's lifetime. Just as the legendary phoenix can rise from its ashes into life anew, so can the character whom is blessed with this gift. So long as the character's body is not cut into many pieces and buried separately, or burned and ashes scattered, the character will rise from death one day after having been slain. This power has a cost, however. Each time the character regenerates into life, he or she loses 1d3 Constitution permanently. Even wishes cannot bring this total back to its prior sum. Once the character's permanent Constitution falls below 1, the character is dead forever. Raise Dead and other similar measures will fail at this point. Assuming the character is able to come back from death, he or she will be at 50% normal hit points, spirit points, and ability checks until enough time has passed that these numbers will return to their maximum naturally (through rest and sleep). The number of Constitution points lost after each regeneration is determined by the intensity table below.

- Intensity 1: Each regeneration costs 1d4 Constitution.
- Intensity 2: Each regeneration costs 1d3 Constitution.
- Intensity 3: Each regeneration costs 1d2 Constitution.
- Intensity 4: Each regeneration costs 1 Constitution.

Memory of Powers

This power is basically the wildcard of all powers. The wielder of this gift can call forth any innate power he or she has studied. For each intensity, the wielder can mimic an innate power to that intensity. For example, a character with Memory of Powers at intensity 2 observes another character heal at intensity 4. The multi-powered character may be able to heal now, but only at intensity 2. The converse is not true, however. For example, the same character observing an intensity one Whirlwind cannot call forth an intensity two version. At the standard intensity, the character can store five observed power types in memory before having to swap out a previously observed power.

- Intensity 1: The character can store 3 powers.
- Intensity 2: The character can store 5 powers.
- Intensity 3: The character can store 6 powers.
- Intensity 4: The character can store 7 powers.

Revoke Power

By virtue of this power, the wielder can attempt to neutralize the effects of another character's innate powers. In cancelling the powers of others, a modified Willpower override must be accomplished against the target of this power; the sum of the wielder's Willpower plus power intensity must be matched on the general resistance table against the Willpower and power intensity of the target. If the wielder of Revoke Power succeeds, the other person's power is cancelled and cannot be invoked again for one turn per current Willpower point of the wielder.

Grant Power

In a strange way, this power functions in a similar manner to Memory of Powers. For in both this power and the multi-power, the wielder gains access to innate powers by observation; both have a memory limit on storage capacity. However, in Grant Power, the wielder of this gift has the capability to bestow a memorized power onto a willing recipient. The recipient of the memorized power can call upon it just once per invocation of Grant Power. However, once a power is granted, it remains available to the recipient until called upon, where thereafter, the power is expended. The receiving of a Grant Power does not interfere with any innate power the recipient may already possess. Curiously, the wielder of Grant Power cannot use any of the powers



himself, but instead can only bestow it upon others. Powers bestowed are at the intensity observed, regardless of the power intensity of the person wielding Grant Power. The granting of powers is performed by touch.

- Intensity 1: The character can store 3 powers.
- Intensity 2: The character can store 5 powers.
- Intensity 3: The character can store 8 powers.
- Intensity 4: The character can store 9 powers.

Illusory Death

In the invoking of this power, the wielder can assume a deathlike appearance in order to prevent being slain for real. The power can be triggered at will, but will automatically be triggered if the wielder's hit points fall below zero. The effects of the power are simple; the character's skin takes on a deathlike pallor and his flesh assumes the rigid coldness of death, and no breathing or heartbeat is detectable if searched for. In reality, the person remains living and breathing, albeit paralyzed for the duration of the power. His or her senses are fully operational, although the death-appearance always makes the wielder look as if his eyes are closed. While the power is active, the wielder cannot be affected further by mundane forces. Just as a corpse is not hurt further by a sword wound, so a person under Illusory Death is also immune. The power has its limits, however. The wielder can still be destroyed by fire or by beheading. Attempts to amputate the limbs of a person under Illusory Death will in fact damage the wielder. But hanging, poisoning, piercing and slashing, and drowning damage is ineffectual against the wielder. It should be noted that this power is susceptible to being detected by a detect spiritual forces, and like powers. Moreover, the life force of a person under this power is detectable by a changeling utilizing Sense Presence; Other life-sensing powers that function in a similar manner as Sense Presence will also reveal the wielder's true state. When the power comes to an end, the wielder immediately becomes non-paralyzed and fully functional.

- Intensity 1: The power lasts for one turn and recovers 1d4 hit points.
- Intensity 2: The power lasts for fifteen rounds and recovers 1d6 hit points
- Intensity 3: The power lasts for three turns and recovers 1d8 hit points.
- Intensity 4: The power lasts for one hour and recovers 1d10 hit points.

Clone

A strange power indeed, the wielder of Clone is able to create a weaker version of himself and send him forth to fulfil non-combative tasks such as scouting or espionage. The clone has 1/10 the normal hit points of the wielder, has no attack BAtCh rating, but can parry using the wielder's parry BAtCh score. The clone has no Willpower and cannot be empathically read or sensed. A Changeling implementing sense presence will not detect a life force emanating from within the clone. And strangely, Changelings themselves are never born with this innate power. The clone has the same movement potential as the wielder. Mundane items owned by the wielder also appear on the clone, and the clone is clothed in the same manner as the wielder. However, consecrated or powered items are translated to the clone as a mundane device. The clone has the a bland personality but otherwise has the same skills and abilities as the original wielder. At the standard intensity, the clone lasts for one hour. At the end of the hour, the clone disappears completely without a trace as well as any items the clone came into being with. However, when the clone disappears, all information and life experiences gained by the clone are instantly copied into the wielder's mind. Should the clone be slain, however, no information is gleaned other than an image of the slayer. It should be noted that if the clone is slain, the wielder loses the hit points possessed by the clone. Lost hit points are recovered at a rate of one hit point



per turn. Additionally, it should be noted that the clone can absolutely not initiate any ofensive, combative action. It can use weapons, but only for the purposes of parrying. The clone has no alignment and will absolutely obey the commands of the wielder.

- Intensity 1: The clone lasts for four turns.
- Intensity 2: The clone lasts for one hour.
- Intensity 3: The clone lasts for two hours, possesses 1/5 normal hit points.
- Intensity 4: The clone lasts for three hours and possesses 1/4 normal hit points.

Soul of Combat

This power makes the wielder a formidable menace in combat. When this power is called upon, the wielder is suddenly bathed in an angry red diffusion of sourceless light, and his eyes glow like orange coals, and his breath becomes like fire.

The combatant's fighting capabilities are greatly enhanced. To begin with, the wielder's attack routines are doubled, and parry routines are equally doubled. With fists like flame, bare handed damage is increased by 1d6. Even the wielder's touch can cause paper, leaves, and dry wood to burst into flames, such is the heat of his anger. And like the speed of a wildfire, the combatant's initiative rating is improved. His fighting takes place at +2 to initiative. While the combatant gains 1d8+1 temporary hit points, once the power is expended, the wielder's hit points drop to half their normal level, and Endurance is similarly reduced. At the standard intensity, the power lasts for six rounds.

- Intensity 1: The power lasts for four rounds.
- Intensity 2: The power lasts for six rounds.
- Intensity 3: The power lasts for one turn.
- Intensity 4: The power lasts for 1½ turns.

Greater Teleportation

A radically enhanced form of Limited Teleportation, this power can affect many people concurrently. Also unlike the weaker form of the power, it is less versatile with respect to destination. The emergency teleport is based on the concept of gates. These gates, when opened, take the wielder (and those affected) to the place in which the gate was memorized. At the standard intensity, five gates can be memorized. If new gates are later required, older gates can be forgotten in preference of the new gate. Also at the standard intensity, the aperture of the gate is 2' in radius. The wielder and any person (and their belongings) are teleported through the gate so long as they are within 2' of the wielder. The invocation of Emergency Teleport is very costly to the wielder. Upon completion of the teleport, the wielder loses 1d6 Endurance, which regenerate at a rate of 1 per hour. The range of Emergency Teleport is limitless and will work even across world boundaries.

- Intensity 1: Can memorize three gates with a teleport radius of 1'.
- Intensity 2: Can memorize five gates with a teleport radius of 2'.
- Intensity 3: Can memorize seven gates with a teleport radius of 2'.
- Intensity 4: Can memorize 11 gates with a teleport radius of 3'.

Innate Immunity

This power allows the user to resist the innate powers of other individuals. The power can be triggered by will, or can be triggered automatically when power is used against the wielder of this power. For each intensity of this power, there exists a 1' bubble around the wielder in which no effects of others innate powers can penetrate. For instance, at intensity 4, a Whirlwind could come no closer than 4' to an individual protected by this power. Moreover, scanning powers such as Empathy will cause the immunity to automatically trigger; the same is true for a Change-



ling's empathy and sense presence. By force of will, and if the power is not currently in force, the wielder of this power can lower his protection in order to be affected by beneficial innate powers such as healing. Once the immunity is triggered, however, it stays in full force against all innate power effects for the full duration of the protection, even against beneficial powers. At the standard intensity, the power lasts for 1 turn.

- Intensity 1: The power lasts for 2d4 rounds.
- Intensity 2: The power lasts for 1 turn.
- Intensity 3: The power lasts for one turn + 2d4 rounds.

Lightning Hand

This power is a logical extension of the innate power Spark Fingers. Instead of the wielder emitting a shower of small sparks from one's hand, however, he or she can direct a single bolt of white lightning at a specified target. At the standard intensity, the Lightning hand inflicts 4d6 damage against a single foe. If maximum damage is inflicted, then the target's armour must make an item save versus electricity or have its effectiveness reduced by 1 AC. The Lightning hand can also be used for missile combat as well, boasting a maximum range of 8// at the standard intensity. For each 2// distance, however, the ultimate damage is reduced by 1d6, so firing at a foe 5// distant would only strike for 2d6 damage. At melee range, a successful hit is based on the wielder's melee BACh, whereas utilization as a distance weapon depends on the missile

BACh. Lightning Hand cannot be parried against, although a save versus magical weapon will halve the damage if the target is wearing non-metallic armour. It should be noted that the wielder of Lightning Hand saves at +4 versus all electrical and/or lightning based attacks and saves at +1 versus fire based attacks.

- Intensity 1: The power inflicts 3d6 damage.
- Intensity 2: The power inflicts 4d6 damage.
- Intensity 3: The Lightning Hand inflicts 5d6 damage; the wielder save versus lightning attacks are now at +5, fire saves are at +2.
- Intensity 4: Maximum Lightning hand damage is 6d6; the wielder is absolutely immune to the first four points of any lightning or fire based attack.

Pack Rat

A traveller's dream, Pack Rat allows the wielder to will his belongings into an invisible dimensional box that only he has access to. It takes one full round to will an item into the virtual box, but thereafter it stays hidden, yet accessible, until the wielder needs it. The wielder can visualize the contents of the box at his or her leisure without invoking the power. However, the opening the box to take

items out or to place new items in costs an invocation of the power. At the standard intensity, the virtual box is in a 5' x 3' x 2.5' configuration and can hold any weight so long as the items can physically fit into the box. Note again that the box is invisible and does not exist in true. Should the wielder of this power die and have items in the box, these items will gradually dematerialize out of the box and reappear back in the material world at various locations across the land; in other words, the chances of sacking treasure from within the Pack Rat box is very slim.

This innate power is great for sacking away things and supplies, but cannot be used for storing live items such as people, plants, and animals. When placing items in the box, the wielder must briefly touch the item to make it vanish into the box. Of course, an enterprising thief could use this power to make shoplifting foolproof!

- Intensity 1: The Pack at box is 4'x3'x2'.
- Intensity 2: The Pack Rat box is 5'x3'x2½'.
- Intensity 3: The Pack Rat box is 6'x4'x3'.
- Intensity 4: The Pack Rat box is 6'x6'x3'.

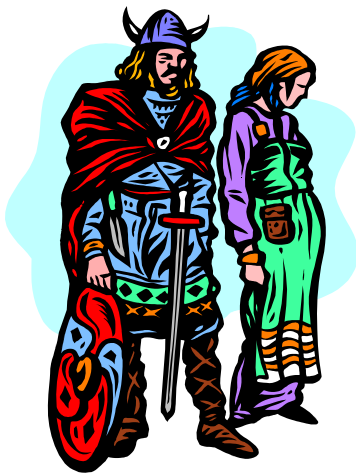


Alter Reality

Possibly one of the most powerful innate powers, this ability allows the wielder an unprecedented control over his destiny by being able to change the outcomes of dire situations. In game terms, it allows the Player to retake any roll in order to cause a more favourable outcome for the character he controls. Any kind of roll can be retaken: failed saves, failed lock-pick attempts, failed Turn Undead, failed attacks – all rolls are covered. Retaking a roll expends an invocation of the innate power even if the rerolled die still indicates a failure. Rewriting history is costly, however. Each invocation of the innate power costs the Player Character one point of Constitution which regenerates at one point per week at the standard intensity. One note on the limita-

the limitations of this power. It cannot be used to fully negate the effects of a critical failure. The most this power can do in such an event is to change a critical failure into an ordinary failure.

- Intensity 1: Lost Constitution regenerates at one point every two weeks.
- Intensity 2: Lost Constitution point is regained every week.
- Intensity 3: Lost Constitution point is regained every three days.
- Intensity 4: Lost Constitution points return at a rate of one per day.



Barbarian

Barbarians employ a limited number of spells known as “Sigils” In many ways, a Barbarian’s abilities are a subset of the Shaman character class and typically function as a First Tier equivalent power. For a barbarian to implement one of his or her powers, she must physically draw a specific symbol (called a Sigil) and must possess a physical component known as a “token”. The use of tokens in conjunction with rituals and invocations has become intricately intertwined in the Barbarian cultures; so much so that all supernatural ability checks are made at -4 if the appropriate token is not available, and at -6 if no tokens are available at all. Should the Barbarian need use of a spiritual ability but is incapable of using the appropriate sigil, the supernatural ability check is made at -4. This is cumulative with penalties for missing tokens (mentioned above.)

Battle—32	Rage—34
Faith—32	Stealth—34
Freedom—32	Wind—34
Health—32	Create CW—35
Insight—33	Call CW—35
Life—33	SP Matrix—36
Luring—33	



S *igil of Battle*

Prayer: 6 segments

Spirit Cost: 9 points

Token Used: Animal claw

Range: Internal to the Barbarian

Duration: 1 round per level

Area of Effect: The Barbarian

Classification: Combat

By drawing the *Sigil of Battle* into the ground using the tip of the animal claw token, the Barbarian gains extra physical strength by which he can crush his foes. For each three levels of the Barbarian, his or her Strength is increased one point. When the duration of the Sigil's power is done, the Barbarian must make a successful Endurance check or temporarily lose 1d4 points of Strength from exhaustion. If the Endurance check is failed, the lost Strength returns after one half of the sigil's original time has passed.

S *igil of Faith*

Prayer: 8 segments

Spirit Cost: 18 points

Token Used: Wild goose feather

Range: Internal to the Barbarian

Duration: 3 rounds per 2 levels

Area of Effect: The Barbarian

Classification: Spiritual Warfare

To invoke this power, the Barbarian must wear the wild goose

feather token around his upper arm and trace the Sigil of Faith across his left palm. While the *Sigil of Faith* is in effect, any physical damage from evil entities (demons hosts, Undead, possessed individuals, etc.) has the possibility of being nullified.

To determine if the sigil has protected the Barbarian from attack, the point value of the damage must be matched against the Barbarian's Willpower on the Universal Matrix table. If the result favours the Barbarian, then no damage is incurred, otherwise the Barbarian takes full damage.

In the case of hit point loss due to death magic, the Sigil of Faith may yet protect to Barbarian, but the roll matches the damage plus hit dice of the attacker against the Willpower of the Barbarian.

S *igil of Freedom*

Prayer: One round

Spirit Cost: 21 points

Token Used: Boar's tusk

Range: Internal to the Barbarian

Duration: One round per level

Area of Effect: The Barbarian

Classification: Defence

This is one of the few sigils used by the Barbarian/Shaman classes that is not drawn. To use this power, the appropriate sigil need only be imagined. Success for proper mental imaging can be determined by making both a successful Willpower and Knowl-

edge check. If the boar's tusk token is on the Barbarian's person, then no penalties apply, otherwise the standard "missing token" modifiers should be enforced.

What the *Sigil of Freedom* does is allow the Barbarian a chance to break free from captivity. For instance, this sigil can be used if the Barbarian is tied up by ropes or chains, shackled, or imprisoned in a cell. Each round the sigil is in force, the Barbarian may make a successful bend bar / force door roll (whichever is more applicable) to free himself. Should the roll fail, the Barbarian may attempt to escape the following round, adding 1d4 percentiles to his base bend bar / force door rolls. Should the Barbarian gain his freedom through the use of this sigil, he must make a successful endurance check or function at half strength for 1d10 rounds.

S *igil of Health*

Prayer: 8 segments

Spirit Cost: 10 points

Token Used: Pine cone

Range: Touch

Duration: 2 rounds per level

Area of Effect: One Person

Classification: Faith Healing

When the Barbarian traces



the *Sigil of Health* on the forehead of a fallen ally while shaking three pine cones held together with twine, the recipient of the sigil regains 2d4+2 hit points.

S *igil of Insight*

Prayer: Three rounds

Spirit Cost: 18

Token Used: Handful of acorns

Range: Touch

Duration: One turn

Area of Effect: The person touched

Classification: Word of Knowledge

The purpose of this sigil is to temporarily increase the Intelligence or Wisdom of the recipient. For every four levels of experience the Barbarian possesses, he or she may confer a +1 bonus to either Intelligence or Wisdom. This Sigil is useful when the Barbarian is anticipating spirit combat as the Wisdom attribute is a part of Willpower, treacherous footing (Intelligence applies to Skill) or the need for keen perception (Intelligence / Wisdom applies to Perception.)

To use the *Sigil of Insight*, the Barbarian must rattle the acorns around the recipients head, then touch one of them to the recipients' ears, eyelids, lips and hands. The Sigil must be drawn over both eyebrows. When the power of the sigil expires, the recipient must make a successful Willpower check or else be confused for 1d6 rounds (i.e. function at half Willpower.)

S *igil of Life*

Prayer: One turn

Spirit Cost: 40

Token Used: Butterfly

Range: Touch

Duration: Until Discharged

Area of Effect: The person touched

Classification: Defence

In the event of hit point loss due to poison, the *Sigil of Life*, when activated, will function as a int(3) antitoxin. In the event of death magic, the *Sigil of Life* can perfectly counter one assault by death magic before evaporating (no save roll required).

One of the side effects of this power is that the recipient of the Sigil stands out to anyone employing a *See Into Spirit Plane* or equivalent power. The Sigil appears as a iridescent butterfly that shimmers over the heart of the recipient, and is visible through clothes and armour. To one employing normal vision, the Sigil is invisible once it has been set in place.

As the name implies, this Sigil has the potential to save the Barbarian's life should he be suddenly and grievously wounded. Once the *Sigil of Life* has been drawn over the heart of the recipient, it remains dormant until such a time that the Barbarian's hit points fall below zero. Should this occur, the Sigil will suddenly come into force and energize the fallen Barbarian with 1d4+1 hit points per level of the original Sigil

S *igil of Luring*

Prayer: 5 segments

Spirit Cost: 5 points

Token used: Any bright, shiny object

Range: Line of Sight

Duration: Special

Area of Effect: 1 creature

Classification: Combat

Upon using this power, the Barbarian instils a maddening sense of desire in

the victim for the shiny token he is carrying. The victim must make a Willpower Check with non-hostile targets getting a +4 bonus. Note that this spell has no affect on blind creatures, Undead, or Constructs, but Dragons, rats, most birds and other creatures that love shiny objects get a -2 penalty to their Willpower check.

If the victim fails its Willpower Check, its next attack must be against the Barbarian if possible - if the victim has multiple attacks or an attack that can affect



multiple targets, that fact remains unchanged. Additionally, the victim will get a -2 penalty to this attack roll. Note that the victim of this power will generally avoid using any weapons or spells that risk destroying the token, such as a Dragon's breath weapon, and may even end up foolishly closing to melee range with the Barbarian.

The best use of this spell is lure a threat away from a weakened party member or to get a dodgy foe to come within range of your melee weapons. Note that this power's effects end the moment after the victim makes its forced attack.

S *igil of Rage*

Prayer: 4 segments

Spirit Cost: 16 points

Token Used: Snake fang

Range: Internal to the Barbarian

Duration: 1 round per level

Area of Effect: The Barbarian

Classification: Combat

To invoke this power, the Barbarian must wear the snake fang token around his neck while tracing the *Sigil of Rage* on both wrists. While this power is in effect, the Barbarian's face and skin will turn bright red from rage and is able to fight at +2 to initiative and +2 to damage. So fierce does the Barbarian appear that all foes within 2// function at -3 to morale if a successful save versus sleep/charm is not made because the Barbarian seems unstoppable.

S *igil of Stealth*

Prayer: 8 segments

Spirit Cost: 18 points

Token Used: Raven's feather

Range: Touch

Duration: One turn per level

Area of Effect: One person per level

Classification: Defence

When the power of this Sigil is invoked, the Barbarian and those he designates are enabled with the power of stealth. The recipients of this power gain a stealth rating of 5% per level of the Barbarian. The stealth ability conferred by the *Sigil of Stealth* has the same functionality of the stealth skill available to Rangers, Wishsingers, and Investigators. To invoke this Sigil, the Barbarian must draw the *Sigil of Stealth* under the eyes of the recipients and touch the raven feather token to their foreheads and hands.

S *igil of Wind*

Prayer: 9 segments

Spirit Cost: 20 points

Token Used: Talon

Range: Internal to the Barbarian

Duration: One round per level

Area of Effect: The Barbarian

Classification: Combat

When this Sigil is used, the Barbarian's melee attack routines double for the duration of the Sigil's

power. With the benefit of speed comes the cost of accuracy. For while the Barbarian's attacks come with relentless ferocity, the blows are wild and unfocused, conferring a penalty of -2 BATCh on all attacks. When the Sigil's power ends, the Barbarian must make a successful Endurance check or else be stunned for 1d4 rounds.

To use this power, the Barbarian must wear the talon token on his wrist and draw the *Sigil of Wind* in the air.





reate Chosen Weapon

Prayer: Three Hours

Spirit Cost: 45

Token Used: Clan specific totem

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Combat, Elements of Creation

This power functions in identical way to the Warrior's ability of the same name. To create the Chosen Weapon, the Barbarian must inscribe the weapon with intricate runes and designs. The act of creating a Chosen Weapon involves a three hour ritual which must not be interrupted, else the power fail or the weapon created functions less than perfectly. Should the Barbarian's Chosen Weapon be destroyed, he or she can petition his or her Shaman for permission to make a new one after two years. It is an extremely shaming experience for a Barbarian clan leader to have his or her Chosen Weapon destroyed.

all upon Chosen Weapon

Prayer: One Round

Spirit Cost: 30 Points

Token Used: Clan specific totem

Range: Touch

Duration: Special

Area of Effect: The Chosen Weapon

Classification: Combat

This power functions in a similar capacity as the Warrior's ability of the same name. To use this power, the Barbarian's clan totem or icon must be worn somewhere on the Barbarian's person. This power cannot be used if the Barbarian is less

than eighth level. The powers available to the Barbarian calling upon Chosen Weapon are listed in the next link. When calling upon the weapon, it must make a save versus crushing blow at the end of the power's duration.

Table: Call Upon Chosen Weapon

Power aspect	Weapon Save	Power Duration
Boost special power	special	special
+10 to damage	-6	1 attack
+7 to damage	-4	3 rounds
+4 to damage	-3	5 rounds
+2 to damage	+0	10 rounds
Four attacks	-4	1 round
+2 to initiative	+0	5 rounds
+4 to initiative	-2	5 rounds
Shatter enemy's weapon: Enemy's weapon saves vs. Crushing Blow	+0	1 attack
Weapon flames - (2x damage)	-4	3 rounds
Weapon glows: Undead save vs. Area Effect to approach within 1 foot per level of the Barbarian	-7	One turn
Boost wielder's Endurance by 4 points	-3	One turn

**Table: Barbarian spiritual point accumulation**

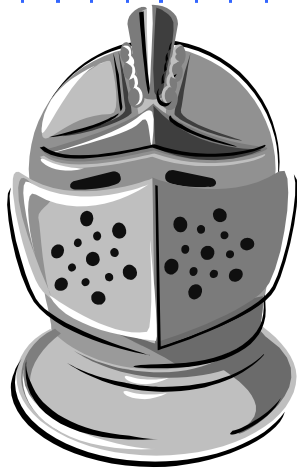
Faith	Spirit Points	Notes
1-9	1	No special notes.
10-11	2	
12-13	3	
14	4	Can command 1d3 hit points to return once per day in an emergency.
15	5	Can command 1d4+1 hit points to return once per day in an emergency.
16	6	An additional +1 to all Perception rolls
17	7	Spiritual defence rolls are at +1.
18	8	Can command 2d4 hit points to return once per day in an emergency.
19	9	Perception checks occur at an additional +3.
20	10	Can command 3d6 hit points to return in case of an emergency.
21	11	Barbarian is entered into tribal folklore; remains as such for 1d4*100 years. +2 to all spiritual defence rolls.
22	12	Can command 4d8 hit points to return in case of an emergency
23+	13	Barbarian becomes a permanent edition to tribal folklore. Life is extended by 4d20 years, and the Barbarian can command hit points to return to full once per day in

Other Notes:

In the event that a Barbarian does not have sufficient Spiritual Points to create a Chosen Weapon, his or her Shaman can lend the remaining quantity so that this ritual may be complete. Most Barbarians are unable to complete this task without assistance.

The three days that passed gave to me an ever greater loathing of demons, of witchcraft, and of the occult world. My thoughts kept drifting back to that brief time in which I had known the Reverend Jaelyn Tal and his mysterious Gunslinger companion. That Priest seemed to have had very little in common with Jeffer. Jaelyn concerned himself with giving, while Jef-

(Continued on page 42)



Cavalier

All Cavalier Powers are either combat or mount related. The Cavalier can use his limited healing powers to heal his mount (horse, dragon, etc.) The powers are in a single Tier, thus the Tier level is not noted. Cavalier powers do not require an arcane focus, material components, or any other external physical instruments. All

Cavalier powers are empowered by spirit points and require a Faith check to determine if the spell successfully invokes.

Cavaliers also have a limited ability to affect Undead. This power does require a holy symbol (however, the holy symbol can be etched into the Cavalier's shield.)

A Cavalier can also create a Chosen Weapon starting at 8th level. A Chosen Weapon counts as an enchanted item of 1 degree.

Armour Shine—37	Summon Mount—39
Attune Mount—37	Create CW—39
Battle Heal—38	Call CW—39
Blazing Weapon—38	
Brave Fighting—38	Class Powers—40
Det. Good/Evil—38	Undead—41
Glowing Weapon—38	SP Matrix—42

Armour Shine

Concentration: 1 round

Spirit Cost: 4 points

Range: Touch

Duration: 1 round per level

Area of Effect: The armour touched

Classification: Light

This prayer has the effect of cleaning the Cavalier's armour and making it shiny and highly polished. Subsequently, the armour glows softly as if evening sunlight were striking it. This glow gives the Cava-

lier a usable field of light in a 2// radius. This light is suitable for combat, reading/mapping, and other vision-related tasks. The Cavalier can choose to illuminate just a piece of his/her armour (i.e. just a shield, or just a helmet.) If the partial illumination is used, the range of illumination is the same. Like the *Glowing Weapon* spell, the illuminated armour has a 4% chance per level of the Cavalier of revealing invisible creatures.

Attune Mount

Concentration: 1

round

Spirit Cost: 10 points

Range: 3// line of sight

Duration: 1 round

Area of Effect: 1 riding animal

Classification: Plant/Animal

This power allows the Cavalier to accurately evaluate the health of his riding animal. Moreover, this power allows the Cavalier to evaluate the beast's



Battle Healing

Concentration: 6 segment

Spirit Cost: 9 points

Range: Touch

Duration: Instantaneous

Area of Effect: The person touched

Classification: Healing

A Good-aligned Cavalier can heal 1d4+1 points of physical damage via touch, while an Evil-aligned Cavalier can inflict 1d4+1 points of damage via touch.

Blazing Weapon

Concentration: 7 segments

Spirit Cost: 6 points

Range: Touch

Duration: 1 round per level

Area of Effect: The weapon touched

Classification: Combat

This act causes the Cavalier's sword (or primary weapon) to emanate bright flame from its blade that illuminates a 1// radius. The fire is white hot but does not damage the Cavalier in any way. While under Blazing Weapon, the Cavalier's weapon inflicts an additional 1d6 damage against any attacking creature. Against Undead, the flames cause a +1d10 damage instead of +1d6. While the blazing weapon does not gain any bonuses to hit, it is temporarily empowered to strike creatures hit only by consecrated weapons.

Brave Fighting

Concentration: 1 round

Spirit Cost: 10 points

Range: Internal to the Cavalier

Duration: 1 round per level

Area of Effect: 4// radius around Cavalier

Classification: Combat

This power is a preventative against fear and demoralization. To any ally who stands in the area of effect, he or she gains a 4% empathic resistance (per Cavalier's level), and +1/level for saves against fear or demoralization spells and powers. Additionally, this power grants the affected party members a +1/level save versus sleep/charm.

Detect Evil/Good

Concentration: 1 segment

Spirit Cost: 2 points

Range: Internal to the Cavalier

Duration: 1 segment

Area of Effect: 6// radius

Classification: Informational

By this act, the Cavalier is able to detect the presence of evil. Within the 60' radius, the Cavalier can detect the direction of sources of evil, but not distance. However, the general intensity of evil can be determined. While the duration is

but one segment, it does allow the Cavalier a brief insight as to the direction and intensity of evil spiritual forces. This power can be combined with a Cavalier's normal attack routine and will delay such an attack for by only two segments. Obviously an evil Cavalier can detect good rather than evil.

Glowing Weapon

Concentration: 7 segments

Spirit Cost: 3 points

Range: Touch

Duration: 1 round per level

Area of Effect: The weapon touched

Classification: Light

Unlike Blazing Weapon, this power turns the Cavalier's sword (or primary weapon if not a sword) into a flashlight of sorts. When the power is activated, the sword lights up with lamp-light colored glow that illuminates a cone 10// long. While not particularly useful in combat, it does have a 4% (per level of the Cavalier) chance of illuminating invisible targets. When a target is so lit, it appears as a flickering silhouette outline for the duration of the power. This power has no special effect on Undead.



Summon Mount

Concentration: 1 segment

Spirit Cost: 16 points

Range: 10// per level

Duration: Special

Area of Effect: The Cavalier's mount

Classification: Sleep/Charm

With this power, the Cavalier can mentally call for his animal to come. Regardless of physical barriers or environmental conditions, the summons can successfully go out. The animal will instantly know the location of the Cavalier and will attempt to get to that location at best possible speed. The path taken is dependent on the Intelligence of the animal; thus if the Cavalier is lost in a labyrinth, the chance of the horse finding the master is quite small. Thus, the mount knows the direction, distance and place of the Cavalier, but not how to get there. The summons lasts until the mount and Cavalier are reunited.

Create Chosen Weapon

Concentration: 3 hours

Spirit Cost: 45 points

Range: Touch

Duration: Permanent

Area of Effect: The chosen weapon

Classification: Benedictions

This power is similar to the Warrior's power of the same name except that a new Chosen Weapon can be created only once every two years if

Table: Call Upon Chosen Weapon

Power aspect	Wpn Save	Duration
Boost special power	special	special
+6 to parry/hit/damage	-4	2 rounds
+4 to parry/hit/damage	-3	3 rounds
+2 to parry/hit/damage	-1	10 rounds
Weapon speed to 1	-3	5 rounds
Instant initiative	-6	5 rounds
+4 to initiative	-2	5 rounds
Shatter enemy's weapon (enemy weapon must save vs. crushing blow)	+0	1 attack
Extra attack	-2	3 rounds
Double damage	-3	1 attack
Triple damage	-7	1 attack
Illuminate (sunlight) 5// radius. Undead take 1d4 damage/round	-3	1 turn
Ordinary illumination 10// radius.	+4	3 turns
Dispel all fear 2// radius. Also protects against incursion of new fear spells	+0	1 turn

the original is destroyed. The weapon's item saving throws gain a +1 per level of the Cavalier beyond 8th level. A Chosen Weapon cannot be created prior to 8th level.

Call Upon Chosen Weapon

Prayer: One Round

Spirit Cost: 30 Points

Range: Touch

Duration: Special

Area of Effect: The Chosen Weapon

Classification: Combat

This power functions in a similar capacity as the Warrior's ability of the same name.



Class Related Granted Powers

The Cavalier gains the ability to resist fear-causing spells cast directly at him, as well as area-effect type fear powers. Against specifically targeted fear invocations, the Cavalier resists at 4% per level, and resists general fear invocations at 5% per level (i.e. a +1/level bonus to the Panic check against fear.) Additionally, the Cavalier gains an empathic resistance of 2% per level, and this percentile is cumulative with any resistance the Cavalier already has.

A Resist Fear or Resist Empathy roll is performed prior to any normal saving throw. For example, most characters get a save versus sleep/charm or save versus spiritual power to avoid or reduce the effects of fear spells. In the case of a Cavalier, he or she would roll the fear/empathy resistance first. If the resistance fails, then the Cavalier is still entitled to the normal saving throw (if any) against the mind-altering spell.

Again, the “General Fear” modifier is used against objects that are “generally” frightening – such as the sudden appearance of a Class F demon, or against fear spells that use an area of effect rather than a line-of-sight targeting system. “Specific” fear is used against spells and powers that target the Cava-

Table: Cavalier’s Resist Fear & Empathy

Level	Resist General Fear	Resist Specific Fear	Resist Empathy
1	+1	4	2
2	+2	8	4
3	+3	12	6
4	+4	16	8
5	+5	20	10
6	+6	24	12
7	+7	28	14
8	+8	32	16
9	+9	36	18
10	+10	40	20
11	+11	48	22
12	+12	48	24
13	+13	52	26
14	+14	56	28
15	+15	60	30
16	+16	64	32
17	+17	68	34
18	+18	72	36
19	+19	76	38
20	+20*	80*	40*

* Maximum resistance



Level of Cavalier

HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
2	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41	-44	-48
3	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29	-32	-36	-39	-43
4	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38
5	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33
6	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28
7	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23
8	49	46	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18
9	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13
10	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8
11	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3
12	69	66	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3
13	74	71	67	64	60	57	53	50	46	43	39	36	32	29	25	22	18	15	11	8
14	79	76	72	69	65	62	58	55	51	48	44	41	37	34	30	27	23	20	16	13
15	84	81	77	74	70	67	63	60	56	53	49	46	42	39	35	32	28	25	21	18
16	89	86	82	79	75	72	68	65	61	58	54	51	47	44	40	37	33	30	26	23
17	94	91	87	84	80	77	73	70	66	63	59	56	52	49	45	42	38	35	31	28
18	99	96	92	89	85	82	78	75	71	68	64	61	57	54	50	47	43	40	36	33
19	104	101	97	94	90	87	83	80	76	73	69	66	62	59	55	52	48	45	41	38
20	109	106	102	99	95	92	88	85	81	78	74	71	67	64	60	57	53	50	46	43

Affect Undead

Of all the character classes empowered to affect Undead, the Cavalier class has perhaps the weakest ability. A successful turn will affect one creature per three levels. Affected Undead will remain in a "turned" state for one round per two levels of the and flee the combat scene at full speed unless interfered with or until the turning effect dissipates. This action can be done one time per day per three levels. For faith magic (the

act of two or more clerics combining forces into a single massive turning attempt) the Cavalier has a C/Add value of 1. Even at 1st level, a Cavalier can turn a single creature once per day for one round.

Of course, Cavaliers, at high level, have almost no chance of affecting creatures of equal Hit Dice. But that is also in keeping with the Cavalier's philosophy: Such a sinister creature should be utterly destroyed in a brave show of force, not merely forced to retreat.

**Table: Cavalier Spiritual Point Accumulation**

Faith	Spirit Points	Notes
1..9	1	No special notes for Faith at this level.
10..11	2	
12..13	3	The Cavalier a +1 bonus to save versus death magic and save versus sleep/charm.
14	4	The Cavalier gains a +1 to save vs. system shock.
15	5	The Cavalier continuously projects a sphere of bravery in a 5' radius, giving all within the radius a +2 to Panic and +2 versus any saves against
16	6	The Cavalier gains a +1 to all rolls on the Rebuke Undead table.
17	7	The sphere of bravery (see faith 15) is extended to 1// around the Cavalier.
18	8	The Cavalier can turn Undead at +2. Additionally, the Cavalier makes all saves vs. system shock at +3.
19	9	The Cavalier gains a +2 to death magic save and sleep/charm.
20	10	The Cavalier can command his hit points to return to full, once per day.
21	11	The sphere of bravery is extended to 3//. The Cavalier affects twice as many Undead when performing a rebuke.
22	12	The sphere of bravery extends to 4//.
23+	13	The Cavalier is remembered in legend and becomes a permanent part of folklore. His or her accounts of glorious battle and conquest will be continually exaggerated for all eternity.

Other Notes:

In the event that a Cavalier does not have sufficient Spiritual Points to create a Chosen Weapon, his or her Priest can lend the remaining quantity so that this ritual may be complete. Most Cavaliers are unable to complete this task without assistance.

(Continued from page 36)

fer only took. The Galen Priest was humble, quiet, and industrious, while the Scaxathrom Priest was arrogant, boastful, and lazy. And the Scaxathrom Priest took pleasure in murder, while

(Continued on page 47)



Gunslinger

Most Gunslinger powers are spiritual in nature, rather than being purely combat oriented. Gunslinger powers frequently are used to either protect the Gunslinger's mind, or to affect the minds of others. They also have the power to suppress chaos. Of course, the Gunslinger's most well-known power is a combat spell: Impossible Shot. A Gunslinger is actually incapable of missing an intended target when this power is called upon.

Gunslingers are always Structured in some way, and their powers reflect that life decision. They do not need holy symbols or material components. They do need to speak, however. The last thing a villain hears before being mowed down by a justice-seeking Gunslinger is "You see your death in my guns." There are two Tiers of Gunslinger powers, one accessible at 1st level and the other accessible at 6th.

Call Upon Structure—43	Impose Structure—45
Impossible Shot—43	Survive Fasting—46
Init Spirit Combat—44	Way of Honour—46
Rebuke—44	Word of Law—47
Memory Trance—44	
Expel—45	Class Powers—47
Mark of Law—45	Spirit Point Matrix—49

Call upon Structure

Concentration: 5 segments

Spirit Cost: 24 points

Range: Internal to the Gunslinger

Area of Effect: 1// per two levels

Duration: One round per level

Classification: Spiritual Warfare

By this act of self-discipline, the Gunslinger calls upon the powers of law and honour to suppress supernatural powers that draw from Randomness. Within the area of effect, all Undead (since their existence is a violation of Structure) function as if they were of one hit die less for the purposes of turn-

ing and saving throws. Moreover, Undead incur a -1 penalty to initiative per three levels of the Gunslinger. Undead of one hit die are rendered immobilized. Against spiritual powers called upon by unlawful powers (such as by Scaxathrom Priests, Crystal-lins, and other chaotically aligned characters), the Gunslinger has a chance to quash one such summoning per round by matching his Willpower against the Willpower of the target character. A successful Willpower override by the Gunslinger indicates that the enemy spiritual power has been cancelled. Blocking a chaotic (unstructured) power does not count as the Gunslinger's action for the combat round.

Impossible Shot

Concentration: 1 segment

Spirit Cost: 10 points

Range: Internal to the Gunslinger

Area of Effect: The Gunslinger's gun

Duration: One attack

Classification: Combat

By aligning his will with the flow of the Universe, the Gunslinger is empowered to aim a shot of supernatural accuracy. This shot can be aimed at any specific item on the body of the intended target, but cannot target specific parts of the victim's body (although it can certainly be used to hit the victim.) The shot always does maximum damage.



To an outside observer, when an impossible shot is called upon, the instant of time in which the bullet is fired will seem to stretch on for several seconds. All time and space for that instant will seem to focus exclusively on the bullet and the Gunslinger who fires it. This power cannot be implemented with a shotgun, machine gun, or similar scattershot device. Rifles, hand guns, and semiautomatics are applicable.

Initiate Spirit Combat

Concentration: 7 segments

Spirit Cost: 16 points

Range: 10//

Area of Effect: One creature

Duration: Special

Classification: Spiritual Warfare

By this discipline, the Gunslinger is empowered to challenge spiritual entities and attempt to cast them away. This works on incorporeal spiritual entities (such as demons) and on creatures summoned by Scaxathrom Priests. When spirit combat is initiated, the Gunslinger gains a +2 bonus to spiritual attack, but not to defence. Furthermore, a Gunslinger can break off spirit combat at any time, provided that his Willpower remains stronger than the engaged spirit. If the Gunslinger is victorious in spirit combat, the victim is affected as if *Dispel Magic* had been invoked against it. If the Gunslinger is victorious and has not lost a single point of Willpower, then the creature is *Abjured* (reference the 4th level Priestly invocation.) This ability can be used on victims of demonic possession to separate the demon from its host.

Memory Trance

Concentration: 5 rounds

Spirit Cost: 9 points

Range: Touch

Area of Effect: One person

Duration: Special

By focusing his mind so this his structure aligns with another's, the Gunslinger can aid the recipient in retrieving lost memory. This procedure will work whether the memory loss was caused due to physical injury (like a blow to the head), emotional suppression (something too horrible to remember), or by dark powers (being drained by death magic). If used repeatedly, memory trance may help abate some forms of insanity; For example, a recipient suffering from phobias, depression, or other disorders may be aided by memory trance. The recipient must be willing to undergo this procedure, and the memory trance must take place in relatively calm surroundings. Should this ability be used against an unwilling target, the victim must save versus sleep/charm or suffer effects similar to a *Wishsinger's Song of Peaceful Sleep*. In this case, however, the victim does remain conscious, but in an extremely dazed condition in which he can neither attack, parry, or call upon spiritual powers. This state of somnambulant lasts for one round per level of the Gunslinger.

Rebuke

Concentration: 1 segment

Spirit Cost: 4 points

Range: 1// line of sight per level

Area of Effect: One creature

Duration: Instantaneous

Classification: Spiritual Warfare

With this discipline, the Gunslinger is able to rebuke an undisciplined creature, spirit, or person for their life of chaos and randomness. By saying the condemning words "You have forgot-

ten the ways of Law" or similar phrase, the Gunslinger's pronunciation saps his target's Willpower. If the Gunslinger succeeds in a single attempt to overcome his target's Willpower, the target takes 1d4 damage to Willpower. Undead brought to zero Willpower are destroyed. Note that Structured creatures (those of the Sainly, Lawful, or Despotic alignments) are immune to this effect. Benevolent or Malevolent creatures are allowed an unmodified



save versus spiritual powers to negate, while apathetic and Random-aligned creatures save at -2. It should be noted that against living, humanoid creatures, *Rebuke* can only be used once against the same creature per combat scene. Against spirits, Constructs, summoned creatures, Undead, and the like, this power can be used any number of times per combat scene.

S Second Tier Spells

Requirements: The Gunslinger must be at least 6th level. Activation is accomplished via Willpower check.

E xpel

Concentration: 1 segment

Spirit Cost: 45 points

Range: 5// Line of Sight

Area of Effect: One creature

Duration: One hour per level

Classification: Sleep/Charm

By invoking this discipline, the Gunslinger is able to profoundly humiliate a creature or person of un-Structured alignment. If the target fails a save versus sleep/charm, he or she is compelled to wander away in a direction chosen by the Gunslinger until the effect expires. The target will, of course wander around obstructions, and is stopped by lakes and oceans, but will otherwise mindlessly walk without cessation for the time sentenced by the Gunslinger. A *Dispel Magic* or similar power will cancel this discipline. And *Expel* does not function of creatures or persons of Structured alignment. Targets of Chaotic alignment (specifically) save at -2. When the victim awakes from the walking trance, his Endurance is at -1 for each hour travelled, and will only recover after an equal number of hours of rest. Of course, if the Gunslinger is dishonourable enough to attack the victim of *Expel*, the power ends immediately.

By invoking this discipline, the Gunslinger is able to profoundly humiliate a creature or person of un-Structured alignment. If the target fails a save versus sleep/charm, he or she is compelled to wander away in a direction chosen by the Gunslinger until the effect expires. The target will, of course wander around obstructions, and is stopped by lakes and oceans, but will otherwise mindlessly walk without cessation for the time sentenced by the Gunslinger. A *Dispel Magic* or similar power will cancel this discipline. And *Expel* does not function of creatures or persons of Structured alignment. Targets of Chaotic alignment (specifically) save at -2. When the victim awakes from the walking trance, his Endurance is at -1 for each hour travelled, and will only recover after an equal number of hours of rest. Of course, if the Gunslinger is dishonourable enough to attack the victim of *Expel*, the power ends immediately.

I mpose Structure

Concentration: 1 round

Spirit Cost: 30 points

Range: Internal to the Gunslinger

Area of Effect: 1// radius per level

Duration: 1½ rounds per level

Classification: Structure/Randomness

This power is an extension of the *Call Upon Structure* discipline. Included with all the properties of the aforementioned power, this discipline creates an area effect of controlled environment. Within the affected area, the temperature, humidity, wind are controlled. the temperature remains 70°, 30% humidity, and zero wind. Forces of Randomness are kept at bay. Powers of a chaotic type do not function within the area of effect. Finally, poison gas attacks do not penetrate the sphere of influence.

M ark of Law

Tier: Second

Concentration: 10 minutes

Spirit Cost: 25 points

Range: Touch

Duration: Permanent

Area of Effect: 1 target

Classification: Combat

As all Gunslingers know, there are times when a criminal cannot be rehabilitated and must be forced to act in an orderly and lawful manner for the good of society. This power offers a solution to stop even the most troublesome people.

When invoking this power, the Gunslinger draws a series of runes upon the law-



breaker's forehead and wrists. Because it takes 10 minutes to complete the runes using ink blessed by clergy of Structured alignment (Saintly, Ordered, or Despotic) it can only be used in non-combat situations on those who are un-able to resist (such as a criminal in shackles.)

Once the runes are completed, the Gunslinger states the illegal behaviour that would trigger the power of the Mark. When activated, the Mark activates and the victim is struck with a curse of the Gunslinger's choice – the GM has the final decision on the acceptability of all suggested curses. But certainly a criminal could be struck blind, deaf, or mute; a criminal could lose 1d6 points in a primary attribute. A Gunslinger could also be creative in the curse, so long as the GM agrees.

The triggering behaviour must be both lawful and just. For example, a criminal convicted of stealing would have his Mark triggered if he committed robbery, but it would not trigger if the criminal became so impoverished that he had to steal food to survive. A murderer's Mark would trigger if she killed in cold blood, but if she were conscripted in wartime and killed on the battlefield, the Mark would not trigger.

The *Mark of Law* or its resulting curse can only be re-

moved by the following conditions:

- *Any Gunslinger of a level higher than the one who bestowed the Mark upon the target,*
- *Any Priest or Shaman using a spell such as *Dispel Magic* or *Remove Curse* (provided the target has reformed his ways and is truly repentant.)*
- *The original Gunslinger who placed the Mark upon the target.*

It costs 30 Spirit Points for a Gunslinger to remove the Mark, regardless of method.

This power can also remove a Ranger's *Foe Mark* (the Gunslinger functions at a -1 level penalty for removal), as well as a Necromancer's *Spiritual Marker* (the Gunslinger functions at a -2 level penalty for removal).

Survive Fasting

Concentration: 1 hour

Spirit Cost: Special

Range: Internal to the Gunslinger

Area of Effect: The Gunslinger

Duration: Special

Classification: Defence

In times of dire need, the Gunslinger is able to ward off the effects of starvation and dehydration by calling upon this discipline. Initially, this ability costs 5 spiritual points to invoke and will work continuously until the Gunslinger is once again able to obtain proper sustenance. Each day that survive fasting is operative, the Gunslinger incurs a 5 spirit point overhead for keeping the power ac-

tive, plus an additional 2 spirit points (cumulative) each successive day the power is active. If the Gunslinger is without nutrition so long that the spirit point overhead exceeds his spirit point potential, then the power ends and the Gunslinger begins starving like anyone else would without food. When power ends, the Gunslinger may not call upon it until he has been well fed for twice as many days as he had fasted.

Telepathic Contact

Concentration: 2 segments

Spirit Cost: 15 points

Range: 5// per level

Area of Effect: 1 person per three levels

Duration: 1 round per level

Classification: Sleep/Charm

With this discipline, the Gunslinger is able to telepathically communicate with his disciples or allies of Structured alignment.

With disciples: The Gunslinger can communicate in both images and words.

With allies of Structured alignment, he may communicate with word only. The Telepathic contact does not enable the Gunslinger to read minds.



The individuals affected by this discipline can freely share

The Way of Honour

Concentration: 1 segment

Spirit Cost: 5 points

Range: Internal to the Gunslinger

Area of Effect: The Gunslinger

Duration: One round

Classification: Benedictions

By this discipline, the Gunslinger is able remember vividly the memory and honour of his father, his teachers, and all the masters and practitioners of Law and discipline, giving him the inner strength to perform some dangerous or difficult task. When the power is in effect, the Gunslinger is at +2 (or +10%) to do any one par-

(Continued from page 42)

Jaelyn Tal gave his life freely so that Min and I might live.

I missed Jaelyn. And I wished, at that moment, that I knew his god as well as he did. I wished that there

(Continued on page 48)

Word of Law

Concentration: 5 segments

Spirit Cost: 9 points

Range: Line of Sight

Duration: Special

Area of Effect: 1 target

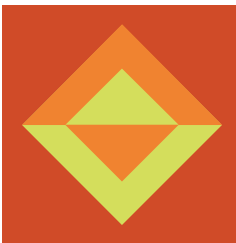
Classification: Combat

When this power is invoked, the Gunslinger instils a numbing fear of the Law within a target. Note that this power has no affect on creatures that cannot understand the concept of Law (Intelligence less than 4) or on those of Structured alignment. If the target fails a save vs. spiritual powers, he stands in shock

for the next 1d4 + 1 rounds. This prevents him from attacking the Gunslinger or his allies, though he can still parry, slowly walk away, etc. Undead, whose very existence defies Order, make this save with a -4 penalty.

However, attacking the target will end this power, giving the victim the ability to attack and otherwise function as normal next round. Most Gunslingers of Good alignment use this power to stun a foe and take them into custody, while those of Evil alignment use it to take a free shot against an enemy.

This power may not be used more than once on a given living target per combat scene, but it can be used repeatedly against the Undead since their nature is that of defiance against Order and the Laws of the universe.



Granted Powers

The granted powers of the Gunslinger class cost nothing to invoke or maintain. However, force of will is required to keep the powers in force, the Gunslinger may not invoke other spiritual powers while using a granted power. He or she can, of course, engage in melee or missile combat without restriction while using these powers.

Ring of Structure

A Gunslinger, by virtue of his discipline and order, projects an aura of pure Structure in a 10' (or 1//) radius around him. The power of Structure confounds the sons and daughters of Randomness, inflicting them with a -1 penalty to all attacks and saving throws. Likewise, any individual within 1// of the Gunslinger who is both Structured in alignment and allied to the Gunslinger gains +1 to hit and +1 on all saving throws. This power is compatible with and cumulative with Paladin's Aura. Thus if an individual is of Saintly alignment (i.e.. both good and within 1// of both a Paladin and Gunslinger, that individual gains +2 to all hits and saving throws; likewise a chaotic evil creature in a similar circumstance is penalized for -2 in saves and attack rolls.



Spiritual Perception & Resistance

The Gunslinger is able to detect the presence, relative intensity, and direction of spiritual forces within 3//. The detection includes demons, Angels, powers in use, supernaturally enhanced objects, curses, Undead, and summoned creatures (via Scaxathrom Priest and the like). While this power costs nothing to operate, it takes a full round to invoke, during which the Gunslinger can do nothing else. Thereafter it remains in operation for one round per four points of Willpower. It should be noted that while this power is in operation, the Gunslinger stands out like a beacon to other entities, spirits, or individuals employing similar powers of detection.

The Gunslinger can also resist spiritual powers that specifically affect the mind. With this ability, the Gunslinger is able to resist being mentally probed or tampered with. Equivalent to a Changeling's empathic resistance, a successful check on resist spiritual powers is proof against life presence detection, empathic reading, empathic manipulation, and any spell, power, or force that directly manipulates the mind.

Table: Gunslinger's Resist & Detect Spiritual Powers

Gunslinger Level	Resist Spirit Powers	Detect Spirit Powers
1	5	4
2	10	8
3	15	12
4	20	16
5	25	20
6	30	24
7	35	28
8	40	32
9	42	26
10	44	40
11	46	44
12	48	48
13	50	52
14	51	56
15	52	60
16	53	64
17	54	68
18	55	72
19	55	76
20	60% (max)	80% (max)

(Continued from page 47)

would be some way for the god of the Changelings to hear me.

Night loomed, and the sky darkened from grey to charcoal to black. The Sepulchre apparently could not see in the absence of light, so he ordered us to a stop. My body was not tired, and I was not sleepy. I had lost count of the days, but I knew I had not slept for an instant during that time.

Jeffer summoned a fire spirit ~ the largest demon that the Sepulchre would let him summon ~ and cooked a meagre meal in a

(Continued on page 49)

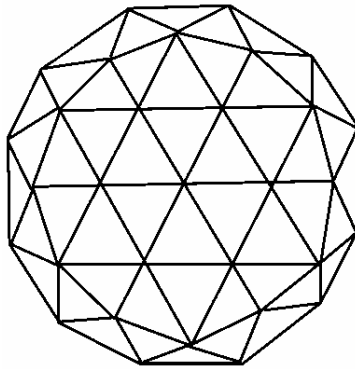
**Table: Gunslinger Faith Matrix**

Faith	Spirit Points	Notes
1-10	2	Minimum faith for access to supernatural powers. No special modifiers for this range of faith.
11-12	3	
13	4	
14	5	+5% bonus to detect spiritual forces.
15	6	+1 bonus initiative rolls involving handguns.
16	7	+10% bonus to detect spiritual forces.
17	8	+10% resistance to illusions.
18	9	Call upon Law has double radius. +10% bonus to empathic resistance.
19	10	25% resistance against going insane from losing in spirit combat. +15% to detect spiritual forces.
20	11	+20% to detect spiritual forces. +2 bonus to any initiative roll that involves handguns.
21	12	Call upon Law has triple radius. +15% resistance to illusions.
22	13	Call upon Law has quadruple radius. +20% resistance to illusions.
23+	14	The Gunslinger attains the title of Son (or Daughter) of Law, which entitles him (or her) to 10d10 additional years of life, and becomes a "Father

(Continued from page 48)

small tin pot. Jeffer was now, perhaps, one of the saddest men I had ever laid eyes on. He was dirty, his eyes and cheeks were sunken, and a grey shadow of stubble

(Continued on page 50)



athematicia

Mathematicians are scholars who have come to understand universal truths through the mastery of high mathematics. These masters of science sometimes function as teachers, professors, and kind benefactors. More often than not, however, the Mathematician is a solitary bookworm who seeks knowledge for the sake of increasing his or her understanding of the world. For a Mathematician, the pursuit of knowledge is an end unto itself. They feel that ignorance is anything but bliss.

As a result of their fanatical study, they have attained the power to manipulate the world through the completion of complicated mathematical equations. While most of these formulae are beneficial (particularly for building things), they have their share of destructive talents as well.

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Mathematician Powers

Overview

This section describes the powers available to the Mathematician class. The powers in this section are unique in that the capabilities possessed by a Mathematician are the only ones that are not based on supernatural forces. These powers are, instead, based on physics. There are five Tiers of formulae. Mathematicians of higher Intelligence gain access to higher Tiers earlier in their careers. There are also specific rules for dealing with Monofilament and Geometric items.

Definition of Terms

Difficulty Tier: The index of difficulty the formula has.

Computation: How many segments or rounds it takes the Mathematician to complete the desired formula so that the intended effect manifests.

Area of Effect: How large an are is effected, or how large a construct is created.

Range: How far away the from the Mathematician the formula can be invoked. L-O-S indicates a line of sight is required -- that the Mathematician must have an unobstructed view of the target or target area.

Glass Required: Whether or not the Mathematician needs to use a specialized writing glass in combination with the formula.

B-M-S Cost: How many points (or fractions thereof) of Body-Mind-spirit the Mathematician must expend to complete the formula.

(Continued from page 49)

grew from his unshaven face. He stared at the pot and ladle as if trying to block out everything else. And I wondered now if he was thinking about his life as it would have been had he chosen

(Continued on page 54)



Table: Mathematician Tier Access

Tier	Level for Access			
	INT(16) or less	INT 17-18	INT 19-20	INT 21+
First	Level 1	Level 1	Level 1	Level 1
Second	Level 3	Level 3	Level 3	Level 3
Third	Level 6	Level 5	Level 5	Level 5
Fourth	Level 11	Level 10	Level 8	Level 7
Fifth	Level 16	Level 15	Level 11	Level 9



Tier: First

Computation: 1 segment

Area of Effect: One document

Range: Touch

Glass Required: Yes

Duration: Special

B-M-S Cost: 0.125

This function can be used to copy any map or document. The mathematician must first have the document to be copied, as well as a plank sheet of parchment or vellum. To copy, the mathematician must place the blank paper underneath the

original document, then pass the glass over the original. Up to a 12"x12" surface area can be copied each round. A Mathematician can copy the equivalent of four pages per level per use of this formula. A page is considered a 12"x12" sheet. This power can also be used to inscribe a written document to a flat sheet of metal or a smooth stone surface as well, but the copy times are seven rounds per sheet for metal and 10 rounds per sheet for stone. Assuming identical media, a mathematician can, on a critical success, create a duplicate so exact that differentiation between the original and the copy is possible only on a critical success. On an ordinary success, the original and copy are differentiable.

Of course one of the more common uses for the Copy function is for Wishingers to make archival backups of their songbooks, as well as distribute copies of spellsongs to student Wishingers. For a Wishinger to learn a copied song, he or she must still make a Learn Song roll, since merely having the music in hand does not imply the ability to play it.



First Tier Formulae

Requirements: 1st Level Mathematician. Formulae execution requires a Knowledge check. Formulae use B-M-S.



Tier: First

Computation: 5 segs per cu. Ft.

Area of Effect: 4 cubic feet

Range: 1// per level

Duration Two rounds

Glass Required: Yes

B-M-S Cost: 0.5

forms a chemical and metallurgical analysis as well as detecting supernatural properties.

This function allows the Mathematician to scan an object for its inherent qualities. For example, a sword could be analyzed for its strength (ex. knowing if it is +1 to hit, or shoddily crafted at -2 to damage). A vial of liquid could be scanned to determine if it is water, an acid, a healing potion, and the like. This function per-



Death Dice

Tier: First

Computation: 3 segments

Area of effect: Synthesized Item

Range: Line of sight

Duration: Instantaneous

Glass required: No

B-M-S cost: 0.125 x the minimum level required to cast the desired type of dice

By calling upon the realms of geometry and probability, the Mathematician can create a dangerous weapon that takes the form of a brightly coloured, glowing polyhedron that is about one foot across in size. Each identical face of this shape is inscribed with a blazing white number that reflects the damage dealt if a target is struck by that face. However, the polyhedron spins far too fast for the Mathematician to insure a hit with a given face or for a target to avoid being struck by a more damaging side. Regardless of shape or colour, these Death Dice immediately fly towards their target as fast as a bullet. Upon impact with the target or any other obstacle, the polyhedron explodes and may generate other effects based upon its nature.

As the Mathematician grows in power, he can call forth Death Dice that are more deadly. The minimum level required of the Mathematician to cast Death Dice of a given power, as well as the effects of the various kinds of Death Dice, are listed below.

- **Level 1** A bright red 4-sided die can be created. It deals 1d4 points of damage. If the target then fails a Save vs. Magical weapon, it is blinded for the next round.
- **Level 2** A fiery orange 6-sided die can be created. It deals 1d6 points of damage. If the target then fails a Save vs. Magical Weapon, it takes an additional 2 points of fire damage.
- **Level 3** A blinding yellow 8-sided die can be

created: It deals 1d8 points of damage. If the target then fails a Save vs. Magical Weapon, it is stunned for the next 1d4 rounds

- **Level 4** A sickly green 10-sided die can be created. It deals 1d10 points of damage. If the target then fails a Save vs. Magical Weapon, it takes damage as if by a "strong" acid.
- **Level 5** A frozen blue 12-sided die can be created. It deals 1d12 points of damage. If the target then fails a Save vs. System Shock, it is paralyzed for the next round and takes an additional 2d4 points of cold damage.
- **Level 8** An eerie indigo 20-sided die can be created. It deals 1d20 points of damage. If the target then fails a Save vs. Magical Weapon, it banished to the Imaginary Realm for 1d4 rounds.

Derivative

Tier: First

Computation: 7 segments

Glass required: No

Range: Line of sight

Duration: Instantaneous

Area of Effect: 3 oz. per level

This formula is essential for neutralizing poisons, explosives, and even radioactive materials. By completing this formula, the Mathematician is able to reduce a complex chemical or amalgam into

its simpler derivatives. For example, if a Mathematician suspects that a glass of wine is poisoned, she may separate the poison from the wine. If she is wrong, and the drink is indeed safe, the formula then targets the next most complex chemical, the alcohol. In the latter instance, the result is grape juice and a very small amount of pure alcohol. Similar effects can result when used on radioactive materials. Pluto-



mium can be converted to uranium, its less radioactive derivative. Almost any complex chemical can be derived, but living matter cannot. The Mathematician may find it handy to have beakers or small containers with which she may store the derived chemicals.

Another use of this formula is to reverse the effects of an Integration. Items (or people, in the event of a particularly cruel Mathematician) can be uncombined. The normal weight and volume restrictions are ignored in the case of reversing an Integration. To determine if this operation is successful, the Mathematician invoking Derivative must match his or her level against the level of the Mathematician who cast Integration (using the Universal Matrix). If the target of the formula is unwilling, a save versus magical weapon will negate the effect.

If the formula is used for combat purposes (i.e. wrecking a solid steel door by deriving it into carbon and iron filings), it can inflict a structural point of damage per use. Consecrated/magical/supernatural items get a +1 save versus harmonics per degree of enchantment. Mundane items do not get a save, although damage is limited to a single structural point. Typical combat uses include weakening a small area in a castle wall, weakening a section of boat hull, ruining doors and grates, and injuring Constructs.

G *Geometric Shield*

Tier: First

Computation: 1 segment

Area of Effect: 1 pane per level

Range: 3// per two levels

Duration: One turn per level

Glass Required: Yes

B-M-S Cost: 1.0

This function creates a perfectly flat and vertical two-dimensional plane of geometric force. It is 95% transparent, and can be tinged with any hue the Mathematician pleases. The plane measures 1// by 1//. The Mathematician can create one such plane per level of experience and each plane has one structural point. The plane is proof versus all physical attacks (until broken down by sustaining damage), and the armour class of the segments is AC(5) with a +1 bonus to AC for every third level above level three. The shield can be initially placed anywhere within the casting range, but afterwards can be moved at 1/2 the Mathematician's normal ground movement. The "movement" is relative to the Mathematician's position, thus, if the Mathematician is standing on the deck of a sailing ship that is travelling at 9// per round, the shield panes will not drift away behind the boat.

F *Fractal Ferns*

Tier: First

Computation: 9 segments

Area of Effect: 1//² per level

Range: 2// per level

Duration: One turn per level

Glass Required: No

B-M-S Cost: 1.25

This function designs a fractal pattern that takes on temporary substance that appears as a thick mass of 9' tall iri-

descent ferns. In no way can the ferns be mistaken for the real article, as they are not green nor do they emit any scent or pollen. They do, however, obscure sight and impede movement. For each level of the mathematician, a 1// square swath of ferns can be constructed. These constructs cause a -5 penalty to all missile weapons, -1 penalty to melee BAtCh, and reduce movement through the artificial jungle to 50% of normal.



Incomprehensible Flicker

Tier: First

Computation: 3 segments

Glass required: No

Range: 2//

Duration: 1d4 rounds

Area of Effect: Up to 3 people

B-M-S Cost: 0.25

This formula causes a fragment of the Imaginary Realm to protrude into the real world for only a brief moment. The image of the fragment is so alien that it causes non-Mathematicians to stare at it, stupefied. Those affected by the formula suffer a -3 penalty to BACh rolls and initiative. Undead and Constructs are immune to this effect as they have no imagination, and thus cannot be affected by a fragment from the Imaginary Realm.

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to be a simple farmer or trapper. It was too late, of course. And I doubted that even his death would purchase his freedom from the Sepulchre.

"Eat now, fool!" Denizen

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Laser Sight

Tier: First

Computation: 1 segment

Area of Effect: One weapon

Range: 1//

Duration: One round per level

Glass Required: No

B-M-S Cost: 0.25

This function gives a specified projectile-based missile weapon a visible line-of-sight targeting beam. The beam is 15// long + 3// per level of the Mathematician. The beam halves all distance penalties so long as the beam's length is sufficient. At point blank range, this power confers a +4 to hit. For this power to function, the targeted weapon must use projectiles. Thus a bow, gun, or slingshot could benefit from Laser Sight, but a thrown dagger or a javelin would not.

Light

Tier: First

Computation: 1 segment

Glass required: Yes

Duration: One turn per level

Area of Effect: Sphere, cone, or beam

B-M-S Cost: 0.125

the light is more focused and illuminates a 45° region 5// long. As a beam, the light is strong and long reaching, 36//, but illuminates only a narrow 5' circle, much like a flashlight. The light emanates from the glass tablet. As this is a wholly artificial light, it cannot affect Undead.

This formula allows the Mathematician to make his or her glass tablet glow. The Mathematician has several options as to how the light manifests. Colour, intensity, and steadiness are all controllable. The Mathematician can also decide whether the light forms a sphere, a cone, or a beam. In "sphere" mode, the light is diffuse, like a light bulb's light and adequately illuminates a 2// radius. In "Cone" mode,

Magnify

Tier: First

Computation: 2 segments

Area of Effect: Special

Range: Special

Glass Required: Yes

B-M-S Cost: 0.125

This function allows the Mathematician to use his glass tablet as either a magnifying glass or as a telescope. Used as a magnifying glass, the tablet yields a fivefold magnification per level of the Mathematician. The range of the tablet in "magnifying glass" mode is 1 foot. As a telescope, the tablet yields a twofold magnification per level, thus a 6th level Mathematician could use his glass tablet as a 12x spyglass.



Monofilament **D**agger

Tier: First

Computation: 6 segments

Area of Effect: Synthesized item

Range: Touch

Duration: 6 rounds + 2 rounds per level

Glass Required: No

B-M-S Cost: 1.5

This function creates a temporary geometric weapon whose blade is but two dimensions. Because of the thinness of the nearly invisible cutting edge, the blade inflicts impressive damage. While the weapon speed and parry attributes are unmodified, the weapon inflicts 1d4+6 damage due to its sharpness. This weapon inflicts triple damage against geometric constructions (such as Geometric Shield, Sphere, Staircase, etc.) as well as triple damage against Constructs. For Monofilament weapons, if the Mathematician is not proficient in the weapon type (in this case, if he is not proficient in dagger), he may still use the weapon and suffer only on half of the BAtCh penalty for weapon unfamiliarity. Because the dagger constitutes a magical/enhanced weapon, the device functions at +1 to BAtCh for every three levels of the Mathematician, and is cumulative with any proficiency that the wielder possesses.

Projection Map

Tier: First

Computation: 1 round

Area of Effect: 4// x 4// area

Range: Centred on Mathematician

Duration: One turn per level

Glass Required: Yes

B-M-S Cost: 1.0

This function allows the Mathematician's glass tablet to act as a mapping utility. So long as the Mathematician does not travel faster than 9//, the mapping occurs automatically and accurately. There is a 10% error for every 1// speed above 9//. The tablet can hold the map in its "memory" for up to one day per level of the Mathematician, but new information can be added for only one turn per level. Should more mapping be needed, the stored information can be appended through another application of the Projection Map function. This function does not detect secret doors, traps, creatures, or supernatural manifestations. It merely records a two-dimensional projection map of what the Mathematician has seen with his own eyes.

(Continued from page 54)

snarled. "Your flesh-body will be marched mightily tomorrow. Eat and sleep and shit, that's all you do, Priestling. Slave."

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Reverse Engineer

Tier: First

Computation: 1 round

Range: 3// line of sight

Area of effect: 1 person, object, or effect

Duration: Permanent

BMS Cost: 0.25 per Tier Level

This formula is the Mathematical equivalent to Dispel Magic. Its primary use is to undo the formulae cast by other Mathematicians. Against other mathematics, the user must simply match her Level + Willpower against the Level + Willpower of the Mathematician who invoked the formula to be dispelled. Note that Reverse Engineer is insufficient to dispel a Construct's Theoretical Engine, although invoking Reverse Engineer against a Construct will stun it for 1d4 rounds unless the Construct makes a successful item save versus magic.

Against non-Mathematician formulae, the Reverse Engineer is less effective. The Mathematician still matches her Level + Willpower against the Level + Willpower of the original caster, but the Mathematician takes a penalty when translating non-mathematical concepts into a impromptu mathematical model. Obviously character classes that just use their



minds (such as Cavalier or Warrior), or those that depend on divine grace (such as Priest) are more difficult to translate into a mathematical model than those character classes that are more based on science (such as Shaman, Ranger, Wish-singer (after all, music is just audible mathematics), and Necromancer.)

This power can only undo spells and powers. It cannot banish demons or dispel Undead.

Table: Reverse Engineer

Character Class	Penalty
Barbarian	-5
Cavalier	-7
Gunslinger	-4
Mathematician	0
Necromancer	-2
Other/Unknown/ Innate	-7
Paladin	-7
Priest	-8
Protector	-7
Ranger	-5
Shaman	-5
Speaker for the Dead	-3
Warrior	-7
Wishsinger	-1

Theoretical Engine

Tier: First

Computation: 1 Turn

Area of Effect: 1 Construct

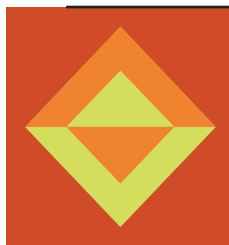
Range: 3// Line of Sight

Duration: Permanent

Glass Required: Yes

B-M-S Cost: Special

This formula allows a Mathematician to create a "heart" for his animated constructs. The theoretical engine grants a construct movement and energy. The full description of Constructs is in the appendix at the end of this manual.



Second Tier Formulae

Requirements: 3rd Level Mathematician. Formulae execution requires a Knowledge check. Formulae use B-M-S.

Compression

Tier: Second

Computation: 3 segments

Area of Effect: 1 object or person

Range: 1// per level, line of sight

Duration 2 rounds per level

Glass Required: No

B-M-S Cost: 0.75

This function enables a person or object to be temporarily shrunk down to 50% normal size. The shrinking of an object does not affect any of its properties. A shrunken person could still have normal BATCh, Hit Points, AC, and

Starlight Sight

Tier: First

Computation: 5 segments

Area of Effect: 6// Cone

Range: Internal to the Mathematician

Duration: 1 turn + 2 rounds per level

Glass Required: No

B-M-S Cost: 0.5

This function permits the Mathematician to see in nearly the absence of light. So long as the darkness is not supernaturally caused, the Mathematician suffers only 1/4 the normal vision penalties (rounded down) for insufficient illumination. However, while the power is in effect, the Mathematician saves at -4 versus light-based attacks.



the like. However, the individual's weapon damage and movement speed would be quartered (because two-dimensional objects shrink in proportion with the square.) The weight of a shrunken person or object decreases with the cube. In other words, a character that is shrunk to half size would weigh one-eighth as much (likewise, a character who somehow doubles in size would weigh eight times as much! Don't believe it? Take a d6 and "double" its size by making it two dice high, two dice long, and two dice wide. You'll find you've used eight dice to accomplish this doubling of dimension.) If this function is used against an unwilling target, the individual is entitled to a save versus magical weapon. This function can affect 30 lb. per level of the Mathematician.

This power cannot be used to create an "instant slay" condition. For example, a Mathematician cannot use Compression to shrink an annoying merchant's tie by 50%, thus instantly strangling the man. The shrinkage will always stop after doing a maximum of 1d6 points of damage. Supernatural items get a +1 save versus harmonics per degree of enchantment to negate the effects of this formula.

D ark Matter Barri- cade

Tier: Second

Computation: 5 segments

Area of Effect: 1//2 per level

Range: 3//

Duration: 3 rounds + 1/level

Glass Required: Yes (Dark)

B-M-S Cost: 2.0

With this formula, the Mathemati-

D emolecularize

Tier: Second

Computation: 1 round

Glass Required: No

Duration: 1 round per level

Area of Effect: The Mathematician

B-M-S Cost: 1.0

in this form through air is 60// with Mc(b), through water or other liquids is 30//, and through solid objects at 5//. Trees, walls, and iron pose no threat in this state, however the molecules will slowly deteriorate after passing through more than 5// of said materials. After that, damage is received at 1d4 per click. Also, if the Mathematician accidentally rematerializes inside a solid object, he stuck there forever unless a wish is used (or the use of an innate power such as Change Size, Teleport, etc.) Obviously, in this case, asphyxiation is a danger. Another benefit of this Formula is that AC is automatically -9 and mundane attacks are almost useless. Unfortunately, the Mathematician cannot invoke other Formulas, attack or parry. Wind or air-based attacks can, however,

This Formula allows the Mathematician to break himself down to singular molecules, allowing unparalleled freedom of movement. In this demolecularized state, the Mathematician can travel as if by flight. Movement

harm the Mathematician and such attacks inflict triple damage. Also, not surprisingly, magnetically charged objects (like a horse shoe magnet, and the like) distort the Mathematician's molecules if he or she comes within 3// of the object. If this occurs, the Mathematician must save versus Area Effect or receive 6d6 damage. Rematerialization, at that point, is instantaneous.

cian can create a 1// square per level barricade (or smaller if the Mathematician wishes) with the following properties: 1.) It has 1 Structural Point per three levels of the level of the caster and does 1d3 points of damage to any organic material that comes in contact with it. 2.) Against creatures of Dark Matter, it does not cause damage upon contact, but instead functions as a barrier with AC(-10).



Detect Dark Matter

Tier: Second

Computation: 1 segment

Area of Effect: Cone, 1// long per level

Range: Self

Duration: 2 rounds/level

Glass Required: No

B-M-S Cost: 1.0

This detection formula causes objects made of dark matter to become visible. The illuminated objects appear as a wire frame outline that shimmers in an obvious way. Of course, sentient Dark Matter creatures immediately become aware of the presence of the Mathematician if illuminated by the formula.

Fractal Hypnosis

Tier: Second

Computation: 5 segments

Area of Effect: Pane, 1// square

Range: 5//

Duration: One round per level

Glass Required: Yes

B-M-S Cost: 1.0

This function generates an optical illusion that takes the form of a two dimensional 1// square pane. The pane can be oriented in any way, but the image displays on only one side. The image, when viewed, causes the affected viewers to fall into a trance-like state for as long as the animated image persists. Entranced creatures cannot speak, attack, parry, invoke powers or even move. If led by hand, they will fol-

low, and they will remain standing on their own accord, but are otherwise rendered insensible. Outside stimuli (i.e. being shaken or being hit, etc.) will allow a second saving throw, modified at -6.

The saving throw is a save versus sleep/charm, modified at +1 for each 2// distant from the fractal panel. The panel affects a 90° prismatic trapezoidal volume whose maximum depth is 3// per level of the mathematician.

Fractal Vines

Tier: Second

Computation: 1 round

Area of Effect: 1// square per level

Range: 2.5// per level

Duration: One turn per two levels

Glass Required: No

B-M-S Cost: 1.5

This function is similar to the Fractal Ferns, except that movement is reduced to 25% and melee combat occurs at -3 to hit, parry, and damage and missile combat is not possible. Moreover, flying creatures must make a successful Endurance check or else become mired in the vines.

Fractal Replication

Tier: Second

Computation: 4 segments

Area of Effect: One object (3 lb. per level)

Range: Touch

Duration: Permanent

Glass Required: Yes

B-M-S Cost: 0.75

This function creates an imperfect copy of an original material item. For example, a Mathematician could copy a sword using this function, but the copy would be -2 in all functions. A copied book would be legible, but may have spelling errors, inconsistent font, or missing punctuation. Copied jewellery would be heavily flawed (a flawed diamond is still useful for its sharpness and hardness however.) A copy of an intensity 5 antitoxin would function as an intensity 3 antitoxin. Copied food would be edible and nutritious, but mostly tasteless. Money would be obviously counterfeit, but an unscrupulous mathematician could still pass it off to a drunkard, beggar, or fool.

This function was designed primarily for the replication of bulk items, such as grain, water, coarse cloth, twine and the like. This function can cause up to a three pound object (per level) to be replicated. All copies of items function at -2 (or equivalent) in all respects. Supernatural items cannot be copied. An object that is the result of being copied cannot be copied further (i.e. one cannot make a copy of a copy.)



Geometric Sphere

Tier: Second

Computation: 3 segments

Area of Effect: Sphere: 1/4// diameter per level

Range: 1// per level

Duration: One round per level

Glass Required: Yes

B-M-S Cost: 1.25

The *Geometric Sphere* is used primarily as a defensive combat function. Often it is used to capture enemies and contain them. The Sphere has a 1/4// diameter per level. The sphere is gas permeable, and so does not cause asphyxiation. Moreover, it causes no damage to partially enclosed creatures (i.e. a 6' tall man enclosed by a 5' diameter sphere would undoubtedly be immobilized, but would otherwise take no damage.) An unwilling target gets a save versus area effect to avoid being enclosed. Large spheres can enclose more than one person or object. The sphere can be moved at the Mathematician's will at a rate equal to 1/2 the caster's base ground movement. Like most "Geometric" formulae, the *Geometric Sphere* has armour class of AC(5) with a +1 bonus to AC for every third level above level three, and has a single structural point.

Geometric Walkway

Tier: Second

Computation: 2 segments

Area of Effect: 1 pane per level

Range: 1// per level

Duration: Two turns per level

Glass Required: Yes

B-M-S Cost: 1.0

This function is quite handy in areas that have poor footing or are heavily populated by traps. Like the *Geometric Shield*, the walkway is composed of 1// square transparent panes. Each pane can withstand 150 lb. plus 15 lb. per level of the Mathematician. The panes have but one structural point each, and is AC(5) with a +1 bonus to AC for every third level above three. The panes are always horizontally oriented. Each pane can be arranged in any manner the Mathematician, thus the walkway can take 90° turns in its path. If more than one pane is summoned, then each pane must touch; diagonal tangents are permitted. A mapping function is often useful when calling upon this power. A Walkway must always be flat. If a vertical component is needed, then the Mathematician must implement a *Geometric Staircase*.

Heat and Cool Object

Tier: Second

Computation: 3 segments

Area of Effect: 5 pounds per level

Range: 6//

Glass required: No

Duration: 3 rounds per level

B-M-S Cost: 0.25

This formula allows the Mathematician to adjust the internal kinetic energy of nonliving objects, thus adjusting its temperature. The user of this formula can modify the temperature of up to five pounds of material per level of experience. The degree of change also increases as the Mathematician advances in level.

Level	ΔT	Net Effect
1—5	1/2 or 2x	Armour can be made uncomfortable. (-1AC, -2 all other actions.)
6—9	1/3 or 3x	Weapons can be made too hot to touch. Armour causes burns or frostbite (-3AC, 1d8 damage per round.) Lead melts.
10—13	1/4 or 4x	Same as above, but touching heated objects causes 2d6 damage. Leather and clothing are ruined. Wood dries and becomes brittle (structural integrity decreases to 6 points per StP.)
14—17	1/5 or 5x	Touching heated objects cause 4d6 damage. Touching cooled objects causes 1d8 in cold damage. Metal softens (6 points per StP instead of 10.) Wood becomes very brittle (3 points per StP.) Paper burns.
18+	1/6 or 6x	Touching heated objects cause 5d6 damage. Touching cooled objects causes 1d10 in cold damage. Mundane metals melt, while polyalloy metal softens (5 points per StP instead of 10.) Wood burns, paper incinerated.



Magnetize Metal

Tier: Second

Computation: 4 segments

Area of Effect: 2 pounds per level

Range: 6// +1// per level

Duration: 1 round per level

Glass Required: No

B-M-S Cost: 1.5

This function causes a specified quantity of iron or steel to become highly magnetic. Other metals that come in physical contact with the affected source will become effectively glued together for the duration of the function. Thus a Mathematician could magnetize a Cavalier's sheath so that his sword could not be drawn, or a Gunslinger's gun so that bullets fired would backfire instead.

If the targeted metal is not iron or steel, the item(s) can still be made magnetic, but the computation time is doubled, and the quantity affected is halved and the duration is halved. However, the previously nonmagnetic source will attract not only iron and steel, but the also substances of like-kind.

Monofilament Throwing Star

Tier: Second

Computation: 9 segments

Area of Effect: Synthesized Item

Range: Line of Sight, RTT

Duration: One round per level

Glass Required: No

B-M-S Cost: 1.25

This function creates a throwing star of great range and accurate return. Upon impact, the base damage is 1d6 against non-living targets, 1d6+3 versus flesh, and 2d6+3 against Geometric spells and Constructs. Added to that damage is 1 point per level of the Mathematician. The weapon travels at 64// with MC(A) and is targeted by using a Ranged Touch Attack against the intended victim. If the target is missed, the weapon disappears and then reforms in the Mathematician's hand at the end of the round in which it was launched. The weapon has an initiative delay of 1.

Protection from Dark Matter

Tier: Second

Computation: 1 segment

Area of Effect: 1 person

Range: Touch

Duration: 2 rounds/level

Glass Required: No

B-M-S Cost: 1.25

This formula is helpful when travelling in areas contaminated by Dark Matter. The shield causes any incoming damage from Dark Matter to be quartered. Additionally, it prevents small particles of Dark Matter from being inhaled into the body. As a side effect, the shield also absorbs 5 R.E.M. of radiation per round.

Scattered Images

Tier: Second

Computation: 5 segments

Area of effect: the Mathematician

Range: Centred on the Mathematician

Duration: 1 turn per level

Glass required: No

B-M-S cost: 1.0

With this formula, the Mathematician bends space in such a way that light is warped and scattered about him. Once invoked, 1d4 + 1 images for every 3 levels of the caster spring into being within a 5 foot radius around him. The figments mimic the Mathematician's movements exactly: casting spells, taking injuries, running and attacking.



Since the images shift position as the folds in space warp and bend around the Mathematician, it is impossible to determine which image is real – roll randomly to determine if any attack or spell actually strikes the Mathematician. (For example, with 9 figures, the Mathematician should have only a 1 in 10 chance of being struck.)

Images will disappear when successfully struck – treat them as having the Mathematicians racial base AC, modified for Dexterity only. Area effects can destroy the images, but first check to see if the Mathematician makes his Save vs. the effect. If he succeeds and suffers no ill effects, no images are destroyed. If there is still some penalty even if the saving throw succeeds, destroy half of the remaining images, rounded up.

Blind creatures are obviously not affected by this power; similarly, anyone may close their eyes to avoid seeing the images, but this is rarely a wise course of action. Note that Undead and Constructs still "see", and thus are affected by this spell. Additionally, some creatures may have eyes but depend far more

S econd Derivative

Tier: Second

Computation: 9 segment

Glass required: Yes

B-M-S Cost: 0.75

Duration: Instant

Area of Effect: Four ounces per level

Like the *First Derivative*, this formula downgrades a complex chemical into simpler constituents. Using the example from *First Derivative*, water, alcohol, poison, and pigment could be derived from a glass of poisoned wine. Plutonium could be downgraded to uranium then downgraded again into lead, the final stage of most heavy radioactive elements. The Mathematician may find it handy to have beakers or small containers with which she may store the derived chemicals.

Again, this formula does not work on living tissue unless it is to reverse the effects of an Integration. Unlike the *First Derivative* formula, this power also restores hit points lost due to the effects of Integration. Like *First Derivative*, this formula does have combat uses. It can damage stone, metal, or wooden structures such as buildings, boats, Constructs, and tools. It causes a structural point of damage, and the save for supernatural/magical/enhanced items is penalized by -3 because the derivative is deeper.

S ensor Scan

Tier: Second

Computation: 1 round

Area of Effect: 1// x 1// area

Range: 10// + 2// per level

Duration: 1 turn

Glass Required: Yes

B-M-S Cost: 1.0

This function causes the Mathematician's glass tablet to display environmental properties of an area far away. the sensor sweep senses a 1// x 1// area, and the area scanned can be controlled by the Mathematician. Scannable properties include: temperature, radiation, wind, moisture, poison, life, motion, iron/steel, and magnetism. The sensor scan does not let the mathematician see into these areas, instead it gives a general indication of the intensity of the presence of the properties detected. The sensor can scan through wood and aluminium, up to 1.5// stone, or up to 5' thick heavier metals such as steel.

S tin Construct

Tier: Second

Computation: 8 segments

Area of Effect: 1 Construct

Range: 8// Line of Sight

Duration: 1d4 rounds per level

Glass Required: Yes

B-M-S Cost: 0.75

The power of this formula can temporarily interfere with the functioning of a Theoretical Engine, thereby stunning the con-



struct. Stunned Constructs can only retreat and take defensive actions. To determine if the formula is successful, the Construct must make an item save versus harmonics. If successful, the formula has no effect, otherwise the formula has normal effect. For Living Constructs (those rare Constructs that have been granted a living soul), this formula only targets the Theoretical Engine, not the Construct's mind. Thus, if the save fails, the Construct is rendered fully defensive, but still has full use of its mental faculties and remains aware (i.e. the Construct is able to coolly plot revenge while retreating.)

Thin Line of Reason

Tier: Second

Computation: 5 segments

Area of effect: special

Range: line of sight

Duration: 3 rounds + 1 round per level

Glass required: No

B-M-S cost: 1.5

When this power is invoked, the Mathematician calls into being a barrier that manifests itself in the minds of others as a logic puzzle. The barrier can take two forms: A straight wall with length equal to 10 feet per level of the Mathematician, or a circle centred on the Mathematician with a diameter of 3 feet per level of the caster.

When encountering this barrier,

the logic puzzle is implanted in the minds of any who cross it – they must solve the puzzle or be unable to pass. Time required to solve the puzzle varies with the Knowledge score of those who are attempting to solve it as shown below:

Knowledge Score & Effect

- 3 or less Unable to pass
- 4 to 10 Must make a successful Knowledge Check or be unable to pass. If successful, the puzzle then takes 1d8 rounds to solve.
- 10 to 15 On a successful Knowledge check, the puzzle takes 1d4 rounds to solve.
- 16 or higher Automatic success, and puzzle takes one round to solve.

Failing a Knowledge check has no negative effects other than not being able to transcend the barrier: multiple attempts are allowed. Note that the Mathematician who creates this barrier can cross it in any direction at will, and all allies of the Mathematician can cross the barrier as a full round action.

Turn To Dark Matter

Tier: Second

Computation: 1 round

Area of Effect: 1 item per level

Range: Touch

Duration: 3d4 rounds

Glass Required: Yes (Dark)

B-M-S Cost: 2.0

This formula is crucial for enabling

the Mathematician and allies thereof to attack creatures of the Dark Matter. This formula can temporarily convert one ordinary shield, weapon, or armour to Dark Matter so that it has effectiveness against Dark Matter creatures. The Mathematician can affect one such object per level. The formula also ensures that the converted items have a normal-matter interface so that the wielders do not take damage from using or wearing the affected items.

As a second use for this formula, the Mathematician can convert a normal glass tablet into a "dark" tablet, capable of being used in the completion of formulae that require dark tablets. In this case, the conversion is permanent rather than 3d4 rounds. Obviously if the object is to make a dark tablet, one does not already need a dark tablet as a required component.

As a final note, this formula cannot affect living tissue. Thus, it can convert an item into a dark matter item, but it cannot turn a normal creature into a dark matter monster.



Vectored At- tack

Tier: Second

Computation: 9 segments

Area of Effect: 1 weapon

Range: Touch

Duration: 1 round per level

Glass Required: No

weapon (but just the weapon damage, not Strength bonuses or supernatural bonuses.)

This function increases the size of the vector created by the designated weapon. Thus soft hit is made into a harder hit, and a hard hit is made into a staggering hit. The function doubles all damage dealt by the selected

Dark Matter Storm

Tier: Third

Computation: 1 round

Area of Effect: 1// cube

Range: 1// per level

Duration: 1 round per level

Glass Required: Yes (Dark)

B-M-S Cost: 2.5

shock to avoid radiation poisoning. Against creatures or structures composed of Dark Matter, however, the Storm inflicts 6d6 damage per round plus an additional 1d3

This formula causes a whirlwind of Dark Matter to coalesce around a specified target. The effect of the Storm depends on the composition of the creature. If the creature is composed of normal matter, the Storm inflicts 1d6 damage plus 5 R.E.M. of radiation per round. Each round the spell is active, affected creatures are allowed a save versus area effect for half damage and a save versus system

points per level of the Mathematician. Constructs can still become contaminated with radiation, but the damage is not sufficient to cause the loss of structural points.

Third Tier Formulae

Requirements: INT(≤16): L6. INT(17+): L5. Formulae execution requires a Knowledge check. Formulae use B-M-S.

Create Minor Dark Matter

Tier: Third

Computation: 4 hours

Area of Effect 1// sphere

Range: 2//

Duration: Permanent

Glass Required: Yes (special)

B-M-S Cost: 4.0

Mathematician must use a "dark" tablet. However, a Mathematician can create a dark tablet with this formula by using a normal clear tablet and invoking this formula upon it. In this particular instance, a dark tablet is not required, as the result of the formula is the creation of a dark tablet

This formula allows the Mathematician to create a structure composed of Dark Matter. The structure can be almost anything – a door, a column, a small cottage, etc. The created objects do have a slight normal-matter interface so that the users can operate the devices without harm. The created structures have the equivalent of 1 structural point per level of the Mathematician, albeit only as it relates to Dark Matter. The armour class of the created structures is calculated as:

$$AC = 11 - [(Level+1)/2]$$

If a dark object is being created, the

Form Dark Mat- ter

Tier: Third

Computation: 1 round

Area of Effect: 1// Cube

Range: 4//

Duration: 1 turn per level

Glass Required: Yes/Dark

B-M-S: 1.25

This formula is a less powerful (and less expensive) version of Create Minor Dark Matter. Unlike the former power, structures created in this method are temporary and have only half the normal structural points.



F ractal Com- pression

Tier: Third

Computation: 1 round

Area of Effect: 1 object

Range: 1// per two levels,
line of sight

Duration: 3 rounds per level

Glass Required: No

B-M-S Cost: 1.0

This is a more powerful version of Compression. While the base compression is 50% + 1d6% per level of the Mathematician, the overall area of effect is increased to 45 lb. per level, and can accommodate a collection of similar items, as well a singular item. This power is not without its risks, however. When the object or objects are decompressed below 50%, some key information is always lost. For example, a book compressed by this method might decompress with pages out of order, or some words misspelled; a block of stone might decompress with minor crazing or fissures. Typically bulk materials like food or firewood are prime objects for this type of compression. A person or creature compressed by this method must save versus system shock or take 1 point of damage per 1% compression beyond 50%. A

target cannot be slain by this method, however. The compression ceases progress if the victim's hit points reach 1.

Magical, enhanced, or supernatural items get a Save vs. Harmonics in order to avoid being shrunken. Constructs automatically count as enhanced items. The upper limit for compression is 95% (thus a sword cannot be shrunken into a microscopic form.) If a living person would be harmed by this formula (for example, shrinking a suit of plate mail that is currently being worn by a warrior), the shrinkage stops once it has met with resistance by flesh. A person constricted in this way might take 1d6 damage and have significant combat penalties (-2 BATCh, -4 Init) but would not be crushed to death. Likewise, one could not lop a man's arm off by shrinking a bracelet.

F ractal Thorn Vines

Tier: Third

Computation: 1 round

Area of Effect: 1// square per
level

Range: 3// per level

Duration: Two rounds per level

Glass Required: No

B-M-S Cost: 1.75

Like the Fractal Vines, the "Thorn Vines" variant impedes movement and combat capability. However, because the vine have

sharp and ragged thorns, creatures caught within the area of effect must successfully parry each round against the writhing spiked runners or else take 1d6+3 damage. The parry is against an attack roll based on the Mathematician's BATCh.

G eometric Tube

Tier: Third

Computation: 5 segments

Area of Effect: Cylindrical volume,
see below

Range: 1// per level

Duration: 2 rounds per level

Glass Required: Yes

B-M-S Cost: 0.75

This formula brings into existence a tube whose length is 1// per level of their Mathematician, and whose diameter is 5' plus a maximum 2.5' per three levels. The tube is segmented into 1// lengths and has one structural point per three levels of the mathematician per 1// segment. The tube shell has an armour class of 5 and is impermeable to gas, liquid or solid unless its structural points are overcome. The tube can be summoned into being with both ends open, both ends closed, or one open and one closed. For very long tubes, the Mathematician can command the tube to turn at precise 90° angles at 1// segment lengths.

This formula cannot be used to breach another Mathematician's Geometric Shield/Sphere/Walkway, etc. Thus, it cannot become an "instant portal" through a hastily erected defence. However, if the caster wishes to place a tube portal through a shield of his own creation, then that is permissible.



Lesser Imaginary Translation

Tier: Third

Computation: 8 segments

Range: 10// Line of Sight

Duration: One round per level

Area of Effect: One person or object

Glass required: Yes

B-M-S Cost: 1.5

This powerful formula can translate one person or object (of to 300 pounds) from the real world (governed by laws of physics based on rational mathematics) into an imaginary realm in which the base structural coefficient of the universal laws is the square root of negative one. The imaginary universe is a strange and alien place. In the imaginary realm, one's thoughts and ideas have a profound effect on one's surroundings, and the subconscious can become one's deadly enemy. Moreover, creatures for whom the imaginary universe is home may see the banished person as an unwelcome alien foe to be destroyed.

The only escape for a banished individual is to somehow rationalize his or her reality and thus step back from the imaginary universe into the real universe. The process is arduous and time consuming, and requires faith in one's own perceptions. In general, a banished person is trapped for one turn per level of the Mathematician. Certain modifiers may aid or harm the victim (see table):

Note that no matter how many bonuses the victim may have (i.e. smart mathematician with Mathematics(6)) the minimum rationalization time is 1 round. Also, inanimate objects are banished for one

hour per level, since they don't think. Targeted magical items get a save versus harmonics to avoid being translated, while persons or creatures get a save versus magical weapon to avoid being translated.

Table: Rationalizing "Lesser Imaginary Translation"

Condition	Effect
Mathematician	Rationalization time halved.
Mathematics proficiency	-1 round per intensity of the knowledge.
Knowledge 16+	-2 rounds point above threshold.
Body-Mind-Spirit 16+	-1 round point above threshold.
Barbarian or Wishesinger	+1 round.
Shaman or equivalent	Rationalization time doubled.
Knowledge < 10	+2 rounds per point below threshold.
Body-Mind-Spirit <12	+1 round per point below threshold.
Occult Knowledge proficiency	+1 round per intensity of the knowledge.

Limits

Tier: Third

Computation: 2 segments

Area of Effect: One person or object

Range: Internal to the Mathematician

Duration: 1 round per level

Glass required: Yes

B-M-S Cost: 1.25

This very powerful formula sets a limit on the motion of an object. If the Mathematician is at relative position zero, then the power of the limit causes object X to expend an exponentially increasing amount of energy. In effect, the energy required approaches infinity as object X approaches relative position zero. What happens to an inanimate object, such as a bullet or a spear, is that the kinetic energy is bled off before it can strike the Mathematician. A person targeted by Limits would have the sensa-



tion of pulling against an elastic cord that got progressively tighter as the distance between he and the Mathematician decreased. But no matter what the strength of the target, he prevented from making actual physical contact with the Mathematician. Of course, this formula doesn't stop a hostile target from resorting to energy weapons or spells.

Monofilament **W**hip

Tier: Third

Computation: 1 round

Area of Effect: Synthesized Item

Duration: One round per level

Range: Touch

Glass Required: No

B-M-S Cost: 1.75

By completing this function, a whip of one particle thickness is created. The whip inflicts 2d6 damage against flesh, and 3d6+3 against Geometric/Construct targets. On a critical success against flesh or against an anthropomorphic Construct, the target must make a save versus magical weapon or have to take a roll on the "dreadful wounding" chart. The weapon's BAtCh bonuses are identical to the *Monofilament Dagger*. Its speed and range is equivalent to a bull whip.

Nuclear Stream

Tier: Third

Computation: 6 segments

Area of Effect: 1 Person/Object

Range: 1// per Level, LoS, RTT

Duration: Instant

Glass Required: No

B-M-S: 0.5 per round

The Mathematician raises his hands after initializing formulation, releasing a ray of radioactive energy against the selected target. This ray, thin and glowing green in colour, can damage living creatures with REMs. Against inanimate objects, the stream is laser like in function, enabling the Mathematician to slice through thin metals (like swords and sheet metal) and it completely obliterates organic materials like wood. The affected metal cut by the *Nuclear Stream* gains a slight radioactive quality that emits 10 REMs and has a half life of 5 years. For Awakened or Living Constructs, the radiation half life is only one hour, due to their innate regenerative capabilities.

Against living creatures however, the laser is much more sinister. The ray inflicts 5d4 damage and emits a 20 R.E.M. radiation poison. If used against a pregnant woman, there is a 40% chance the foetus will either die before birth or end up horribly mutated(six eyes, five limbs, etc.). A save versus poison will

nullify R.E.M accumulation, however damage remains full. The Mathematician targets the beam as a Ranged Touch Attack.

Ordinary metal items, such as a sword, get a save versus fire to avoid being damaged by this formula. Supernatural items get a +1 save versus fire for each degree of enchantment.

Reinforce

Tier: Third

Computation: 2 rounds

Area of Effect: 1// square surface per level

Range: 3// + 1// per two levels

Duration: One turn

Glass Required: No

B-M-S Cost: 2.0

This function temporarily strengthens any planer material; by "planer", any item whose surface is relatively flat or smooth. Both a castle wall, geometric construction, or ship's sail could be considered planer. While the function is in effect, the surface strength of the affected material is tripled. Thus 10 structural point castle wall would temporarily have 30 structural points. If damage occurs, the temporary hull points are subtracted first. Of course, this spell can also strengthen the many Mathematical "Shield" and



Sight of Logic and Reason

Tier: Third

Computation: 1 turn

Area of Effect: The Glass Tablet

Range: Touch

Duration: 1 round per level

Glass Required: Yes

B-M-S Cost: 1.75

This function allows the Mathematician to peer through stone, metal, and wood as if it were the clearest glass. So long as the surface is 2' thick or less, the Mathematician can view through it by placing his glass tablet to the stone. The tablet functions as a viewport through which the stone can be viewed. While clear vision can be accomplished with a barrier as thick as 1', the view gets progressively murkier with each 1' added thickness, thus at 2', the image is dark indeed.

Besides functioning like an instant window, this spell has other uses as well. While he is using this power, he gains a 50% bonus to his ability to Detect Stillpoints and Illusions, and a 25% bonus to his chance to resist Illusions. This is because he can basically see the Stillpoints and illusions through the tablet-sized portal. He also gains a +4 bonus to Perception Checks when looking through the glass. For these uses, the 2' range limit does not apply, but instead is limited to the Mathematician's line of sight.

This spell can be used in instances that require the use of a *See Into Spirit Plane* spell.

Subvert Construct

Tier: Third

Computation: 1 round

Area of Effect: 1 Construct

Range: 12' // Line of Sight

Duration: 1 Turn per 2 levels

Glass Required: Yes

B-M-S Cost: 2.25

This formula allows a Mathematician to take control of a Construct fashioned by another Mathematician. If a Construct has more Structural Points than the attacking Mathematician has levels, then the Construct is entitled to an item save versus harmonics in order to avoid being subverted. If the Construct is subverted, it will obey simple commands issued by its temporary master, but the Construct will function at half efficiency in all capabilities. And while the Mathematician can force the Construct to attack other people, it cannot be forced to attack its true master. Living Constructs (those rare Constructs that have somehow managed to become endowed with a living soul) are immune to this power.

Fractal Orb

Tier: Third

Computation: 4 segments

Area of effect: 30-foot sphere

Range: 200-feet

Duration: Instantaneous

Glass required: No

B-M-S cost: 1.5

A potent tool of the Mathematician, the Fractal Orb is the preferred method of dealing with large groups of enemies who are still a distance away from one's allies.

When invoked, this power calls forth a glimmering orb that flickers with every colour of the rainbow. It flies straight and true to its target point and then erupts in a blast of two-dimensional shards that tear through everything in their path. An early impact results in detonation. This deadly weapon deals 1d6 points of magical damage per level of the Mathematician up to a maximum of 10d6 points of damage. Victims get a Save vs. Magical Weapon for half damage.

The erupting orb undergoes a colour shift as it explodes - it starts at purple and then works its way through the spectrum until ending at deep red just as the shards reach the edges of the area of effect.



Wandering Words

Tier: Third

Computation: 3 segments

Area of effect: 1 or more targets within 20 feet of each other

Range: Line of sight

Duration: 3 rounds per level

Glass required: No

B-M-S cost: 1.5

To those who do not understand the Mathematician, their lives seem to be a bewildering mix of long hours of boring study and brief moments of wondrous revelations; this power focuses on the more esoteric aspects of the profession. When this power is invoked, a long speech begins, moulding itself to fit whatever topics are of interest to those under its effects. If the targets fail a Save vs. Sleep/Charm, they will stand and listen in a trance – only by attacking the victims or otherwise severely distracting them will end the effect of this power.

The speech that the Mathematician invokes has no real direction or defined end, yet it fascinates those who hear it nonetheless. Indeed, the Mathematician and his allies can leave once the speech begins, and those under its effects will not notice. Once the speech ends, those effected by it must make a successful Save vs. Sleep/Charm or one of

several effects will occur – roll a d6 to determine outcome as listed below:

- 1-2 No additional effects.
- 3-4 Attack nearest person affected by the speech for the next 1d4 rounds.
- 5-6 Burst into laughter or weep at one's own foolishness for 1d4 rounds.

Note that Intelligence can actually be a penalty when targeted by this power: mindless creatures, such as most Undead, Animals, and non-sentient Constructs cannot be distracted from their goals. Creatures of Intelligence 3 or less cannot be affected by this power.



Fourth Tier Formulae

Requirements: INT(\leq 17): L11. INT(17-18): L10. INT(19-20): L8. INT(21+): L7. Formulae execution requires a Knowledge check. Formulae use B-M-S.

Fractal Horror

Tier: Four

Computation: 1 round

Area of effect: Centred on the Mathematician

Range: 10-feet

Duration: 1 round per level

Glass required: Yes (Dark)

B-M-S cost: 4.0

affected by the Horror as if they were its enemies.

Enemies of the Horror with an Intelligence score of above 16 get a Save vs. Sleep/Charm to disbelieve the illusion, but so convincing is the Horror that they get a -2 penalty to their Saving Throw. Those who disbelieve the illusion cannot affect it or be harmed by it, nor can they convince others that it is not real.

The Horror has a BACh equal to a Warrior of the same level as the Mathematician who created it, a movement of 15, AC: 3, and has 5 hit points per level of the Mathematician. The Horror gets two sepa-



rate attacks per round with its claws, which count as + 2 magical weapons. Each claw deals 1d10 + 2 points of damage.

Note that the Horror is an illusion and thus cannot be healed or enchanted in any way, though non-magical weapons can harm it.



Geometric Staircase

Tier: Fourth

Computation: 1 round

Area of Effect: See below

Range: 2// per level

Duration: One turn per level

Glass Required: Yes

B-M-S Cost: 2.0

Great for siege operations, this function creates a temporary staircase so that high walls may be overcome. Each step in the staircase has a minimum dimension of ¼' high, ½' wide, and ¾' deep, while the maximum size of each step is 3' high, 5' wide, and 2' deep. The Mathematician can create two steps per level, and each step can withstand a maximum of 100 pounds plus 50 pounds per level. Each individual step has but one structural point. The destruction of individual steps does not collapse the staircase; instead, the steps above the one destroyed slide down to fill in the gap.

Imaginary Conduit

Tier: Fourth

Computation: 4 segments

Area of Effect: Self+ 1 person per two levels

Range: Internal to the Mathematician

Duration: Special

Glass required: Yes

B-M-S Cost: 1.0 + 0.125 per round

This formula is generally used in desperate situations. The Mathematician banishes herself to the Imaginary Universe, with only a tiny thread of rationality connecting two points in real space. By following this thread, the Mathematician may travel from one location to another unseen and undetectable, as well as compress the distance. In general, each round of travel in the imaginary universe is the same as one turn in the real.

Because the descent into unreality is voluntary, the mathematician gains a +4 to her panic check upon descent. Because those travelling with the Mathematician do not get this bonus, it is recommended that travelling companions be blindfolded so as to eliminate the possibility of insanity. The thread is fragile, however, and is seen by imaginary-resident creatures as an alien artefact that requires destruction. Thus for every five rounds travelled, there exists a 5% chance that the thread of rationality will be destroyed. In that event, one of four things will happen, as seen on the accompanying table.

If for some reason the Mathematician oversteps her reach (i.e. runs out of Body-Mind-Spirit prior to arriving at the end of the thread of rationality), the Game master should treat

d20	Roll Result
1-4	Party is trapped in the Imaginary realm, and must rationalize as if <i>Translated</i> .
5-8	Party emerges in a random location in the real world.
9-19	Party emerges at some point between origination and destination.
20	Party lucks out and somehow emerges at the desired destination.



Impose Sine Wave

Tier: Fourth

Computation: 2 rounds

Area of Effect: 4// Square surface per three levels

Range: 10// + 1// per level

Duration: 2 rounds per level

Glass Required: No

B-M-S Cost: 2.5

While this function can be used on land, it is more often implemented at sea. The function can be used to calm or agitate the surface of the sea; for each level of the Mathematician, the average wave height can be raised or lowered by two feet. This function is particularly useful for ships caught in violent storms. While it has no effect on the wind, the sea may be sufficiently calmed so that the ship is not keeled-over. Conversely, for a ship caught in a Sargasso Sea-like morass, the function can be used to push the ship free by creating waves.

Because of the range of the function, it can be used for offensive purposes. An enemy ship could be slowed by a Mathematician summoning a patch of violent water in front of the pursuer. This water hazard imposes a -2 to the hostile ship's CSM (Composite Ship Manoeuvrability) value. Likewise, if the Mathematician has a skill in ship handling, he or she may use this function to add +2 to his own ship's CSM. In the event of hostile use, the enemy ship captain gets a save versus area effect (at -2) to avoid being surrounded by hostile water.

Infinite Improbability

Tier: Fourth

Computation: 4 segments

Area of effect: 100-foot sphere around Mathematician

Range: Centred on the Mathematician

Duration: 1 round per level of the Mathematician

Glass required: No

B-M-S cost: 1

One of the more bizarre areas of study in which the Mathematician has knowledge is the realm of probability. By gaining an understanding of the laws of chance, much of the seemingly random events in the universe gain greater meaning. More importantly, through intense effort and concentration, the Mathematician can slightly alter the laws of probability for a short period through use of this power.

The formula warps local probability so that all who are allies with the Mathematician cannot experience a critical failure – they are instead treated as normal failures. Similarly, all who are foes of the Mathematician cannot experience a critical success – they are instead treated as normal successes.

Monofilament Prison

Tier: Fourth

Computation: 6 segments

Area of effect: 1.5// sphere

Range: Line of sight

Duration: Maximum of 1 round per level of the Mathematician

Glass required: No

B-M-S cost: 2.5

This formula calls into being a shimmering sphere of monofilament wires that completely encase all within the area of effect – each target of the Prison must make a Save vs. Area Effect with a -2 penalty to prevent being caught. During each round, the sphere slowly collapses inwards, thus slicing the helpless victims with razor-thin filaments. Oddly, the filaments only work one way – objects pressed against the outside of the sphere suffer no damage, nor do they deform the filaments.

Solid creatures cannot physically escape the sphere without being torn to shreds, though gaseous and non-corporeal creatures can pass through it at will. This also means that those within the Sphere cannot be injured or aided by almost any physical means. Powers of teleportation and the like may allow a prisoner to escape before meeting a gruesome doom. Supernatural powers, magical effects, and area effects can pass through the sphere normally.



Upon its creation, the sphere deals 1d6 points of damage to all trapped within it. At the beginning of each subsequent round, the sphere pulls even tighter around its victim:

- Round 1: 1d6 damage
- Round 2: 2d6 damage
- Round 3+: 3d6 damage

The Prison will vanish before its maximum duration if it is empty or all inside are dead.

Though powerful, this creation is inherently unstable: for each round past the first, there is a cumulative 5% chance that the sphere will fall apart and dissipate during the next round without inflicting any additional damage. Roll on a d20 to see if the sphere has broken apart at the beginning of each round before the Prison deals damage.

Because of the confining nature of the sphere, it is almost impossible for those trapped within to initiate combat or use any weapons. They may still hide behind shields, though they suffer a -2 AC penalty, and can use spiritual powers that do not require much movement.

A note about size: Altering the size of the victims will not alter the amount of damage dealt because the sphere will immediately re-shape itself to conform the captives' new size.

Monofilament Rapier

Tier: Fourth

Computation: 1 round

Area of Effect: Synthesized Item

Range: Touch

Duration: 3r, + 1 round per level

Glass Required: No

B-M-S Cost: 2.5

This particularly grim weapon inflicts 3d6 damage versus living/normal targets, and 5d6 against Geometric/Construct targets. Moreover, each round the rapier can launch a monofilament projectile that inflicts 2d6 versus normal/living and 3d6 versus Geometric/Constructs. The projectile's ranges are PB(3//), NR(8//), LR(14//), and ER(20//). The rapier has one projectile per two levels of the Mathematician. Like all Monofilament weapons, the BACh bonus increases as the character advances in levels.

Projected Image

Tier: Fourth

Computation: 1 round

Area of effect: Centred on the Mathematician

Range: Unlimited

Duration: 3 rounds + 1 round per level

Glass required: Yes

B-M-S cost: 3.5

This power bends space in such a way that an image of the Mathe-

matician springs into being anywhere within 10 feet of him, though the image can travel an unlimited distance. At the same time, the Mathematician disappears from sight, completely invisible and undetectable by most means. The image has the same number of hit points as the Mathematician that created it, but it is still just an illusion – it cannot be healed or otherwise enchanted in such a way. The image has no true items or powers of its own – it can only use whatever the Mathematician decides to use. In short, no powers or items are duplicated through the image – instead, they appear to be displaced to a separate being. However, note that the Mathematician can still be affected by area effect spells and powers while controlling the image. Similarly, he can still use potions and powers on himself instead of on the image if he wishes – this is mostly commonly the case when using healing potions.

The image will exist through the power's duration unless reduced to zero hit points, dispelled in some way, or destroyed through loss of its connection with the Mathematician. This will happen if the controller of the image is seriously distracted in some way, perhaps through injury or deciding to directly participate in combat. Note that a Mathematician can only have one Projected Image in effect at a given time.

Note that the image is immune to charm effects and thus cannot be turned against its controller. Finally, since it is an illusion, some creatures of unearthly power may disbelieve it, but most monsters and humanoids do not get a chance to disbelieve what they see.



Shard Shield

Tier: Fourth

Computation: 5 segments

Area of effect: The Mathematician

Range: Centred on the Mathematician

Duration: 1 round per level

Glass required: Yes

B-M-S cost: 2.5

When invoked, this formula creates a whirling sphere of silver and black dimensional shards around the Mathematician, granting him protection from certain attacks. While this power is in effect, whenever the Mathematician is targeted with a projectile weapon or spiritual power, roll a 6-sided die to determine the outcome.

- **1-2** Missile weapon or spell pierced the shield and affects the Mathematician as normal.
- **3-4** A black shard was struck. The missile weapon or spell is consumed without any affect and appears to vanish from sight.
- **5-6** A silver shard was struck. The missile weapon or spell is stopped in a flash of light and there is a 50% chance any spell is reflected back at its caster.

While this shield does not grant any protection from melee attacks, area effects, or spells that did not directly target the caster, it can, however, still deflect incoming projectiles that were not specifically aimed at the Mathematician, such as debris from an explosion.

Spatial Trans- lation

Tier: Fourth

Computation: 2 rounds

Area of Effect: 1 object

Range: Line of Sight

Duration: Instant

Glass Required: Yes

B-M-S Cost: 4

An object weighing up to 20 pounds per level can be moved up to 1 mile distant per level of the Mathematician. For very high level Mathematicians, the weight threshold may even allow the translation of a living person. If live matter is transmitted, the creature gets a save versus magical weapon to avoid the effect. Awakened Constructs count as "items", while "Living" Constructs count as "creatures". The formula does not actually cause damage, does have the desired effect of making people or things "go away" for a while!

Suspend Con- struct

Tier: Fourth

Computation: 1 round

Area of Effect: 1 Construct

Range: 12// Line of Sight

Duration: 2d4 days per level

Glass Required: Yes

B-M-S Cost: 3.5

is failed, then the Construct is Suspended for 2d4 Turns, not 2d4 days.

For Living Constructs (i.e. Constructs that actually have a soul), this power only targets the Theoretical Engine, not the Construct's mind. The save bonus is equal to that of an Awakened Construct. A successful save negates the spell. Thus, if the save fails, the Construct remains alert and aware, and has full use of its mental faculties. The suspension of movement lasts 2d4 rounds.

This formula is a more potent version of Stun Construct. If the Construct fails an item save versus harmonics, the device is rendered inert for 2d4 days per level of the Mathematician. If the saving throw is successful, the Construct is affected as if by a Stun Construct formula.

For Awakened Constructs (those Constructs that are sentient and free willed), the save versus harmonics has a +1 bonus per three levels of experience in the Warrior class. If the save is successful, then the Awakened Construct is unaffected by the spell. If the save



Temporal Stasis

Tier: Fourth

Computation: 6 segments

Area of effect: One target

Range: Line of Sight

Duration: Permanent

Glass Required: No

B-M-S cost: 2.5

from disease, though they can be damaged or destroyed in the same manner as stone. Time may grind them down, or ill fate may break them to pieces. They are not aware of their environment, and spiritual powers will not function while trapped in stasis.

The effects of this power are permanent unless the formula for Temporal Stasis is again used, targeting the stone-like victim. The Wishsong (WS, Tier 8) will also free a person trapped in by this song, as can Remove Curse. The target to be freed must make a successful Save vs. System Shock or immediately take 5d6 points of damage. Even if the Save was successfully, it will still take 1d4 hours for the victim to return to his normal state during which time he is barely able to walk on his own, and damage done to the victim while paralyzed, such as disfigurement, is permanent unless otherwise cured. Note also that the use of the Song of Shattering will instantly slay the person trapped by Temporal Stasis.

The Mathematician can use this power for medical purposes. For instance, this spell can be used in the event that a comrade may be poisoned or severely injured in a remote location with no Priest or physician available. In this case, the recipient may voluntarily fail the saving throw and thus immediately enter a state of suspended animation, thus effectively stopping time for the target until proper medical treatment is available. Because this spell is used for non-hostile purposes, the target of the spell does not risk taking 5d6 damage upon emerging from the formula's effects. The target is still fatigued for 1d4 hours, however.

Once this formula is complete, a single target must make a Save vs. System Shock/Petrifaction with a -2 penalty or be rendered an inert statue. While they don't actually change to stone, they are shifted in time so that their body takes on the characteristics of granite, though not the appearance. They do not age or suffer

Ward Against Realm Travel

Tier: Fourth

Computation: 1 turn

Area of effect: Centred on caster

Range: Up to a 1-mile diameter sphere

Duration: 1 day per level

Glass required: No

B-M-S cost: 5

This formula creates a warding ring against unwanted travellers who attempt to breach its perimeter by passing through the Imaginary Realm, worm-holes, the spiritual realm (via a Priest's Teleport spell), or the Realm of Shadow (the path Necromancer's use to quickly cover distances.) In short, all forms of travel in which the traveller does not need to cross the intervening distance on this plane of existence are prevented within the warded area.

Those who attempt to teleport to any area within the warded region have their travel cut short and are dropped off at a random location on the ground along the outside perimeter of the warding field. Those who attempt to teleport while within the warding area are unable to do so.

Note that this power affects the caster and his allies in the same way as it affects everyone else. The barrier will register as faintly magical, but there is no visible sign of its existence.



Fifth Tier Formulae

Requirements: INT(≤16): L16. INT(17-18): L15. INT(19-20): L11. INT(21+): L10. Formulae execution requires a Knowledge check. Formulae use B-M-S.

Crystal Bullet

Tier: Fifth

Computation: 8 segments

Area of effect: One bullet

Range: 50-feet

Duration: Instantaneous

Glass required: No

B-M-S cost: 4

This formula fires forth a high-density, green or purple crystal bullet at a significant fraction of the speed of light. Because of its speed, the small bullet does an astounding amount of damage, though its range is short.

Once fired, the bullet will travel in a perfectly straight path until it winks out of existence at the maximum range of this spell. In nearly all cases, it simply pierces a hole through any obstacle it encounters, though strong magical effects could deflect or block it. Treat this power as a ranged strike that automatically hits its chosen targets because of its speed. Anything struck by this crystal shard takes a staggering 15d6 points of damage with a save versus magical weapon for half damage.

Destroy Construct

Tier: Fifth

Computation: 2 rounds

Area of Effect: 1 Construct

Range: 15// Line of Sight

Duration: Permanent

Glass Required: Yes

B-M-S Cost: 4.25

enence in the Warrior class. If the event of success, they behave as if hit by a Stun Construct formula.

This formula attacks a Construct's Theoretical Engine and destroys it, forever rendering the device as useless junk. Most Mathematicians would use this formula only as a last resort, and even then with great regret. If the Construct successfully saves versus harmonics, then it is affected as if by a Suspend Construct formula; otherwise it is destroyed.

It is harder to destroy an Awakened Construct, given that they have free will. Their save versus harmonics is made at a +1 bonus per three levels of experi-

A Living Construct cannot be destroyed by this formula. However, it can be severely inconvenienced. Because a Living Construct is endowed with a soul, its life energy is its soul, but its mechanical energy comes from its Theoretical Engine. Thus, if a Living Construct's Theoretical Engine is destroyed, it is not rendered into junk, but it is completely paralyzed until the Theoretical Engine can be replaced by another Mathematician. If a Living Construct is paralyzed by the loss of its Theoretical Engine, it still remains aware and alert. It simply cannot move.

Extrude Image

Tier: Fifth

Computation: 1 round

Area of effect: 1 image per level

Range: Line of Sight

Duration: 1 hour per level

Glass required: Yes

B-M-S cost: 3.5

This intriguing formula gives the Mathematician the ability to create a solid, 3-dimensional object out of an image drawn upon a 2-dimensional surface. The object created from the images will function in whatever way one would expect from whatever the image represents. An Extruded image of a sword would work like a decent sword. An Extruded meal would taste like whatever type of food was drawn,

(Continued from page 55)

Commanded, the wretched Scaxathrom Priest forced himself to swallow the tepid stew he clearly had no appetite for. He looked as if

(Continued on page 79)



though it would not be particularly tasty.

Note that this formula cannot create living beings, Constructs, or Undead - it can only create mundane inanimate objects. It also is only guaranteed to Extrude an image when the one who draws the images invokes this power. Mathematicians have a 2% chance per level of being able to extrude other images of any sort that they did not draw.

While casting the formula only takes 1 turn, it takes 1 round for the Mathematician to draw an image of high enough quality for this spell to function upon it. If the Mathematician wishes to Extrude multiple images, he must take the needed time to draw them. Images that have been drawn too quickly or which don't clearly represent anything within the power of this formula will remain even if though the formula will fail.

The Extruded objects will function as a normal object of their type until the end of the spells duration, at which time they vanish into wisps of faint smoke. Note that effects generated by them do not end when the objects cease to exist - wounds inflicted by an Extruded sword remain, as does nourishment provided by Extruded food.

One can create magical items with this formula in one case - if the invoker of Extrude Image has at least 4 ranks in the Skill of Artistic Ability and takes a full turn to draw the image. In these cases, the Extruded object func-

tions at +1 in all ways: an Extruded sword would have +1 to hit and +1 to damage, Extruded food would taste very good, and so on.

Note that this spell reverses the effects of Tessellation, restoring the victims to their normal 3-dimensional status, though it does not cure any injuries that they may have suffered while in a 2-dimensional state. Also, this power inflicts 5d6 damage upon any creatures that are natively 2-dimensional, such as Empty Sil-

Fire of a Thousand Suns

Tier: Fifth

Computation: 7 segments

Area of effect: Cone

Range: 50 feet, + 10 feet per level

Duration: Instantaneous

Glass required: Yes

B-M-S cost: 5

When this formula is complete, the Mathematician raises his glass high over his head, and the blazing light of a thousand stars is refracted through it, mingling into a swirling mass of untold destructive power. Some aspect of this chaotic storm will strike all creatures within the cone - roll an 8-sided die to see which coloured beam or shard struck them. Additionally, all creatures with 8 Hit Dice or less in the cone

are blinded for 2d4 rounds.

1d8/Colour & Effect

- *1/Red.* 4d10 points of physical damage. Save vs. Area Effect for half damage.
- *2/Orange.* 4d20 points of fire damage. Save vs. Area Effect for half damage.
- *3/Yellow.* 1d100 of electrical damage. Save vs. Magical Weapon for half damage
- *4/Green.* Blast of poisonous acid. Save vs. Poison or suffer int(5) poison and "strong" acid. A successful Save reduces it to int(2) poison and "weak" acid.
- *5/Blue.* Cold of Space. Save vs. System Shock or become a frozen, lifeless statue. Successful Save reduces it to 1d100 points of ice damage.
- *6/Indigo.* Ray of Madness. Save vs. Sleep/Charm or gain a random insanity.
- *7/Violet.* Dimensional Gate. Save vs. Area Effect or be sent to another dimension.
- *8/Black.* Fate Worse Than Death. Save vs. Death Magic or die and rise as a Zombie. The Zombie is of the same level and class as the victim and lasts 1 hour per level of the Mathematician. It will fight for the Mathematician and his allies, but is not under his control.



Greater Imaginary Trans- lation

Tier: Fifth

Computation: 8 segments

Glass required: Yes

B-M-S Cost: 2.5

Range: 10// Line of Sight

Duration: One turn per level

Area of Effect: One person or object

This powerful formula can translate one person or object (of to 300 pounds) from the real world (governed by laws of physics based on rational mathematics) into an imaginary realm in which the base structural coefficient of the universal laws is the square root of negative one. The imaginary universe is a strange and alien place. In the imaginary realm, one's thoughts and ideas have a profound effect on one's surroundings, and the subconscious can become one's deadly enemy. Moreover, creatures for whom the imaginary universe is home may see the banished person as an unwelcome alien foe to be destroyed.

The only escape for a banished individual is to somehow rationalize his or her reality and thus step back from the imaginary universe into the real universe. The process is arduous and time consuming, and requires faith in one's own perceptions. In general, a banished person is trapped for one turn per level of the Mathematician. Certain modifiers may aid or harm the victim:

Note that no matter how many bonuses the victim may have (i.e. smart mathematician with Mathematics)) the minimum rationalization time is 1 round/level of the banisher. Also, inanimate objects are

Condition	Effect
Mathematician	Rationalization time halved.
Mathematics proficiency	-1 round per turn per intensity of the knowledge.
Knowledge 16+	-2 rounds per turn per point above threshold.
Body-Mind-Spirit 16+	-1 round per turn per point above threshold.
Barbarian or Wish-singer	+1 round per turn.
Shaman or equivalent	Rationalization time doubled.
Knowledge < 10	+2 round per turn per point below threshold.
Body-Mind-Spirit <12	+1 round per turn per point below threshold.
Occult Knowledge proficiency	+1 round per turn per intensity of the knowledge.

banished for one day per level, since they don't think. Targeted magical items get a save versus harmonics to avoid being translated, while persons or creatures get a save versus magical weapon to avoid being translated.

Monofilament Shape En- hancement

Tier: Fifth

Computation: 3 rounds

Range: Touch

Duration: Permanent

Area of Effect: One item or
weapon

Glass Required: Yes

B-M-S: 3 per "plus"

Because of the fatiguing nature of this formula, it is rare that one is lucky enough to gain the Mathematician's services for the calculation. This power allows the mathematician to bind a monofilament shape into an existing metal weapon or instrument. The Mathematician can choose to add a +1 to attack/parry, or a +1 to damage, or a +1 to item save. More plusses can be added, of course, by reinforcing the Shape. This reinforcement costs



more Body-Mind-Spirit, and thus the enhancement is limited to the mathematician's inner strength. An enhanced item can take no more than four enhancements. Refer to the guidelines for making magical, supernatural, and enhanced items.

More than weapons can be enhanced, of course. A scalpel given a mathematical Shape will grant the doctor a +1 (or more) bonus to any surgical skill rolls. A tailor's scissors can be enhanced, giving similar skill bonuses there. In a nutshell, this power can be used to make sharp things sharper and strong things stronger. Once the formula is complete, the item must make an item save versus enchantment or else the item is destroyed by the enhancement attempt. Items that are already supernaturally enhanced by other means gain a +1 bonus to the item save, as the degree of enchantment has been increased by one.

I ntegration

Tier: Fifth

Computation: 1 round

Range: 10//

Duration: Instant

Area of Effect: 10'x10'x10' cube

Glass required: No

B-M-S Cost: 2.5

This is one of the most gruesome formulas in the Mathematician's repertoire. The inverse of Derivative, this formula makes a single construct from the items and people contained within the area of effect. If used on inanimate ob-

jects, this formula can be quite beneficial. For example, a pile of bricks could be integrated into a shelter, or a collection of large stones could be made into a crude bridge. Used against people, however, and the result is a nightmare beyond understanding. The bodies of those caught within the area of effect are merged into a writhing, insane multilimbed meta-being. Such constructs will actually live if kept fed, and will fight with all the ferocity of a rabid wolf or a blood-frenzied shark. If the Mathematician chooses to integrate the living with the inanimate, it usually results in death for the victim. In the third case, the target must first make a save versus spiritual powers to avoid being targeted by the effect. If this save is failed, then the victim must make a save versus system shock or suffer 8d12 damage from a foreign body being merged with his own. A successful save halves the damage. If a sentient being is merged with a lower life form, he must again save versus system shock or take on the combined properties of both man and beast (shades of The Fly.)

For living targets, a save versus System Shock allows the victim to escape being integrated. For magical or supernatural items, a save versus harmonics (with the usual bonuses dependent upon the degree of enchantment) allows the item(s) from being affected. A Reverse Engineer, Derivative, or Second Derivative spell will undo this power.

L iquefy Metal

Tier: Fifth

Computation: 1

round

Area of Effect: 3 pounds per level

Range: 9//

Duration Two turns

Glass Required: Yes

B-M-S Cost: 3.0

This power causes the atoms in a metal object to become unnaturally excited and thus break free of the crystal lattice that binds the components of solid objects together. The affected metal acts as if it is molten, except that the metal does not get hot. Instead, the metal softens, droops, then melts into rivulets, eventually becoming completely liquefied. It takes five rounds for a metallic object to melt into a liquid state, thereafter it remains liquid for a turn and then takes five rounds to solidify again. This power is obviously useful in crafting metal weapons, as crude weapons can be shaped via a mould then refined later by a craftsman. Moreover, in combat this can be a destructive power to wield against an enemy's weapons and armour. In the latter case, targeted items get a save versus harmonics to avoid being destroyed. Supernatural items get a +1 save per de-



gree of enchantment.

With respect to Constructs, this formula has a somewhat different effect. If a save versus harmonics is failed (or save vs. system shock, in the case of a Living Construct), the character does indeed droop into a metallic puddle and the following progression occurs:

Round 1: BAtCh(-2), Init(-2)

Round 2: BAtCh(-5), Init(-6), movement halved, damage halved.

Round 3: BAtCh(-10), init(last), movement quartered, damage quartered.

Round 4: Cannot Attack. Movement quartered. Spell use still possible (if applicable)

Round 5: Cannot Attack. Cannot move. Spell use still possible (if applicable)

At round 6, and for the next two turns, the Construct exists as a puddle of liquid metal. However, the Construct has, in actuality, taken no damage.

At the end of the formula's power, the Construct

Round 1: BAtCh(-2), Init(-2)

Round 3: BAtCh(-5), Init(-6), movement halved, damage halved.

Round 5: BAtCh(-10), init(last), movement quartered, damage quartered.

Round 7: Cannot Attack. Movement quartered. Spell use still possible (if applicable)

Round 9: Cannot Attack. Cannot move. Spell use still possible (if applicable)

At round 9, and for the next 11 rounds, the Construct exists as a puddle of liquid stone. However, the Construct has, in actuality, taken no damage.

At the end of the formula's power, the Construct gradually assumes its old shape (thanks to the Regeneration feature all Constructs possess.)

Liquefy Stone

Tier: Fifth

Computation: 1 turn

Area of Effect: 5 pounds per level

Duration: Two Turns

Range: 3//

Glass Required: Yes

B-M-S Cost: 4.5

This power is similar to Liquefy Metal except that it functions on stone. Unlike the metal-affecting power, this function is much more difficult because stone is a more complex material than metal. Metal often involves only one or two elements, while stone is composed of many elements and chemicals

With respect to Constructs, this formula has a somewhat different

effect. If a save versus harmonics is failed (or save vs. system shock, in the case of a Living Construct), the character does indeed droop into a cohesive puddle and the following progression occurs:

Rift Sword

Tier: Fifth

Computation: 1 round

Area of effect: 10// sphere

Range: Centred on Mathematician

Duration: 1 round per level

Glass required: No

B-M-S cost: 5

by the Rift Sword must also make a save versus magical weapon (with a +4) bonus or be disintegrated (i.e. 20d10 damage). If the save is successful, then the victim instead takes 2d12 points of damage. The weapon is considered to have a 5th degree enchantment, for the purposes of item saves, and functions at +5 to hit.

The sword can fly at a movement rate of 20, has a manoeuvrability rating of B, and is completely under the control of the caster. The weapon at-

The ultimate monofilament weapon, the Rift Sword spells utter disaster for any foe. Once this formula is used, a spectral sword woven of the darkest night appears a few feet away from the Mathematician. The blade of the weapon is actually a dimensional rift and thus has deadly effects upon its victims. Anyone struck



tacks on the Mathematician's initiative round and has a BACh equal to that of a Warrior of one half of the current level of the Mathematician. The summoned weapon has 5 Structural Points and an armour class of 2. Additionally, only energy attacks, spiritual powers, or other consecrated or magical weapons can harm it.

The weapon is under the direct control of the Mathematician, but it can function independently as well. If left alone, it will strike out at whatever target appears to be the greatest threat to the Mathematician and will act with the intelligence of a reasonably smart dog. However, the Mathematician may at any time give the weapon a command of around one sentence in length, and it will obey without question. Giving a command does require much time or concentration and can be done even if bound, injured, or otherwise distracted.

Other notes on the Rift Sword: Since it is not alive, the weapon is immune to Charm/Sleep effects, as well as certain other forms of magic and spiritual powers that only affect the living. If the Sword leaves the area of

Steal Construct

Tier: Fifth

Computation: 1 round

Area of Effect: 1 Construct

Range: 9// Line of Sight

Duration: Permanent

Glass Required: No

B-M-S Cost: 5.25

formula. For living Constructs, a failed save indicates that they are Stunned, while a successful save negates.

This formula is a permanent version of Subvert Construct. If the Construct fails a save versus harmonics, then control of its Theoretical Engine is transferred to the Mathematician implementing this formula; otherwise the Construct is affected as if by a Subvert Construct formula. Living Constructs are immune.

For Awakened Constructs, a successful save negates the effects of the

Tessellation

Tier: Fifth

Computation: 9 segments

Range: 5// Line of Sight

Area of Effect: 1 person or person-sized object per level

Duration: Permanent until dispelled

Glass required: Yes

B-M-S Cost: 4

While the victims of this power are not harmed, they are severely inconvenienced. They can still think, see, hear, and smell; they can move along flat surfaces, but they cannot speak (except for sign language) and they cannot cast spells or attack. Two-dimensional living beings no longer need to eat or breathe since most of their real body has been effectively compressed beyond all comprehension. The target gets a save versus system shock to avoid the effects of the formula.

This formula works only in conjunction with a flat surface such as a wall or a paved wall. The power of the formula converts three dimensional objects into two dimensional representations. The effect is permanent until reversed by the original Mathematician, or until a *Reverse Engineer* (or dispel magic-like spell) or *Extrude Image* is cast.

(Continued from page 74)

he were about to weep again, and his eyes glistened wetly in the flickering firelight. But he consumed his plain repast and crawled off to the small tent he had been permitted to erect for himself. He would sleep, but I wondered what kind of dreams his sleep would bring?

(Continued on page 80)



Granted Powers

A Mathematician can detect the presence of Stillpoints up to 10// away. Moreover, when the even horizon of a Stillpoint is but 2// away, a Mathematician can determine the nature of the distortion caused by the Stillpoint. This function can be used to detect other kinds of spatial or temporal distortions and anomalies. The percentage for detection is the Mathematician's Body-Mind-Spirit score + 4% per level. A Mathematician also has a 2% per level resistance to illusions. For the active detection of illusions, a mathematician has a base chance of his Intelligence plus 1% per level.

Level	Detect Stillpoint*	Detect Illusion	Resist Illusion†
1	4	2	1
2	8	4	2
3	12	6	3
4	16	8	4
5	20	10	5
6	24	12	6
7	28	14	7
8	32	16	8
9	36	18	9
10	40	20	10
11	44	22	11
12	48	24	12
13	52	26	13
14	56	28	14
15	60	30	15
16	64	32	16
17	68	34	17
18	72	36	18
19	76	38	19
20	80	40	20

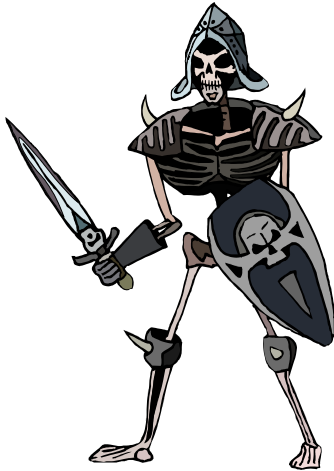
* Add Body-Mind-Spirit rating to this score.† Add Intelligence rating to this score.

(Continued from page 79)

The encampment was quiet then. The Sepulchre and my controller-demon stood watch against the night. It was ludicrous, in my opinion, since I had seen not the faintest trace of any living thing during the past few days journey. But perhaps Denizen had enemies in the spirit world, and his vigilance was perhaps against those things unseen by man.

Regardless, the time of night came when the fire spirit dimmed and sputtered out, and the demon that controlled my body fell into that curious state of torpor. And my mind was quiet for that blessed and all-too-brief stretch of time.

Ω



Necromancer

Masters of the darkest secrets and most frightening powers, Necromancers are a silent yet ever present force in Gaianar, and their influence is vast – even beyond the veil of Death itself. Necromancers delight in the knowledge of Life and Death, and they gain their strength from intensive study of the very power of Life and the spirit itself. However, their profession is often misunderstood – many assume that all Necromancers are fiends who raise Undead legions and terrorize the lands. This is an unfair statement, but it is true that neutral-aligned Necromancers must avoid the temptations of terrible and ghastly power as they walk where most mortals fear to tread.

Necromancers may learn their skills in reclusive schools or from fanatical cults, but they always study in small numbers and far from the watchful eyes of zealots who would seek to destroy them. In most civilized realms, Necromancy is discouraged, despite the fact that the knowledge that comes with the profession is not inherently evil. Unfortunately, some Necromancers turn to darkness as their power grows, and thus the ignorant and fearful are inclined to judge them all by the actions of the minority.

Most Necromancers are at home with nature and share somewhat of a kinship with Rangers; they both avoid civilization, though for different reasons. Additionally, Death is merely a part of Life, and thus a young Necromancer must first understand Life before venturing beyond its boundaries. While learning their skills, many Necromancers will travel with Barbarians, Rangers or other wild-men, and it is common for Necromancers to gain their first understanding of supernatural forces by watching a tribal Shaman perform his ceremonies. Despite this, Necromancers have very little faith as a group, since their routine studies of Life and Death make any god or afterlife irrelevant.

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Class Features

Necromancers do not rely upon Faith or the supernatural: Since Necromancers routinely deal with Life, Death, and states in between, the concept of worshiping gods and awaiting an afterlife rapidly loses meaning to them. Death is merely another state of being,

and gods – if they exist – are models of power and wisdom to be emulated, not worshiped. Thus, instead of Spiritual Points, Necromancers use Body-Mind-Spirit points when using their powers.

Necromancers are limited to natural armour: Like Rangers, Necromancers prefer to wear armour that is mostly composed of organic material. Thus, the heaviest normal armour a Necromancer can wear is studded leather. Similarly, Necromancers will not use heavy metal shields.

Restrictions upon weapons: as with the Ranger, are lighter. A Necromancer will have no problem using common swords, maces, bows, and so on, but a two-handed sword or halberd is out of the question.



Necromancers can detect the Undead: Necromancers have a base percentile chance of detecting Undead forces in the local area equal to their B-M-S score. This chance of detection increases an additional 2% for every level the Necromancer gains. Thus, a level 7 Necromancer with a B-M-S of 12 would have a 26% chance of detecting Undead forces. This power gives the Necromancer the general direction and distance of the Undead, as well as a sense of how powerful and numerous they are. The range of this power is 6// plus 1// per two levels of experience. The use of this power costs ¼ point of Body-Mind-Spirit.

Necromancers have resistance to Death Magic: Necromancers have a 10% resistance to all Death Magic effects. This resistance increases at a rate of 1% for every level the Necromancer gains. Thus, a level 7 Necromancer has a 17% chance of resisting – and thus ignoring – Death Magic.

Necromancers have a resistance to Disease: Because of the gruesome and often biologically hazardous nature of their work, all Necromancers have a 20% chance to resist any disease. In truth, the Necromancers who were unable to develop this natural resistance didn't last very long in the profession.

Necromancers can Affect Undead: Because of their knowledge of the foul Undead, Necromancers can affect these creatures with an effective potency somewhat less than that of a Priest's.

Acquisition of Powers

Necromancers, much like Priests, have 7 levels of spiritual powers – or spells, as some call them. All Necromancers gain access to a new level of powers at every other character level, regardless of character ability scores. All level 1 and 2 Necromancer can only access Level 1 powers, while a level 3 Necromancer has access to both level 1 and level 2 powers.

Instruments of Focus and Hit-point Cost

Some of a Necromancer's powers require an arcane focus – a tool used for concentrating the Necromancer's thoughts and strength of will. This item is always a symbol of Death, and can be anything from a skull to a bone wand or a vial of fresh blood, but it must be at least partially organic in nature. This item is not consumed when using a power, and the Necromancer has no special bond to a specific focal device – it can be replaced if needed. A new one can be constructed if the appropriate tools and resources are available, but it will not function until the Necromancer has dedicatedly worked upon it for at least a week's worth of time. Every focal device is different, and it takes time to use a different tool to accomplish a given task.

Some of a Necromancer's spiritual powers will require a portion of the caster's own life energy. This will be mentioned as an additional cost to using the power. This is usually only a few hit points, but some spells re-

The Scaxathrom Priest commanded the three remaining zombies to attack Bretton of House Evenstar. though the Gunslinger had expended all his shells against the other denizens of Hell, he was not without attack.

Bretton held out his hand and pronounced "The unrighteous shall inherit the whirlwind!" And a small cyclone coalesced, beginning as the size of Bretton's fist, but quickly growing to 12// tall.

The angry tempest launched against the first of the Zombies, slicing it to shreds, while Bretton beat the Scaxathrom Priest to a bloody pulp by his own bare hands.



First Tier Spells

Requirements: Any level. Knowledge Check to activate. Spells use B-M-S.

Bone Shards

Tier: First

Casting Time: 5 segments

Area of Effect: 1 target

Range: 25// RTT

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 0.25

This power is both simple and brutal. When cast, the Necromancer launches a stream of razor-sharp bone shards at his target, which slash through flesh and pierce armour. This deadly blast of bone deals 1d6 points of physical piercing damage for every 2 levels of the Necromancer (5d6 maximum damage). This is a ranged touch attack.

Eye of the Dead

Tier: First

Casting Time: 1 turn

Area of Effect: 1 eye

Range: Touch

Duration: 1 day per level

Arcane Focus required: Yes

of his current Eye as a full round action. A Necromancer may only possess one Eye at a time. If used for spying, the Eye moves at 9//, Mc(A) and can travel up to 1 mile per level of the Necromancer. A simple Dispel Magic can disrupt the eye.

The Eye has a link with the Necromancer who created

it, thus letting him see through it as if it were one of his own. He can at any time turn this ability on or off as he sees fit, though no one else can see through the Eye unless he allows it and is looking through it. The Eye can look in a full 360-degrees without being moved, though it's field of vision is the same as an average human's. The quality of the Eye's vision is also that of an average human's, although the Necromancer can enhance its power with magical devices. If the Necromancer has the ability to see in the dark, so does the Eye while he is using it.

Using the Eye can be risky since the Necromancer is subject to any gaze attacks through it; should he foolishly look upon a Medusa, he will risk being turned to stone. However, for simple blinding and light-based affects, the Eye is a separate target. Just because the Eye is hidden in darkness or blinded with a flash of light doesn't mean that the Necromancer cannot see.

Any Necromancer may create or use an Eye, even while he is temporarily or permanently blinded. The only exception is that those who are blind from birth will not be able to understand what they see; another person will have to interpret the sights for them.

Bretton Evenstar, the Wishsinger Par Re'Ne, and the Shaman Cirea of Clan Arrowfall faced down a powerful Crystallin Legion Captain. Bretton's whirlwind passed through the Legion as if he wasn't there. Par's sparking fingers grounded out on the Legion's armour. But the trio knew they were in trouble when the Shaman's summoned boulder collapsed into harmless gravel on the Legion's head.

"Now," the Legion gloated while unsheathing his longsword, "If you're finished with the preliminaries, we can battle for real."



Foreboding

Tier: First

Casting Time: 3 segments

Area of Effect: 1 target

Range: 200 feet

Duration: 3 rounds

Arcane Focus required: No

B-M-S Cost: 0.25

The Necromantic profession is a ghastly one in the eyes of many, and all who become Necromancers have a deep understanding of fear, for it is the first enemy they must overcome in their training. When called upon, this power invokes a deep sense of terror in the victim. He must make a save versus sleep/charm or run in fear for the duration of the spells effect. This saving throw is made with a -1 penalty for every 3 levels of the Necromancer. This spell has no effect upon Undead and most Constructs.

Freezing Touch

Tier: First

Casting Time: 5 segments

Area of Effect: 1 melee weapon

Range: Touch

Duration: 1 hour per level

Arcane Focus required: Yes

This spell instills the touch of death within a single melee weapon, enchanting it with a faint, cold blue aura. For the duration of the spell, anyone struck by this melee weapon must make a save versus system shock or suffer an additional 1d4 points of cold damage and a BAtCh penalty of -1. This penalty is cumulative with itself and ends once this spell's duration runs out. This spell has no effect upon Undead or Constructs.

Laid to Rest

Tier: First

Casting Time: 5 segments

Area of Effect: 1 target per level

Range: 5//

Duration: Permanent

Arcane Focus required: No

B-M-S Cost: 0.125

The exact manifestation of this power is something of a mystery. Somehow, the body laid to rest becomes so inert that not only is it devoid of the spark of life, it becomes impossible for new life to take hold of the body. The body becomes inert. Thus, while this power makes it impossible to raise a body as an Undead servant, it is also impossible to use a Raise Dead invocation. A person Laid to Rest is indeed laid to rest.

If used against an Undead, this spell functions as a touch-based attack. So long as the Necromancer can hit at least AC(10) with his bare hands (i.e. a simple touch attack), the affected Undead incurs 1d6 damage as its flesh is made inert.

Minor Life Drain

Tier: First

Casting Time: 5 segments

Area of Effect: 1 target

Range: 20//

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 0.25

This power is one of the most basic spells a Necromancer learns. It fires an orb of life-stealing energy that drains away part of the essence of its target. The target takes 1d4 points of damage for every 2 levels of the Necromancer (5d4 maximum damage.) Then, if the target fails a save versus death magic, the Necromancer gains life equal to the amount lost by the target. Moreover, if the save results in a critical failure,



ble, then the hit points are lost until the victim goes up in level, receives a Remove Curse type spell, or receives an Imbue With Life Energy class spell. The Necromancer cannot exceed his maximum hit points with this spell and though Undead and Constructs can be damaged by this spell, the Necromancer gains no life from them.

Repair Topical Wounds

Tier: First

Casting Time: 5 segments

Area of Effect: 1 target

Range: Touch

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 0.25 per hit point

Necromancers hold a great understanding of life and death, and as the guardians of such knowledge, it is only fitting that they can heal as well as destroy. This spell heals 1 hit point per 1/4 point of B-M-S. In other words, a point of B-M-S results in 4 points of healing. It cannot heal Undead, Constructs, and certain other creatures. Of course, it does not prevent future injury, nor does it cure poisons or Death Magic side effects.

Shroud of Darkness

Tier: First

Casting Time: 1 round

Area of Effect: 150-foot sphere

Range: 200 feet

Duration: 3 rounds + 1 round per level

Arcane Focus required: No

B-M-S Cost: 0.5

With this power comes the shroud of the grave – a thick cloak of deep darkness falls upon a point of the Necromancer's choosing, turning the world into a dreadful night. This darkness is nearly absolute and thus the standard penalties for supernatural darkness apply to everyone in the area of effect. However, Necromancers are immune to the negative effects of their own Shroud of Darkness since they can see past this aspect of Death. Protectors, also having a supernatural vision, are immune to this spell.

It should be noted that this spell only interferes with visual tasks. A Fey's Detect Motion Vectors and a Construct equipped with radar will still be able to use these sensory features.

Soul Candle

Tier: First

Casting Time: 5 segments

Area of Effect: 1 source of illumination per level

Range: 25 feet

Duration: 1 hour per level

Arcane Focus required: No

B-M-S Cost: 0.25

This rather unusual power lets a Necromancer enchant a source of light, such as a torch, bonfire, or lantern with a power that offers detection of Undead. Once the spell is cast, the enchanted source of light cannot be extinguished or disrupted by normal means – a splash of water will not drown an enchanted torch, just as a gust of wind will not put out a campfire or make it burn out of control. The enchanted light source will turn blue when Undead of any sort are within 200 feet of it. This spell only works on fire-based illumination – technological or supernatural objects that emit light cannot be affected.

Speak with Dead

Tier: First

Casting Time: 1 round

Area of Effect: 1 target

Range: Touch

Duration: Special

Arcane Focus required: Yes

B-M-S Cost: 0.75

Unlike the Ancestor Worship spell that would allow the Priest to contact the



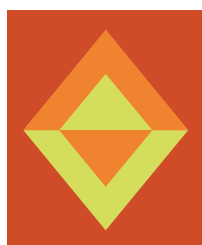
spirit of the dead, this power actually attempts to read the chemical imprint left within the physical brain of a dead person. Because of this, timing of the spell is paramount. The deceased cannot be dead more than ten days. For each day dead, the spell has a 10% chance of failure (due to the fact that the brain has decomposed too much for this power to extract information.)

When this spell is cast, the Necromancer must be in contact with some aspect of the dead person or being with which he is trying to communicate. This is usually a part of the body of the deceased, such as a corpse, skull, or bone. However, the dead can sometimes be reached when the Necromancer calls upon them through a possession that was very special or important to them in life. This might be something as simple as an amulet holding a picture of the family of the departed, or perhaps the battered staff of a long-dead Shaman.

Once the spell is cast, the Necromancer must make a Knowledge check to see if he has successfully estab-

lished contact with the remnant mind of the deceased. If successful, he may then converse with the dead. He may ask one question per each level he has obtained. When asked, the mental remnant must make a knowledge check, modified at -2 per day dead, to see if it can answer.

While a mental remnant will always attempt to answer truthfully, its knowledge may be incomplete, distorted, or just plain wrong. The Necromancer should be aware of this when casting this spell.



Second Tier Spells

Requirements: 3rd level. Knowledge Check to activate. Spells use B-M-S.

Aspect of Undeath

Tier: Second

Casting Time: 1 round

Area of Effect: 1 target

Range: 20// Line of Sight

Duration: 1 hour per level

Arcane Focus required: Yes

B-M-S Cost: 0.5

This spell allows the Necromancer to bestow a state of Undeath upon a single target, which offers a variety of bizarre and creative uses. If the target fails a save versus death magic, it will count as Undead for all intents and purposes in addition to whatever other creatures it might count as. This means the victim can be Turned and Rebuked, but he is also immune to Charm effects, poisons, and certain other powers. As a side effect of this spell, the target will feel somewhat sluggish and disoriented, thus giving them a -1 penalty to

their BACh. This spell has no glaring visual effects upon the target, though they may look somewhat pale while affected by it. This spell has no effect upon existing Undead, though it can make Constructs count as Undead (although a Construct's appearance does not change.)

Burning Blood

Tier: Second

Casting Time: 3 segments

Area of Effect: 1 target per level

Range: 20//

Duration: 1 round per level

Arcane Focus required: No

B-M-S Cost: 1.0

This twisted power ignites the blood of the Necromancer's enemies, literally consuming them with fire. Any bleeding wound immediately combusts, while large injuries burst into engulfing flames. The damage dealt by this spell depends upon the physical condition of each target. The Necromancer can target up to one creature per level, and there is no saving throw. However, this spell is fire-based, and



thus has all related limitations: fire resistance helps reduce the damage, and it will not work underwater.

If the target has more than half its total hit points and has not been damaged since the last time it has rested, this spell deals no damage – their wounds are assumed to have stopped bleeding.

If the target has full hit points, this spell deals no damage.

If the target has more than half its hit points remaining, and the character has been wounded since the last rest period, this spell deals 1d4 points of damage per round.

If the target has less than half its hit points remaining, and the character has been wounded since the last rest period, this spell deals 1d6 points of damage per round.

Obviously, this spell can reduce a target's hit points below the halfway mark, thus causing the victim to suffer even greater damage each round. This spell does not affect any creature without vital bodily fluids, such as Undead, most Constructs, ethereal creatures, and so on. It can, however, ignite the sap in plants, or the fluids in oozes, for example.

This spell can also ignite liquid blood, such as that near a body or in a vial. Treat this

C *orpse Touch*

Tier: Second

Casting Time: 4 segments

Area of Effect: 1 melee weapon per 2 levels

Range: 20//

Duration: 2 rounds per level

Arcane Focus required: No

B-M-S Cost: 1.0

A more potent version of Freezing Touch, this spell enchants a melee weapon with a black freezing aura of unholy power. Anyone struck by the enchanted weapon must make a save versus system shock or be rendered paralyzed and helpless for the next 2d4 rounds. This power has no effect upon Undead or Constructs.

D *eath Ward*

Tier: Second

Casting Time: 1 round

Area of Effect: 5// radius

Range: Centred on Necromancer

Duration: 1 turn per level

Arcane Focus required: Yes

B-M-S Cost: 1.0

This defensive spell grants strength against Death Magic

to the Necromancer and all his allies who are within the area of effect. They gain a +1 bonus to their save versus death magic, as well as 10% resistance to Death Magic. This spell is not cumulative with itself if cast by the same Necromancer, though multiple Necromancers can cast concurrently in order to gain additive benefits. Undead monsters cannot gain resistance to

The Elven Investigator, Yemi, had the mugger cornered when suddenly his prey invoked a bubble shield. But the Investigator pointed at the shield and concentrated. With a flick of his wrist, the shield collapsed. Now the bounty was assured.

M *addening Fear*

Tier: Second

Casting Time: 6 segments

Area of Effect: One enemy per level

Range: 25//

Duration: 3 rounds + 1 round per level

Arcane Focus required: No

B-M-S Cost: 1.0

This spell is similar to Foreboding, except that it can target multiple victims, up to one individual per level of the Necromancer. This power invokes a deep sense of terror within its victims, causing them to panic and flee. All foes within the area of effect must make a save versus sleep/charm or run in fear from the Necromancer for the duration of the spell. This power has no effects upon Undead or most Constructs.



Preservation

Tier: Second

Casting Time: 1 round

Area of Effect: special

Range: Touch

Duration: 1 day per level

Arcane Focus required: No

B-M-S Cost: 1.0

Necromancers have a great understanding of the forces of decay, and thus have some limited control over them. When cast, this power allows a Necromancer to preserve organic matter from decay for a limited amount of time. This power can effect up to 10 cubic foot of organic matter plus 1 additional cubic foot per level of the Necromancer. While under the effects of this power, the organic matter will not decay, though other effects, such as fire, can still harm it as usual. This power is especially useful for preserving the body of a friend until he can be Raised (the time limitation of Raise Dead is temporarily suspended while this power is in effect), or keeping food from going bad on a long journey. Note that this power can only be successfully used once on a given target.

If this spell is used in conjunction with Lay to Rest, the body of the deceased will not rot for 1d10 years per level of the Necromancer. Combining the two spells together can also be used for taxidermy projects.

Rapid Decay

Tier: Second

Casting Time: 1 round

Area of Effect: special

Range: Touch

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 1.5

Necromancers are all very familiar with the powers of decay – the forces of time eat flesh, rot wood, and turn metal to rust. This power gives the Necromancer the ability to induce decay into a nearby non-living object – generally, organic material is affected with devastating results. The details of the effects upon each item are described below. The Necromancer can affect 10 cubic feet of material, + 1 cubic foot per level with this spell.

- **Food, drinks, and bodies** always decay in an obvious fashion wood, cloth, leather, animal hides, etc. Save vs. Magic with a -2 penalty or lose ½ their structural points. Affected items appear worn and unravelled.
- **Metals items** Save vs. Magic or lose ½ their

integrity and structural points. Affected items appear tarnished or rusty.

- **Stone items** Save vs. Magic with a +2 bonus or lose ½ of its structure points. Affected objects appear chipped and eroded.
- **Plastic or Bone** items Save vs. Magic with a +2 bonus or lose ¼ of its structural points. Affected items become brittle.
- **Gems, crystals, glass, etc.** No effect.

Note that this spell can be cast multiple times on the same object, but with the obvious diminishing returns.

Speak with Undead

Tier: Second

Casting Time: 1 round

Area of Effect: Special

Range: 20// Line of Sight

Duration: 3 rounds + 1 round per level

Arcane Focus required: No

B-M-S Cost: 0.25

This unusual power lets the Necromancer communicate to a limited degree with the Undead. This can let him determine their motives (such as if they are guarding a treasure) as well as attempt to confuse them into thinking that their master or creator has returned.

Once cast, the Necromancer can understand the thoughts of the Undead within the range of the spell. Though



the Undead are often simple-minded, this can let the Necromancer determine their motives. Perhaps they are guarding a grave-site, or maybe they are just seeking flesh to devour. The Necromancer must be able to see the creature for this spell to work.

Once per round, the Necromancer may attempt to confound a single non-sentient Undead by speaking to the beast. The Undead must make a save versus spiritual power or be unable to attack the Necromancer or his allies for the next 1d4 rounds. This confusion results because the Undead will mistake the Necromancer for their master or creator since they are normally the only ones who can speak to them.

Wasting Disease

Tier: Second

Casting Time: 7 segments

Area of Effect: 1 target

Range: 100 feet

Duration: 1 hour per level

Arcane Focus required: No

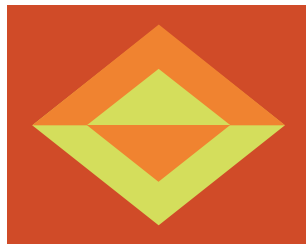
B-M-S Cost: 1.0

When this spell is complete, the caster strikes down a single target with a wasting disease that affects both mind

and body. If the victim does not make a successful save versus system shock, he or she immediately loses 1d4 points from all their attributes. Disease resistance (such as from high Constitution or from being a Priest, Paladin, or Necromancer) also factors. Note that this spell cannot reduce a victim to less than 1 point in any attribute, and it has no effect if cast multiple times upon the same target. Additionally, the target is stricken with weakness, coughing, and gagging for 1d4 rounds, thus rendering them unable to attack in any way.

Fortunately for the victims of this power, its effects are not permanent. Once the spell duration expires, lost attribute points are recovered at a rate of 1 per day. Note that because of the magical nature of this disease, Undead and Constructs will lose attribute points, but they will not suffer any other effects.

A Cure Disease or similar power will cancel this power. Characters whose Constitution is so high that they have a disease resistance percentile can roll that percentile to avoid the power of this spell. Priests and Paladins with disease resistance also may escape harm.



Choking Cloud

Tier: Third

Casting Time: 1 round

Area of Effect: 5//radius sphere

Range: 20//

Duration: 1 round per level

Arcane Focus required: No

the gases are flammable. If a torch-size or larger fire is placed within the Cloud, it bursts into the flames and dissipates during the next round. All within take 4d4 points of fire damage, with a save versus area effect for half damage.

Third Tier Spells

Requirements: 5th level. Knowledge Check to activate. Spells use B-M-S.

When complete, this spell creates a billowing cloud of sickly, choking vapours that reek of rot and filth. All within the cloud take 1d6 points of acid damage per round, though Undead and Constructs only take 1 point of damage per round, and Incorporeal creatures take no damage. Each round, those within the area of effect must make a save versus poison or be sickened and unable to attack or use spiritual powers for the next round. Again, Constructs and Undead do not need to make these saving throws. Necromancers get a +2 bonus to their save versus poison if they somehow cast this spell too close to themselves.

Like all cloud-based attacks, this power can be dissipated with wind and weather effects. It is not dense enough to obscure vision, though



D Death's Veil

Tier: Third

Casting Time: 1 round

Area of Effect: 1 target for every 2 levels

Range: 10//

Duration: 2 rounds per level

Arcane Focus required: Yes

B-M-S Cost: 1.5

With a this power, the Necromancer can draw the Veil of Death over a series of targets, thus making them appear to have passed beyond the edges of this life. He can target one willing individual within the spell's range for every level of experience he has, and can be dismissed by any target at will. This spell cannot affect unwilling targets.

While in the deathlike state, wounds will neither heal nor grow worse, nor will poisons or diseases progress. Additionally, those in this state will take upon the appearance of death: pale skin, cold touch, no apparent heart beat. Anyone who is attempting to determine the actual living or dead status of such a creature must make a Perception Check with a -4 penalty. Of course, a See Into Spirit Plane, a Changeling's Sense Presence, or other life-detecting spells will still reveal that the apparently dead bodies still house living spirits.

Note that those affected by this power will not reek of the grave, so enemies could grow quite suspicious if they notice that the corpses don't stink. This can allow for additional Perception Checks or simple disbelief of this ruse if war-ranted by the GM. Additionally, Dispel Magic, Remove Curse, and awakening effects will instantly remove this state.

D ceive Un- dead

Tier: Third

Casting Time: 8 segments

Area of Effect: 1 target per level

Range: 5//

Duration: 1 round per level

Arcane Focus required: Yes

B-M-S Cost: 1.0

When cast, this spell allows the Necromancer and his allies to pass by the Undead without the foul creatures being fully aware of their presence. This is accomplished by suppressing the life-force radiation of the targets; this means that this power will also turn aside any spells or devices that detect life-force radiation without depending upon senses that are more conventional.

This spell is useful for both slipping past Undead, as well as attacking them in battle. In battle, the Undead get a -4 penalty to their BACh, a -2 to their initiative, as well as -1 to damage if attacking a target affected by this power. Dispel Magic and similar effects will destroy this protection - a Necromancer who sees his foes can direct his henchmen to attack them. If the Undead are being directed by some other source, they only get a -2 to their BACh, and a -1 to their initiative.

As a side effect of this spell's life force masking properties, it also has the effect of making the users transparent to a Changeling's Sense Presence life detection power.

G reater Life Drain

Tier: Third

Casting Time: 1 round

Area of Effect: 1 target

Range: 25//

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 2.0

This more potent life-draining spell inflicts 1d6 points of damage per level of the Necromancer upon a single target (maximum damage of 10d6.) Then, if the target fails a save versus death magic, the Necromancer gains life equal to the amount of damage dealt, though he cannot gain more life than his current maximum.

On a critically failed save, 1 point of damage dealt by each damage die is permanent until an effect like Remove Curse is used on the target. Note that though Undead and Constructs still take damage from this spell, the Necromancer cannot gain life from them.



Hold Undead

Tier: Third

Casting Time: 5 segments

Area of Effect: Special

Range: Line of Sight

Duration: Two rounds per level

Arcane Focus required: No

B-M-S Cost: 1.0

This spell holds up a group of Undead rigidly immobile for its duration. The effect is centred upon a single target, and will affect all Undead with 10 feet of that target. Each Undead must make a save versus spiritual power or be held rigid and helpless for the duration of this power. Sentient Undead gain a +2 bonus to this saving throw.

The Undead held are still aware of their surroundings and can still use any innate powers or magical items

Invisibility to Undead

Tier: Third

Casting Time: 1 round

Area of Effect: 1 target per level

Range: 25 feet

Duration: 1 round per level

Arcane Focus required: No

B-M-S Cost: 0.75

When cast, this spell allows the Necromancer and his allies to pass by the Undead without the foul creatures being aware of their presence. This is accomplished by suppressing the life-force radiation of the targets; this means that this power will also turn aside any spells or devices that detect life-force radiation without depending upon senses that are more conventional.

This spell is useful for both slipping past Undead, as well as attacking them in battle. In battle, the Undead get a -4 penalty to their BATCh, a -2 to their initiative, as well as -1 to damage if attacking an invisible target. A Dispel Magic and similar effects will destroy this protection, as well as conventional senses – a Necromancy who sees the invisible foes can direct his henchmen to attack them. If the Undead are being directed by some other source, they only get a -2 to their BATCh, and a -1 to their initiative.

Raven's Wings

Tier: Third

Casting Time: 6 segments

Area of Effect: Self

Range: Self

Duration: 2 rounds per level

Arcane Focus required: No

B-M-S Cost: 1.5

When cast, the Necromancer gains a set of shadowy, raven-like wings. These wings allow the Necromancer to fly at a speed of

24// with a manoeuvrability class of C (cannot hover.) With this power, the Necromancer can soar over the battle-field, raining death upon his enemies like a Dark Angel. But woe to the Necromancer who fails to land before his wings vanish, for this power does not last long!

Spellrot

Tier: Third

Casting Time: 1 round

Area of Effect: 1 target

Range: 100 feet

Duration: 1 round per level

Arcane Focus required: Yes

B-M-S Cost: 2.5

Time can destroy the forces of magic just as it destroys metal and stone. With this power, the Necromancer strips away all trace of magical power upon his target. Magical items and weapons lose their abilities, and protective magi-cal spells vanish. The target does get a save versus spiritual power to prevent this effect. If the target is a not a being, but instead an item, it must make a save versus magic to prevent this power's effect. In many ways, this power is equivalent to Dispel Magic with a time duration.

Note that this spell does not prevent the target from cast-



ing spells or using magical powers – it simply removes all magical effects upon the target, as well as disabling the magical properties of any weapons, armour, items, and so on.

Once this power's duration is complete, any magical effects whose duration outlasts that of this spell return in full force. All weapons, armour, and items immediately regain their properties as well.

While this spell removes the magical properties of objects, they still count as magical items. Additionally, this spell does not destroy magic-based creatures.

Wall of Bone

Tier: Third

Casting Time: 1

round

Area of Effect: special

Range: 20//

Duration: 1 turn per level

Arcane Focus required: Yes

B-M-S Cost: 1.25

With this incantation, the Necromancer calls forth a vast wall of bleached bones. The Wall can take two forms: A straight wall with length equal to 10 feet per level of the Necromancer, or a circle centred on the Necromancer with a diameter of 3 feet per level of the caster. The wall can be up to 20 feet tall. To punch a man-size hole in the wall requires cutting

through 3 structural points – larger creatures will need to make multiple breaches in the wall to get through. Note that while the wall is quite solid and proof against most attacks, it is not airtight. Should a combatant try to batter down the wall, the barrier has AC(2). Gases, insects, and even small creatures, such as rats, can find a way through the bones to the other side in 1d4 rounds.

Any creatures that lack armour and attack the wall with fists or claws take 1d4 points of damage from the sharp bones each time they strike it. The same holds true for any creatures that attempt to climb the wall with poorly protected feet or hands.



Fourth Tier Spells

Requirements: 7th level. Knowledge Check to activate. Spells use B-M-S.

With a flash of dark energy, the dead can be temporarily animated with false life to serve the Necromancer. This spell can

raise the corpse of any creature within its range if the corpse is at least 80% of its flesh intact, and must still have a head.

Animate Dead

Tier: Fourth

Casting Time: 2 rounds

Area of Effect: special

Range: 150 feet in all directions

Duration: 1 hour per level

Arcane Focus required: Yes

B-M-S Cost: 3.00

The risen Undead will have one less hit die than it did in life. Those creatures that had only one hit die while living can still be raised, but they will have but a single hit point.

Unlike the Scaxathrom or Illuthielite method of animating the dead, this spell does not bring an evil demonic spirit to inhabit the corpse, nor does it infuse the creature with Death Magic. Instead, the corpse's nervous system is artificially stimulated and thus forces it into a shambling existence - much like how a lifeless doll can be given motion through the use of puppeteer's strings. The creature's sacrificed hit die provides some of the potential energy for the spell, while the Necromancer's expenditure of three points of B-M-S provide the rest.

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A Necromantic Undead will still be able to wield whatever weapons they had in life. If they had any other magical items, they will still function and the Undead will use them if possible. The risen dead will not harm the Necromancer or his allies, unless he commands them otherwise.

When this spell is cast, a maximum of 1d4 +1 Undead are raised, but there must be bodies within range for this spell to work. Note that the Necromancer doesn't have to target specific bodies, though he can if he wishes. Additionally, the Necromancer must be generally aware that the bodies are present when casting this spell. Creatures with vastly different



structures, such as slimes, plants, and so on, cannot be raised. Creatures made Undead via the Scaxathromite/Illuthielite method cannot be raised, nor can Constructs.

Once the Necromancer reaches 13th level, he can choose to raise a single Zombie Warrior-Lord from the corpses. This creature has the same general stats as a normal Zombie, but they are immune to mundane weapons. Additionally, any weapons that the risen dead have – even bare hands – will strike as +1 enchanted weapon.

Command Undead

Tier: Fourth
Casting Time: 1 round
Area of Effect: Special
Range: Line of Sight
Duration: 1 round per level
Arcane Focus required: Yes
B-M-S Cost: 2.0

As a master of the physical body, the Necromancer can use his skills to temporarily override the magical powers that grant the Undead their dark parody of life. This spell is cast upon a single Undead target, but will affect all Undead within 10 feet of that target. The victims must make a save versus spiritual power or come under control of the Necromancer for the spell's duration. The basic effect is that the Necromancer's power stimulates the remnant nervous system of the corpse, causing the creature to come in conflict with the forces of Death Magic that would otherwise dominate its existence. The net result is that the Necromancer can then issue the Undead simple commands, though he cannot order them to simply destroy themselves or the person/creature that originally imbued it with Death Magic.

If multiple Necromancers attempt to control the same targets, they must both match their Willpower on the Universal Matrix to determine who gains control. The same concept holds true if this power is competing with the Turning or Rebuking of Undead. If neither side makes the Check, the Undead act as rogue Undead – attacking any all living things near them – until another attempt is made to control them.

Note that if this power is used against sentient Undead, they gain a +4 bonus to the initial save versus spiritual power to resist the Necromancer's attempts to control them.

Creatures of the Night

Tier: Fourth
Casting Time: 2 rounds
Area of Effect: Swarms a 5// radius
Range: 15//
Duration: 2 rounds per level
Arcane Focus required: Yes
B-M-S Cost: 3.0

This spell lets the Necromancer call forth a swarm of night-stalking creatures – either rats or bats, depending upon the die roll. These animals appear in a cloud or swarm with a 50-foot radius within 50 feet of the Necromancer and swarm towards the targets that the Necromancer commands them to attack – they move 30 feet per round as the Necromancer directs them to any specified location within range. Any who are engulfed by the creatures take 1d6 points of damage per round. Additionally, there is a chance when of failure when invoking a Spiritual or Innate Power while within the Horde; victims of the Horde must make a Willpower check in order to maintain enough concentration to cast spells or invoke innate powers. The Horde is very hard to disperse, though fire will scatter it, and area effects, such as a toxic cloud and explosives will work well against it. Assume the horde has 50 creatures, each with 1 hit point and AC: 6.

Though the Necromancer can give the rats and bats a general series of target to attack, he cannot command them to attack specified targets within the area of effect. When cast, roll 1d4 to determine the summoned creatures. 1 to 3 = rats. 4 = bats Bats can also fly, but are in all other ways identical to a swarm of rats. This does, however, make them harder to stop or escape since they can fly over barriers.

Both rats and bats are notorious disease carriers. If the victim takes damage in excess of his/her Constitution, the victim must make a save versus system shock (disease resistance applies) or else contract a randomly rolled mild disease.



Curse of Undeath

Tier: Fourth

Casting Time: 1 round

Area of Effect: 1 target

Range: 10// RTT

Duration: Special

Arcane Focus required: No

B-M-S Cost: 2.50

This cruel spell inflicts the horrible fate of Undeath upon a single victim. With the Necromancer's power over the body, she can cause the spontaneous generation of the Undead Spiral disease in the victim's bloodstream. Unlike the standard disease, this Necromantic variant is highly aggressive and fast acting. This spell is targeted using a Ranged Touch Attack.

Once cast, the target must make a successful Endurance Check (and disease resistance, if applicable) or they become infected with the disease. If this happens, during the next 1d4 + 1 rounds, the victim is unable to attack or invoke spiritual powers because of the disease's rapid progression. They then lose 1 point off each of their primary attributes at the rate of 1 point per round. During this period of decline, a Cure Disease or similar power could cancel this spell.

Once one of the victim's attributes reaches 1, the he or she must again make an Endurance Check or the disease enters its final phase. If they fail this check, they fall into a deathlike state for 1d4 + 1 hours while their flesh withers and decays. At the end of the final phase, they rise up as a rogue Zombie -- hungry for sentient flesh and under no one's control.

This spell will not work on already-existent Undead, nor will it affect Constructs or creatures with no real Undead form (such as artificial intelligences, robots, and mindless life forms such as plants, slimes, and so on.) If the disease fails to convert the target, lost attribute points are recovered at a rate of 1 point in each attribute per day.

If the target fails the first Endurance Check, they cannot be targeted by this power again until cured of the first infection.

Dreamstalker

Tier: Fourth

Casting Time: 1 round

Area of Effect: 1 target

Range: 25//

Duration: 1 day per level

Arcane Focus required: Yes

B-M-S Cost: 3.00

or her empathic resistance in order to elude the power's effects.

Necromancers have a deep understanding of the nature of terror, and this spell brings an aspect of that fear to a victim's dreams by turning them into nightmares of the darkest forms. The victim gets no save against this attack, but instead may only roll his

When sleep comes to the target, the nightmares begin in full force. The fact that the nightmares produce an extremely un-restful sleep has several consequences for the victim: the target does not recover hit points, B-M-S, or any other attribute that had been depleted from exertion. Moreover, the nightmare imagery haunts the victim for the rest of the day, making concentration difficult. All noncombat skills are penalized by -2, combat skills are at -4, while invoking supernatural powers are penalized at -6.

When cast, the Necromancer has several forms of night-mares from which he may chose. Their names are based upon the general sense they instil in the victim:

Warped Reality: These nightmares are so real that the victim has trouble telling them apart from reality. Each time the victim awakens he must make a successful Perception Check or be unable to tell the events in the dream apart from the real world. Additionally, at the end of this spells duration, the victim must make a successful Panic Check or suffer from Active Schizophrenia for the next 1d4 weeks.

Dream Killer: In this nightmare, the victim is stalked by some dark and nameless killer in a horrible hunt that seems to last forever and has no escape. This results in stress upon the victim's body during the dream, thus causing them 1d4 points of damage if



they fail a Panic Check when the dream begins. They can only take damage in this fashion once per sleep period. Additionally, if the victim encounters the Necromancer who gave him these nightmares during the spell's effect, he must make a successful Panic Check or run in absolute terror, convinced that the Necromancer is the killer in his dreams.

Sudden Death: These nightmares start as vague images of darkness, but suddenly change into something of unimaginable horror. The victim must make a Panic Check with a -2 penalty or awaken, screaming in terror. Additionally, if they fail the Check, they take 2d4 points of damage and cannot return to sleep for the rest of the night.

Obviously, this spell has no effect upon creatures that cannot dream, such as Undead, Constructs, as well as most plants and lower animals. If it is cast more than once upon the same target, it will not produce multiple nightmares.

Hand of Death

Tier: Fourth

Casting Time: 5 segments

Area of Effect: 1 target

Range: 25// RTT

Duration: 1 round per level

Arcane Focus required: No

B-M-S Cost: 2.50

points of cold damage to the target. Next, the cold mist forms into a skeletal, spectral hand of bluish energy. This Hand of Death immediately grips the target, trying to drain all the warmth from the body. Because the Necromancer must direct the Hand, targeting is accomplished via Ranged Touch Attack.

Each round, the target must make a successful save versus death magic to fight off the numbing, deadly touch of the Hand. If they fail the Save, they are helpless for that round and take 1d6 points of ice damage from being caught in the claws of the Hand. If they make the save, they have dodged the Hand for the moment, but they still go last in the next round's initiative.

The initial rushing blast does affect Undead and Constructs, as the wind vortex inflicts physical damage. However, the secondary effect of draining internal thermal energy has no effect due to the fact that creatures of these two classifications do not generate internal energy. They still must save versus area effect (not death magic) or else be trapped by the Hand and immobilized. Multiple Hands cannot be cast upon the same target.

By calling upon the forces of death, the Necromancer can create a huge, disembodied hand to freeze the life of his foes. The spell begins as a rushing blast of summoned ice that immediately deals 5d6

Lesser Spirit Armour

Tier: Fourth

Casting Time: 1 round

Area of Effect: Centred on the Necromancer

Range: The Necromancer

Duration: 1 turn per level

Arcane Focus required: Yes

B-M-S Cost: 1.0

Other Costs: 1 hit point when cast

The spell allows the Necromancer to redirect her own life energy in the form of a faintly shimmering energy shield. This aura of protection unconditionally absorbs the first 15 points of incoming damage. Because it is composed of body, mind, and spirit, the shield works against physical blows, mental or empathic attacks, and spiritual attacks including Death Magic. If an attack is not measured in hit points (such as empathic manipulation) consider the "damage" absorbed to be the empathic attacker's send % minus the Necromancer's empathic resistance %.

If too much damage is dealt in a single blow, the shield will still absorb the whole blow and then collapse. However, if the excess is greater than ½ the Necromancer's remaining hit points, she will have to make a successful Save versus System Shock or suffer the excess damage. If the excess damage would have killed the Necromancer if she had not been protected, she must make a save versus system shock at -4 to prevent dropping to zero hit points.



Walker of Night

Tier: Fourth

Casting Time: 5 segments

Area of Effect: Special

Range: 50//

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 1.50

This spell allows the Necromancer to walk amid the shadows of the world, passing from one place to another in seemingly an instant. When cast, the Necromancer steps into a dark doorway and vanishes. He then reappears at any point within the spell's range on his initiative in the next round. Note, however, that the destination must be at least partially in shade or darkness for the shadow gateways to work. The Necromancer cannot attack or cast another spell during the same round he reappeared, though he can still parry. Also, illuminating the destination once the doorway has been opened does not hinder the teleporting effect.

The Necromancer may transport up to 2 other people and their equipment with him, or approximately 400 lb. of material, when



Fifth Tier Spells

Requirements: 9th level. Knowledge Check to activate. Spells use B-M-S.

Dark Energy Ray

Tier: Fifth

Casting Time: 1 round

Area of Effect: 1 target per round

Range: 15//

Duration: Maximum of 1 round per level

Arcane Focus required: Yes

B-M-S Cost: 3.00 per round

This power unleashes a long ray of dark energy from the Necromancer's arcane focus. This ray deals 1d6 points of damage per level of the Necromancer to any living matter it touches with a successful save versus death magic for half damage. The maximum damage dealt per round is 15d6. On a critically failed save, 1 point of damage dealt by each damage die is permanent until an effect like Remove Curse is used on the target.

The Necromancer may keep this ray in effect for a maximum period of 1 round per level of experience. He may sweep the ray up to 45 degrees per round, though it will only strike 1 target per round – focusing the ray upon the target, not merely sweeping over it, does the damage. Note the Necromancer must make a Knowledge Check with a +2 bonus to maintain the beam each additional round he uses it.

Note that this spell has no effect upon Constructs, and will actually deal negative damage to Undead, thus healing them instead of harming them. Undead cannot gain more hit points than their current maximum.

Greater Spirit Armour

Tier: Fifth

Casting Time: 6 segments

Area of Effect: Centred on the Necromancer

Range: The Necromancer

Duration: 1 turn per level Arcane

Focus required: Yes

B-M-S Cost: 1.50

Other Costs: 3 hit points when cast

A more powerful form of the Lesser Spirit Armour, this binds the essence of the Necromancer to create a more form of ghostly armour. The spirit armour absorbs the first 30 points of damage dealt against the Necromancer before being torn asunder.

Kalvedus brought his mighty axe, Gossamer, down firmly between the Crystallin's eyes. She vanished in a puff of haze, only her evil laughter remaining to haunt him.



Mantle of Terror

Tier: Fifth

Casting Time: 1 round

Area of Effect: Centred on the Necromancer

Range: The Necromancer

Duration: 1 round per level

Arcane Focus required: Yes

B-M-S Cost: 2.5

One of the most potent fear-inducing spells, this power calls forth a Mantle of Terror. Though the cloak itself is, in theory, invisible to all but the keenest magical powers, its effects are devastating to all who behold the Necromancer. In reality, the cloak is visible, but the horror of the cloak is so great that the viewer's mind blocks the image from memory, thus making the cloak effectively invisible. Any foe looking upon the Necromancer at any time during the spell's duration must make a save versus spiritual power with a -2 penalty or run from him in absolute terror, often dropping items in hand (such as weapons or instruments) as they flee (25% chance). Even if the intended victims avert their eyes, they still are affected as described above if the Necromancer comes within 50 feet of them. Truly sightless crea-

tures, however, have only a "sense" of the terror, and thus save at +4.

At the completion of this spell, anyone who was affected by it must make a successful Panic Check or become affected by a random insanity for the next 1d4 days. For any who's Panic Check was a critical fumble, the insanity is permanent unless treated or cured.

This spell has no effect upon allies of the Necromancer unless he desires it to do so, and Undead and most Constructs are not affected. Additionally, only sentient creatures can be affected by the potential insanity.

While the Mantle is in effect, a See Into Spirit Plane or similar spell will reveal the nature of the horrific garb (and viewers using this spell or effect are not harmed by the sight.) The Necromancer will appear to be clad in a hooded cloak made of flowing blood.

Soul Rend

Tier: Fifth

Casting Time: 1 round

Area of Effect: 1 target

Range: 15//

Duration: 1 turn per level

Arcane Focus required: Yes

B-M-S Cost: 2.50

When this dark spell is complete, the Necromancer unleashes a

bolt of life-stealing power. This spell drains away the very aspect of life of its target, destroying the body, mind, and spirit all at once. The Necromancer must make a ranged touch attack, while the victim must make a Save vs. Death Magic with a -2 penalty or lose 1 level (or hit dice if the creature has no levels) for every four levels of the caster. If a victim reaches zero levels, he must make a save versus system shock or die outright. A successful save still leaves the victim helpless.

Thankfully, this spell's effects are not permanent - lost levels begin to recover once the spell's effect runs out at a rate of 1 per hour. While this will not allow a zero-level victim to return to life, it will allow him to be raised once he would have normally regained at least 1 level. Undead and Constructs are immune to this spell.

Spiritual Marker

Tier: Fifth

Casting Time: 1 turn

Area of Effect: 1 target

Range: Touch

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 2.00

Other costs: 2 hit points from the Necromancer and 2 from the target

This power allows the Necromancer to keep guard over his allies or watch over his enemies. When cast, the Necromancer mixes a bit of his blood with that of the target and then traces out a rune upon the person he wishes to guard or track. Obviously, this spell



cannot be used in the heat of battle, though it can be used upon bound targets if desired. Once complete, the small, blood-hued rune can only be re-moved by magical means, such as Dispel Magic.

The Necromancer always has a general sense of the location of all who bear a rune with his blood in it. This is useful for keeping track of allies, preventing slaves from escaping, or tracking a potential target for assassination. Note that the person with the Mark has no similar awareness of the Necromancer.

Perhaps the most interesting power the Mark conveys is that it allows the Necromancer to teleport to aid the of the Marked person if their hit points fall to zero or less. This teleportation has no range limit, though anti-magic fields can prevent it, and it will only work if the Necromancer and the target are on the same plane of existence. If the Necromancer is able to teleport to the victim, he will appear in any clear area within 10 feet of him. Once the zero hit point condition is triggered, the Necromancer has 10 rounds in which to decide to come the victim's aid. Note that this ability is triggered each time the victim reaches zero hit points.

A Necromancer may remove any Mark that he has created as a 1 round action, and he may attempt to remove Marks created by other Necromancers. This requires the Necromancer to match his level against that of the original creator of the Mark as well as laying hands upon the Marked person. A success dispels the Mark, while a failure prevents the Necromancer from trying again to remove it until he has gained another level of experience.

A Ranger may also attempt to re-

move this mark. As they, too, have the ability to Mark people. Because the Spirit Mark is somewhat different than a Forest Foe Mark, the Ranger functions at a -1 level disadvantage when attempting to remove the Mark.

A Gunslinger can also attempt to remove the Mark using the reverse of "Mark of Law". In this case, the spell is less similar, thus the Gunslinger has a -2 level disadvantage when attempting to remove the Mark.

Symbol of Slaying

Tier: Fifth

Casting Time: 2 rounds

Area of Effect: 3//radius

Range: Line of Sight

Duration: 1 turn per level

Arcane Focus required: No

B-M-S Cost: 3.00

By tracing in the air a rune of dark magic, the Necromancer can lay a deadly trap for his foes. Once complete, this symbol briefly shimmers in the targeted area and fades into the background, becoming very difficult to detect. Those near it will only notice the Symbol if they make a successful Perception Check with a -4 penalty. The Symbol does radiate magic, however.

Anyone who comes within 15 feet of the Symbol triggers it - the rune unleashes a blast of energy that targets the victims' central nervous systems, dealing 1d6 points of damage per level (max of 10d6) to everyone within the area of effect. A successful save versus system shock will halve the damage.

Trap the Soul

Tier: Fifth

Casting Time: 9 segments

Area of Effect: 1 target

Range: 5//

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 2.50

Perhaps the most horrific of the Necromancer's powers, this spell allows him to trap the life essence of a creature, thus binding the victim's soul to a prison-like gemstone. The Necromancer can then use the trapped soul to fuel his other powers, ensuring a slow and tortured death for the victim. From a Necromantic standpoint, the "soul" is the target's Body-Mind-Spirit rating.

Whenever a living creature reaches zero or fewer hit-points, this spell may be cast upon it to immediately sever its soul from the body. If a creature is dead, this spell must be cast within 3



rounds of death to trap the departing soul. Once cast, the helpless spirit cannot escape – it is immediately drawn into the prison gemstone, which must be any reasonably transparent stone, gem, or crystal with a value of at least 10 gold pieces. If the stone is not valuable enough, the soul will not be captured and the gem shatters.

Trapped souls will remain in the gemstone for eternity – a horrible fate since they are still aware of their surroundings. Additionally, once the soul of a creature is trapped, their body cannot be raised or resurrected until the soul is freed from the prison gem. The prison gems radiate magic and seem to flicker with an eerie light, almost like that of a beating heart. Since the gem is a considered a supernatural item while holding a soul, it will be harder to destroy than a normal gem – treat it as having an enchantment degree of 2 (one degree for it having the Trap the Soul spell cast upon it, and another degree for actually housing a soul) for these purposes.

The primary purpose of this spell is to enable the Necromancer to expand his or her reserve of available Body-Mind-Spirit. Instead of the Necromancer using his own B-M-S for a spell, he can instead draw upon the gemstone's B-M-S. The Necromancer must take caution not to fully drain the gemstone, however. If such a thing occurs, the gem shatters and the soul is free to migrate to whatever afterlife it has earned.

Necromancers may use any trapped souls they find, but they

may only trap the life force of one creature per two levels of experience. Additionally, if a Necromancer wishes, he may free the trapped soul as a one round action. If possible, the soul will return to its physical form, but if that is impossible, it will dissipate forever in 3 rounds after being freed.

Once freed, however, the formerly trapped souls usually repay their captor with an attempt at bodily possession. The Necromancer must immediately defend himself in formal spirit combat, matching his Willpower against that of the spirit's. If the Necromancer defeats the spirit, then the released soul continues its journey to whatever afterlife it has earned. If the Necromancer is defeated, however, the spirit possesses him until it voluntarily relinquishes the body, or until it is cast out using a Remove Possession or similar power. During the time of possession, the Necromancer is aware of his environment but cannot take any actions.

Most possessing spirits will behave in a vengeful manner, and the nature of the revenge may depend on an alignment of the spirit. For example, an evil spirit may commit a notorious crime using the Necromancer's body, thus ensuring the Necromancer a lengthy prison sentence. A good aligned spirit may do something truly inconvenient, such as withdraw the Necromancer's life savings and donate it to charity.

Wail of Wraiths

Tier: Fifth

Casting Time: 7 segments

Area of Effect: 1 target per 3 levels

Range: 1//-radius sphere centred on caster

Duration: Instantaneous

Arcane Focus required: Yes

B-M-S Cost: 3.50

With this power, the Necromancer unleashes a horrid wailing cry full of torment and anguish - a scream from beyond the grave that chills the soul and stops the heart. This power does 1d6 points of damage per level (10d6 maximum damage) to the targeted enemies who get a save versus spiritual power for half damage. The Necromancer can target one foe for every three levels of experience. Note that this power has no effect upon most Constructs, Undead, and creatures that cannot hear the Wail. All who hear the Wail are deafened for 1 round and must make a successful Panic Check or be unable to attack the Necromancer for the next round because of fear.



Sixth Tier Spells

Requirements: 11th level. Knowledge Check to activate. Spells use B-M-S.

Cardiac Arrest

Tier: Sixth

Casting Time: 1 round

Area of Effect: 1 person

Range: 2// RTT

Duration: Instantaneous

Arcane Focus required: Yes

B-M-S Cost: 4.00

With this power, the area around the Necromancer is filled with a sudden blast of darkness – this devouring night spreads in a sphere outwards from the Necromancer focus in an instant, slaying his targeted foe in a flash of energy that

shuts down the victim's nervous system. The Necromancer targets this spell as a Ranged Touch Attack. To avoid the effects, the target must make a save versus system shock or suffer immediate cardiac arrest.

Characters slain by this spell can be revived by someone with the Advanced Medical proficiency (since they can do CPR.) Additionally, a character with the innate power Spark Fingers or Convulsion Touch can revive a person slain by this spell since the electrical energy can jump-start the victim's heart (the target still takes damage from the innate powers' effects, however). Additionally, any small, controlled, electrical discharge into the victim's body has a 50% chance of reviving the victim. Otherwise, only a Raise Dead or similar power can restore the victim. This spell has no effect upon Undead or Constructs.

Create Un-dead

Tier: Sixth

Casting Time: 1 hour

Area of Effect: 1 target

Range: Touch

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 4.00

Other cost: 5 hit points and 500 experience points per Undead created.

must not be disturbed during the ritual. The experience is drained from the Necromancer just as the new Undead is created, and the last step in the ritual requires the Necromancer to pour his own blood into the mouth of the corpse. Once the Undead is created, it may be armed in whatever manner the Necromancer desires – assume the Undead is proficient with whatever weapon it is given.

Undead created in this fashion are bound to the will of the one who made them. They will not turn against their master unless some outside power forces them to do so, and they will not harm the Necromancer's allies if he so commands it. Nonetheless, the Undead are not very intelligent and will generally only do whatever is asked of them. There is no limited to the number of Undead that can be created in this fashion, assuming the Necromancer can pay the hit point and experience costs involved. The Necromancer cannot sacrifice so much experience that he or she loses a level, however. If a sacrifice would cause a level loss, the spell automatically fails and the experience remains with the Necromancer. If the creator of the Undead is removed from his servants for more than a year through events such as imprisonment or adventuring, there is a cumulative 5% chance each month that the Undead with which he has no contact will revert to being rogue Undead. If this occurs, they will return to the typical Undead state of destroying the living – even their creator – whenever they get the chance.

The spell all evil Necromancers wish to learn, this power allows the creation of permanent Undead servants and henchmen. It is generally through use of this spell or similar ones that the mightiest Necromancers create armies of the Undead.

While Animate Dead instills a temporary state of life upon the risen corpses, this spell allows the Necromancer to permanently grant the dead a life of their own. This process is not without its costs; both experience and life energy must be sacrificed to grant an Undead the ability to imitate the living. Additionally, while this spell can be cast anywhere, the Necromancer



Death Sphere

Tier: Sixth

Casting Time: 4 segments

Area of Effect: 3//-sphere centred on caster

Range: Centred on caster

Duration: 2 rounds per level

Arcane Focus required: Yes

B-M-S Cost: 1.50

With this power, the area around the Necromancer is filled with a swirling globe of darkness that creates a destructive field of energy around the Necromancer.

This sphere does 3d6 points of damage to all enemies of the Necromancer who are within it each round. This spell does not stack with itself. There is no save, but this power will not damage Constructs or Undead

Massacre of Souls

Tier: Sixth

Casting Time: 9 segments

Area of Effect: 1 target

Range: 3//

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 3.00

When this horrid spell is complete, the Necromancer's hands glow with life-stealing power. This deadly power drains away the life of its target, destroying the body, mind, and spirit all at once. Though short ranged, this spell always strikes the target. The victim immediately loses two levels (or hit dice if the creature has no levels) if a successful save versus death magic is not made. If a victim reaches zero levels, he is slain outright and cannot be raised from the dead unless his essence is

first restored via an Imbue with Life Energy or similar power.

The effects of this spell are permanent and cannot be removed through Dispel Magic, Remove Curse, or any similar power. Only spells that specifically state that they restore lost levels (such as Imbue with Life Energy, or Song of Life Magic, and Purge Dark Energy) can negate this dark power. The only other option is to regain a single level of experience through adventuring, and upon gaining a new level, the lost memories are restored and the victim functions normally thereafter. Undead and Constructs are immune to this spell.

Purge Dark Energy

Tier: Sixth

Casting Time: 1 turn

Area of Effect: 1 target

Range: Touch

Duration: Permanent

Arcane Focus required: No

B-M-S Cost: 2.5

With this healing power, the Necromancer purges all Dark Energy from the victim, thus restoring any lost experience levels, hit points, attribute points, or skills that the Undead had taken. This power also removes any memory loss or diseases associated with attacks from the Undead. This spell is functionally equivalent to Imbue with Life Energy and Song of Life Magic.

Resist Death Magic

Tier: Sixth

Casting Time: 8 segments

Area of Effect: 3// spherical region around Necromancer

Range: Centred on Necromancer

Duration: 1 turn per level

Arcane Focus required: Yes

B-M-S Cost: 2.00



This defensive spell grants strength against Death Magic to the Necromancer and all his allies who are within the area of effect. They gain a +2 bonus to their Save vs. Death Magic, as well as 20% resistance to Death Magic (should the resistance check fail). This spell is not cumulative with itself if cast by the same Necromancer, though multiple Necromancers can each cast this spell to greatly strength their companions. The increased resistance to Death Magic is cumulative with any percentile score that the recipient may have due to high Faith. Note that this spell does not benefit Undead or Constructs.

S hadowfire

Tier: Sixth

Casting Time: 5 segments

Area of Effect: 1 melee weapon per 2 levels

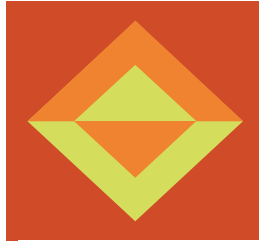
Range: 20//

Duration: 2 rounds per level

Arcane Focus required: No

B-M-S Cost: 3.00

This power calls forth cold, black flames upon the melee weapons chosen by the caster. This spell grants the weapons a damage bonus of 3d4 points of ice damage. Additionally, targets struck by the Shadowfire-enchanted weapons must make a save versus magical weapon or go last in the next round's initiative. This spell is not cumulative when cast multiple times upon the same weapon. Undead and Constructs cannot be paralyzed, but still take the additional damage.



B ones to D ust

Tier: Seventh

Casting Time: 1 round

Area of Effect: 1 target

Range: 10//

Duration: Instantaneous

Arcane Focus required: Yes

B-M-S Cost: 3.50

This deadly power destroys the animating force within the Undead. The target must make a save versus spiritual power with a -4 penalty or be destroyed. As the Undead falls, its body will turn to dust, forever preventing any power from re-animating it. Even if the Save is successful, the target still takes 6d6 points of damage. The only effect this spell has upon living targets and Constructs is that of stunning them for 1d4 rounds.

D eath's Gate

Tier: Seventh

Casting Time: 1 hour per target

Area of Effect: 1 target per level

Range: Touch

Duration: Permanent

Arcane Focus required: No

B-M-S Cost: 6.00 points

Other costs: 2 hit points per target

With the right words and commands, the Necromancer sets up a contingency effect that can save his life. Each time this spell is cast, the Necromancer uses a bit of his own blood to form a bond with a single item or creature by drawing out a small tattoo upon the target. Once complete, the small, blood-hued rune can only be removed by magical means, such as Dispel Magic, Remove Curse, or a Gunslinger/Ranger power that removes Marks. A Necromancer may form a bond with one item or creature for every 2 levels of experience.

The Necromancer always has a general sense of the location of all people or items that bear a rune with his blood in it. Note that the bonded item or creature has no similar

Seventh Tier Spells

Requirements: 13th level. Knowledge Check to activate. Spells use B-M-S.



awareness of the Necromancer.

The true power of this spell is that the Necromancer may set up a certain condition for any or all marked items or people to teleport to his aid. This aspect of the spell does not require any cost and can be done even if the Necromancer is dying or otherwise helpless.

Only one contingency effect can be in place at a given time for all the items the Necromancer has marked, and the current trigger can only be changed once per day. Once the effect is triggered, the Necromancer may choose what items or people will teleport to him – they will then appear within a 10 foot radius of the Necromancer or in a given location if he specified it beforehand. This would insure that a wand or weapon would appear in his hands, for example. It takes 1d4 rounds for all the items to appear.

The possible trigger conditions are as follows:

- **Near death:** When the Necromancer has 0 or fewer hit points, 0 points in a primary attribute, or 0 levels of experience remaining.
- **Helpless:** When the Necromancer has fewer than half his hit points or levels of experience remaining and is unable to take any actions because he is unconscious or otherwise helpless.

This teleportation has no range limit, though anti-magic fields can prevent it, and it will only work if the Necromancer and the bonded targets are on the same plane of existence. Note that those bonded by this power cannot resist being teleported, although they may choose not to help the Necromancer once they arrive at their destination.

Devour Soul

Tier: Seventh

Casting Time: 1 round

Area of Effect: 1 target

Range: Touch

Duration: Instantaneous

Arcane Focus required: Yes

B-M-S Cost: 4.00

One of the most terrible of powers, this allows the Necromancer to devour the soul of his victim. When cast, the Necromancer must merely touch the target, and this power will pass through armour. The victim must make

a Save vs. Death Magic with a -2 penalty or immediately die. Even if the Save is made, the victim still takes 6d6 points of damage.

As the soul departs the body, the Necromancer forces it to channel through the Necromancer's body on its way to whatever afterlife awaits it. It is during this soul-to-soul contact that the Necromancer gains hit points equal to the victim's life total before death, although the Necromancer cannot gain more hit points than his current maximum, nor can he lose hit points. Moreover, the Necromancer can access all knowledge the deceased once had.

Rain of Bone

Tier: Seventh

Casting Time: 3 rounds

Area of Effect: 5// radius cylinder

Range: 30//

Duration: 1 round per 2 levels

Arcane Focus required: Yes

B-M-S Cost: 6.00

When all else fails, the Necromancer can bring Death to the masses with this spell. When this power is cast, the

skies above darken and unleash a rain of bone upon the land – grinning skulls, broken limbs, and a hail-like blast of bone shards fall from the heavens. A harmless drizzle of blood accompanies the bone rain.

Everyone within the area of effect – friend and foe alike – takes 10d6 points of damage per round. Each round, however, they can make a save vs. area effect to half the damage dealt in that round. While this spell will harm Undead, Constructs, and most other creatures, creatures without a solid form might not be harmed by it.



Raise Dead

Tier: Seventh

Casting Time: 1 hour

Area of Effect: 1 target

Range: Touch

Duration: Permanent

Arcane Focus required: Yes

B-M-S Cost: 9 points

Other costs: 5 hit points

This power is in most ways identical to that of the Priest spell of the same name, though the costs vary since a Necromancer derives his powers from other sources. This spell allows a dead person's body and spirit to be reunited, thus granting the risen individual full faith, memory, and abilities. However, the risen person must make a successful save versus system shock or lose 1 point of Constitution permanently – this Constitution loss cannot be raised even by Wishes, and a person with a Constitution of zero dies immediately.

Hit points, spiritual points, and Body-Mind-Spirit points are only at one quarter of their maximum, and they will return over a week of rest. While this power does not restore lost limbs, it will seal the wounds, as well as cure any diseases or poisons the victim might have (for the exception of radiation poisoning, which is reduced to half toxicity.)

Slay Living

Tier: Seventh

Casting Time: 1 round

Area of Effect: 1 target

Range: Line of Sight

Duration: Instantaneous

Arcane Focus required: No

B-M-S Cost: 4.00

This simple, yet devastating, spell snuffs out the victim's life force. The target must make a save versus death magic with a -4 penalty or be struck dead. Even if the Save is successful, the target still takes 6d6 points of damage. The only effect this spell has upon Undead and ordinary Constructs is that of stunning them for 1d4 rounds.

In the case of a Living Construct (i.e. the very rare Construct that actually has a soul), the Construct can be reduced from "Living" status down to merely "Awakened" if the save versus system shock is not made. In the case of Living Constructs, however, they do not incur a -4 penalty to their save. Since all Constructs are powered by Theoretical Engines, the loss of a Living Construct's soul is grave blow indeed, but not a fatal one. It can always try to acquire another soul.

Affect Undead

The Necromancer, being a student of both life and death, does have some ability to affect Undead. While a Necromancer's ability is less than a Priest's in this function, members of this class do have more power over Undead creatures than most.

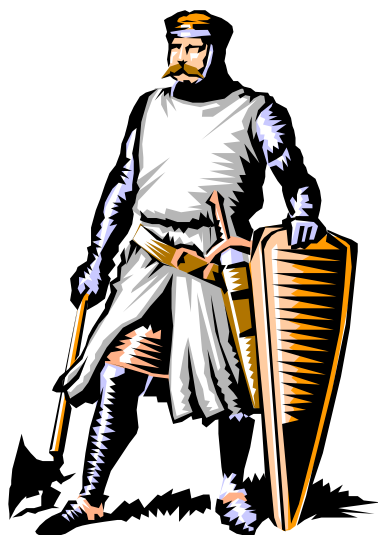
A Necromancer can make a Turning attempt once per day per level of experience. He or she may affect one creature per two levels, and the effect lasts for one round per two levels of experience. Like a Priest, the Necromancer has a BTM value of 3, and a Combinative Addition (C/Add) factor of 3.

Unlike a Priest, the Necromancer does not have to brandish a holy symbol. He does, however, have to face the Undead creatures in a bold and brave fashion.

Yemi, the Investigator, had cornered his next bail-jumper. He could already taste the 120 CP this job would pay. But when the fugitive balled his fists and made his skin turn like flame, Yemi had only one thought: "The hell with this!"



Level of Necromancer																				
HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1HD	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
2HD	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29	-32	-36	-39	-43	-46	-50
3HD	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33	-36	-40	-43	-47
4HD	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23	-26	-30	-33	-37	-40	-44
5HD	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41
6HD	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38
7HD	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28	-31	-35
8HD	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32
9HD	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29
10 HD	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26
11 HD	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23
12 HD	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20
13 HD	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17
14 HD	53	50	46	43	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14
15 HD	56	53	49	46	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11
16 HD	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8
17 HD	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5
18 HD	65	62	58	55	51	48	44	41	37	34	30	27	23	20	16	13	9	6	2	-2
19 HD	68	65	61	58	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2
20+	71	68	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12	8	5



Paladin

The Paladin is the ordained Sword of the Church. Whenever the armies of evil and darkness gather to wage war against the good, the holy, and the innocent, one can rest assured that these holy warriors will meet the challenge head-on.

Paladins prefer "traditional" weapons, such as swords, maces, daggers, morning stars and the like. They are loathe to use firearms and high-tech weaponry. This, they feel, robs combat of its glory.

A Paladin has a selection of combat and defensive invocations that aid him in the quest to vanquish evil and further the cause of good. They also have a modest capacity to affect Undead, although not as Powerful as a Priest's. However, most Paladins would prefer to chop such abominations into quivering sushi cubes.

Like the Priest, a Paladin must pray at least an hour each day in order to receive renewed spirit points. They must use a holy symbol when using invocations or rebuking (turning) Undead.

A Paladin must always remain Saintly. Small transgressions from this alignment will result in a temporary loss of powers and may require atonement. A definitive alignment change will cause the Paladin to forever lose his status.

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Circle of Good—107

Create Holy Weapon—107

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Holy Fire—108

Lay On Hands—108

Protection From Spiritual At-

Word of Commanding Truth—

Pierce Illusions—109

Vanquish Shadows—109

Create Chosen Weapon—109

Call Upon Chosen Weapon—109

Class Powers—110

Affect Undead -111

Call Upon Holy Weapon

Concentration: 3 segments

Spirit Cost: 20 points

Range: Touch

Area of Effect: The Paladin's primary weapon

Duration: One round per level

Classification: Spiritual Warfare

When a Paladin calls upon this

power, his or her holy weapon will glow suddenly with a silver light that illuminates a 3// radius. All Undead or demonic entities (i.e. those beings directly summoned by a Scaxathrom Priest or similar summoner) caught within the area of effect suffer a penalty of -1 to hit and -1 to damage. Furthermore, while the power is in effect, the Paladin has the power to rebuke Undead as if one level higher. While the sword glows, no Undead of fewer hit dice than the Paladin may attempt physical contact



with the Paladin (or course, that doesn't prevent lesser Undead from implementing missile weapons or spells.) Finally, once per day, the Paladin's holy weapon can be commanded to glow with the full light of the sun, thereby damaging all Undead within the area of effect for 1d6+1 per level of the Paladin. The sunlight can only damage Undead and not other types of creatures unless it is a creature that is specifically injured by sunlight. The area of effect is a cone shaped volume 1// long per level of the Paladin.

Circle of Good

Concentration: 1 round

Spirit Cost: 15 points

Range: Internal to the Paladin

Area of Effect: 1// Radius per two levels

Duration: 2 rounds per level

Classification: Defence

By this prayer, the Paladin projects a holy aura, thus interfering with attacks made by evil creatures. Hostile actions by affected creatures are at -1 to hit and -1 to damage. Likewise, Undead must save versus spiritual powers to be able to enter the circle of power, and Undead of less than 3 hit dice save at -4.

Create Holy Weapon

Concentration: 1 hour

Spirit Cost: 30

Range: Touch

Area of Effect: The Paladin's weapon

Duration: Permanent

Classification: Benedictions

By this ritual, a Paladin's primary weapon is transformed into a Holy Weapon. To accomplish this, the Paladin must have at least four skill slots dedicated to the use of a melee weapon skill for the weapon that will become the Holy Weapon. Second, the Paladin must have Blacksmith (4) or Woodcraft (4) and also have Weaponcraft (4) in order to make a weapon worthy of receiving this enchantment. Finally, the Paladin must have performed one act of bravery and good in the service of the Light. Usually such a deed involves the completion of a dangerous and critical mission. While it takes a week to make the weapon, it is this finally blessing that takes an hour to complete. Although the Call Upon Holy Weapon grants several powers to the device, this ritual counts as only one enhancement (as most items can take a maximum of four supernatural enhancements.)

Detect Good and Evil

Concentration: 5 segments

Spirit Cost: 5 points

Range: Touched by Holy Weapon, or 6// line of sight.

Area of Effect: One person or Object

Duration: 1 round per level

Classification: Word of Knowledge

A Paladin can detect the emanations of evil (or good) by either touching his Holy Weapon to a person or object or by pointing his Holy Weapon at a person or object within a 6// line of sight. If a Paladin wishes to scan a circular area, he can spend an entire round rotating his sword around in a manner approximating a lighthouse. Of course, if the Paladin chooses to use the line-of-sight option, any creature detecting good will detect this power emanation; using this power at touch range does not expose the Paladin to detection by others.

Mikal Hellion sneered with satisfaction as his crossbow bolt impaled the Legion's heart. The stricken Crystallin made a strange gesture and suddenly the bolt was vanished and his armour untouched. the Legion sneered back. *This cannot be!* Hellion cursed.



Holy Fire

Concentration: 5 segments

Spirit Cost: 8 points

Range: Touch

Area of Effect: The Paladin's Holy Weapon

Duration: 1 round per 3 levels

Classification: Elemental fire / Spiritual Warfare

This power causes the Paladin's holy weapon to erupt in bright fire. At the Paladin's will, the tongue of flame extends in a straight line up to 1// per level of the Paladin. Evil creatures struck by the flame must save versus magical weapon or take 1d12 damage; a successful save halves the damage. Neutral creatures take half damage and Good creatures take no damage at all. Of course, a paranoid Paladin could use this as a fairly extreme substitute for a "Detect Alignment" invocation.

Lay on Hands

Concentration: 1 segment

Spirit Cost: Special

Range: Touch

Area of Effect: The person touched

Duration: Permanent

Classification: Faith Healing

By this prayer, the Paladin is able confer healing of physical damage to anyone he or she lays hands upon. For each two spiritual points expended, one hit point of healing can be accomplished. A Paladin can heal wounds at a rate of one hit point per segment; thus a Paladin can heal up to twenty hit points each round, provided he has sufficient spiritual points.

Protection from Spiritual Attacks

Concentration: 5 segments

Spirit Cost: 12 points

Range: Touch

Area of Effect: 1// radius around recipient

Duration: One round per level

Classification: Defence

By this act, the Paladin (or the recipient) is protected from evil magic and evil spirits. Within the sphere of influence, all saves versus spiritual powers are at +1 per three levels of the Paladin. Additionally, the recipient (only) gains +1 to spirit combat defence per three levels of the Paladin.

Word of Commanding Truth

Concentration: 1 segment

Spirit Cost: 10

Range: Line of Sight

Area of Effect: 1 target

Duration: special

Classification: Word of Knowledge

This power invokes the terror of the One in the victim if he or she fails a Panic check, with evil aligned creatures receiving a -2 penalty and good aligned creatures receiving a +2 bonus. If the Panic check is failed, the victim must answer the next question the Paladin asks of him or her as truthfully as possible. The question asked can only require a simple answer, preferably a sentence or less - one cannot ask a victim to explain complex and detailed plans through use of



this power.

Of course, this does not force the victim to volunteer additional knowledge, and if the target is under the effects of mind control of any sort, he or she may believe something is true even if it is not. Note that the Paladin will sense if the victim is holding something back, but will not know if mind control is altering the victim's beliefs or responses.

A Paladin may only use this power once per day, and the same person cannot be forced to answer more than one question in this fashion once per day. Additionally, use of this power for truly evil or purely self-serving desires, such as trying to steal treasure from the innocent or gaining facts to blackmail someone to improve one's own glory, will be punished by losing this ability for however long the Game Master decides. Usually, accidental offences result in temporary loss, but a Paladin that has taken a dark path in life will soon lose this power forever.

Pierce Illusions

Concentration: 2 rounds

Spirit Cost: 15

Range: The Paladin

Area of Effect: 20 feet sphere around the Paladin

Duration: 1 round per level

Classification: Word of Knowledge

Paladins seek Truth in their quests, and trickery is little but a veil for evil in their eyes. This power allows the Paladin to see through all illusions in the area of effect, thus bringing the Truth to the unfaithful. Fractal beasts, hidden creatures, and false realities are cast aside, letting the Light pierce the shadows and destroy the wicked.

Vanquish All Shadows

Concentration: 5 segments

Spirit Cost: 15

Range: The Paladin

Area of Effect: Internal to the Paladin

Duration: 1 round per level

Classification: Defence

While using this power, the Paladin cannot suffer the effects of life draining powers, for a shimmering shield of Light glows about him. While damage from such attacks still occurs as normal, the loss of a level, Death Magic Damage, and attribute loss does not occur. Note that this power might not function on other planes or in places of extreme evil.

Create Chosen Weapon

Concentration: 3 hours

Spirit Cost: 30 points

Range: Touch

Duration: Permanent

Area of Effect: The chosen weapon

Classification: Benedictions

For most Paladins, this is a power usually drawn upon only once in a lifetime. The force of this power upgrades the function of the Holy Weapon. To invoke this power, the Paladin must first name the blade (if she has not already done so when the Create Holy Weapon was performed.) The name chosen must be a name of heroic, religious, or deeply symbolic value, for the name chosen may influence the outcome of the power's effect. Once the blade (or whatever the chosen weapon might be) is named, it gains a permanent supernatural aura, and radiates an alignment identical to the Paladin's. Additionally, the blade gains one special power usable 1d4 times per day. What this power is must be negotiated between the player and the game master; in any case, the weapon's newfound power will in some way reflect

For most Paladins, this is a power usually drawn upon only once in a lifetime. The force of this power upgrades the function of the Holy Weapon. To invoke this power, the Paladin must first name the blade (if she has not already done so when the Create Holy Weapon was performed.) The name chosen must be a name of heroic, religious, or deeply symbolic value, for the name chosen



the name chosen for it, and reflect the general character of the Paladin. Once the ritual is completed, the Chosen Weapon will forevermore radiate energy that is detectable by Detect Spiritual Forces or See Into Spirit Plane, or other powers of this sort. Furthermore, anyone else touching the weapon will immediately know the Paladin's true name (even if this is not the her public or open name). By "touched", it specifically excludes those individuals being attacked by the Paladin with this weapon.

Call upon Chosen Weapon

Concentration: One segment

Spirit Cost: 30 points

Range: Touch

Duration: Special

Area of Effect: The chosen weapon

Classification: Combat

This power is similar to the Warrior's ability Call upon Chosen Weapon. This calling can be combined with a normal attack routine. The functions of the Paladin's Chosen Weapon are displayed in the table displayed on the Chosen Weapon Powers.

Table: Call Upon Chosen Weapon (Paladin)

Power Aspect	Weapon Save	Power Duration
Boost special power	special	special
+6 to parry/hit/damage	-4	2 rounds
+4 to parry/hit/damage	-3	3 rounds
+2 to parry/hit/damage	-1	10 rounds
Weapon speed to 1	-3	5 rounds
Instant initiative	-6	5 rounds
+4 to initiative	-2	5 rounds
Shatter enemy's weapon. Enemy weapon saves vs. Crushing Blow.	0	1 attack
Extra attack	-2	3 rounds
Double damage	-3	1 attack
Triple damage	-7	1 attack
Turn Undead at +4 levels	-3	1 attack
Double Holy Weapon area of effect	-2	See <i>Call upon Holy Weapon</i>
Abjure demonic entity (c.f. Priest's Abjure)	-8	1 attack

Granted Powers

The powers listed below cost nothing to invoke and once invoked, stay in place in force until the Paladin sleeps or becomes incapacitated.

- **Paladin's Aura:** A Paladin, by virtue of his Faith and Service to the Light, projects a spiritual ambiance that is unnerving to servants of Evil. Within 1// of the Paladin, all whom have an evil alignment attack and save at -1, while those of Good alignment attack and save at +1.
- **Resist Disease:** A Paladin has a 50% immunity to natural, biological diseases. This resistance is, of course, cumulative with disease resistance due to high Constitution. Additionally, the Paladin resists supernatural, or accursed diseases at 25% immunity.



Affecting Undead

Paladins can turn once per day per two levels of experience. The duration of each turn is one round per level. The Paladin can turn one creature per two levels of experience. For faith magic (two or more clerics joining forces to make one massive turning attempt), the Paladin has a C/Add value of 3.

Level of Paladin																				
HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1HD	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
2HD	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28	-31	-35	-38	-42	-45	-49
3HD	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38	-41	-45
4HD	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41
5HD	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23	-26	-30	-33	-37
6HD	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33
7HD	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29
8HD	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25
9HD	46	43	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21
10 HD	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17
11 HD	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13
12 HD	58	55	51	48	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9
13 HD	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5
14 HD	66	63	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1
15 HD	70	67	63	60	56	53	49	46	42	39	35	32	28	25	21	18	14	11	7	4
16 HD	74	71	67	64	60	57	53	50	46	43	39	36	32	29	25	22	18	15	11	8
17 HD	78	75	71	68	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12
18 HD	82	79	75	72	68	65	61	58	54	51	47	44	40	37	33	30	26	23	19	16
19 HD	86	83	79	76	72	69	65	62	58	55	51	48	44	41	37	34	30	27	23	20
20 HD	90	87	83	80	76	73	69	66	62	59	55	52	48	45	41	38	34	31	27	24



Priest

In the World of Gaianar, there are ordained individuals that help society, and those who seek its destruction. The Game Master should require that players who want to play Priests should play the former, not the latter.

Most adventuring Priests follow the True One, as that deity is both a force of good, and one that requires His clergy to evangelize. Other suitable clergy include followers of Del Tannon (war god), Dommalon (hunter god), and Abben Mort (rogue god). A Priest may also be a follower of Elemental powers (this type usually plays a Shaman, however.) Likewise, a Priest who practices Ancestor Worship is permissible, although again this type usually plays a Shaman.

Unsuitable player character Priests include those who follow Scaxathrom (god of vipers and destruction), Illuthiel (god of Undeath and tyranny), Chrysalis (goddess of lies and illusion), Calomar (goddess of hate), and Charnamak (god of decay and entropy).

Priests get their power from a divine being or universal force. They must pray for at least an hour each day in order to have their spiritual points replenished. They must use a holy (or unholy) symbol when calling upon invocations or spells.

While many kinds of good-aligned Priests have the ability to turn away Undead (and this character class has the greatest ability), the darker clerics can usually create and control monsters of this type.

A Priest must promote his or her deity's goals, desires, and worldview. A Priest who stays too far or too often from his god's ethos may find himself cut off from his god's power.

First Tier—113

Second Tier—116

Third Tier—120

Fourth Tier—126

Fifth—130

Sixth—136

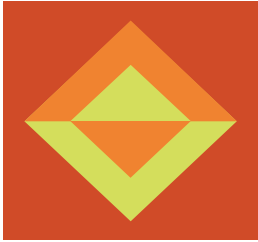
Seventh—138

Deacon/Adept—141

Undead Matrix—144

Mikal Hellion, Chief-tain, saw his Clansman impaled on a Marian spear. Hellion slew the offender with his crossbow then knelt over his stricken

(Continued on page 117)



First Tier Invocations

Requirements: 1st level. Faith Check to activate. Spells use Spirit Points.

each person lending aid to the Priest performing a difficult miracle gains a +1 to Faith for invocation purposes. Additionally, the participants of this invocation can lend a single spiritual point to the Priest, thus possibly enabling him or her to perform a miracle he or she might otherwise be too exhausted to perform.

Detect Good & Evil

Tier: First

Prayer: 10 segments

Spirit Cost: 7 points

Range: Internal to the Priest

Duration: 1 round

Area of Effect: 15// line of sight

Classification: Word of Knowledge

By this prayer, the cleric's deity enhances the awareness of the Priest, enabling the basic morality of a creature or person to be understood. The information gained by the Priest is limited to a knowledge of Very Good, Good, Apathetic, Evil, and Very Evil. Invisible spiritual beings are not detectable by the Priest.

Bless Food

Tier: First

Prayer: 2 segment

Spirit Cost: 10 points

Range: 1//

Duration: Permanent

Area of Effect: One table-sized area.

Classification: Benedictions

By this minor miracle, food that the priest deems questionable in edibility is made safe to eat. If the food is somewhat rancid (i.e. it looks okay, but the partakers might get food poisoning), there is 50% chance that the food will either be freshened, or that the food's taste will be affected (one bite will be enough to know it's no good!) Either way, food poisoning will be avoided. For malicious poisoning, the intensity of any poison in the food is reduced by one. There is a 50% chance that the taste of the food will be affected (so that partakers spit it out in disgust rather than eat poisoned food.) By expending 20 spiritual points, the potential poison is reduced by one intensity per level of the Priest.

Bless Person

Tier: 1

Prayer: 5 segments

Spirit Cost: 3 points

Range: Touch

Duration: 2 rounds per level

Area of Effect: The person touched

Classification: Benedictions

By this prayer, the recipient gains assistance from the Priest's deity spirit in combat. The overall effect is that persons blessed have a +1 chance to hit and +1 to Willpower. If an evil person is "blessed", the body

area touched by the Priest is burned as if by scalding water, inflicting 1d4 damage. Obviously, however, no damage is conferred to an evil recipient if the blessing is part of a repentance ritual.

Combined Prayer

Tier: First

Prayer: Special

Spirit Cost: 1 point

Range: Touch

Duration: Special

Area of Effect: The person touched

Classification: Benedictions

By this miracle, the Priest (or in many cases, an ordinary "initiated" believer) lends his/her prayer energy to the calling of some other miracle. For



Detect Occult Powers

Tier: First

Prayer: 1 round

Spirit Cost: 7 point

Range: 1// per level

Duration: 1 round per level

Area of effect: Centred on the Priest

Classification: Knowledge

As light banishes the darkness and reveals hidden secrets and deception, so does this invocation reveal the recent or current use of evil priestly or shamanic powers. Specifically, this prayer determines if:

- An evil spell was used within the area of effect within a 24 hour period
- If that spell or power is still in effect
- The general nature and power of the spell that was used

For this invocation to be effective, an evil priest or shaman who serves an evil deity must have cast the detected spells. Thus, this prayer would detect an Illuthielite Eternal's invocations, but not a Dommalite Wayfinder's.

Of course, Priests of evil deities may have access to a dark variant of this prayer that causes them to be aware of spells cast by good-aligned clergy. This clause assumes the use of the optional Clergy of Other Faiths rules.

Detect Spiritual Forces

Tier: First

Prayer: 10 segments

Spirit Cost: 8 points

Range: Internal to the Priest

Duration: 3 rounds per level

Area of Effect: 6// radius around the Priest

Classification: Knowledge

By this miracle, the Priest's awareness of the spiritual realm is increased, allowing the individual to sense the presence of demonic entities. If Angelic entities are within the area of effect, their presence will also be detected. Additionally, a Priest can detect whether an item has been consecrated, and if so, whether it has been consecrated to a Dark or Light power. The exact direction and quantity of detected free-roaming entities are unreadable to the Priest. The Priest cannot visually see any entities detected within the area of effect.

Endure Torment

Tier: First

Prayer: 1 round

Spirit Cost: 4 points

Range: Touch

Duration: 1 hour per level

Area of effect: One target per level

Classification: Benedictions

Unfortunately, the life of the missionary Priest is sometimes a dangerous and thankless one, and Priests and other allies of Good often meet terrible and ghastly fates in the darker regions of the world.

This invocation allows the Priest and his allies to retain clarity of thought regardless of physical punishment. Even though torture usually reduces stats or causes insanity, this prayer allows those affected by it retain sanity and stats, although they still can feel the pain of torture and could still die from loss of hit points. This power has no affect against magically caused stat loss or insanities.

Faith Prayer

Tier: First

Prayer: 2 segments

Spirit Cost: 5 points

Range: Touch

Duration: 1 action

Area of Effect: One person

Classification: Benedictions

A simple prayer can sometimes add confidence to a believer. On a difficult manoeuvre, there is a 5% (or +1) greater chance per three levels of the Priest that the recipient of this blessing will succeed in his or her next action. Faith prayer is applicable in combat, prayer, rebuking Undead, and most any manoeuvre that



Inhibit Poison

Tier: First

Prayer: 6 segments

Spirit Cost: 7 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this supplication, the Priest's deity intercedes on behalf of a poisoned individual, causing any poisons within the body of the recipient to be di-

Heal Small Injuries

Tier: First

Prayer: 3 segments

Spirit Cost: 5 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this prayer, the power of the Priest's deity is manifested, causing 1d8+1 points of physical wounds to be healed in the body of the person touched by the priest. This miracle works on wounds only; it has no ef-

fect on points lost from disease, death magic, or poisoning.

Evil clergy can cast the reverse of this power, inflicting bruises

Last Rites

Tier: First

Prayer: 1 round

Spirit Cost: 10 points

Range: Touch

Duration: 1 hour per level

Area of effect: One target per level

Classification: Benedictions

With prayer and blessings, the Priest may bestow a special protection upon a several people per use of this power. Those receiving this blessing are granted special immunities to various forms of horrid fates that lie beyond the grave. While protected, the following benefits are gained:

If a person dies while under the effects of this power, that person may never be raised as an Undead after death, even if another power would command them to do so. They may also not be converted into an Undead upon death, such as with a Vampire. A person affected by this power may not die directly by level drain or loss of attribute points. They cannot be reduced to a level-zero character, nor can any of their stats be reduced to zero

or less. They can, however, still die from damage. Those affected by this power will pass peacefully into the next life, regardless of the circumstances of their death. This prayer is often used in times of desperation when contending with the forces of the Undead. Though it grants no real bonus to the living, it can spare one from fates far worse than death.

If the Priest is evil, and one is using the optional Clergy of Other Faiths rules, then the Last Rites spell actually causes the target to have a 5% chance (per level of the Priest) of spontaneously reanimating as a Undead creature of half hit dice.

Protection from Possession

Tier: First

Prayer: 8 segments

Spirit Cost: 6 points

Range: Touch

Duration: 1 turn per level

Area of Effect: One person

Classification: Defence

When this miracle is called upon, the spirit of the Priest's deity intercedes, warding the recipient against possession by evil spiritual entities. The effect is that the Priest (or the recipient) gains a +1 bonus to spiritual defence per three levels of the Priest for the purpose of spirit combat. This spell is usable only by good and neutral Priests, as an evil Priest (or one who worships an evil deity) would value raw personal power and



Protection from Poison

Tier: First

Prayer: 7 segments

Spirit Cost: 10 [or 30 points]

Range: Touch

Duration: 1 hour per level [or until discharged]

Area of Effect: The person touched

Classification: Defence

By this humble supplication, the cleric's deity intercedes, causing the recipient to be resistant to poison. The overall effect is a +3 bonus to save versus poison until an a saving throw is required or until the power expires. The power can be cast with a time duration for 10 spiritual points, or as an "until discharged" spell for 30 spiritual points.

Rebuke

Tier: First

Prayer: 1 segment

Spirit Cost: 4 points

Range: 15// line of sight

Duration: Instant

Area of Effect: One evil creature.

Classification: Spiritual

Once the potential damage reaches 16 points, creatures affected are allowed a save vs. magical weapon for half damage. It is not recommended that the Priest use this power as a "dramatic" version of an alignment detection invocation. This power is not available to evil clergy.

This miracle invokes the holy name of Priest's deity to smite an evil person, creature, or spirit. The damage against such creatures is 1d6 points plus 1 extra point per level of the Priest. Against neutral creatures, the damage is simply 1d6. This rebuke has no effect on person-ages or creatures of good alignment.

Shield of Faith

Tier: First

Prayer: 3 segments

Spirit Cost: 6 points

Range: Touch

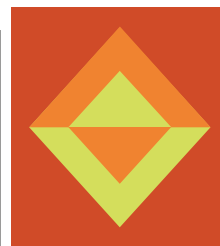
Duration: 1 round per level

Area of Effect: One person

Classification: Defence

With this prayer, a protective barrier is given that shields the recipient from 1 hit point of damage from incoming mundane attacks for every two level of the Priest. Thus a shield, summoned by a 3rd level Priest, will absorb the first two points of damage from any attack that would cause loss of hit points. The maximum yield it 10 points per attack. It does not absorb dam-

age from spells or from the enhanced component of any normal weapon. Thus, if a Priest is hit by a sword +1 (in which the "+1" is a supernatural enhancement), the "+1" would go through the shield, but one point would still be subtracted from the sword's base damage.



Second Tier Invocations

Requirements: 3rd level. Faith Check to activate. Spells use Spirit Points.

Arrest Disease

Tier: Second

Prayer: 1 round

Spirit Cost: 12 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

With the divine answering of this prayer, any and all diseases within the body of the recipient to become arrested. While the symptoms of the disease will persist, the loss of hit points and attributes will stop. The course of the disease will not continue. The communicability of an arrested disease is



reduced by 50%. In treating diseases, the Priest is at no risk whatsoever of contracting the recipient's ailments.

B less Water

Tier: Second

Prayer: 5 segments

Spirit Cost: 4 points

Range: 1//

Duration: 1 round per level

Area of Effect: 3 fluid ounces per level

Classification: Benedictions

By this prayer, ordinary water is converted to holy water, and thus able to damage creatures of evil alignment and Undead status. If sprinkled on a possessed person, the possessing demon's spiritual defence is weakened by one point. If holy water is imbibed by a person of good alignment, the recipient gains 1 hit point in health. When the duration has expired, the Holy water becomes mundane once more unless preserved in a consecrated font. Holy water has no effect on creatures of neutral alignment. Only good or neutral-aligned clerics of a good-aligned deity can access this invocation.

(Continued from page 112)

friend. Mikal muttered a prayer as he traced the sigil using the wounded man's own blood, then smeared more blood on the pine cone token. The Chieftain held his palms over the other man's wound and felt the ripped flesh close together.

C eremony

Tier: Second

Prayer: Special

Spirit Cost: 5 points

Range: Usually touch

Duration: Permanent

Area of Effect: Varies

Classification: Benedictions

These prayers covers the day to day activities of a Priest. This includes Marriage ceremonies, Funeral Ceremonies, preaching, and other church related ceremonies. People seeking forgiveness and atonement can be forgiven by using this invocation. Last Rites are included under Ceremony (use the spirit cost for Last Rites, not Ceremony), although it can be used as a separate stand-alone invocation.

F orce Door

Tier: Second

Prayer: 4 segments

Spirit Cost: 15 points

Range: 3//

Duration: Instantaneous

Area of Effect: A door, grate, or window

Classification: Combat

By this miracle, the Priest channels some small fraction of the deity's power against a gateway of some type. Doors, windows, or gates, and grates are all fair targets. The structure must make an item save versus crushing blow or take one structural point of damage per two levels of the Priest. The process of forcing a door will usually break the lock and blast the door off its hinges. Metal bars, such as the kind that form grates, are bent and snapped like liquorice strands. Forcing a window will usually smash the glass and destroy any reinforcing material. This process is far from subtle and is in fact accompanied by a boom not completely unlike an explosive being detonated.



Heal Moderate Injuries

Tier: Second

Prayer: 5 segments

Spirit Cost: 7 points

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Faith Healing

This prayer is identical to Heal Minor Injuries, except that the yield is 2d8+2 points of physical healing. This prayer act is effective on wounds only; it has no effect on points lost from disease or poisoning.

Evil clergy can cast the reverse of this power, inflicting bruises that cause 2d8+2 damage. If this option is used, then the evil cleric must make a touch attack.

Holy Whip

Tier: Second

Prayer: 9 segments

Spirit Cost: 16 points

Range: Internal to the Priest

Duration: 1 round per level

Area of Effect: The Priest

Classification: Spiritual Warfare

By this supplication, the Priest

beseeches his deity for aid in combat. This results in a heavy black horse whip to appear into the hands of the Priest. The weapon has the same speed and range as a bull whip, inflicts 1d6+2 damage, and strikes at +2 to hit. The whip can be cracked twice per round and increased in damage by +1 per two levels of the priest. The whip disappears after the duration of the miracle has expired.

Invisibility to Animals

Tier: Second

Prayer: 7 segments

Spirit Cost: 15 points

Range: Touch

Duration: 1 round per level

Area of Effect: The person touched

Classification: Defence

By this power, the Priest's deity shields the recipient from the awareness of hostile animals. As long as the recipient does not attack any animals, the creatures will not be able to see, smell, hear, or sense in any way, the presence of the recipient of the miracle. This power is not usable by Priests who worship death or Undead sponsoring deities.

Jacob's Ladder

Tier: Second

Prayer: 1 round

Spirit Cost: 21 points

Range: Priest's hands

Duration: 5 rounds per level

Area of Effect: The item created

Classification: Elements of Creation

Through the use of this invocation, a simple, sturdy rope ladder is brought into existence. Its length is 10' per level of the Priest and will firmly adhere itself to any surface. If the Priest is stuck in a pit or needs to climb a vertical surface, the ladder will unwind upwards to the limit of its length before adhering to the vertical surface. Its carrying capacity is 210 pounds + 15 pounds per level of the Priest.

Master of Dreams

Tier: Second

Prayer: 3 turns

Spirit Cost: 5 points

Range: Touch

Duration: 12 hours

Area of effect: One target per level of the Priest

Classification: Spiritual Healing

Any recipient of this blessing is ensured a night of peaceful sleep and need only to rest for half as much time as normal to feel fully rested for the next day. Diseases, poisons, curses, and other injuries of the



body, mind, and spirit will have no effect for this one night. The physical and mental state of the affected person will not worsen, and they will recover hit-points, spiritual points, BMS points, and spells as normal. Additionally, they are shielded from mental and dream-based attacks, such as the Shaman's nightmare curses, while sleeping for this one night.

Another aspect of this power is that the Priest is granted the ability to better interpret any dreams that the blessed person has during this night of peaceful sleep. The GM determines any bonuses, dreams, and so on.

Note that this power will not prevent the individual from being awoken by conventional methods, such as bandit attacks. However, the blessed person will still be able to get a full night's sleep afterwards without needing to make up for the time lost to combat.

Peace of the Soul

Tier: Second

Prayer: 1 round

Spirit Cost: 9 points

Range: Touch

Duration: 1 hour per level

Area of effect: One target

Classification: Benedictions

While this power cannot cure insanity, it can grant at least a temporary respite to the mentally ill. While the power is in effect, the recipient of this blessing can func-

tion as if he/she suffered from no insanities and gains a +1 bonus to Panic Checks. Changelings are the only exception to this power's function: their natural fear of closed-in spaces can never be fully suppressed, thus instead of that particular insanity going dormant, the Changeling gains a +4 Panic Check bonus against their fear of closed spaces while the power remains in effect.

Pierce the Darkness

Tier: Second

Prayer: 5 segments

Spirit Cost: 1 per turn

Range: 1// per level

Duration: Special

Area of Effect: 2// radius around target

Classification: Elements of Creation

By this miracle, an omnidirectional light is produced in a 2// radius around an object chosen by the Priest. The light is 1/2 full daylight, thus walking, reading, and etc. is possible, but it does not affect Undead.

Prophecy

Tier: Second

Prayer: 1 round

Spirit Cost: 15 points

Range: Internal to the Priest

Duration: Special

Area of Effect: The Priest

Classification: Word of Knowledge

By this prayer, the Priest beseeches his deity for an answer to a question. The Priest may ask one yes or no question for each four levels of experience. The answer to the questions will always be correct. Improperly phrased questions are not answered. The player portraying the Priest should be forewarned that the Game Master may deduct experience for abusing this power (after all, if the Deity is doing all the work then He should get the experience, not the character!) This power is not available to deities that are known for illusion and falsehood (such as the Crystal Mother or Illuthiel).

Remove Possession

Tier: Second

Prayer: 1 round

Spirit Cost: 17

Range: Touch

Duration: Special

Area of Effect: One possessed person

Classification: Spiritual Warfare.

By this miracle, the name of the



Priest's deity is invoked, causing the evil spirit within a possessed individual to be cast out. Essentially, this prayer allows the priest to enter a state of protected spirit combat, where even if the Priest's Willpower is brought to zero, the Priest cannot be possessed. This power is only available to clergy that worship Sainly/Ordered deities (such as the True One and Del

Resist Temptation

Tier: Second

Prayer: 5 segments

Spirit Cost: 6 points

Range: Internal to the Priest

Duration: 1 round per level of the Priest

Area of effect: 5// sphere around the Priest

Classification: Defence

With this prayer, the Priest calls upon the faithful around him to be strong in face of temptations of the mind and body. All within the area of effect gain a +2 bonus for their Save vs. Sleep/Charm and Willpower Checks. Additionally, those within the area of effect cannot have their alignment forcibly altered by an outside power.

Note that while this prayer instils faith in others, some may still turn against the Truth shown by the Priest - if someone within the area of effect wilfully succumbs to temptation, they lose all benefits of this prayer for the rest of its

Sanctuary

Tier: Second

Prayer: 5 segments

Spirit Cost: 11 points

Range: Touch

Duration: 1 round per level

Area of Effect: The person touched

Classification: Defence

By this miracle, the recipient is fully protected by the Priest's deity from all kinds of physical attack. The sanctuary extends in a 1// radius around the recipient, thus those standing behind a person in sanctuary may be indirectly protected. An attack resulting in a critical success will break the sanctuary. A person in sanctuary cannot directly attack in any way, or else the sanctuary will disappear. The sanctuary is visible as a faint translucent ambiance. Magical attacks will still penetrate the Sanctuary. For instance, Sanctuary would deflect a Gunslinger's bullet with a normal attack, but would not block a Gunslinger's Impossible Shot.

Survive Poison

Tier: Second

Prayer: 8 segments

Spirit Cost: 10 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

While the beneficiary of this invocation will not die from poisoning, he or she will still feel all the effects of the poison (sickness, blurred vision, swelling, etc.) and will still take all negative combat modifiers. This prayer simply allows the recipient to survive the wretched experience.

This miracle is identical to Inhibit Poison except that the health of the recipient cannot fall below 1 hit point.

Treat Paralysis

Tier: Second

Prayer: 1 round

Spirit Cost: 13 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this miracle, the Priest's deity is petitioned to intercede on behalf of a paralysis victim. In all cases, 50% mobility to return to a paralyzed limb. If the paralysis is systemic (i.e. from the neck down), one application of Treat Paralysis will still suffice. Limitations: Only 50% mobility and sensation can be restored. Treat Paralysis cannot be



invoked on the same limb twice. For combat purposes, 50% mobility indicates a -6 to all relevant combat rolls and halved ground movement speed.

For spiritual powers that cause paralysis, the invocation of this power allows the victim of paralysis to have a second saving throw. If the save is successful, the paralysis is removed, otherwise the paralysis remains in effect. A Remove Paralysis spell will have a much greater chance of counteracting invocations that cause paralysis.



Third Tier Invocations

Requirements: 5th level. Faith Check to activate. Spells use Spirit Points.

A *nonymity*

Tier: Third

Prayer: 1 round

Spirit Cost: 18 points

Range: Internal to the Priest

Duration: 2 rounds per level

Area of Effect: The Priest

Classification: Defence

that is possible is to appear as a "generic" person of any class. Anonymity can be penetrated by See into Spirit Plane. The disguise is broken if the Priest's true name is spoken aloud within the Priest's range of hearing.

With this invocation, the Priest is able to temporarily disguise his or her appearance. The Priest cannot assume the appearance of someone specific; all

A *ssault un-*
dead

Tier: Third

Prayer: 5 segments

Spirit Cost: 20 points

Range: Line of Sight (10//)

Duration: Instantaneous

Area of Effect: One creature

Classification: Spiritual Warfare

By the power of this miracle, the evil powers that animate an Undead creature's body are torn asunder by the power of the Light. For each level of the Priest, the Undead suffers 1d6 damage; the target of this invocation may save versus death magic for half damage. It should be noted that if the Priest is able to reduce the Undead's hit points to zero in a single strike, there is a 5% chance that the animate corpse will be restored to true, full, and healthy life with full memory and abilities. Only good-aligned Priests of good-aligned deities can use this power. Evil-aligned clergy can cast a reverse of this invocation that actually heals an Undead target for 1d6 per level of the cleric.

B *elt of Truth*

Tier: Third

Prayer: 1 round

Spirit Cost: 21 points

Range: Internal to the Priest

Duration: 1 round per level

Area of Effect: 3// around the Priest

Classification: Word of Knowledge

By this invocation, a thin, silver linked belt appears around the waist of the Priest causing an aura of disillusionment around the body of the Priest in a 3// radius. This enables the Priest (not anyone else) to see through illusions (she sees the illusion and the reality at the same time - much like a film plate after a double exposure.) It also reveals the existence of hidden doors and traps (they appear to shimmer.) Within the Belt of Truth's area of effect, the validity of any statements heard by the Priest will be known (i.e. it allows the priest to detect lies). While the Belt of Truth is in effect, the Priest is unable to tell lies. If asked questions, the Priest may remain silent, but if he or she speaks, the truth must be told.

Because a Priest sees the illusion and the reality at the same time, she will have a Dexterity penalty of -5 if walking (or fighting in) an area overlaid with a lot of illusions.) This invocation



does not dispel illusions (a Dispel Magic would be required for that) and once the power is over, the illusions will remain (the Priest will remember that not all she sees is what it appears to be, however.)

The great Barbarian, Mikal Hellion, felt a sudden sting on the back of his neck. A needle-dart, he cursed to himself, as he pulled the

(Continued on page 125)

Cure Mild Disease

Tier: Third

Prayer: 10 segments

Spirit Cost: 14 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

With this prayer, diseases of the non-lethal nature are cured. All symptoms are removed, and damage to player attributes are undone; hit points lost to the disease are must be restored either naturally with rest, or by supernatural means, such as a healing potion or healing invocation. If attempted on a recipient with a fatal disease, this power functions identically to a Arrest Disease.

Deanimate Undead

Tier: Third

Prayer: 8 segments

Spirit Cost: 24 points

Range: Line of Sight (10//)

Duration: Permanent

Area of Effect: One creature, Undead

Classification: Spiritual Warfare

By this powerful miracle, the power of the Good is directed against the evil forces animating an Undead creature. Undead creatures assaulted by this force are allowed a saving throw versus death magic. If successful, the Undead in question takes 3d6+1 damage. If the saving throw fails, the Undead must resist having its animating force quenched by the Priest's onslaught. The outcome is determined by matching the Priest's hit dice against the Undead creature's hit dice on the Universal Matrix. If the Undead creature loses, then its animating force is destroyed, causing the creature to revert into an inert corpse.

If the Priest scores a critical success against the Undead, then that creature is restored to full normal living healthy life, having all memory and abilities intact.

Disciple's Blessing

Tier: Third

Prayer: 1 round

Spirit Cost: 12 points

Range: Touch

Duration: One day per level

Area of Effect: One person per level

Classification: Benedictions

By the laying on of hands, the Priest is able to aid in the spreading of the message of faith, hope, and peace. The recipients of this miracle gain a +3 to all their Preaching skills (if they do not have the Preaching proficiency, it is temporarily bestowed upon them as if they had one slot) Additionally, the recipients gain the power of spirit combat, for the purposes of casting out demons, and function at +2 to Willpower.

Dispel Magic

Tier: Third

Prayer: 1 round

Spirit Cost: 20 points

Range: 4//

Duration: Instantaneous

Area of Effect: One creature or object

Classification: Spiritual Warfare

This invocation allows the Priest to remove enchantments from people or items. The base chance for success is determined by the Willpower of the Priest vs. the Willpower of the original caster. The outcome can be determined by using the Universal Matrix. It should be noted that no matter how power-



ful the original caster may have been, the Priest will always have at least a 5% chance of removing magic. It should also be noted that this prayer will also function well in removing magical curses.

This invocation can be used to dispel the summoned creatures (brought into the world by Scaxathrom priests and the like.) If a summoned entity is sent away in this manner, it is rendered incapable of re-entering the material realm for a period of 1d4+1 days.

Filled Nets

Tier: Third

Prayer: 2 rounds

Spirit Cost: 30 points

Range: 10// over the surface of a body of water

Duration: 1 round

Area of Effect: One set of fishing nets

Classification: Elements of Creation

More of a conversion tool than anything combat related, this invocation allows fishermen to catch a huge haul of fish. If the Priest accompanies a fishing expedition and blesses the nets before they are thrown over the side of the boat, the nets will automatically catch 1d10 fish per level of the Priest (or until the nets reach capacity, whichever come sooner.) This invocation will work even in bodies of

water naturally devoid of life (such as a salt lake). However, if the body of water is heavily contaminated with toxins or radioactive isotopes, the fish caught will be unsafe to eat unless purified in some manner (such as Remove Poison). This power is only available to clergy of life-affirming or nature deities.

Hammer of Retribution

Tier: Third

Prayer: 5 segments

Spirit Cost: 15 points

Range: The Priest

Duration: 1 round per level of the Priest

Area of effect: Internal to the Priest

Classification: Spiritual Warfare

In invoking this power, the Priest calls into being a hammer forged of the Light that deals damage in accord with the deeds of the target. The Hammer is wielded as a one-handed melee weapon and counts as a consecrated weapon. It ignores proficiency penalties and has a +2 to hit bonus. Each time it is swung, the Hammer deals damage shown below.

- Random, unknown enemy 1d6 + 1
- Most Undead 1d8 + 1
- Enemy who has harmed the Priest or allies 1d8 + 1
- Evil whose name or evil deeds are known 1d10 + 2
- Demon, greater Undead or infamous villain 1d12 + 3

Note that all evil aligned foes are

dealt one additional point of damage, while all good aligned foes have their damaged reduced by one point. Always use the condition shown above that inflicts the most damage.

If using the optional Clergy of Other Faiths rules, it is theoretically possible that an evil Priest could summon a Scourge of Revenge that would inflict similar damage on good-aligned targets.

Heal Devastating Injuries

Tier: Third

Prayer: 8 segments

Spirit Cost: 11 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

This prayer is identical to Heal Small Injuries, except the benefit to the recipient is 3d8+3. Evil clergy can cast the reverse of this power, inflicting bruises that cause 3d8+3 damage. If this option is used, then the evil cleric must make a touch attack.



Locate

Tier: Third

Prayer: 4 segments

Spirit Cost: 10 initially, 1 per round thereafter

Range: Internal to the Priest

Duration: One hour per level

Area of Effect: Special

Classification: Knowledge

By this invocation, the Priest is empowered with the ability to find some lost object or person. While the miracle is in effect, the Priest is given a "mental compass", and is able to know the direction in which the object is located in terms of N, NW, W, SW, S, SE, E, NE. The distance of the object or person is not determined by this miracle. Theoretically, however, by walking in the correct direction, the Priest will eventually find the missing object. The object or person to be sought must have been in sight of the Priest at least once.

While the power stays in effect up to an hour per level, the Priest only expends spirit point when actively seeking. Thus, the Priest could spend a round (and one spirit point) seeking the direction of a stolen ring, travel half an hour in the indicated direction, then spend another round reacquiring the target. Thus in 31 rounds, she has spent two spirit points. If the duration expires, then she must spend another 10 spirit points invoking the power once more if she wishes to continue the search.

Protection from Death Magic

Tier: Third

Prayer: 8 segments

Spirit Cost: 18 points

Range: Touch

Duration: 2 rounds per level

Area of Effect: The person touched

Classification: Defence

By this powerful miracle, a holy presence guards the recipient, preventing all Undead creatures or fewer than three hit dice from approaching closer than 1//. Stronger Undead can only break the protective radius by making a successful resistance roll that matches the Priest's hit dice versus the Undead creature's hit dice on the Universal Matrix. The recipient gains a +3 vs. death magic for the duration of the power, even if the protective circle is breached. Evil clergy cannot invoke this power.

Remove Poison

Tier: Third

Prayer: 7 segments

Spirit Cost: 15 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing.

By this invocation, all poisons within the body of the recipient are neutralized. Any damage to player attributes is undone. Lost hit points, however, must be recovered by rest, potions, or healing invocations. This invocation can also remove poisonous substances from items such as food and drink, weapons, and traps.

Sanguineous Faith

Tier: Third

Prayer: 2 segments

Spirit Cost: 24 points

Range: Touch

Duration: One turn per level

Area of Effect: One person

Classification: Benedictions

By means of this Prayer, the Priest is able to bestow a person with holy blood. Those with the affected blood gains certain benefits from the Prayer. For the duration of the power, the player gains 1HP per turn. The person will also gain an increased immunity to mundane diseases, allowing a 40% resistance for checks. This can also be added on to pre-existing resistance. Another defensive ability is the fact that any blood sucking creatures(i.e. Vampires, various Undead, etc.) receive the amount of



damage that they were to inflict. For instance, a Vampire sucks 1d8+1 drain damage from the being whom is blessed with Sanguineous Faith. The character receives no damage. Instead, the Vampire receives the 1d8+1 damage from the spiritual purity of the blood. When cast upon an Undead creature, they receive a cumulative damage of 1d4 damage/round for the duration of the Prayer. This cannot be cast upon fleshless Undead, like skeletons, but only on those with flesh covering majority of the corpse. Undead targets are entitled to a save versus Death Magic to avoid the effects in the entirety.

This power is usable only by

Silver Coins

Tier: Third

Prayer: 8 segments

Spirit Cost: 16 points

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Elements of Creation

By this miracle, 3d8+1 silver coins appear in the hands of one person chosen by the Priest. These pennies from heaven appear only under one or more of the following very strict circumstances: 1.) The Priest cannot afford to buy food. 2.) The Priest cannot afford shelter. 3.) The

Priest has been jailed for her religious beliefs and needs to post bail. 4.) The Priest needs to pay taxes levied unjustly against a religious building. 5.) The Priest wishes to buy the freedom of someone enslaved (but who has done nothing to merit involuntary servitude.) The coins will not appear for the purpose of buying weapons or luxury items. The coins will not appear if the Priest has money of her own.

Slingshot of Monster Smiting

Tier: Third

Prayer: 5 segments

Spirit Cost: 16 points

Range: Internal to the Priest

Duration: Special

Area of Effect: The Priest

Classification: Spiritual Warfare

By this invocation, a sturdy leather sling and a small grey stone appears in the hands of the Priest. Against normal sized creatures (7' tall or less) it inflicts 2d8 damage, with a +1 to hit. Against any giant sized creatures (7' tall or greater, or over 400 pounds, whatever comes first) the small stone pummels the victim for 4d8 damage (a critical hit automatically does double damage). The stone strikes at +4 to hit when striking giant sized (greater than 7' tall or over 500 pounds, whichever comes first) creatures. If the first shot is missed, the Priest can make an

additional attempt per level of experience. Once the target creature is hit once, the power of the invocation is over. If the Priest does not have the slingshot combat skill, normal penalties will apply. If the Priest has the slingshot skill, all proficiency bonuses will combine with the bonuses derived from this spell.

Tongues

Tier: Third

Prayer: 4 segments

Spirit Cost: 14 points

Range: Internal to the Priest

Duration: 1 turn per level

Area of Effect: Voice range of Priest

Classification: Informational

This power enables the Priest to comprehend, and reply in, the language of others. This enables to Priest to do useful things like translate verbal and gestured communication. It does not, however, enable the Priest to read or write foreign languages.

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barb from his skin, noting the black film of poison. Suddenly, he felt a burning tingling across his chest as the Sigil of Life invoked.

He looked up to the top of a

(Continued on page 126)



Walk on Water

Tier: Third

Prayer: 9 segments

Spirit Cost: 28 points

Range: Internal to the Priest

Duration: 3 rounds per level

Area of Effect: The Priest

Classification: Elements of

By this prayer, the Priest is empowered to walk on water as if it were smooth stone. When the duration of the miracle is at an end, the Priest will slowly sink into the water at a rate of one foot per round, until swimming is necessary. Limitations: The Priest cannot walk on water if the waves have a height of over 4'. However, if the sea is so turbulent that walking on water is impossible, the Priest at least gains the ability to swim well enough that she does not drown (no swimming proficiency check is required.)

Water from Stone

Tier: Third

Prayer: 1 round

Spirit Cost: 20 points

Range: Touch

Duration: 1 round per level

Area of Effect: One large rock

Classification: Elements of Creation

By this miracle, life-giving water is produced from dry stone. To use this miracle, the Priest must first pray for 1 round, then tap a large stone (minimum 10lbs) with a wooden staff. The effect of this miracle is a small fountain of water that jets up from atop the stone at a rate equivalent to the innate power Mystical Fountain, and equal to an intensity of 1 per four levels of experience. The water is 10 degrees above freezing and perfectly healthy to drink.

(Continued from page 125)

tall tree and saw his would-be assassin. Calmly, coldly, he notched a bolt and let it fly. A thud, and a satisfying gurgle told Hellion that his enemy was dispatched.



Fourth Tier Invocations

Requirements: 7th level. Faith Check to activate. Spells use Spirit Points.

Abjure

Tier: Fourth

Prayer: 1 round

Spirit Cost: 20 points

Range: 20//

Duration: Instantaneous

Area of Effect: One creature

Classification: Spiritual Warfare

By this Miracle, beings summoned from other planes can be sent back to the realm from whence they came. This invocation is especially useful in dealing with entities summoned by Scaxathrom Priests and with victims of demonic possession.

For this miracle to succeed, the Priest must match his willpower vs. the entity's Willpower and overcome it. The outcome is determined using the Universal Matrix. If the Priest is unsuccessful, the entity loses one point of willpower. If the Priest is successful, the entity is driven back to its home plane of existence.

Angel Wings

Tier: Fourth

Prayer: 1 segment

Spirit Cost: 24 points

Range: Self

Duration: Special

Area of Effect: One person

By calling upon this power, a Priest can keep herself from falling to her death. When the power manifests a silvery energy field forms behind the Priest and slows her descent to one foot per second. When her feet touches the ground, the power dissipates.



Boots of Readiness

Tier: Fourth

Prayer: 5 segments

Spirit Cost: 14 points

Range: Touch

Duration: 2 round per level

Area of Effect: The person touched

Classification: The Armour of God

By this power, the recipient's ground movement is significantly increased -- i.e. made ready for action. While this prayer is in effect, movement speed is doubled, and the recipient gains instant melee initiative on all weapon attacks and parries. Climbing abilities are also doubled. For those effected by this invocation, the fast movement and quickened combat burns a point of Endurance per round. The recipient loses consciousness if Endurance falls to zero. However, a person affected by this power can disconnect himself from the effect simply by making a Will-power check (thus an affected character can "opt out" of the spell when she is down to only a few points of Endurance."

Column of Smoke

Tier: Fourth

Prayer: 1 round

Spirit Cost: 30 points

Range: 25//

Duration: 1 round per level

Area of Effect: 3// radius 5// high

Classification: Elements of Creation

With this prayer, a thick, hazy column of smoke descends from the heavens. All within the area of effect take 1d4+1 damage per round from smoke inhalation. All BAAtCh rolls are modified at -5. Vision is reduced to 1'. All within the area of effect are disoriented, making it take 2 rounds to clear the smoke column. Undead, Constructs, and other beings that do not breath only suffer 1 point of damage per round from the heat and ash. The ash produced by this spell will disrupt Infravision and other, similar powers, as well as normal sight.

A man gains strange enemies in this life, Hellion thought as the Scaxathrom Priest launched a bizarre straw-man golem toward him. Mikal's first three crossbow bolts did nothing; they merely passed

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Cure Terminal Disease

Tier: Fourth

Prayer: 15 segments

Spirit Cost: 22 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

This miracle is identical to Cure Mild Injuries except that it will cure any disease, no matter how virulent. Although the range of this invocation is "touch", the Priest is not in danger of contracting the disease she wishes to cure.

Elemental Resistance

Tier: Fourth

Prayer: 5 segments

Spirit Cost: 15 points

Range: Touch

Duration: 1 turn per level

Area of effect: 1 person per level

Classification: Defence

Priests must often battle against the elements of nature in their quests to vanquish evil, and thus are able to grant protection from the elements to their allies. This power bestows upon its recipients 50% resistance to all elemental damage of the type chosen upon casting. Additional castings of this power upon the same target have no effect unless a different element



type is chosen. Note that while this power protects both the person and their equipment from damage, it does not protect them from secondary effects, such as being trapped in a cube of ice, being unable to see their opponents in a haze of fire and smoke, and so on.

The Priest can grant protection from: Acids and Bases (Earth), Fire and smoke (Fire), Cold (Water), and Electricity (Air).

F ace Undead

Tier: Fourth

Prayer: 6 segments

Spirit Cost: 15 points

Range: 5//

Duration: Instantaneous

Area of Effect: Two creatures per level

Classification: Spiritual Warfare

This miracle is a modification of the standard Rebuke, but affects a group of Undead creatures instead of a single creature (living or unliving). For each level of the Priest, each Undead affected is inflicted with two points of damage. Thus this miracle is, in effect, a widespread Rebuke. Note that this functions on all Undead, demonic entities, and demonically altered beings. Like the Rebuke, once the yield reaches 16 points of damage, individual Undead are entitled to a Save vs. Death Magic for half damage

H eat Life-Threatening Injuries

Tier: Fourth

Prayer: 9 segments

Spirit Cost: 12 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

This miracle is identical to Heal Small Injuries, except that the benefit to the recipient is 4d8+4.

H oly Breastplate

Tier: Fourth

Prayer: 1 round

Spirit Cost: 19 points

Range: Touch

Duration: 2 rounds per level

Area of Effect: The person touched

Classification: Defence

By this calling upon the spirit of Goodness, a mystical breastplate appears on the chest of the recipient, shielding the beneficiary from sleep, charm, and fear spells. The effects are a +4 bonus to the save vs. sleep/charm, +2 vs. spiritual powers, and a +10% bonus to empathic resistance. The recipient also gains a +2 bonus to armour class.

I nitiate

Tier: Fourth

Prayer: Ritual

Spirit Cost: 7 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Benediction

While not a combat related invocation in any way, this invocation is required for the purpose of making new Priests out of the laity. This ritual is usually held in a church or other consecrated structure and must be invoked by a Priest of at least 8th level and who has a leadership role in the Church. For example, a Priest of the True One would need the title "Bishop" in order to invoke this power. A Lord of the Dance, in the Dommalon religion, is required to initiate any of their three types of clergy.

A Bishop (or similarly high ranking cleric if the optional "clergy of other faiths" rules are used) can confirm new believers, ordain new Priests, Protectors, Shaman, Adepts, Acolytes, Deacons, Wayfinders, War Guides, Paladins, or any other type of clerical order.



Manna

Tier: Fourth

Prayer: 1 hour

Spirit Cost: 30 points

Range: Centred on Priest

Duration: Instantaneous

Area of Effect: 10// by 10// area

Classification: Elements of Creation

By this miracle, the True One acts to save His followers from starvation by causing small pieces of bread to fall from the sky. The manna substance is completely edible and supplies the daily nutritional requirement for the person or creature that eats the bread. The yield of this miracle is sufficient to feed 12 people per level of the cleric. This intervention can only be prayed for once per day.

Message

Tier: Fourth

Prayer: 1 round

Spirit Cost: 25 points

Range: Unlimited

Duration: Special

Area of Effect: The recipient of the message

Classification: Word of Knowledge

With the Priest's humble supplication, the True One intervenes on

behalf of the Priest in order that a message can be sent from the Priest to his recipient. The Priest is able to send a spiritual message consisting of one sentence per level of experience. Within a 24 hour period, the message sent by the priest is received by the recipient. The recipient must then make a successful Faith check to believe that the message was real.

Remove Paralysis

Tier: Fourth

Prayer: 2 rounds

Spirit Cost: 23 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

This miracle is identical to Treat Paralysis except that it will restore 100% mobility and sensation to an afflicted limb. In the event that the paralysis is caused by poison, the poison must first be neutralized (either by invocation or by a potion). If this is not done, the recipient will still regain mobility, but still suffer other effects from poisoning (such as nausea, dizziness, sleepiness, etc.) This invocation will also reverse the effects of paralytic spells such as Hold Person type spells.

Teleport

Tier: Fourth

Prayer: 3 segments

Spirit Cost: 45 points

Range: Touch

Duration: Permanent

Area of Effect: The Priest + one person per two levels

Classification: Defence

By this miracle, the Priest is instantly relocated to another locale. Limitations: The Priest must have seen the target location at least one time. Subjects to be teleported must be in physical contact with the Priest. Because Constructs are generally much heavier than living subjects, teleporting a Construct counts as two people. Teleporting a horse or similar mount counts as teleporting three people. This spell is blocked by a Ward Against Real Travel and similar powers. The power does not transport a Priest onto another religion's consecrated ground (i.e. churches, temples, rectories, grave sites, etc.)

(Continued from page 127)

through the construct. He bludgeoned the creature with his fist, and the creature hit back ~ hard ~ harder than Hellion had thought possible for a creature made from

(Continued on page 131)



Walk in Fire

Tier: Fourth

Prayer: 5 segments

Spirit Cost: 24 points

Range: Touch

Duration: 2 rounds per level

Area of Effect: The person touched

Classification: Elements of Creation

By this power, the Priest (or the recipient) is shielded from fires of all types. The recipient is enabled to see through fire as if it were normal air, and can walk through fire without harm.

Ward Against Realm Travel

Tier: Fourth

Prayer: 1 turn

Area of Effect: Centred on caster

Range: Up to a 1-mile diameter sphere

Duration: 1 day per level

Spirit cost: 35

Classification: Defence

This power creates a warding ring against unwanted travellers who attempt to breach its perimeter by passing through the Imaginary Realm, wormholes, the Spiritual Realm (i.e. via another Priest's Teleport spell), or the Realm of Shadow (the path Necromancer's use to

quickly cover distances.) In short, all forms of travel in which the traveller does not need to cross the intervening distance on this plane of existence are prevented within the warded area.

Those who attempt to teleport to any area within the warded region have their travel cut short and are dropped off at a random location on the ground along the outside perimeter of the warding field. Those who attempt to teleport while within the warding area are unable to do so.

Note that this power affects the caster and his allies in the same way as it affects everyone else. The barrier will register as faintly magical, but there is no visible sign of its existence.



Fifth Tier Invocations

Requirements: 9th level. Faith Check to activate. Spells use Spirit Points.

Angelic Rescuer

Tier: Fifth

Prayer: 1 round

Spirit Cost: 60 points

Range: Special

Duration: Special

Area of Effect: The Priest

Classification: Defence

By this miracle, a spiritual agent of the power of Goodness is dispatched to save the Priest (and her party) from certain death. The most common example of Angelic Rescue is in jail breaks to forestall immanent execution. However, the Angelic Rescuer miracle will – at GM's discretion – usually get the Priest

out of almost any kind of bind, so long as it directly benefits the spreading of the Faith (i.e. if the Priest is out treasure-hunting, or has been locked up for public drunkenness, FORGET IT!) The Priest must have been very faithful in service for this miracle to work. Also, this miracle must not be abused or over used. The Angel will not fight, but instead will simply break down locks, chains and doors.

Because the calling of this power essentially "breaks the rules", the Priest invoking this miracle takes a 25% experience penalty for all experience earned during the gaming session, while those characters that directly benefit from the miracle take a 10% experience penalty on experience earned for the gaming session.

While an evil Priest will not have access to this power (since an evil deity would view a cleric's capture as a sign of weakness, and thus would be loathe to offer help.) A deity of thieving, however, would certainly be willing to bail out his followers even if they deserved to be in jail.



Banish

Tier: Fifth

Prayer: 1 round

Spirit Cost: 35 points

Range: 30//

Duration: Instantaneous

Area of Effect: One creature

Classification: Spiritual Warfare

By this Miracle, beings summoned from other planes can be sent back to the realm from whence they came. In many ways, this miracle is like Abjure, but has more permanent consequences.

For this miracle to succeed, the Priest must match his willpower vs. the entity's willpower and overcome it. The outcome is determined using the Universal Matrix table. If the Priest is unsuccessful, the entity loses 1d4 points of willpower. If the Priest is successful, the entity is cast permanently into the pit of darkness, forever chained, awaiting the final Judgment.

If the entity Banished had been summoned by another Priest (or Shaman, or other caster), the Priest who summoned it must save versus system shock or lose all summoning capabilities for 2d6 days. If the entity has been summoned by a device or artefact and the entity is banished, then the device ceased being able to summon for 2d6 days.

Column of Flame

Tier: Fifth

Prayer: 2 rounds

Spirit Cost: 36 points

Range: 25//

Duration: 1 round per level

Area of Effect: Column: 3// radius, 5// high

Classification: Elemental Fire

This miracle summons forth a searing column of bright yellow flames to destroy the Priest's enemies. All victims (enemies of the Priest) caught within the column are instantly blinded for 1d4 rounds (unless they were wearing eye protection). Additionally, each victim takes 3d6 damage from fire each round. Victims of the fire may make a save versus area effect for half damage.

(Continued from page 129)

straw. I can't believe I'm losing to a golem!

But then Hellion stepped back, and whispered "BloodVenge, I call upon your power. . ." And the crossbow bolts erupted in bright fire. "How about a little fire, scarecrow!" Mi-

(Continued on page 136)

Consecrate

Tier: Fifth

Prayer: 1 hour

Spirit Cost: 70 points

Range: Touch

Duration: Permanent

Area of Effect: An object

Classification: Benedictions

By this powerful miracle, a mundane instrument is dedicated in name of the Priest's deity, for purposes that serve the faith. Consecrated swords generally gain a +1 to +4 bonus for use against evil creatures, depending on the degree of enchantment. Other items, such as rods, staves, rings etc. may be altered in different ways. See the rules on enchanting items for more details.

How the consecrated items will function depend on a variety of things, which include the attitude and standing of the person receiving the item, the spiritual standing of the Priest, and the whim of the GM. Note that this miracle must not be abused else that ability to invoke it may be lost for an undetermined period of time.

Of course, if the GM is implementing the Clergy of Other Faiths rules, then this ritual can be used by a Priest to dedicate an item for use in the service of that cleric's specific deity.



Helmet of Salva- tion

Tier: Fifth

Prayer: 2 segments

Spirit Cost: 35 points

Range: Touch

Duration: One round per level

Area of Effect: One person

Classification: The Armour of God

By the power bestowed by this blessing, the recipient is heavily shielded from both spiritual and physical attacks. When this prayer is in force, the recipient gains a +4 bonus to armour class, gains 3d4 temporary hit points, and can remain fully functional with no combat penalties even up until -9 hit points. Additionally, the recipient regenerates hit points at a rate of one per round. The recipient's spiritual defence is boosted by three points for the duration of the miracle, as well as +20% to innate empathic defence. It should be noted that attacks from Undead or demonic forms reflect half of all incoming damage back upon the attacker. Undead of fewer hit dice than the Priest must make a successful save versus spiritual powers or be forced back 1// after making a successful attack.

Imbue with Life Energy

Tier: Fifth

Prayer: 1 round

Spirit Cost: 45 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this healing act, the spirit of the True One (or other good-aligned deity, if using the Clergy of Other Faiths rules) restores lost life-force energy to the recipient. Life force (measured in experience levels, attributes, skills, spiritual power, or hit points) drained by Undead, demons, and/or spells and curses are fully replenished by this miracle. This healing also cures the memory loss sometimes associated with the loss of life force. This power also cures insanity as well as permanent attribute loss that may be due to disease, poisoning, or starvation. It does not restore hit points (although it will stabilize the condition of someone hovering on the brink of death, even unto -10 HP.)

Life Anchor

Tier: Fifth

Prayer: 7 segments

Spirit Cost: 20 points

Range: Touch

Duration: 1 turn per level

Area of effect: 1 target

Classification: Defence

This power protects the recipient against any single attack that would slay the target in a single stroke. It will also convert one Death Magic attack into standard damage.

For the power to trigger, one of the following must be true:

- The recipient is above half HP and the strike would bring the subject to zero HP or less.
- The recipient is below half HP and the strike is worth more than half HP
- The attack used is based on Death Magic

In the first two cases, the protected individual is left with a single hit point remaining (grievously wounded but otherwise conscious and functional.) In the third case, Death Magic damage is transformed into normal damage (lost attributes are converted into lost hit points of mundane damage on a 1 for 1 basis.)

Note that the recipient of this blessing cannot be evil. Undead creatures and demons perceive the aura of protection as a silvery haze around the subject's spiritual horizon (the soul/body



boundary). If the power is discharged, a crack like a gunshot rings out as life energy and Death Magic negate each other.

Limited Regeneration

Tier: Fifth

Prayer: 1 round

Spirit Cost: 35 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this prayer, the spirit of Goodness works through the Priest, triggering localized accelerated regrowth of damaged tissue to occur in the recipient. It will cause scars to be healed, thus restoring lost Comeliness due to physical disfigurement. Small limb, such as fingers, toes, ears, etc., can be fully regenerated by this healing and grow back over a period of 1d4 weeks. Scar tissue will fade and become normal skin in 3d4 days. Amputated limbs can be reattached so long as the injury was done with a sharp blade and the severed limb is not otherwise damaged. Larger amputations and wholesale disfigurement will still require the use of Complete Regeneration.

Missionary's Blessing

Tier: Fifth

Prayer: 3 turns

Spirit Cost: 100 points

Range: Touch

Duration: One week per level

Area of Effect: One person per level

Classification: Benedictions

By the power of this miracle, the recipients are given a +4 bonus to all their Preaching rolls (or are simply given access to the Preaching proficiency if not already known.) As part of the blessing, the recipients are given the ability to initiate spirit combat for the purposes of casting out demons, thereby gaining a +2 to Willpower during such activity. Moreover, they are bestowed with the ability to heal two points of damage per day per level of the Priest, by way of laying on of hands. When preaching, those affected by this miracle will be able to be heard clearly wherever a crowd is gathered, no matter how large the crowd. Finally, It should be noted that those affected by this blessing temporarily gain eight hit points (spreading the religion's message into enemy territory can be hazardous to one's health.) Anyone using See Into Spirit Plane, or similar detection capabilities, will know that these people are under the influence of a spiritual enhancement.

Pillar of Salt

Tier: Fifth

Prayer: 9 segments

Spirit Cost: 36 points

Range: 10// RTT

Duration: 2 turns per level

Area of Effect: One person

Classification: Spiritual Warfare

By this war act, an enemy of the Priest is temporarily transformed into a lifeless, immobile pillar of salt. When the power ceases, the victim must make a save vs. system shock to avoid the transformation; a success indicates the victim receives only 2d8+1 damage from the transformation from the transformation attempt, while a failure indicates 6d8+1 damage from being transformed from flesh to salt and back. If the targets is of the same alignment as the Priest, the pillar transformations effect no damage. Using this spell requires a ranged touch attack.

Raise Dead

Tier: Fifth

Prayer: 1 hour

Spirit Cost: 90 points

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Faith Healing



By this powerful miracle, the body of a dead person and the dead person's spirit are reunited and so the dead are brought back to life. The restored person has full faith, memory, and abilities returned. However, if a system shock is not successfully made by the recipient, the Constitution of the raised individual is dropped permanently by 1 (and cannot be raised even by wishes). Hit points and Spiritual strength are brought back to one quarter, but will assume their previous values after a week of rest. And while that this healing does not restore lost limbs, it will cure any poison or disease the recipient of this miracle may have originally died from. This miracle decreases any radiation poisoning by half.

See into Spirit Plane

Tier: Fifth

Prayer: 2 rounds

Spirit Cost: 24 points

Range: Internal to the Priest

Duration: 1 round per level

Area of Effect: 10// radius

Classification: Word of Knowledge

With the intervention of the cleric's deity, the Priest's eyes are opened to the spirit plane. This allows the Priest to actually see the presence of any Angelic or demonic beings that may be present. Items consecrated for either good or evil radiate a faint silver (good) or crimson (evil) glow. Priests and other clergy will radiate a stronger aura than mundane folk. Those under the effects of spiritual powers (such as Shield of Faith) will

also be evident. While the power is in effect, the Priest gains a +2 to hit against demonic beings. However, it is very obvious to any Angelic or demonic entity within 30// that this prayer is being used.

If the optional Clergy of Other Faiths rules are used, then the Priest has access to this power if the patron deity grants access to Knowledge or Divination classifi-

Withstand Curse

Tier: Fifth

Prayer: 1 round

Spirit Cost: 28 points

Range: Touch

Duration: Special

Area of Effect: One person

Classification: Defence

the event of contact with a cursed item, the recipient must immediately discard the item; the recipient is also made aware of the cursed item's nature.

By this blessing, the effectiveness of a demonic curse is negated. The recipient is shielded from the effects of a cursed item and from the effects of the curse spells. This miracle remains in effect until discharged. In



Sixth Tier Invocations

Requirements: 11th level. Faith Check to activate. Spells use Spirit Points.

Appoint Martyr

Tier: Sixth

Prayer: Three rounds
(Ceremonial)

Spirit Cost: 45 points

Range: Touch

Duration: Special

Area of Effect: One person

Classification: Spiritual Warfare / Combat / Healing

This invocation is often used as a blessing for missionaries and holy warriors who are going into highly dangerous situations. By being an appointed martyr, the recipient can be brought back from death even if the body is damaged beyond the usual "minus double max" rule. For resurrection to be possible, one must find at least a small piece of the martyr's body, and invoke both Raise Dead, Imbue with Life Energy, and Complete Regeneration at the same time



(which obviously requires three Priests.) The person raised must have died in combat against an unholy enemy or have been murdered or executed because of professing his faith. Evil clergy do not have access to this spell as they are generally too selfish to die for their faith, or are so evil that they spontaneously reanimate as an Undead monster after death.

Calm Weather

Tier: Sixth

Prayer: 1 round

Spirit Cost: 55 points

Range: Centred on Priest

Duration: One hour per level

Area of Effect: Visible horizon

Classification: Elemental Air/
Water

By this prayer, the Priest is empowered to control the local weather. The miracle has the following effects: Ordinary storms are obliterated, replaced by sunny skies. Powerful storms are reduced to overcast with drizzle. Hurricanes are reduced to mild storm strength. Tornadoes are reduced to dust devils. Choppy water on open seas are made placid. Basically, this invocation can reduce any weather effect by two levels of intensity.

The Priest will first have to overcome the magical aspects of the storm when implementing this invocation against a supernaturally caused environmental effect. This is frequently accomplished by a

Dispel Magic (or similar spell), or seeking the aid of a high level Ranger.

Complete Regeneration

Tier: Sixth

Prayer: 1 turn

Spirit Cost: 50 points

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Faith Healing

This healing power is a more potent version of Limited Regeneration; it will restore whole limbs, not just pieces thereof.

Destroy Undead

Tier: Sixth

Prayer: 8 segments

Spirit Cost: 50 points

Range: Cone, 12// long

Duration: Instantaneous

Area of Effect: Two creatures per level

Classification: Spiritual Warfare

This prayer is a modification of the Face Undead. The damage inflicted by this power is equal to 1d8+1 per level of the Priest. This functions against all Undead, demonic entities, and demonically altered beings. Like the Face Undead, individual Undead are entitled to a save vs. death magic for

half damage. Evil clergy, of course, cast a reverse of this spell that heals Undead for 1d8+1 per level.

Divine Weapon

Tier: Sixth

Prayer: 7 segments

Spirit Cost: 42 points

Range: Touch

Duration: 1 round per level

Area of Effect: The Priest

Classification: The Armour of God

By this prayer, the only edged weapon usable by a Priest is summoned into being: The Divine Sword. Crafted from a substance harder and purer than mere metal, this mighty blade glows and crackles with holy energy. Thin, jagged bolts of violet and silver energy flash up and down the length of the blade. By its very nature, it provides light in a 2// radius around the holder. It can strike creatures in both the material and spiritual planes. On a successful Willpower check, the user can cause the blade to flare up into silver brilliance, blinding all Undead in a 7// radius and causing 2d10 damage (it can do this once per summoning). On a [Willpower-4 roll, it can abjure one demon (or summoned demonic host) within a 3// range (it can do this once per summoning); it projects a Shield of Faith (as 3rd level) in a 3// radius. Addi-



tionally, its damage per attack varies depending upon the alignment of the target:

If using the Clergy of Other Faiths rules, then note that an evil Priest could call upon a Sword of Darkness which functions in a similar manner

Greater Flame Column

Tier: Sixth

Prayer: 2 rounds

Spirit Cost: 48 points

Range: 30//

Duration: 1 round per level

Area of Effect: 6// radius, 8// high

Classification: Elemental Fire

This miracle summons forth a searing column of bright yellow flames to destroy the Priest's enemies. All victims (enemies of the Priest) caught within the column are instantly blinded for 1d4+1 rounds (unless they were wearing eye protection). Additionally, each victim takes 4d6 damage from fire each round. Victims of the fire may make a save versus area effect for half damage.

(Continued from page 131)

kal shouted as he launched the missiles into the strawman. the creature crisped and charred.

"Now it's your turn, Scaxie" he taunted, aiming now at the Priest.

Table: Capabilities of the Divine Sword

Alignment	Effect
Saintly	Heals one point of damage.
Benevolent:	Passes through target without harm
Heroic	Passes through victim without harm
Lawful	1d10 damage
Apathetic	1d12 damage
Chaotic	1d12+2 damage
Despotic	2d10 damage, it can also shoot silver sparks (range 3//) that do 1d8 damage
Malevolent	2d12 damage, it can also shoot blue lightning bolts for 1d10 damage (range 5//)
Satanic	2d12+4 damage, it can also shoots a flame tongue for 1d12 (range 10//)
Animal	1d8 damage
Unaligned	1d8 damage

Greater Dispelling

Tier: Sixth

Prayer: 1 round

Spirit Cost: 20 points

Range: 30 feet

Duration: Instantaneous

Area of effect: One creature or object

Classification: Spiritual Warfare

This prayer is in all ways identical to the 3rd Tier power Dispel

Magic, except that its range is considerably longer and the Priest gets a +5 bonus to his Willpower when contesting against the Willpower of the original caster. This power is a reward for the truly faithful Priests who have followed their duty for a long time; with it, they may tear down the false truths of magic and remove dark curses from their followers.



The Hand of Battle

Tier: Sixth

Prayer: 1 round

Spirit Cost: 10 points per round

Range: The Priest

Duration: Special

Area of Effect: Line of skirmish, up to 1 mile wide

Classification: Spiritual Warfare / Combat

By the power of this miracle, the Priest is able to enhance the combat of good and holy warriors. So long as the Priest holds his hand above his head, the fighters in his line of sight are aided by the power of the Light. If the Priest holds his hand as a clenched fist, those affected will have an increased attack capability, while a warding gesture will increase the army's defensive capabilities. The Priest can change stances only once every three rounds.

Under the clenched fist, Paladins and Protectors gain +4 to hit and +4 to damage; Cavaliers, Rangers, and Warriors of Saintry function at +4 to hit, +3 damage; other good-aligned combatants function at +3 to hit, +2 to damage. Characters capable of Rebuking Undead do so as if they were one level higher. Finally, all those affected by the invocation are bestowed with a +1 bonus to initiative rolls.

Under the Warding gesture, Paladins and Protectors will generate a Circle of Good without the need to expend spiritual points. Additionally, members of this class parry at +3 and gain a +4 bonus to armour class. Other combatants types gain +2 to parry, +2 to armour class so long as they hold a good alignment. Additionally, all those affected by the power of this miracle regenerate one hit point every other round.

To maintain this miracle, however, the Priest must keep his hands raised in the air. The Priest can do this for one round per point of Endurance, after which he must make a successful Endurance check with a -1 penalty that accumulates each successive round. Additionally, this miracle can be maintained only if the Priest can maintain sufficient spiritual points.

If using the Clergy of Other Faiths rules, then an evil Priest implementing this spell would be able to grant bonuses to evil-aligned combatants. For example, a Nexus and an Infernal would have the same bonuses under this spell that a Paladin would, while a Horseman and an Observer would have the same bonuses as a Cavalier.

Light Against the Darkness

Tier: Sixth

Prayer: 5 segments

Spirit Cost: 30 points

Range: 30-foot diameter sphere centred on the Priest

Duration: 1 hour for every 2 levels of the Priest

Area of effect: Internal to the Priest

Classification: Defence

There are places on Gaianar that are completely bereft of hope, light, and life - places so dark and terrible that only evil can thrive in the lurking shadows and horrors unseen shamble through the night, seeking to cause untold pain and suffering. Priests may need to travel to such terrible places, and thus they must bring their own light to vanquish the Darkness.

When this power is invoked, a globe of silvery or golden light appears around the Priest - the colour is chosen upon casting. While the resulting light is not of sunlight intensity, it is still strong enough to eliminate the darkness and discourage light-hating creatures from attacking.

Unlike most powers that create light, this invocation also creates a small bubble of life energy that protects all within the area of effect from Death Magic and poisons. Moreover, this invocation



blocks all light-cancelling powers unless they are wielded by a being of at least greater Angelic or Demonic status. Only good-aligned Priests of good-aligned deities may access this invocation.

Part Water

Tier: Sixth

Prayer: 1 round

Spirit Cost: 52 points

Range: 15// Line of Sight

Duration: One hour per level

Area of Effect: 1// wide trench in water

Classification: Elemental Water

By this miracle, a pond, lake, or sea is parted so as to allow travel by the Priest and his party members. This is a one-way mode of travel, as the trench seals up quickly 2// behind the Priest (party members are advised to travel ahead of the Priest). Any persons or creatures caught in the collapsing trench take 1d8 damage per round from water inhalation (drowning) until death occurs. The trench will remain until the Priest sets foot upon the target land.

The Wages of Sin

Tier: Sixth

Prayer: 1 round

Spirit Cost: 65 points

Range: 6// (Normal Human Hearing Range)

Duration: 1 round per two levels

Area of Effect: One person of evil alignment

Classification: Spiritual Warfare / Summoning

By this powerful intervention, two ordinary looking people appear for the purpose of killing an evil-aligned individual specified by the Priest. Against good or neutral characters, this invocation does not function. Despite appearances, the two discrete individuals summoned are actually death-bringers, able to kill by the laying on of hands. If physical contact is made between the death-bringers and the victim, he or she must make a save vs. death magic roll or suffer grievous injury. If a failure is indicated, the victim is brought to 1d6 hit points and must then make a system save because of losing more than half hit points in a single blow. Success against the death magic save indicates an energy drain of 3d6 damage (of normal wounding). Afterward, the two death-bringers fight the intended target as 7th level Paladins. At the end of the summoning (or the end of the victim's life) the two death-bringers vanish (with the victim's body, if dead).

If using the optional Clergy of Other Faiths rules are used, then an evil cleric could cast a "dark" version of this power. This variant, called Assassin's Bidding, calls forth two 7th level Infernals (i.e. Undead evil Paladins) who will try to kill one person of good alignment.



Seventh Tier Invocations

Requirements: 13th level. Faith Check to activate. Spells use Spirit Points.

Divine Wrath

Tier: Seventh

Prayer: 8 segments

Spirit Cost: 30 points

Range: 200 feet

Duration: Instantaneous

Area of effect: Special

Classification: Combat

This prayer calls forth the wrath of the Priest's god - smiting a foe with a devastating blast of raw energy that strikes from the heavens themselves.

Once this power is invoked, a searing column of light stabs down from the skies above, striking a single target with 15d6 points of magical damage - targets are given a save versus spiritual power for half damage.

As the bolt hits the earth, it expands outwards into a spherical area of blazing light and destruction - any foe of the Priest who is within 15 feet of the magical blast takes 5d6 points of magical damage with no Saving Throw allowed.

Note that this power will work regardless of the alignment or deity of the Priest, and it will function equally well underground or in other unusual locations as it would under the open sky.



Divine Armour

Tier: Seventh

Prayer: 1 round

Spirit Cost: 54 points

Range: Touch

Duration: 1 round per level

Area of Effect: The Priest

Classification: The Armour of God

With this miracle, each piece of the Armour of God appears in material form. The following things occur: Boots of Speed is invoked; Helmet of Salvation is invoked; Breastplate of Righteousness is invoked; Belt of Truth is invoked; Sword of the Word of God is invoked. The Priest can cast this invocation on herself, or it can be bestowed upon another so long as the recipient is of good alignment.

Of course, darker Priests may implement this spell, calling upon an Infernal Armour that exudes evil properties. The components of the Infernal Armour include: Boots of Levitation (allows the user to levitate instead of run fast, as if by the innate power Levitation at int (4)); Belt of Lies (gives 30% empathic resistance, shields wearer from alignment detection spells, and allows the wielder to tell very believable lies - listeners must save versus sleep/charm or else believe any plausible lie); Sword of Darkness (same as Sword of the Word of God, but the effects based on

alignment are transposed, thus apply the "satanic" result to "saintly" targets, etc.); Breastplate of Sin (grants +2 AC); Helmet of Blasphemy (allows user to seem friendly/allied to non-willed and semi-willed Undead instead of repelling them back

Feed Many

Tier: Seventh

Prayer: 1 round

Spirit Cost: 80 points

Range: Special

Duration: Special

Area of Effect: Special

Classification: Elements of Creation

For this miracle to occur, the Priest must first have the following: a wicker basket, and enough food to feed one person; whatever kind food that is in the basket is replicated on a massive scale. By this power of this invocation, the meagre contents of the wicker basket seem to not run out. As people reach into the basket to draw food, more of the same type mysteriously appear in its place. The Priest can feed up to 50 people per level of experience. Evil clergy do not have access to this power, as they would generally seek pleasure in causing misery and suffering.

The Peace of God

Tier: Seventh

Prayer: 1 rounds

Spirit Cost: 120 points

Range: The Priest

Duration: Special

Area of Effect: One battlefield

Classification: Spiritual Warfare

The Priest must be in visual distance of the battlefield when this blessing is asked for. The purpose of this supplication is simple: to stop senseless killing and warfare. During the period that the power is in effect, the priest must pray boldly out loud as he raises his staff (or hands if he has no staff) above his head. Each round spent in prayer, 3d6 combatants on either side of the skirmish will mysteriously lose interest in fighting, sheath their weapons and vacate the battle site. Those so affected will not find it within them to join in killing until one day has passed per current Willpower of the Priest. To keep this miracle in force, the Priest must make a simple Willpower check each round, modified by -1 per each failed check. The miracle comes to a close when the Priest's Willpower has been brought to zero or until the battlefield is cleared, whichever comes first.

The power works against common foot soldiers first and moves up the ranks only after the lowest hit die combatants are affected first. Individuals affected by this invocation have to save versus sleep/charm,



modified by 1 point per level difference between the priest and the combatant. Thus, if a L15 Priest casts this invocation over a battlefield, a L1 Warrior would save at -14, while the battle captain, a L16 Warrior, would save at +1. As this invocation clears out all members of a specific hit die or level before moving to the next harder set of combatants, it is possible that the same individuals may have to make multiple saving throws, and a particularly strong-willed soldier could postpone the effects of the invocation indefinitely, and thus ruin the spell for the Priest.

Rain of Sulphur

Tier: Seventh

Prayer: 1 round

Spirit Cost: 72 points

Range: 15//

Duration: 1 round

Area of Effect: A cylindrical volume 3// radius, 20// high

Classification: Elemental Fire

This invocation is the doomsday weapon of the Priestly class. When the Priest calls upon this invocation, the air within the area effect darkens and fills with the stench of sulphur and brimstone. Pea-sized pellets of red hot sulphur rain down within the area of effect, causing both thermal burns and acid damage. All persons and structures caught in the hellish maelstrom take 8d8 damage plus an additional 1d6 per level of the Priest. In addition, all persons and structures are affected as if by a "strong" acid.

Robe of Healing

Tier: Seventh

Prayer: Ceremonial (3 rounds)

Spirit Cost: 150 points

Range: Touch

Duration: One day

Area of Effect: 1// radius around recipient

Classification: Faith Healing

By humble supplication before the True One (or good-aligned deity if the optional "Clerics of Other Faiths" rules are used), the recipient is blessed with the power of massive healing. The recipient of Robe of Healing can bring about health and restoration in many ways: by laying on of hands, he or she can heal 1d8+4 hit points; if another person touches the robe, that person receives 1d6+1 points of healing; if robe-wearer's shadow falls upon another person, that person is healed for 1d4 points. Additionally, diseases, no matter how virulent, can be cured through the laying on of hands. Moreover, the robe-wearer is given the power to command demons to leave their hosts, thus freeing their victims from demonic captivity. To accomplish this, only one willpower resistance roll is necessary (i.e. it functions like dispel magic.)

Note that this miracle will stay in force for one day or until 200

people have been aided. The recipient of this miracle must be pure of heart and true of spirit. If the recipient of this miracle is less than faithful, or has even the faintest hints of unconfessed corruption in his or her life, the miracle will not take invoke. Because this is a ritual invocation, the recipient often undergoes a Confession and Atonement ritual first (i.e.

Topple Stronghold

Tier: Seventh

Prayer: 1 turn

Spirit Cost: 70 points

Range: NHHR (Normal Human Hearing Range)

Duration: Instantaneous

Area of Effect: One wall, barrier, building, or structure

Classification: Elemental Earth

This is one of the few invocations that a Wishesinger and Priest both share. To use this invocation, the Priest must have a trumpet or bugle and have at least one intensity in that instrument. When the Priest completes her prayer and blows a single long note from the horn, a huge wave of harmonic disturbance issues forth. The blast manifests as a visible disturbance in the air, much like how heat waves distort one's sight. The destructive vibrations set up a sympathetic harmonic effect within the target structure, causing



bolt to shear, mortar to crumble, fasteners to snap. The net effect is that the structure takes 1d4 Structural Points of damage per level of the Priest. If the building or structure makes a successful save versus harmonics, it takes the minimum damage (1 StP per level of the Priest).

Constructs should be especially wary of this invocation, as they possess structural points, not hit points, and thus can be affected by this spell. Constructs are permitted an area effect save to see if they can dodge the blast; failing that, they can still save versus harmonics in an attempt to minimize damage.

Total Restoration

Tier: Seventh

Prayer: 1 round

Spirit Cost: 100 points

Range: Touch

Duration: Permanent

Area of Effect: The person touched

Classification: Faith Healing

By this miracle, massive, large-scale healing takes place in the body of the recipient. This miracle does the following: restores all hit points from physical injuries. It removes all poisons and diseases. It cures blindness and insanity. Lost Life-force levels are also restored. Amputated limbs grow back instantly. All paralysis is also cured. Lost attributes (i.e. intelligence, strength, empathy and innate

abilities) are regained. This even works if the recipient of the spell is dead, so long as death occurred within 1 hour per level of the Priest

Deacons and Adepts

An Optional Subclass

A Priest of Light must usually be an ordained deacon for at least one year before being ordained as a full Priest. Within the context of a game, a Cleric is considered a Deacon for the first two levels of experience. In religions other than the True One, the equivalent to “Deacon” may be “Adept”, “Novice”, “Prelate”, and the like. It is, however, possible for a lay person to enter the Deaconate as a perpetual Deacon. This process takes one year of training and the initiate must be an initiated believer (see the “Initiate” invocation) and must have a Faith of at least 14. Additionally, the would-be Deacon must sacrifice 3,500 experience points (i.e. time lost during training), and thereafter, in the case of an adventuring Deacon, must serve in church functions at least six weeks a year to maintain the status of a Deacon.

After ordination, the perpetual Deacon gains the following abilities: Invoke first level miracles as if by a first level Priest and rebuke Undead as if by a

Priest of equal level. However, a Deacon, unlike a full Priest, can affect only one creature on a successful rebuke. By becoming schooled in the faith, Deacons, upon ordination, gain the following skills: Religion, Read/Write, and Preaching. These skills are at intensity 1, and if these skills were held prior to schooling, then they are increased by 1 intensity each.

A Deacon/Adept must follow the same behavioural guidelines as a Priest of the same religion (i.e. must destroy Undead, spread the faith, uphold the tenants of the patron deity, etc.). However, their weapon and armour restrictions are the same as their main class (i.e. Warrior, Investigator, etc.)

A Deacon must follow the directives of his Priest or Bishop (or similar higher-ranking clergy if using the optional “Clergy of Other Faiths” rules.) If necessary, a Deacon/Adept must be willing to defend the life of his Priest or Bishop. Additionally, a Deacon must always maintain a Good alignment (or an alignment in keeping with the particular faith.)



Those who practice as full-fledge clergy (Priest, Shaman, or Protector) cannot become Deacons (or Adepts).

Granted Powers

The powers listed below cost nothing to invoke and once invoked, stay in place in force until the Deacon sleeps or becomes incapacitated.

Resist Disease

A Deacon/Adept has a 20% immunity to natural, biological diseases. This resistance is, of course, cumulative with disease resistance due to high Constitution. Additionally, the Deacon resists supernatural, or accursed diseases at 10% immunity. Of course, a Deacon/Adept to an evil deity may actually have a 20% chance to spontaneously spread contagion. In this latter case, the Deacon/Adept does not catch the diseases he spreads.

Alignment Determination

By concentrating to the exclusion of all else except movement and conversation, a Deacon has a 5% chance, cumulative, per round of determining an individual's alignment. Note that the target must be within 4//, visible, and awake. Moreover, a successful empathic resistance roll by the target is proof versus this power. A critical fumble permits the target to know

that the scan took place, and who was making the attempt.

Shield of Faith

Once activated, it functions throughout the rest of the day, until the Deacon sleeps or becomes incapacitated. By virtue of this power, the Deacon is shielded from the first point of physical damage from all sources. Note that this protection is only proof versus physical harm, not against insanity,

charms, and possession.

Faith Modifiers - Deacon

While a perpetual Deacon accumulates spiritual points according to his or her primary class (i.e., warrior, for example), there are still benefits to having a high Faith attribute, as displayed in the table below. Under some circumstances, a beginning Priest will be given the title "Deacon" for the first one or two levels of experience. In this case, the transitional Deacon uses the Priestly Faith matrix.

Table: Deacon/Adept Faith Matrix

Faith	Notes
14-16	No special modifiers
17	5% resistance to Death Magic
18	Rebukes an additional Undead creature.
19	Healing* invocations yield 1d4 more hit points.
20	10% resistance to Death Magic
21	Faith Shield absorbs two points of mundane damage
22	15% resistance to Death Magic
23+	Sainthood**. Rebukes an additional Undead creature.

- * Evil Deacons may have "Harm Others" instead of healing spells. In this case, the bonus is to damage yield.
- ** Evil Deacons may achieve "Eternal Notoriety" in which the common folk remember the Deacon's many misdeeds and atrocities for all time.



Granted Powers

The powers listed below cost nothing to invoke and once invoked, stay in place in force until the Priest sleeps or becomes incapacitated.

Resist Disease

A Priest has a 40% immunity to natural, biological diseases. This resistance is, of course, cumulative with disease resistance due to high Constitution. Additionally, the Priest resists supernatural, or accursed diseases at 20% immunity. For instance, the disease Undead Spiral is an accursed disease, thus the Priest would have a 40% chance to initially resist getting physically sick from this illness; if the Priest succumbs, then he still has a 20% chance to resist becoming Undead (if he makes the 20% resistance roll, then he will either recover from the illness, or die - but he won't turn Undead.)

An Evil Priest may have the ability to spontaneously spread contagion. Such a malefactor, if so desiring, would have a 40% chance to do so, once per day. Such a Priest is immune to the diseases he or she generates.

Alignment Determination

By concentrating to the exclusion of all else except movement and conversation, a Priest has a 10% chance, cumulative, per round of determining an individual's alignment. Note that the target must be within 5//, visible, and awake. Moreover, a successful empathic resistance roll by the target is proof versus this power. A critical fumble permits the target to know that the scan took place, and who was making the attempt.

Shield of Faith

Once activated, it functions throughout the rest of the day, until midnight -- until the priest sleeps or becomes incapacitated. By virtue of this power, the Priest is shielded from the first point of physical damage from all sources. Note that this protection is only proof versus physical harm, not against insanity, charms, and possession.

Table: Spiritual Point Accumulation for Priests

Faith	Spirit Points	Notes
1-9	3	No special notes
10	4	
11	5	
12	6	5% resistance to death magic.
13	7	Can cast Heal Minor Injuries* once per day for free.
14	8	Can affect one additional Undead creature.
15	9	Can neutralize* poison once per week for free.
16	10	Can neutralize* one disease per week for free.
17	11	10% resistance to death magic.
18	12	15% to death magic. The Priest can rebuke Undead as if one level higher.
19	13	Innate shield of faith now absorbs 2 hit points of damage per attack.
20	14	Can function (defensively only) at -3 HP. 25% resistance to death magic.
21	15	Innate shield of faith now absorbs 3 hit points of damage per attack. Can function (defensively) at -6 HP. Can rebuke Undead as if
22	16	50% immunity to Death Magic.
23+	17	Shield of faith now absorbs four hit points of damage. 90% resistance to Death Magic. Rebukes Undead as if three levels higher. Life extension of 4d10 years. Canonized as a Saint** upon death.

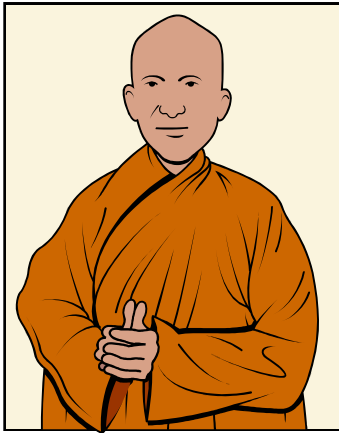
- * Evil Priests may cast the reverse of these invocations.
- ** Evil Priests may achieve Eternal Notoriety, and thus their wicked deeds are remembered for all time.



Table: Rebuke Undead for Priests

HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1HD	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
2HD	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29	-32	-36	-39	-43	-46	-50
3HD	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33	-36	-40	-43	-47
4HD	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23	-26	-30	-33	-37	-40	-44
5HD	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41
6HD	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38
7HD	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28	-31	-35
8HD	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32
9HD	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29
10	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26
11	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23
12	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20
13	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17
14	53	50	46	43	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14
15	56	53	49	46	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11
16	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8
17	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5
18	65	62	58	55	51	48	44	41	37	34	30	27	23	20	16	13	9	6	2	-2
19	68	65	61	58	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2
20+	71	68	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12	8	5

Priests can turn one creature per level of experience. Priests can effect a turning once per day per level of experience. The turning duration is 1 round per level of experience. For faith magic, the C/Add value for Priests is 4.



Protector

The Protector character class has chiefly defensive powers. They will usually use their spiritual gifts in the defence of Priest or other clergy, and of the innocents. While Protectors are usually assigned to protect a Priest or other cleric, they are sometimes assigned to protect a community (in the latter case, they are typically involved in law enforcement as well.)

Like most fighter classes, the Protector has only a single tier of powers. These invocations require a spoken prayer (although it can be whispered, if stealth is needed), and they must have a holy symbol. Their invocations use spirit points, for which they must pray at least an hour each day to recover. Success is determined by a Faith check.

The Protector class has a limited ability to affect Undead. Whereas most clergy can turn Undead creatures away, a Protector instead has the power to hold them at bay. On a successful attempt, the affected creatures are typically unable to approach closer than 6// and behave as if stunned (in other words, capable of defensive actions only).

Members of this class also have several granted powers, which do not cost spirit points. Again, these gifts are defensive. The most formidable power is the regeneration that all Protectors are given. They can recover completely from any mundane wound that does not kill them.

Protectors almost exclusively follow the True Once, as this deity's morals and ethos exactly match the Protector's behavioural code. However, there is a small minority that follow other Good or Ordered deities. There is almost never animosity between Protectors of different religions, however.

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Distraction

Prayer: 5 segments

Spirit Cost: 17

Range: Internal to the Protector

Duration: One round per level

Area of Effect: 6// + 1// per two levels

Classification: Defence

By this power, the Protector sets himself up as a target to any who would harm his Protectorate. Any foe who would wish harm against the Protectorate must make a successful save versus sleep/charm (modified at -1 for every three levels of the Protector); those failing the save feel compelled to attack the Protector instead of the Protectorate. Once the attackers are distracted, the Protectorate must not engage in any hostile act towards those affected by the invocation, lest the spell be broken.

Extension

Prayer: 1 segment

Spirit Cost: Special

Range: Initial "Protect" range

Duration: Special

Area of Effect: The Protectorate

Classification: Defence

This power allows the Protector to extend the range of the Protect spiritual power. While the normal range of protection is 6// (or possibly 9//, 12// or higher for Protectors of high Faith), this power allows the Protector to increase

the protective radius of an active Protect invocation. The spirit cost per turn is 2* (Protect Range Multiple). If other words, for a Protector whose Protect range is 6//,

the cost per turn would be 4/turn between 6// and 12//, 6/turn between 12// and 18//, 8/turn between 18// and 24//, etc. This power can be kept in force so long as the Protector has sufficient spirit points and is conscious. For the less mathematically inclined, the table below shows some common Extension ranges and their costs.

Base Range	6//	7//	12//	15//	18//
SP/Turn	Extended Range				
4	12//	14//	24//	30//	36//
6	18//	21//	36//	45//	54//
8	24//	28//	48//	60//	72//
10	30//	35//	60//	75//	90//

Fast Escape

Prayer: 2 segments

Spirit Cost: 20

Range: Touch

Duration: Two rounds per level

Area of Effect: Protector/ Protectorate

Classification: Defence

This power enables the Protector and his Protectorate to achieve a fast rate of ground speed in order to escape from a potentially life-threatening situation. As the Protector has only the Protectorate's safety in mind, not his own ego, there is nothing cowardly or shameful about a Protector fleeing an overwhelming situation so long as it delivers his Protectorate from harm. This power increases both the Protector's and Protectorate's speed by 2// per level. Speeds above 24// require a successful Skill check each round, however, to avoid tripping over objects in any environment other than desert or grasslands. If the Protector is retreating because the Protectorate has been incapacitated, the Protector may carry the Protectorate at no penalty to the enhanced speed, so long as the Protector can make a successful Strength check to lift his ward.



Lend Health

Prayer: 4 segments

Spirit Cost: 15 points

Range: Touch

Duration: Instantaneous

Area of Effect: The Protectorate

Classification: Healing

This power enables the Protector to give hit points or Endurance points to his Protectorate. For each point of health or Endurance lender, the Protector temporarily loses an equal number of points. Both hit points and Endurance lost to the Protector return at quadruple the Protector's normal rate of recovery. The Protector cannot leave himself with less than one hit point per level, or less than 1/4 normal Endurance.

Lend Spiritual Presence

Prayer: 1 segments

Spirit Cost: Special

Range: Touch

Duration: Instantaneous

Area of Effect: The Protectorate

Classification: Spiritual Warfare

Like Lend Health, this power allows the Protector to lend attributes to the designated Protectorate. In this case, it is spiritual points, not hit points that are transferred. There is a 1.5:1 ratio between spiritual points transferred and spiritual points spent to do so. Thus, if a

Protector wishes to imbue his Protectorate with 10 SP, the total cost for the transfer is 15 SP; for 40 SP, the cost is 60 SP. The Protector, however, must, at all times, leave himself with at least 10 spirit points available.

Protect

Prayer: 1 segment

Spirit Cost: 1 point per turn

Range: Touch

Duration: Special

Area of Effect: The Protectorate

Classification: Defence

When a Protector places his charge under protection, all physical damage to the Protectorate will be absorbed by the Protector. Wounds inflicted on the Protectorate will not manifest on the Protector's body, but the Protector will lose hit points equal to the damage. This does nothing against purely supernatural damage (like death magic) nor will it protect the charge from mental or spiritual attacks. The protection can remain in force so long as :

- The Protectorate stays within 6// or the Protector (this range may be greater for Protectors of high Faith)
- The Protector has sufficient spiritual points.
- The Protector has not been knocked unconscious, incapacitated, or otherwise below one hit point. If the Protector is stunned, but not unconscious, he may

make a Willpower check to keep the protection in force.

In the event of a catastrophic injury to the Protectorate (i.e. a bomb exploding in cafe while eating breakfast), the Protector can absorb an unlimited amount of damage, so long as the damage is inflicted in just one round. To take damage without limit, however, the Protector surely dies. But such is the calling of the Protector, that he should die so that his Protectorate might live.

Sanctuary

Prayer: 5 segments

Spirit Cost: 11 points

Range: Touch

Duration: 1 round per level

Area of Effect: One person

Classification: Defence

This power functions in an identical manner as the Priestly power Sanctuary. The sanctuary extends in a 1// radius around the recipient, thus those standing behind a person in sanctuary may be indirectly protected. An attack resulting in a critical success will break the sanctuary. A person in sanctuary cannot directly attack in any way, or else the sanctuary will disappear. The sanctuary is visible as a faint translucent ambiance. Magical attacks will still penetrate the Sanctuary. For instance, Sanctuary would deflect a Gunslinger's bullet with a normal attack, but would not block a Gunslinger's



Sanctuary from Enemies

Prayer: One round

Spirit Cost: 40

Range: Touch

Duration: One round per level

Area of Effect: 1// radius around the Protectorate

Classification: Defence

This power functions in a manner identical to Sanctuary from Undead, except that it affects all life forms hostile to the Protectorate.

Sanctuary from Undead

Prayer: One round

Spirit Cost: 25

Range: Touch

Duration: One round per level

Area of Effect: 1// radius around Protectorate

Classification: Defence

When the Protector calls upon this power, the Protectorate, and any persons allied to him, are shielded from the sight of Undead. Under this sanctuary, the Protectorate and his allies are able to slip from the clutches of the Undead, undetected; in essence, the sanctuary is a form of invisibility that works only against

Undead. Persons protected by this power are not allowed to undertake any offensive combat action against Undead monsters without cancelling the sanctuary.

Shield of Retribution

Prayer: 5 segments

Spirit Cost: 10 points

Range: The Protector

Duration: 1 round per level of the Protector

Area of effect: Internal to the Protector

Classification: Defence

In invoking this power, the Protector calls into being a Shield Ring forged of the Light. The Shield surrounds the Protector and any who damage him in melee combat receive damage from the Shield as determined below:

State of Attacker: Damage Dealt

- Random, unknown enemy: 1d4 + 1
- Most Undead: 1d6 + 1
- Enemy who has harmed the Protector or allies: 1d6 + 1
- Evil whose name or evil deeds are known: 1d8 + 2
- Demon, greater Undead or infamous villain: 1d10 + 3

Note that all evil aligned foes are dealt 1 additional point of damage, while all good aligned foes have their damaged reduced by 1 point. Always use the condition shown above that inflicts the most damage.

Vanquish All Shadows

Prayer: 5 segments

Spirit Cost: 10

Range: The Protector

Area of Effect: Internal to the Protector

Duration: 1 round per level

Classification: Defence

While using this power, the Protector cannot suffer the effects of life draining powers, for a shimmering shield of Light glows about him. While damage from such attacks still occurs as normal, the loss of a level, Death Magic Damage, and attribute loss does not occur. Note that this power might not function on other planes or in places of extreme evil.

Willpower Align

Prayer: 3 segments

ments

Spirit Cost: 10 points

Range: Touch

Duration: Special

Area of Effect: The Protectorate

Classification: Spiritual Warfare

By this action, the Protector lends aid to his Protectorate during spirit combat. This power can be used to either



bolster his Protectorate's spiritual attack or defence by +1 per four levels of the Protectorate. This procedure is not done without its risks; should the Protectorate be overcome in spirit combat, the demonic host involved will most certainly target the Protector next. Additionally, any roll required by the defeated Protectorate to maintain sanity must also be made by the Protector, albeit at +4. This power lasts for the duration of spirit combat, or until the Protector and Protectorate are defeated,

Classification: Elements of Creation

By this power, the Protector dedicates his Chosen Weapon to the services of the Light and to defending his Protectorates. This power is similar to the Create Chosen Weapon used by Warriors, Cavaliers, and the like. A Protector can fashion a new Chosen Weapon only once every three years. A Chosen Weapon gains a +1 to its item save for every three levels of its creator. If the Protector does not have 45 spiritual points, a Priest,

Call upon Chosen Weapon

Prayer: 2 segments

Spirit Cost: 20

Range: Touch

Duration: Special

Area of Effect: The Chosen Weapon

Classification: Combat

By this power, the Protector calls upon the power of his Chosen Weapon to accomplish some great feat in battle. This power functions in a similar way to the Cavalier, Paladin, and Warrior power of the same name.

Chosen Weapon

Like many of the fighter types, the Protector gains the ability to create a Chosen Weapon once he or she reaches the 8th level of experience. Chosen Weapons are, by their very nature, classified as enchanted. A Protector's Chosen Weapon can be called upon for heavy duty combat enhancement, but if the weapon is lost or destroyed, the Protector must wait several years in order to make another.

Create Chosen Weapon

Prayer: Ceremonial / 3 Hrs.

Spirit Cost: 45

Range: Touch

Duration: Permanent

Area of Effect: A weapon

Table: Protector's Chosen Weapon Effects

Power aspect	Weapon Save	Power Duration
Boost special power	special	special
Extra parry routine	0	10 rounds
Double parries.	-3	5 rounds
Double Parries at +2	-4	5 rounds
Weapon speed to 1	-2	4 rounds
+4 bonus to initiative	-4	4 rounds
+3 bonus to initiative	-3	8 rounds
Disarm Opponent (Opponent matches Skill vs. Skill on the Universal Matrix)	7	4 attacks
Extra attack routine	-2	3 rounds



Granted Powers

The Protector has several Granted Powers that are innate to the character class and do not cost Spirit Points to invoke. The Protector must be in good standing with his or her deity for these powers to function.

Emergency Sanctuary

This power functions but once per day and must be consciously activated by the Protector. This power is similar to the Protector's spiritual power Sanctuary, except that Emergency Sanctuary can only be invoked if the Protector's spiritual points are too low to call upon the normal sanctuary. Moreover, the Protector can only protect his Protectorate by virtue of this power. The Emergency Sanctuary stays in effect for two rounds per level of the Protector.

Regeneration

A Protector will regenerate hit points caused by physical wounding and poisoning at the rate of one hit point per hour. Poisons of int(3) or weaker cannot kill a Protector, but will retain the capacity to drain him down 1 hit point. While the Protector is not immune from scarring, amputated limbs will grow back over a period of 2d6 months; a broken back or neck heals (with full sensation restored) in 2d4 weeks; broken bones heal in 2d4 days. This regenerative power has no effect on attributes lost due to death magic.

See Without Light

A Protector is much less affected by darkness than people of other professions. The Protector's "vision", while in a darkened environment, is of a colourless variety that allows the Protector to see shapes and rough textures so that fighting, walking, and navigation is both possible and unpenalized. However, the vision granted by this power is harsh, stark, and somehow cold; the Protector can disable it at will (which makes sleeping much easier.)

The net effect is that Protectors do not take any combat or noncombat proficiency penalties for poor lighting. Even in pitch darkness, the Protector can see in the cold, colourless way. This power is not Infravision; it simply allows the Protector to perceive the location, size, and shape of physical objects without the need of illumination.

Faith	SP	Notes
1 to 10	2	No Special Notes
11 to 12	3	
13	4	+5% to empathic resistance
14	5	+10% to empathic defence
15	6	Protectorate range increased to 7//. Willpower regenerates as if by 1 point higher.
16	7	Protectorate range extended to 9//. Undead are forced back to 12// when held at bay.
17	8	Protectorate range extended to 12//. Undead forced back to 15//. Hit points are regenerated at the rate of two per hour. Protector's base AC drops by 1.
18	9	Able to optionally affect Undead as a Priest does (i.e. turned instead of held at bay). Protector is able to know if a protectorate is in danger if within 500'. +20% to empathic resistance. Protector's base AC drops by 2.
19	10	Hit points regenerate at a rate of three per hour. The Protector can know if protectorate is in danger if within 1/2 mile.
20	11	Protectorate range extended to 15//. Base AC drops to 7. +25% Empathic resistance. Base movement is now 15//.
21	12	Hit points regenerate at the rate of 6 per hour. Protectorate range extended to 18//.
22	13	The Protector can know protectorate's location and status if within 1 mile. +30% to empathic resistance. Base AC drops by four.
23+	14	The Protector achieves sainthood, and is remembered for as long as the religion he/she serves continues to exist. The Protector's life is extended by 6d12 years, and his health will never decrease with age.



Table: Protector's Hold Undead at Bay

	<i>Level of Protector</i>																			
<i>HD</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<i>1HD</i>	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
<i>2HD</i>	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28	-31	-35	-38	-42	-45	-49
<i>3HD</i>	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38	-41	-45
<i>4HD</i>	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41
<i>5HD</i>	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23	-26	-30	-33	-37
<i>6HD</i>	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33
<i>7HD</i>	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29
<i>8HD</i>	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25
<i>9HD</i>	46	43	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21
<i>10 HD</i>	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17
<i>11 HD</i>	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13
<i>12 HD</i>	58	55	51	48	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9
<i>13 HD</i>	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5
<i>14 HD</i>	66	63	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1
<i>15 HD</i>	70	67	63	60	56	53	49	46	42	39	35	32	28	25	21	18	14	11	7	4
<i>16 HD</i>	74	71	67	64	60	57	53	50	46	43	39	36	32	29	25	22	18	15	11	8
<i>17 HD</i>	78	75	71	68	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12
<i>18 HD</i>	82	79	75	72	68	65	61	58	54	51	47	44	40	37	33	30	26	23	19	16
<i>19 HD</i>	86	83	79	76	72	69	65	62	58	55	51	48	44	41	37	34	30	27	23	20
<i>20 HD</i>	90	87	83	80	76	73	69	66	62	59	55	52	48	45	41	38	34	31	27	24

Protectors can turn once per day per two levels of experience. The duration of each turn is one round per level. The Protector can turn one creature per two levels of experience. For faith magic (two or more clerics joining forces to make one massive turning attempt), the Protector has a C/ Add value of 3. A Protector's power over Undead

differs significantly from other classes. While Priests, Paladins, etc. can force Undead to turn away, Protectors can only hold Undead at bay to a certain distance (usually 9//.) For combat purposes, affected Undead are considered "stunned", meaning that they cannot advance, cannot attack, and can only parry or take defensive actions.



Ranger

The supernatural powers of the Ranger class fall into three Tiers. The First Tier, which is achieved at attaining the first level of experience, primarily grants the Ranger informational and detective powers. The Second Tier, achieved at the fifth level, generally gives the Ranger the ability to heal plants and animals, as well as protect the lives of such forest creatures. The third and final Tier, which is attained at ninth level, allows the Ranger vast power over nature and the landscape. With the Third Tier powers, the Ranger can stop a stampede, divert a flood, set up fire walls, and summon woodland armies.

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The invocations available to the Ranger class use spiritual points and require a Faith check. Unless stated otherwise, these invocations do not require any material components, such as a Holy Symbol. If the optional "Clergy of Other Faiths" rules are used, the Ranger class is actually a component of the Dommalon Wayfinder cleric, which advances in Shaman and Ranger concurrently.

Rangers of exceptionally high Faith may also become Forest Friends. These beings typically live for centuries and have complete control over their domains and have additional powers and immunities that ordinary Rangers do not possess.

Ferric regretted now not bringing Longshot with him. To have been routed by highwaymen was a terrible disgrace for the young Cavalier to face. The thieves had tied him up in a wooden cage and planned to sacrifice him to Abben Mort that same evening. I have my horse though, he knew.

(Continued on page 154)

Bramble Armour

Tier: First

Range: Self

Duration: 1 turn per level

Area of affect: The Ranger

Spirit cost: 3

Prayer: 3 segments

Classification: Defence

Rangers generally shun any armour that is composed mostly of metal, and thus they have learned to use

the powers of Nature to create effective armour in place of steel.

When invoked, whatever clothing or armour the Ranger is currently wearing grows tougher and sprouts small, thorny brambles. This results in a +2 AC bonus for the Ranger, as well as the ability to deal an extra 1 point of damage with all Unarmed Combat styles. Finally, anyone who strikes the ranger in melee takes 1 point of damage from the thorns. This armour does not stack with itself or any other of the Ranger's armour



Old Fire

Tier: First

Range: 2// line of sight

Duration: One hour per level

Area of Effect: One plant

Spirit: 4 points

Prayer: 3 segments

Classification: Elemental

This power infuses plant life with bioluminescent energy. The light is cold and steady, always a pale green. One plant can illuminate a 1// normally, and 2// dimly. It does not affect Undead, but neither does it interfere with Infravision. It casts no heat, and cannot cause fire. The plant is not destroyed by the infusion. The Ranger, alternatively, could pluck a plant (such as a flower, mushroom, or an apple). In this case, the plant is reduced to dust at the conclusion of the power.

Command Vegetation

Tier: First

Range: 3// + 1// per level

Duration: 1 round per level

Area of Effect: 1// by 1// region

Spirit Cost: 16

Prayer: 4 segments

Classification: Plant

When a Ranger uses this power, plants in a small area are temporarily granted motive force and attack capabilities. Depending what kind of vegetation is available, the damage and attack forms varies. The BACh of the affected plants is equal to the Rangers at four levels less. Examples of plant combat forms are outlined below. The Game Master makes the final determination for the effectiveness of the plants, however.

Table: Command Vegetation

Plant	Damage	StP	AC	Effect
Grass	None	1	10	Impedes movement by half.
Vines	None	1	8	Impedes movement by 3/4.
Thorny Vines	1d4	1	7	May damage leather armour on Crit Suc-
Mushrooms	1	1	10	Releases spore clouds; -1 to all actions for 1d4 rounds due to sneezing.
Mature Corn	1d6	1	10	Functions as a club.
Wheat	1d2	1	10	Impedes movement by half. Inflicts rope burn.
Cactus	1d8	2	6	Shoots spines (1// range).
Scrub Brush	None	2	7	Immobilizes target.
Small Tree	1d4	4	7	Works like a whip
Large Tree	1d10	7+	5	Works like a heavy club.



Dark See

Tier: First

Concentration:

One round

Range: Internal To The Ranger

Duration: One turn per level

Area of Effect: 1// line of sight, per level

Classification: Enhancement

Spirit Cost: 7 points

This power enables the Ranger to see in all but the total absence of light. So long as the darkness is not supernatural in origin, the ranger can see as if it were twilight, even in the darkest of nights. In game play terms, a Ranger using this ability has his BAtCh and proficiency checks modified for twilight, not night conditions. This ability is similar to – though not as powerful as – the extraordinary vision afforded to

Declare Forest Foe

Tier: First

Concentration: 2 Segments

Range: Touch

Area of Effect: One person

Duration: Permanent

Classification: Benedictions

Spirit Cost: 20

This spell forever marks a person who cares nothing for the environment as an enemy of nature. Strip miners, land developers, polluters, poachers, and arsonists are prime targets of this designation. Once the target has been marked as a forest foe, several things happen:

- His presence is noted to anyone casting Detect Forest Foe.
- The mark of "forest foe" is visible to anyone using See Into Spirit Plane or similar power.'
- Animals will avoid this person.
- Horses, donkeys, and other domesticated animals become as uncooperative as possible with this person.

Sometimes a land-abuser has so much enmity towards nature that he or she will spontaneously develop this mark without the Ranger ever having to cast it. The mark can only be removed by the Ranger who cast the spell, another Ranger of equal level or higher, or by a succession of honest, heartfelt deeds that benefit nature.

A Gunslinger can also remove this Mark (at a -1 level penalty), as can a Necromancer (at a -2 level penalty.)

Detect Unnatural Animal

Tier: First

Concentration: One Round

Range: Internal To The Ranger

Duration: One round per level

Area of Effect: 5// radius per level

Classification: Informational, Animal

Spirit Cost: 15 points

By virtue of this power, the Ranger is granted the ability to detect abominations of nature. If any unnatural animals are present within the area of effect, the Ranger is notified of their status, general quantity (as in Find Animal), and general direction. A detected creature's status is categorized as either Construct, Undead, mutant, or alien (not indigenous to the current gaming world.) Furthermore, it is quite possible for a creature to be both alien and mutant, or Undead and alien, or alien and Construct; in either case, the Ranger will know the creature's exact status. This power does not penetrate stone or metal greater than 12" or thicker. In the case of Constructs, it can this power can detect humanoid Constructs as well.

(Continued from page 152)

"Pathfinder", he whispered, "I need you. . ."

All of the sudden, the small en-

(Continued on page 161)



E xtinguish

Tier: First

Concentration: 3 segments

Range: 50 yards

Duration: Instantaneous

Area of affect: 3// diameter sphere

Classification: Elemental Fire

Spirit Cost: 3 points

Forest fires are a serious threat against a Ranger's domain, so it is not surprising that they have a way to reduce the risk caused by such fires. This power will extinguish all normal flames within the area of effect upon casting. It will not destroy a magical fire, nor can it cancel a Dragon's breath weapon or a flaming Elemental Orb. However, it can extinguish the residual flames that may be left behind by such magical effects and powers.

F ind Animals

Tier: First

Concentration: 1 round

Duration: One round per level

Range: Internal to the Ranger

Area of Effect: 5// radius per level

Classification: Animal, Informational

Spirit Cost: 10 points

When a Ranger uses this power, he or she is able to know the quantity and direction of a specified type of animal. The animal must be of a type previously encountered by the ranger. Furthermore, this power does

not yield an exact numerical figure; instead, the Ranger gets an impression of the quantity of animals in terms of "none," "one," "a few," "several," or "many." The general direction of these animals points to the largest concentration. If the animals are evenly distributed about the area of effect, then no direction sense may be gleaned from the use of this power.

F ind Plant

Tier: First

Concentration: 1 round

Range: Internal To The Ranger

Duration: One round per level

Area of Effect: 5// radius per level

Classification: Informational, Plant

Spirit Cost: 10 points

For the exception that the focus of this power is plant life, this ability is similar to the Ranger's power Find Animals.

F ind Water

Tier: First

Concentration: 1 round

Range: Internal To The Ranger

Duration: 1 turn per level

Area of Effect: 10// per level

Classification: Informational, Elemental Water

Spirit Cost: 14 points

By this power, the Ranger gains knowledge of the whereabouts of available fresh water. The term "fresh" implies that the water is safe to drink and otherwise wholesome. The term "available" implies that the water source is no deeper than three feet below the terrain level. The knowledge used to find detected water sources manifests itself as a mental compass displaying direction and a rough impression of distance.

G reen Sentinel

Tier: First

Concentration: 1 segment

Range: Touch

Duration: 3 rounds per HD of the host tree

Area Effect: The Ranger and the host tree

Classification: Plant

Spirit Cost: 15 points

For some, a man's home is his castle. For a Ranger a tree can be his castle, albeit temporarily. When a Ranger touches a tree, he can meld into the heartwood and disappear from sight. He can hide within the tree for up to three rounds per hit die of the tree. Beyond that, the tree takes a hit die of damage per round that the Ranger remains. When the Ranger emerges, he can choose to appear up to 1// away from the tree. If, by chance, the host tree is in physical contact with another tree, the Ranger can transfer into that tree, thus restarting the clock for the guardian power. An average tree has one hit die per two feet in height.



Heal Animal

Tier: First

Concentration: 1 round

Range: Touch

Duration: Permanent

Area of Effect: One animal

Classification: Healing, Animal

Spirit Cost: Varies

For the exception that this power affects animals, this ability is similar to the Ranger's power Heal Plants.

disease's progress, allowing the plant to slowly recover to full health in one week per hit die of the plant. The spirit cost for using this power is five spiritual points per hit die of the plant, with a minimum of five points being expended. If a Ranger has insufficient spiritual points to affect the plant, the power fails and no curative benefits are bestowed. However, a Ranger attempting to use this ability loses only one spiritual point if the power fails due to insufficient spiritual resources. Most plants have one hit die per two feet in height or length.

phase.

The Ranger can determine the age and health of the plant. Age is in terms of embryonic, immature, young, adult, mature, and old. The health of a plant is given in terms of vigorous, healthy, nominal, sickly, terminal.

Round 2: The Ranger can determine the edibility of the plant. Edibility can be measured as safe, non-toxic but indigestible, mildly toxic (doesn't take off hit points, but makes victim feel sick), or poisonous.

If a plant has been identified as poisonous, the Ranger is able to know if it is a tactile poison or an injected/ingested poison. Furthermore, the Ranger is able to deduce the plant's poison rating. The Ranger is made aware of the plant's medicinal values, if any.

Round 3: The Ranger is able to know the plant's lifespan, growth and reproduction cycles, and the plant's general place in the ecology.

Heal Plant

Tier: First

Concentration: 1 round

Range: Touch

Duration: Permanent

Area of Effect: One plant

Classification: Healing, Plant

Spirit Cost: Varies

When the Ranger calls on this power, he or she is empowered with the ability to heal any damage or disease inflicted upon a plant. So long as the damage is not fatal, the Ranger's touch will heal the plant. The rate of healing for mundane injuries is one point per hour until the plant reaches maximum hit points again.

If the plant is infected with diseases of any type, the Ranger's touch immediately arrests the

Identify Plant

Tier: First

Concentration: 1 round

Range: 1// line of sight per size category above 3

Duration: Varies

Area of Effect: One plant

Classification: Informational, Plant

Spirit Cost: 4 points

When the ranger calls upon this power, he or she is able to deduce certain aspects and qualities of a particular plant specimen. How exact the information received depends on how much time the Ranger concentrates, as described below:

Round 1: The Ranger is able to know the plant's common name (ex. morning glory, jack-in-the-pulpit, etc.) If the plant has no common name, then no information is gleaned during this

Inhibit Natural Poison

Tier: First

Concentration: 6 segments

Range: Touch

Duration: Permanent

Area of affect: The person touched

Classification: Healing

Spirit Cost: 5 points

The wild is full of creatures with venomous fangs and stingers, as well as ghastly plants and other beings that use deadly poisons. It is inevitable that a Ranger will encounter such a creature eventually, and so knowledge of how to treat poison and reduce its effects is needed for long-term sur-



vival far from civilization.

This power causes any natural poisons within the victim's body to be diluted to half intensity. Note that this power has no effect on poisons not found in nature, such as man-made poisons and radiation poisoning.

Know Direction

Tier: First

Concentration: 1 segment

Range: Internal to the Ranger

Duration: One turn per level

Area of Effect: The Ranger

Classification: Informational

Spirit Cost: 5 points

When invoking this power, the Ranger becomes suddenly aware of magnetic forces and is able to determine true north. This is similar to the Dwarven innate ability to detect magnetic forces. Like the Dwarven ability, too, strong magnetic interference can affect the

Moon Mist

Tier: First

Concentration: 3 segments

Range: 10//

Duration: 2 rounds per level

Area of affect: 3// sphere

Classification: Elemental Air

Spirit Cost: 5 Points

This power creates a deep bank of chilly, grey-white fog that has an eerie glow as if lit by moonlight. All within the fogbank or who are attempting to attack through it have a -4 BAtCh penalty. Vision within the fog is reduced to 3 feet, and the fog bank is dense enough that one cannot see through it to the other side. Finally, anyone within the fog always has last initiative and moves at half their normal movement rate. However, they still attack with the normal combat routines. The fog effects friend and foe equally and masks UV and infrared as well as visible light.

Speak with Animals

Tier: First

Concentration: 1 round

Range: Touch

Duration: 1 round + 1 round per level

Area of affect: One living animal

Classification: Animal

Spirit Cost: 5 Points

This power allows the Ranger to speak with any living animal by achieving a state of mental communion with it. Note this power cannot be used against an animal that is hostile to the Ranger. However, it can be used upon sentient humanoids and thus can prove quite useful if the victim is otherwise unable to communicate.

It takes one round for the Ranger to ask a simple question and re-

ceive an answer from the animal. Note that an animal's life experience is generally not expressed in words, but instead takes form of impressions, sensations, and vivid images, and all of these may vary greatly from one species of animal to the next.

The simplest of animals cannot tell people apart and are rarely aware of any concepts other than food, shelter, and reproduction. More complex creatures, such as Wolves, can tell people apart and have far more detailed and complex memories and experiences, though they are still simpler than those of a human.

Swarm

Tier: First

Concentration: 6 segments

Range: 15//

Duration: 1 round per level

Area of Effect: 1// sphere around target

Classification: Plant, Combat

Spirit Cost: 18 Points

Both mischievous and dangerous, this power allows the Ranger to call upon a cloud of insects to aid her in battle. The target of this power finds himself in a shroud of buzzing, biting bugs. While the damage is minimal (1 point per round), it has a profound effect on his concentration. All



attacks and parries function at -5, and it is impossible for the victim to invoke spiritual powers. Moreover, the victim is so driven to distraction that he attacks last in each combat round.

For Constructs that may be targeted, this spell obviously cannot physically damage the creature. However, the swarming bugs will certainly disable the Construct's Infravision and detect motion vectors, if those components are installed. Moreover, the Construct suffers a -2// movement penalty as crushed insects get caught up in its joints. Like a fleshly target, it still incurs a -5 penalty to attack and parry due to visual interference.

Teller of Tales

Tier: First

Concentration: 1 round

Range: Touch

Duration: 1 round + 1 round per level

Area of Effect: One Tree

Classification: Plant

Spirit Cost: 15 Points

The power of this prayer allows the Ranger to achieve a state of communion with a living tree. It takes one round to ask a question, and one round for the tree to answer. A tree's life experience cannot

be expressed in words, but instead takes the form of impressions, sensations, and diffuse imageries. If the Ranger makes a successful Perception check, she can make some sense of the proffered thoughts. A tree's thoughts are more placid, calmer than a man's. Time does not mean the same to a tree, so the exact "when" of a thing is meaningless, but they can remember in sequence. They cannot tell individual people apart, but they can tell the difference between an Elf and a Human, a living man and an Undead.

A tree could tell seasons and day and night, but nothing more than that. A tree could say if an Elf came by in the early spring and at night, but nothing more specific. Days blur together for plants, and hours and other "made up" units of time are meaningless to them.

Treat Minor Injuries

Tier: First

Concentration: 3 segments

Range: Touch

Duration: Permanent

Area of affect: The person touched

Classification: Healing

Spirit Cost: 5 Points

While a Priest heals through his Faith, the Ranger can heal through his knowledge of medical and woodland lore. Since Rangers often walk the woods alone and far from healers or other sources of healing potions, this power can prove invaluable to them when facing dangers that would never exist near civilized

realms. When invoked, this power heals 1d6 + 1 points of physical damage – it has no affect on poisons, disease, or Death Magic side affects.

Undo Alloy

Tier: First

Classification: 4 segments

Range: 3// Line of Sight

Duration: Instant

Area of Effect: 10 lb. per level

Classification: Physics

Spirit Cost: 20 Points

The bane of Warriors, Paladins, and Cavaliers, this power allows the Ranger to undo the alloying and tempering of finished metal goods. For example, a finely crafted steel sword could be reduced to crude iron, and a polyalloy suit of chain mail could be converted to aluminum. In all cases, the functionality of the device is degraded by -3 in all accounts (to hit, damage, AC, and saves.) Moreover, in the case of polyalloy or stainless steel, the items affected by this power are now prone to rust.

The targeted items get a save versus harmonics in order to avoid damage. For consecrated/enhanced items, they gain a +1 bonus per level of enchantment (Thus, a Sword+3 would have a +1 save, but a Sword+3 that also glows on command would have a +2



save.) This power can adversely affect Constructs. If a Construct fails its save versus harmonics (or save versus magical weapon in the case of Living Constructs), it also loses a structural point in addition to the -3 ability modifier. A Construct's regenerative ability can "heal" from this damage over a three day period.

For magical items, the save is modified by +1



Second Tier Invocations

Requirements: 5th level. Faith Check to activate. Spells use Spirit Points.

A animal Invisibility

Tier: Second

Concentration: 1 round

Range: Touch

Duration: 2 hours per level

Area of Effect: One Animal

Classification: Illusion

Spirit Cost: Varies

Through the use of this power, a Ranger can render an animal undetectable by humanoid. This masking power of this ability includes visual, aural, and olfactory obscurement. This power does not, however, shield an animal from another Ranger's Detect Animal power, nor will it shield an animal from a Changelings sense presence. This power uses three spiritual points per hit die of the animal

D etect Forest Foe

Tier: Second

Concentration: 5 segments

Range: Internal To The Ranger

Duration: 1 turn per level

Area of Effect: 15// radius per level

Classification: Informational

Spirit Cost: 20 Points

A Forest Foe is defined as one who has destructive intentions toward nature. Examples of such include poachers (hunting for sport rather than for food), arsonists, strip miners, and land developers (interested in levelling the forest.) This power yields the same quality of information as Detect Plant or Detect Animal with respect to quantity detected, distance, and direction.

E arthbind

Tier: Second

Concentration: 5 segments

Range: Line of Sight

Duration: 1 round per level of the Ranger

Area of affect: 1d4 + 1 targets in a 2// cube

Classification: Elemental Earth

When cast, this power causes the ground beneath the targets to turn to quicksand – indeed, the earth almost takes on a life of its own, swiftly grabbing the targets and holding them firm. Victims of this spell must make a successful Save vs. Area Effect or they will be held firmly by the ground. This gives them a -4 penalty to their armour class and obviously prevents running, flight, or any other such movement. Spells and weapons can still be used, but all attack rolls are made with a -2 modifier. Once trapped, a victim may attempt to escape each round by making a successful Bend Bars check.

Note that non-corporeal creatures cannot be affected by this spell. Additionally, flying creatures and those that are especially agile or moving at a high speed (such as a knight on a charging horse), get a +4 modifier to their initial saving throw vs. this power.

This power will only work if the ground is mostly natural



in origin. Stone, earth, and mud will trap the victim, as will a crude stone or wooden floor. A floor composed of something like metal or well-worked marble

Invisibility to Animals

Tier: Second

Concentration: 3 segments

Range: Touch

Duration: 1 turn per level

Area of Effect: 1 person per 2 levels

Classification: Illusion

Spirit Cost: 15 Points

By virtue of this power, individuals selected by the Ranger are invisible to animals. By invisible, this includes scent suppression as well as visual obscurement. The effects of this power are similar to the Priest invocation Invisibility to Animals.

Know Weather

Tier: Second

Concentration: 1 round per day forecast

Range: Internal to the Ranger

Duration: Special

Area of Effect: 1 mile radius per level

Classification: Divination

Spirit Cost: 14

is a cumulative 10% chance that the prediction is incorrect. A three to five day forecast will yield reasonable accuracy (50% to 70% chance of success).

By invoking this power, the Ranger is able to know the weather conditions for the next day within a spherical region that has a radius of one mile per level of the Ranger, centred on the Ranger. This power will determine general temperature (within 5 degrees), wind patterns (a compass direction and a speed), and the type and quantity of precipitation. This power will also determine if the weather patterns for the next day will be caused by natural or unnatural means.

The Ranger can attempt to make a living forecasting the weather. By concentrating for longer periods of time, the Ranger can foretell the weather up to ten days in advance. For each day beyond the first, there

New Growth

Tier: Second

Concentration: 1 Turn

Range: 5// per level

Duration: Permanent

Area of Effect: 1// radius per level

Classification: Elements of Creation

Spirit Cost: 60 Points

uniquely effective in undoing damage done by small-scale forest fires, war, or man-made catastrophes. The Ranger can choose what kind of plant life to create (i.e. saplings, if the Ranger wants a forest, grass for grassland, scrub brush for tundra.) If the plant life created does not match its indigenous surroundings (i.e. a pocket of grasslands in the middle of a jungle), the indigenous plant life will gradually supersede the imposed grassland within one year.

By this power, life is restored to an otherwise barren or damaged tract of land. Plant life begins to grow within twenty-four hours of using this power. This power is

Open Path

Tier: Second

Concentration: 7 segments

Range: Internal to the Ranger

Duration: One hour per level

Area of Effect: See below

Classification: Plant

Spirit Cost: 26 Points

This power allows the Ranger to traverse even the most tangled, cluttered terrain as it were open grassland. While the power is in force, vines and scrub brush will not entangle the Ranger's feet. In swampland, the Ranger's feet will not sink more than 3" into the mire. In desert conditions, the sand becomes solid and firm, like hard earth. Streams less than 5// wide are crossable, with the Ranger's feet sinking only 6" into



the water. Normal animals of 6 hit dice or less and unnatural and Undead animals of 4 HD or fewer will not enter the area of protection.

The Ranger's power affects an area 2// in front of the Ranger, 1// on either side and 3// behind. The area of protection follows the path the Ranger travels, as opposed to being a static rectangle; thus if the Ranger follows a winding course, the area of protection is similarly winding. In this manner, the Ranger can lead others to safety through dangerous woodlands.

Restore Animal

Tier: Second

Concentration: 1 round

Range: Touch

Duration: Permanent

Area of Effect: One animal

Classification: Healing, Animal

By virtue of this power, a Ranger is able to bring an injured animal back from the brink of death (up to -10 HP.) Additionally, if the animal has been mutilated in some way that caused the animal to lose one or more appendages, the truncated stump immediately heals over and the missing limb(s) slowly regenerates over a period of 2d4 weeks. Also, like in Heal Animal, any disease the recipient animal might carry is cured. This power costs 5 spiritual points per hit die of the animal. As in Heal Animal, the Ranger must have sufficient spiritual power to invoke any curative action on the animal. The animal recovers one hit point per hour once the invocation is cast.

ing limb(s) slowly regenerates over a period of 2d4 weeks. Also, like in Heal Animal, any disease the recipient animal might carry is cured. This power costs 5 spiritual points per hit die of the animal. As in Heal Animal, the Ranger must have sufficient spiritual power to invoke any curative action on the animal. The animal recovers one hit point per hour once the invocation is cast.

(Continued from page 154)

campment was in chaos as the powerful warhorse kicked its way through the party of brigands. Ferric nodded with admiration as his horse trampled the Cavalier's tormentor under heavy hooves until the

(Continued on page 170)

Restore Plant

Tier: Second

Concentration: 1 round

Range: Touch

Duration: Permanent

Area of Effect: One plant

Classification: Healing, Plant

Spirit Cost: Varies

This power functions in a similar fashion as Restore Animal. This power is particularly useful in re-rooting large trees that have been uprooted. Additionally, this power can restore a tree that has been chopped down, provided that the Ranger intervenes within two hours of the tree being felled. For the latter use, the at least 35% of the original tree's mass must be recovered by the Ranger, or else the tree recovers as a seedling of equivalent mass to the recovered remnants.

Sensory Enhancement

Tier: Second

Concentration: 1 round

Range: Internal to the Ranger

Duration: 1 turn per level

Area of Effect: 1// radius per level

Classification: Enhancement

Spirit Cost: 32 Points

By using this potent power, the Ranger's normal senses are supernaturally enhanced. While the power of Tracking Enhancement is in force, the Ranger gains the benefit of Infravision, ultravision (can detect ultraviolet emissions), and low-light vision (as per elves). The power allows the Ranger to detect radioactive sources. The power also confers to the Ranger the benefit of sense presence, as per the Changeling race. Additionally, The Ranger's tracking and hear noise proficiency are boosted by 3% per level of the Ranger. It should be noted, however, that the Ranger stands out as a virtual beacon to any individual employing sense presence or any power that detects spiritual forces.



Stone Armour

Tier: Second

Concentration: 5 segments

Range: Self

Duration: 1 turn per level

Area of affect: The Ranger

Classification: Defence, Elemental Earth

Spirit Cost: 9 Points

Rangers usually avoid any armour that is composed mostly of metal, and many of the more powerful Rangers have turned to the strength of stone to offer protection from attacks.

When invoked, whatever clothing or armour the Ranger is currently wearing becomes much stiffer as if made of stone. Interestingly, this extra stiffness does not hinder movement. This stone armour results in a +4 AC bonus for the Ranger. This armour does not stack with itself or any other of the Ranger's armour spells.

Survive Extremes

Tier: Second

Concentration: 1 round

Range: Internal to the Ranger

Duration: 1 hour per level

Area of Effect: 2// spherical volume around Ranger

Classification: Defence

Spirit Cost: 30 Points

Calling upon this power enables a Ranger and his or her associates to withstand the extremes of the environment. This power will protect its recipients from thermal damage in a range of -20 to +130 degrees F°. The protection also neutralizes wind currents up to 90 miles per hour. The power's beneficiaries can withstand pressure ranges from 0.5 to 3 atmospheres without any side effects.

As long as the environmental conditions do not violate the parameters of the power's protection, the recipients remain unharmed. However, the Ranger and his beneficiaries take one hit point of damage per round per 3 degrees above 130 or below -30 (unless they are clothed appropriately). Additionally, the power's recipients take 1 hit point of damage per .1 atmospheres above 3 ATMs, and take 2 hit points of damage per round per .1 atmospheres below .5 ATMs. If the wind conditions exceed 90 mph, the Ranger's protection is completely overwhelmed and the party takes normal damage.

Verdant Fortification

Tier: Second

Prayer: 1 round

Range: Line of Sight

Duration: 1 hour per level

Area of Effect: 100 square feet per level

Classification: Plant, Defence

Spirit Cost: 30 Points

There are several uses for this power, all of them defensive. The Vegetative Fortification strengthens trees and shrubs, and causes their twigs, leaves, and branches to intertwine, creating a solid surface of wood and foliage. The Ranger can shape this manifestation as a wall, a dwelling, or a geometric shape (circle, square, etc.) As a dwelling, the Ranger gains the benefit of a roof and a front door. All temporary fortifications have AC(0), and have equivalent strength to a Mathematician's Geometric Shield.

While the power can certainly be used to block paths or to create temporary housing for a travelling Ranger. She may also use this power to strengthen a stand of trees against the lumberjack's axe, or to form a temporary jail for a Forest Foe.

Verdant Gateway

Tier: Second

Concentration: 7 segments

Range: Touch

Duration: 1 jump per level

Area of Effect: Ranger and up to four individuals

Classification: Plant

Spirit Cost: 30 Points

When the Ranger and his companions need to get away in a hurry, the Ranger can call upon the trees to form a gateway, al-



lowing for a hasty departure. When the power is invoked, the Ranger touches the tree (while at the same time his companions touch him). The Ranger dissolves into the tree's heartwood, and he emerges from another tree up to 30// away. The Ranger can choose a direction for the jump, but if no tree is available in that direction, the Ranger materializes next to a tree in a random direction.

Once he and his companions have emerged, the Ranger has exactly one round to decide whether to remain at the new location or to jump again. To cease jumping, the ranger need only remove his hands from the tree. The ranger can jump

Wanderlust

Tier: Second

Classification: Charm

Range: Line of Sight

Duration: 1 round per level of the Ranger

Area of affect: 1d4 +1 targets in a 2// cube

Concentration: 5 segments

Spirit Cost: 10 Points

When invoked, the Ranger implants an image of a far-off realm of beauty and mystery in the victims – the illusion moulds itself to suite the minds of those affected. Targets must make a save versus sleep/charm or wander away from the battle for the power's duration. Creatures with Intelligence less than 3 or greater than 15 get a +2

bonus to this saving throw.

Note that those affected will actively seek out this mysterious land, even if it means fighting off friends who try to stop them. However, the spell's victim will generally not try to harm anyone unless doing so is the only possible way they can begin their quest for this imagi-

nary realm. If attacked, the victim will only take limited defensive measures while continuing to wander away.

This power will affect most creature types except for Undead and Constructs. If a creature with nearly no intelligence, such as slime, is affected, it is often shown a safe, dark place



Third Tier Invocations

Requirements: 9th level. Faith Check to activate. Spells use Spirit Points.

Anathema

Tier: Third

Concentration: 3 segments

Range: Touch

Duration: Permanent

Area of Effect: 1 person

Classification: Benedictions

travel to 1/2 normal. Furthermore, so long as the recipient of Anathema intrudes into forested regions, he loses 1 hit point per hour due to being bitten by insects (although warding songs available to Wishesingers may prevent this form of attack.) In desert regions, the bearer of the Mark will be attacked by a snake, scorpion, or other poisonous creature at least once per hour. In aquatic regions, the bearer of the mark attracts leeches and piranhas. The bearer of the mark is safe only within cities.

The mark of Anathema is visible to those implementing See into Spirit Plane, and the significance of the mark will be known to the user of this power. Additionally, any Ranger viewing the bearer of Anathema has a 5% chance per level to detect that this



person bears the mark of Anathema even if no detection powers are used.

The mark of Anathema can be removed only by a few ways:

- By the same Ranger that summoned the Mark (no SP cost)
- Another Ranger at least one level higher (costs 40 SP)
- By a Priest using Dispel Magic (contingent on true remorse, backed up by deeds, of the anathematized individual.)
- A Gunslinger's or Necromancer's ability to remove Marks.

If the optional "Clergy of other Faiths" rules are used, then the Mark can also be removed by a Dommalon Wayfinder.

Control Stampede

Tier: Third

Concentration: 7 segments

Range: 10// radius per level

Duration: Varies, see below

Area of Effect: 10 animals per level

Classification: Charm, Animal

Spirit Cost: 30 Points

By calling upon this power, the Ranger is able to bring an a stampede of wild animals (typically cattle) to a grinding halt. Any livestock caught within range will immediately stop moving, and will remain in place

Control Floods

Tier: Third

Concentration: 1 round

Range: 7// per level

Duration: 1 hour per level

Area of Effect: 20// radius per level

Classification: Elemental Water, Earth

Spirit Cost: 50 Points

By using this power, the Ranger can quell flooding in a limited area by making the ground able to absorb more water. So potent is this power that any surface can be made to absorb water, even solid stone. The Ranger can reduce the flood waters by one foot per level. Areas outside the area of effect may still be flooded, but the region inside the power's reach remains mysteriously unflooded. Excess water will gradually evaporate, with looser material drying out more quickly than denser strata. The table that follows describes the drying time for the vary-

Table: Drying Time for Control Floods	
Drying Time	Soil Type
Four days	Sandy, common to very dry deserts and coastal regions
One week	Gritty and rocky soil, composed of some humus and many sand or silt sized particles
Two weeks	Normal soil, typically found in very fertile, temperate regions.
Three weeks	Clay, no sand-sized particles; soil can be shaped with bare hands and has few rocks. Soil colour is usually
Six weeks	Stone, with little organic materials present. Common to recent volcanic intrusions and very high mountain-
Four months	Metal, or artificial. Man-made asphalt, stone, metal, or plastic landscapes, such as large parking lots.

Of course, if the affected area is flooded again before the drying time is complete, the ground cannot be forced to absorb extra moisture yet again. In this case, the invocation will fail.

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until the herd's owner comes to claim the animals. A herd owner is typically a rancher, herder, farmer, or cowboy type. To successfully charm the out-of-control beasts, the herd must fail a save versus sleep/charm. This save is based on saving throw properties of the alpha male or herd leader, and is modified by +1 for every 20 animals in the herd.

If the Ranger knows of the herd's origin, he or she can direct the livestock back to where they came from. If this route is opted for, the animals will mindlessly follow the Ranger until he arrives at the herd's point of origin. If the distance to the herd's point of origin is vast, the Ranger must expend a

Create Firewall

Tier: Third

Concentration: Two rounds

Range: 1// per level

Duration: Two turns per level

Area of Effect: 1 person per level

Classification: Elemental Fire

Spirit Cost: 40 Points

By calling on this power, the Ranger is able to empower himself and others to control forest fires. Those affected by the Ranger's power generate an invisible fire barrier 2// wide. As the recipients of the power move, the fire barrier extends along the path of their movements. Each 20// length of fire barrier has a 5%

chance per level of the Ranger of withstanding even the harshest of forest fires. The fire wall can be extended for 2 turns per level of the Ranger, while the fire wall itself remains in force for 1.5 hours per Ranger level. Regardless of the success of the firewall, the recipients of the power are immune to fire damage so long as the Ranger's power is in effect.

Death Cloud

Tier: Third

Concentration: 6 segments

Range: Line of Sight

Duration: 1 round per level

Area of affect: 5// diameter sphere about target

Classification: Combat, Elemental Air

Spirit Cost: 20 Points

This power creates a wispy, sickly greenish-grey cloud of deadly and corrosive fumes formed of the gases in dismal swamps. All caught within the cloud, including Undead and Constructs, take 1d10 + 1 points of damage per round. Creatures that don't breathe can still take normal damage since the gas eats away at their skin, though Elemental and extra-planer creatures might not be affected. All within the cloud have a 50% chance that any spiritual power they try to use will fail because of spasms of coughing and choking.

Note that the cloud is heavier than air and will thus flow down tunnels. Additionally, it is combus-

tible. Any flame that is torch-size or larger if placed within the cloud will consume the fumes in one round and deal all within it 4d6 points of fire damage from the resulting blast. Wind and weather effects can also move or dissipate the cloud.

Foresee Earth-quake

Tier: Third

Concentration: 1 turn

Range: Internal To The Ranger

Duration: Special

Area of Effect: 1 mile radius

Classification: Divination

Spirit Cost: 20 Points

This power expands the Ranger's intuition, enabling her to have advanced knowledge of an upcoming earthquake. The more severe an earthquake, the more warning the Ranger gets. The table below displays the amount of foreknowledge the Ranger receives with respect to earthquake severity.

Although this power does not give the Ranger the ability to foresee the invocation of spells and powers that can artificially cause earthquakes, it does give the Ranger the opportunity to block the execution of such spells. If a spellcaster is in

**Table: Foresee Earthquake**

Earthquake	Richter Scale	Advance Warning
Mild tremor	1.0 - 2.9	1d10+10 rounds
Moderate	3.0 - 4.9	1d4 hours
Severe	5.0 - 6.9	2d6 days
Colossal	7.0 - 7.9	2d4 weeks
Catastrophic	8.0 - 8.9	1d6+3 months
Deadly	9+	4d6 months

H *Heal Land*

Tier: Third

Concentration: One hour (Ceremony)

Range: Internal To The Ranger

Duration: Permanent

Area of Effect: ½ mile radius per level

Classification: Healing, Plant, animal

Spirit Cost: 90 Points

Humanoid Undead are not affected. While the invocation is marked as "Ceremony", it does not take place in a church or temple, but instead at the site of the ruined land.

This power is especially useful in North Point, where the poisonous Dani-Thun River perpetually spews toxins into the ground water. The Heal Land must be used every few month to prevent a patch of land exposed to the Dani-Thun from being retoxified. This phenomenon is true of any land that has been restored, but borders a source of perpetual pollution (such as a landfill, an abandoned nuclear reactor, or a toxic waste dump.

This power is similar to the Ranger's power New Growth, except it has a much wider area of effect. Additionally, this power has the ability to purge poisons and pollutants from the air, water, and land within the area of effect. If the affected land is populated by sickened, injured, or mutated plants or animals, such creatures are restored and made whole by force of this power. Undead animals are not restored to life, but are driven from the affected land as if by a one-time use of a Shaman's Rebuke Undead (the Ranger, in this case, functions as a Shaman of equal level).

K *Killing Frost*

Tier: Third

Concentration: 4 segments

Range: 20//

Duration: Special

Area of Effect: Special

Classification: Elemental Air

Spirit cost: 20 Point

Rangers are keenly aware of one of the most potent aspects of Nature - Winter, the time of snows, deadly frost, hunger, and death.

This power calls forth an aspect of Winter, and Rangers often find a sense of poetic justice in using this tool of Nature against her enemies. When invoking this power, the Ranger may inflict up to 10d6 points of cold damage divided any way the Ranger chooses among up to 10 different targets, freezing them with ice and snow where they stand. The victims get a Save vs. System Shock for half damage. Additionally, all victims of this spell go last in the next turn's initiative as they try to shrug off the numbing effects of Winter's deadly touch.

Note that this power can also be used to flash-freeze an area instead of directly targeting individuals for damage. If used in this fashion, this power can freeze and ice-coat 1 cubic foot of volume per level of the Ranger. This is particularly useful against plants, swarms of insects, and other such creatures that will be seriously damaged if frozen unexpectedly. The area that is affected by this power will remain in a perfectly frozen state for 1 turn per level of the Ranger and then begin to thaw out as normal.



Modify Weather

Tier: Third

Concentration: 1 turn

Range: Internal To The Ranger

Area of Effect: 1 mile radius per level

Duration: 1 day

Classification: Elemental Air

Spirit Cost: 75 Points

Possibly one of the most potent of the Ranger's repertoire of powers, this supernatural gift enables the Ranger to alter the weather within sphere (1 mile radius per level) centred on the Ranger. This power enables the Ranger to modify any aspect of weather (precipitation, temperature, or wind) by one point per two levels. It should be noted that this power can also influence unnaturally created weather, such as the small scale weather effects invocable by Wish-singers (refer to the willpower resistance table for determination of success.)

Of course, certain weather combinations will not be possible. For instance, precipitation in the form of "flakes" (i.e. snow) will not be possible if the temperature is "Super-arid"; it will be rain instead. And while a Ranger could, in theory, make it rain or snow from a clear sky, it is doubtful she would ever do so, as that would be unnatural, and Rangers guardians of the natural.

Table: Control Weather

Temperature	Cloud Cover	Precipitation	Type of Precip	Wind	Direction
Subarctic (-20 to 0)	None	Dry	Liquid	None (0)	North
Arctic (0 to 32)	Wispy	Humid	Liquid	Faint (1-4)	North East
Cold (33 to 45)	Partly cloudy	Mist	Slush	Gentle (4-8)	East
Cool (45 to 55)	Mostly cloudy	Drizzle	Slush	Breezy (8-15)	South East
Mild (55 to 70)	Overcast	Light precipitation	Solid	Windy (16-24)	South
Warm (70 to 90)	Darkly overcast	Steady precipitation	Solid	Gusty (25-32)	South West
Hot (90 to 110)	Deep dark overcast	Downpour	Flakes	Gale (33-44)	West
Super-arid (110 -135)	Day is like night	Cats & dogs	Flakes	Gale+ (45-60)	North West

Pestilence Warding

Tier: Third

Concentration: 1 round

Range: Internal To The Ranger

Duration: 2 hours per level

Area of Effect: ½ mile radius per level

Classification: Animal

Spirit Cost: 65 Points

This power functions in a similar manner to the Wishsinger's Song of Insect Warding, except the

area of effect is appreciably wider. When calling on this power, the Ranger must specify what type of insect he or she wishes to set a ward against. While the power is in force, insects of the type specified are held at bay at the periphery of the warding sphere. Targeted insects already within the area of effect are quickly driven away to the periphery by the force of the Ranger's power. If more than one type of insect needs to be held at bay, the Ranger can specify additional insect names for repulsion at a cost of 10 spiritual points per additional species.

Plague Strike

Tier: Third

Concentration: 5 segments

Range: Centred on the Ranger

Duration: Special

Area of affect: Special

Classification: Death Magic

Spirit Cost: 20 Points

All Rangers know that nature can destroy life far better than man, and this power is a chilling illustration of that concept. This power creates a



thin film of plague-ridden slime upon the Ranger's melee weapon. When the Ranger makes his next successful melee strike on a victim, the target must make a successful Save vs. Poison or become infected with a Bloodstream Infection - a Serious Disease. Note that if the victim was struck with a piercing or slashing weapon, they get a -2 penalty to their saving throw because the disease had a chance to enter the bloodstream. This power has no effect on Undead, Constructs, or creatures with vastly different physical characteristics from humans, such as slime, crystal monsters, and so on.

Additionally, infected victims immediately take 3d6 points of damage and are unable to attack the next round as their body and mind are in a state of shock when they are first exposed to the disease.

Note that the blighted film on the weapon is dispersed in the first successful hit, and striking a target with this power more than once has no additional effects. If the Ranger does not strike a target within 1 hour of casting this spell, the plague slime fades away. Diseases gained in this fashion can be cured as normal.

Pristine Order

Tier: Third

Concentration: 8 segments

Range: Line of sight

Duration: Instant

Area of Effect: 5 lb. per level

Classification: Physics

ough Undo Alloy (with functional penalties doubled). On other items, like leather goods, revert to cut strips of leather (which could leave the victim naked, if all he's wearing is leather armour.) Preserved food becomes organic fertilizer. Shirts and pants become unstitched and the fabric unravels. In the event of synthetic fabrics, the material degenerates into an oil-based glop. A stone statue could be turned back into a boulder. Basically, any man-made, or man-crafted item can be turned back into its root material. Items targeted get an item save versus harmonics for negation, while consecrated items have a +1 save per degree of enchantment.

One side effect of this power is that it can be used against Undead to convert the creatures back into corpses. Technically, the power only functions against non-living matter. Undead are certainly unliving, but sometimes exude the properties of life (i.e. locomotion, thought, etc.) And since Undeath is almost always cause of man (via Scaxathrom Priests, or evil Shamans) this power can undo that magic. In this case, the targeted Undead creature must have equal or fewer Willpower points than the Ranger, and the creature must fail a save versus system shock at a +4 bonus. If the Ranger's invocation is successful, the Undead creature is reduced to a dried up pile of bones.

Some machinations were never meant to be. And in those cases, the Ranger is able to undo the crafting of man and restore an item to its previous, un-worked state. Used on metals, it functions as a more thor-

Rat Plague

Tier: Third

Concentration: 1 round

Range: 1 mile

Duration: 1 hour per level

Area of Effect: Summons a 5// radius cluster of rats

Classification: Animal

Spirit: 60 Points

The Ranger often uses this power to punish the dwellers of the cities, especially if some harm has come to nature from the people therein. The Rat Plague causes the vermin to emerge from the city gutters, alleyways and basements. The rats swarm in a fifty foot radius and surge through the streets biting and chewing all the people they meet.

The pack moves through the streets at 18// per round, and any person unfortunate enough to become enveloped by the rodent horde suffer 2d6 damage per round plus a disease. The pack is very hard to destroy - usually only widespread fire will stop it. In addition to the damage to people, any wooden buildings take 1d4 structural points; vendor carts and wagons are utterly destroyed. Strangely enough, only people, wooden buildings, and wagons are targeted by the rats, not horses, cattle, or livestock.



Ruin Road

Tier: Third

Concentration: 1 round

Range: Touch

Duration: Instant

Area of Effect: One road, bridge, or tunnel

Classification: Plant

Spirit: 50 Points

The bane of the city folk, Ruin Road causes scrub brush, weeds, roots, and grasses to erupt from the surface of any paved or unpaved road. It can cause roots to burrow through the ceiling of any tunnel, and it can cause thick vines to wrap around the load bearing members of a bridge to drag it down. While this invocation is primarily used in acts of terrorism against the city folk, sometimes terrorism is the last resort of a Ranger who must defend her forest, grassland, or desert from encroachment.

This invocation inflicts one structural point of damage against any man-made conveyance (i.e. road, tunnel, or bridge). Cobblestone roads can be assumed to have one structural point per 2// x 1// area, paved roads have a structural point per 2// x 4// area, while gravel or other unpaved roads have a structural point per 2// x 10// area. For damaging tunnels, each 1// length should be assumed to have 10 structural points, unless overruled by the Game Master. A bridge should be

assumed to have 5 structural points per 1// length, unless overruled by the Game master.

Of course, one does not have to completely destroy a bridge or tunnel to wreak havoc. Most bridges and tunnels are fairly ineffective with a ten foot section missing. The affected structures get a save versus harmonics in order to avoid damage. Supernatural or consecrated conveyances get a +1 to the item save per level of enchantment.

Summon Nature's Army

Tier: Third

Area of Effect: ¼ mile radius per level

Concentration: Two rounds

Duration: One turn per level

Range: Internal To The Ranger

Classification: Summoning, Animal

Spirit Cost: 45 Points

By using this power, the Ranger is able to call the indigenous animals of the forest to aid him in time of great need. By invoking this power, the Ranger's call for help is heard by all animals within a 1/4 mile radius per level of the Ranger. For each level the Ranger has attained, six hit dice worth of animals will respond. The type of animals that show up depends completely on the terrain in which the power was invoked. For example, if the Ranger uses this power in the desert, he should not be

surprised when his army turns out to be a motley assortment of reptiles and scavenger birds. The army of animals arrives in three waves. The first wave arrives in 1d4+1 rounds after being summoned. The second wave arrives in 3d4 rounds, while the final wave arrives in 6d4 rounds.

The animals that respond will always have at least one hit die, but not more hit dice than the Ranger. Animals of INT(3) or more will tend to retreat once their hit points fall below 25% of normal. While the power is in force, the Ranger can direct the summoned animals in combat, commanding them what to do. The Ranger cannot, however, force an animal to perform an obviously suicidal manoeuvre. Only in the most direst of cases, when the Ranger's domain is about to be overrun by Undead, mutants, or despoilers, will the animal army fight in a suicidal fashion (this is an exception to the usual rule that a Ranger's allies will not fight to the death.)

When the power ends, the animals will gradually break off combat at rate of 2 hit dice (or one animal, whichever is greater) per round. If combat ends before the area of effect, then the animals will disperse when the fighting ends. If the Ranger dies in combat, the animals must immediately make a moral check or else disperse the



following round. Should the first moral check succeed, the animals must make a moral check of each successive round of combat with a cumulative -1 penalty. Finally, it should be noted that this power can be used only once per week, else the area of effect would be at risk of depopulation. This power affects only natural animals; Undead, alien, or mutated animals are not affected by this power.

Turn Tidal Wave

Tier: Third

Concentration: 5 segments

Range: 10// per level

Duration: 1 turn per level

Area of Effect: Two people per level

Classification: Elemental Water

Spirit Cost: 40 Points

By drawing upon this power, the Ranger is able to imbue himself and others with the ability to withstand the force of the tallest tidal waves. This power functions in a similar manner as Create Fire Wall – as those chosen by the Ranger travel, an invisible barrier is erected in their wake. As with Create Fire Wall, each 20// segment of the barrier has a 5% chance per level of the Ranger of withstanding the tidal onslaught.

It should be noted that the execution of this power requires

that the Ranger and his chosen associates face the looming tidal wave, functioning as nodes connecting the sections of the barrier together. If the participants of the warding get careless in the positioning of the nodes (i.e. more than 20// separate two individuals in the node network), a gap may exist in the shield, allowing flooding, but the overall effect of the spell will remain intact (akin to leaving a window open a crack while driving through a car wash.) Those participating in the warding are not harmed by the tidal wave's force, even if the warding completely fails. In other words, they will not be crushed by the pressure or kinetic energy of the tidal wave. A swimming proficiency might be handy, though.

Animal Empathy

This power takes 2 segments to activate and has an initial potency of 20% and increases at the rate of 2% per level. This power enables the Ranger to establish an empathic link with an animal. This power enables the Ranger to know the current thoughts, feelings, and drives of the target animal. Moreover, if the Ranger is of third level or greater, the Ranger may attempt to control the animal. This can be accomplished by successfully establishing an empathic link and subsequently matching

the Ranger's Willpower against the animal's Willpower and Hit Dice.

In the event of a Changeling Ranger of a Ranger with the innate power Empathy, ½ of the racial/innate empathy percentages can be added to the Ranger's Animal Empathy potential.

Against human foes, ½ of the Ranger's Animal Empathy percentages can be used as Empathic Resistance, but not for means of empathic communication or probing.

The power, once invoked, lasts for as long as the Ranger concentrates, or until the animal is farther away than 10// per level of the Ranger, whichever occurs first. To establish an empathic link with an animal, the creature must be within 5// line of sight of the Ranger

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thief was a twitching bloody mass.

With a strong kick, Pathfinder shattered the wooden cage. Ferric, freed now, ran his Sunblade through the remnant highwaymen until the encampment had become an orgy of death.

The young Cavalier collected his gear, polished up his armour and continued on his way. Next time, Ferric thought, regarding the Abben Mort worshippers, those highwaymen cowards, I'll stab first and ask questions later.

• •



T he Forest Friend

A Forest Friend is a Ranger of very rare faith and dedication. When a Ranger becomes a Forest Friend, he or she is made responsible for the balance and well-being of all life – both plant and animal – in a wide geographic region, such as a specific forest, grassland, or desert.

- **A Forest Friend knows his land**

A Forest Friend will never get lost in his own territory. Spells or powers that cause directional confusion will not prevail against a Forest Friend. Moreover, attempts to surprise or backstab a Ranger of this status will also end in failure.

- **A Forest Friend is aware of life-presence**

Simply by concentrating, a Forest Friend can know the emotional and physical status of any plant or animal native to the territory under his care. Indeed, without concentrating, the Forest Friend is aware of the intensity and vigour of all life under his care; this awareness is best described as being able to hear a song of immense interleaving, complexity, and beauty – a song that resides in the background of the Ranger's awareness that never repeats or grows tiresome, but instead carries in its harmony all the grace and beauty of life.

- **A Forest Friend's Henchmen live long lives**

When a Ranger becomes a Forest Friend, his or her animal henchmen will live at least as long as the Ranger, even if the animal's normal lifespan would indicate otherwise. In essence, the animals stop aging when the Ranger attains Forest Friend status and only begin to age again when the Forest Friend dies.

- **A Forest Friend is immune to most diseases**

A Ranger, drawing strength from coexistence with nature, is protected from all physical illness by that by that same coexistence. The effect of this is that the Ranger has a 70% resistance to all natural diseases and resists supernatural (accursed) diseases at a rating of 35%.

- **A Forest Friend can call out to other Rangers.**

Should a Forest Friend be in the dire need, he or she can call out across the known lands for other Rangers to come and aid. This is a silent, yet beckoning call that is heard only in the minds of the recipient Rangers. The range of this call is 50 miles beyond the Forest Proper per level of the Forest Friend. It is conceivable that a powerful enough Forest Friends' awareness in this capacity might span the

entire known world.

- **A Forest Friend's spiritual abilities are extended**

After a Ranger attains the mantle of Forest Friend, he or she soon discovers that the area of effect and duration of all of the Powers are doubled. This is especially beneficial for such powers as Turn Tidal Wave and Heal Land.

- **A Forest Friend can maintain Law**

Should the laws of nature be threatened within the Forest Proper, the Forest Friend can attempt– by willpower – to force back or neutralize chaotic or destructive supernatural forces.

In effect, the Forest Friend can force spirit combat against any entity using chaotic or necromantic powers at +4 to Willpower.

- **A Forest Friend may never leave the Forest Proper.**

Should a Forest Friend leave his protectorate for more than one full year, he or she forfeits the title or Forest Friend and becomes once more simply a Ranger. It is only possible to regain status as Forest friend if the Ranger completes a dangerous quest that directly benefits nature, gains one level of experience, and gains one point of Faith.

**Table: Ranger Faith Matrix**

Faith	Spirit Points	Notes
1-9	2	No special modifiers for this range of faith.
10-11	3	
12	4	
13	5	+5% bonus to Animal Empathy rating
14	6	Can heal 1d4 hit points in plants or animals without expending spiritual points.
15	7	+7% bonus to Animal Empathy rating. +1 bonus against natural poisons.
16	8	+10% bonus to Animal Empathy rating. Can heal 1d6 hit points in plants or animals without expending spiritual points.
17	9	+15% bonus to Animal Empathy rating. +2 bonus against natural poisons.
18	10	+20% bonus to Animal Empathy rating. Can cure a plant or animal disease one per day. Can heal 1d8 hit points in plants or animals without expending spiritual points.
19	11	Animals must make morale check to attack Ranger. +3 bonus to natural poisons. Can heal 1d10 hit points in plants or animals without expending spiritual points.
20	12	1d3 additional animal henchmen. Can heal 1d12 hit points in plants or animals without expending spiritual points. Can cure a plant or animal disease twice per day.
21	13	1d6 additional animal henchmen. Can give 1d20 healing to plants or animals without expending spiritual points.
22	14	+30% bonus to Animal Empathy rating. Detect Forest Foe is always on without expending spiritual points. Ranger gains 1d10+1 additional years of life.
23+	15	Ranger achieves the Status of Forest Friend, resulting in, among other things, a 6d20 year extension of life so long as the Ranger remains true to his class.



Shaman

Spell Acquisition

A 1st level Shaman starts off with four 1st Tier spells. Upon gaining levels, he or she automatically gains an additional spell. The Shaman can always research sigils independently or through trading spells with other members of the Shaman class. In this case, use the "percent chance to learn spell" as indicated by the character's Intelligence.

A Word about Tokens

Tokens are items gleaned from plants and animals; an eagle's pinion feather, a boar's ear, a panther's claw, a shrunken apple, and clover are all fine examples of tokens. While these items have no power in themselves, they represent to the Barbarian and Shaman properties they themselves would wish to possess. Tokens function as physical representations of abstract concepts.

The use of tokens in conjunction with rituals and invocations has become intricately intertwined in the Barbarian cultures; so much so that all supernatural ability checks are made at -4 if the appropriate token is not available, and at -6 if no tokens are available at all.

Using Sigils

Sigils, put quite plainly, are simple linear drawings meant to convey some symbolic meaning. There is no power whatsoever in the sigil itself, the real power comes from the Shaman's God. Like tokens, the use of sigils has become interwoven into the Barbarian culture. Should the Shaman need use of a spiritual ability but is incapable of using the appropriate sigil, the supernatural ability check is made at -5. This is cumulative with penalties for missing tokens mentioned above.

Aspects of the Dragon

Aside from the use of sigils and tokens, the Shaman has one other aspect to his supernatural abilities that the Barbarians do not share. The Dragon, a terrifying and powerful beast which has never been seen, is a distinct part of the Shamanic beliefs. Believing that the Dragon is closely tied to the physical forces of the world, more than a few Shaman have declared that: "The Dragon is everywhere, the Dragon is everything."

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Whether the Dragon actually exists is yet unknown. But belief in the Dragon is ancient and long lived in the oral traditions of the Barbarian culture. Even those few Barbarian clans whom have accepted the True One, still, in their own way, give nodding recognition to the Dragon. Sometimes viewed as a stumbling block and as a pagan carryover, The Dragon is still revered, even if it is no longer worshipped.

The power of the Dragon is generally more powerful than those granted by tokens and sigils. However, just as the powers are greater, so are the requirements. Powers of the Dragon require more Spiritual Points and usually require an expenditure of Constitution.

After calling upon the power of the Dragon, lost Constitution is regained at the rate of point per week. Should the Shaman make a Call to the Dragon that puts him in a negative Constitution state, the Call will still function, but the Shaman will then be thrust into a comatose state for one week per point of negative Constitution. Additionally, the Shaman is obviously less resistant to disease while unconscious (all saves versus disease are treated as if the Shaman possess one point of Constitution),

When consciousness is regained, the Shaman may not call upon the Dragon again until at least 75% of normal Constitution is regained.

Spell Acquisition

A 1st level Shaman starts off with four 1st Tier spells. Upon gaining levels, he or she automatically gains an additional spell. The Shaman can always research sigils independently or through trading spells with other members of the Shaman class. In this case, use the "percent chance to learn spell" as indicated by the character's Intelligence.

Shaman Tier Access

Tier of Sigil	Character Level			
	Faith <=16	Faith 17 - 18	Faith 19 - 20	Faith 21+
First	Level 1	Level 1	Level 1	Level 1
Second	Level 3	Level 3	Level 3	Level 3
Third	Level 6	Level 5	Level 5	Level 5
Fourth	Level 11	Level 10	Level 8	Level 7
Fifth	Level 16	Level 15	Level 11	Level 9

All invocations require a successful Faith check.

Sigil of the Fire Hand

Tier: First

Prayer: 5 segments

Token Used: Large thorn

Area of Effect: One person or creature

Range: 3// per level, line of sight

Duration: Instantaneous

Classification: Fire

Spirit Cost: 6 points

This grim sigil summons a fist-sized ball of crackling red fire to appear in the hand of the Shaman. With the thorn (the token), she must pierce the palm of her hand (this is insignificant damage, and does not merit even a hit point of damage) and use her other hand to smear the blood into the shape of the Sigil. Once done, blood-red fire erupts within the boundary of the sigil.

This flame can illuminate like a torch, but is most often thrown at a combatant. As a missile weapon, it inflicts 1d6 damage per three levels of the Shaman's experience. The Shaman uses her own missile BACh score for targeting, but also gains +1 to hit per three levels of experience. Once the Sigil is drawn, the Shaman does not have to keep poking herself with the thorn, but would have to pay an additional 6 SP to hurl another fireball. The Sigil washes off with water.



S *igil of the Field Mouse*

Tier: First

Prayer: 7 segments

Token Used: Hair clipped from an adult mouse

Area of Effect: One person

Range: Touch

Duration: One turn per

This sigil functions in a manner similar to Sigil of Improved Hearing except that the Stealth rating, not Hear Noise, is increased by 3% per level of the Shaman.

S *igil of Fire Seal*

Tier: First

Prayer: 1 hour

Token Used: A vial of ash

Area of effect: 1 doorway, chest, book, etc.

Range: Touch

Duration: Permanent

Classification: Defence

With this Sigil, the Shaman traces out a series of runes upon a doorway, chest, book, or some other object that he does not wish to be opened. He then speaks a Command Word, and only those who know this word may then open the Sealed ob-

ject without penalty. A Shaman is immune to the effects of his own Fire Seal, and successfully opening a Seal does not destroy it. Any others who attempt to break the Seal must speak the Command Word while doing so or the Seal explodes and deals them 1d6 points of fire damage per level of the Shaman (maximum of 10d6 damage) with a Save vs. Area Effect for half damage. The Seal deals damage based upon the level of the Shaman when it was created.

The Fire Seal will appear as a faint series of ash-coloured lines and can only be seen by making a successful Perception Check, Detect Magic or Read Sigils.

S *igil of Healing*

Tier: First

Prayer: 8 segments

Token Used: Pine Cone

Area of Effect: One person

Range: Touch

Duration: Permanent

Classification: Faith Healing

Spirit Cost: 7 points

By the power of this sigil, the Shaman is able to heal 1d6+1 hit points worth of damage. Like the Priestly ability of similar function, this power cannot cure poison or disease, only physical wounds can be treated.

S *igil of High Awareness*

Tier: First

Prayer: 1 round

Token Used: Chunk of amber

Area of Effect: Line of Sight

Range: Internal to the Shaman

Duration: One turn per level

When this sigil is drawn, the Shaman's perception of the visual and spiritual realms are enhanced. For as long as the sigil's power is in effect, the Shaman's innate ability to detect spiritual forces is boosted by 2% per level, while the Shaman's Perception check is increased by +1 for every two levels of experience.

It should be noted that while this sigil remains in force, the Shaman is more vulnerable to being blinded by bright light. The Shaman saves against any light-based attack at -2 for as long as the power is in effect.

Sir Ferric Bleakstone celebrated his 35th year of life the day the Lord of House Bleakstone presented him with the Sunblade, a weapon of craftsmanship and power.

"Use it always in good, never for evil. Use it to destroy the remaining Vampires who once usurped this great Throne."

(Continued on page 182)



Sigil of Illumination

Tier: First

Prayer: 4 segments

Token Used: Clear or translucent crystal

Area of Effect: 1// radius

Range: Touch

Duration: Special

Classification: Elements of Creation

Spirit Cost: 1 point per turn

When this sigil is drawn, the token involved begins to glow softly with a mild amber light, illuminating a spherical region 1// in radius. While this light is sufficient to read by. It has no effect on Undead or other unnatural powers. However, the light does serve to allow unhindered visual ability checks, including combat attacks and parries.

Sigil of Improved Hearing

Tier: First

Prayer: One round

Token Used: Deer Horn

Area of Effect: One person

Range: Touch

Duration: One round per level

Classification: Enhancement

Spirit Cost: 6 points

When this sigil is drawn, the Shaman (or the recipient) gains a greater awareness of the sounds around him; birds' calls are crisper, a wolf's howl more keening, conversations far

away are discernible. The effect of the sigil is that the recipient's Hear Noise skill is boosted by 3% points per level of the Shaman.

It should be noted that for the duration the sigil's power, the recipient is more vulnerable to sound-based attacks (most notably a Wishesinger's attack or a Priest's Rebuke) and is penalized by -2 on all applicable saving throws.

Sigil of Luck

Tier: First

Prayer: 3 segments

Token Used: Willow Rod

Area of Effect: One person

Range: Touch

Duration: One action

Classification: Benedictions

Spirit Cost: 7 points

When the Shaman invokes this power, he is able to enhance the next action of the person he touches. The touch contact must be made using a willow rod. For every two levels of the Shaman, this bonus is equal to +1 (on a 1d20) or +5% (on percentiles) and can be applied to anything -- an attack roll, a saving throw, a Stealth check, etc., so long as the designated action occurs the same round as the touch or the round after.

Sight of the Dragon

Tier: First

Chant: 1 round

Area of Effect: One person or creature

Range: Special

Duration: 1 round

Classification: Divination

Con Loss: 1 point

Spirit Cost: 20 points

The Shaman can call upon this aspect of the Dragon when trying to locate a missing Clansman or ally, or when trying to pinpoint the whereabouts of a sworn enemy. The chance (per level of the Shaman) to locate such a person is determined as follows:

- Chieftain or Chief Shaman 12%
- Close friend; spouse 10%
- Clan member 6%
- Powerful enemy 5%
- Sometimes acquaintance 3%
- Minor enemy 3%
- Met once, anyone 2%
- Only heard of or told about 1%

It should be noted that if the Call is successful, the Shaman is able to view the target of the search and his surroundings in a 2// radius. While the Shaman does not necessarily know where the viewed place is, he will at least be able to



glean a compass direction. Visual acuity very clear in the first 1// of the area around the target and gets generally murky at the periphery.

It should be known that characters of high faith or power (A elder Bishop, a potent Scaxathrom Priest, a strong Paladin, and the like) have some chance of knowing that they are being scried upon. In such cases, the chances of such an occurrence can be calculated by the following formula:

$(\text{Target Lev} * 2\%) - (\text{Shaman Lev} * 1\%)$

If the check is successful, then the target only knows that he is being scried upon, but will not know the source of the intrusion, only a general compass direction.

Sigil of Spirit Masking

Tier: First

Prayer: 6 segments

Token Used: A black pebble

Area of Effect: 1// radius around recipient

Range: Touch

Duration: One round per level (once triggered)

Classification: Defence

Spirit Cost: 18 points

One of the most powerful abilities accessible to the Shaman on this level, this power helps mask the recipient (and those who stand within 1// of the recipient) from spiritual detection. The level of shielding is equal to 10% plus 3%

per level of the Shaman. Thus if the recipient is blessed with this spell by a sixth level Shaman, he would stand a 28% chance of remaining undetected by a seeking spirit, a Crystallin in astral projection, or a Changeling using sense presence.

The start of the sigil's power begins at the will of the recipient, so long as the delay between the bestowing and the calling does not exceed one day per level of the Shaman. Beyond this limit, the sigil will become inactive and not function.

This power does not confer empathic resistance, it only lessens one's spiritual visibility. Note also that against very powerful demons or Angels (Willpower 22 or higher) the shield rating is halved.

Sigil of Splayed Fingers

Tier: First

Prayer: 3 segments

Token Used: Bone Rod

Area of Effect: One person or creature

Range: 10//

Duration: Instantaneous

Classification: Spiritual Warfare

Spirit Cost: 4 points

The bone rod required for the Sigil should preferably be from a predatory animal (such as a wolf), and must be carved to 5" long and 1/8" long (basically the same dimensions as a pencil.) This power specifically targets incorporeal creatures and thus ignores the

Armour Class of those creatures. It inflicts 1d4 (+1 per level) damage to spiritual reserves. Against creatures with physical form, the spell targets the victim's spiritual point reserve, not hit points.

Sigil of Tokens

Tier: First

Prayer: 1 round

Spirit Cost: 6 points

Token Used: (Created by Sigil)

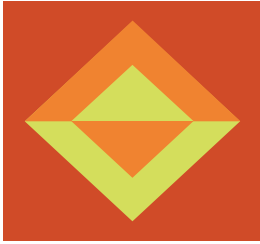
Range: Touch

Duration: Permanent

Area of Effect: One token

Classification: Elements of Creation

This is a simple casting which allows the Shaman to designate collected items as new tokens for himself or for members of his clan. The tokens created in this manner will retain their properties unless specifically deconsecrated or unless the token is consumed by the casting of the sigil for which the token was made.



Second Tier Invocations

Requirements: 3rd level. Faith Check to activate. Spells use Spirit Points, drawn sigil, and tokens.

Sigil of Acceptance

Tier: Second

Prayer: (Ceremony)

Token Used: Clan token

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Benedictions

Spirit Cost: 15 points

This sigil is usually cast only once on a person during his or her entire life. The sigil of acceptance is a formal recognition of membership into a Barbarian clan. Generally this is performed either at age twelve (when Barbarian folk deem children to have become fully sentient) or when a clan member marries outside of the clan (encouraged as a means of expanding the clan and preventing dangerous inbreeding).

For the initiate, accepting the sigil of Acceptance puts him in direct service of the Chieftain and Shaman; he or she must do the bidding of either of these at any time. However, as part of clan membership, the initiate is assured rescue

if captured by enemies and guaranteed revenge should the initiate be murdered.

Treason against the clan is the only thing that can sever the line between himself and his clan. The token used in casting of this sigil is given to the initiate once the ceremony is complete. Typically the token is some valuable object (such as a medallion, earring, ring, or honour blade) richly inscribed with clan and personal sigils.

The final aspect of the Acceptance ritual is acquiring the Clan tattoo. This tattoo can be on any part of the Clansmen's body, but is typically placed on the hand, arm, or shoulder. Each Shaman makes a copy of the tattoo in the Clan's Book of Life, and is also copied into the Clan Registry (located in Caldeni, and is used to help identify Clansmen who have been murdered or otherwise have been found dead while carrying no other identification.) The tattoo glows under the effects of a See Into Spirit Plane invocation or similar power (it glows black if the person is an outcast due to treason.)

Sigil of Calming

Tier: Second

Prayer: 3 segments

Token Used: Dried cluster of poppies

Range: 3// per level

Area of Effect: One person

Duration: One round per level

Classification: Sleep/Charm

Spirit Cost: 16 points

A devious little power, a Barbarian Shaman using this sigil can force an unsuspecting person into a stupor or false sense of security. The effect of this sigil is simple: any sentient, physical creature targeted must save versus sleep/charm or else temporarily lose -1 on their Perception checks for each level of the Shaman. Moreover, if the affected person tries to attack the Shaman's party, he or she can do so at -4 to hit and damage because the target lacks the emotional intensity necessary for truly ferocious combat.

Used for medicinal purposes, this sigil can arrest an instance of insanity. The insanity sufferer does not incur the combat penalties mentioned above. However, since the broken mind often resists repair, the target of this sigil must fail a save versus sleep/charm for the sigil to be effective.

This sigil can also negate the effects of a fear aura or similar power/spell for the normal duration of the sigil. Thus, if the party is fighting a Class D summoned demon (which radiates fear), the Shaman can target one combatant with this sigil, and thus allow the target to fight the summoned demon without fear-related penalties for one round per level of the Shaman. In this instance, the target must willingly fail the saving throw.



S *igil of Elemental Arrows*

Tier: Second

Prayer: 1 round

Token Used: Varies

Area of effect: The Shaman

Range: 20//

Duration: 1 round per 2 levels of the Shaman

Classification: Combat, Elemental

Spirit Cost: 8 points

This Sigil is a potent aspect of elemental energy that lets the Shaman strike down his foes from afar. When cast, the Shaman's hands begin to glow with energy - different elemental energy types produce a different coloured glow. The choices are: Acid damage, which represents the Earth and produces a green glow; Fire damage, which represents Fire and produces a red glow, Cold damage, which represents Water and produces a deep blue glow, and Electricity damage, which represents Air and produces a blue-white glow.

The round after casting this power, the Shaman can begin to toss energy arrows at his opponents at the rate of 2 per round. Each arrow is treated as a projectile weapon with a +2 bonus to hit and based upon Missile BATCh scores. A successful hit deals 1d6 + 2 points of damage of the chosen element type. Choosing to toss energy arrows counts as a complete attack routine for the round. The Shaman cannot inflict damage with this spell by simply

touching an object or foe. Note that the glow from this power is bright enough to provide decent lighting in most dark areas.

The tokens used are: dirt or leaves for Earth, ash for Fire, water, mud, or ice for Water, and seeds, pollen, or spores for Air.

S *igil of Finding*

Tier: Second

Prayer: 1 round

Token Used: Ironwood Rod

Range: Internal to the Shaman

Duration: One turn per level

Area of Effect: Ten mile radius per level

Classification: Informational

Spirit Cost: 15 points

This power functions in a manner similar to the Priest's miracle Locate. To use this power, the Shaman must hold up the ironwood rod (which must be carved to a length 6" to 12") with her left hand while tracing out the appropriate sigil with her right. When the sigil is complete, the Shaman will feel a slight pulling from the rod in the direction of the object he searches for. This object may be either a person, creature or a thing, so long as it is within the area of effect.

Note that unlike the Priestly

version of this power, the ironwood rod is vulnerable to fluctuations in the local magnetic field. And like the Priestly Locate, the Shaman must have touched the person or object at least once.

S *igil of the Iron Prison*

Tier: Second

Prayer: 1 Turn

Token Used: A vial of powered iron or rust

Area of effect: Up to 10 square feet

Range: Touch

Duration: Permanent

Classification: Defence

Spirit Cost: 10 points

With this Sigil, the Shaman created a grid-like pattern of iron dust upon the ground. He then speaks a Command Word, and only those who know this Word may pass through the grid unharmed. Shamans can cross through prisons of their own creation at will, and successfully passing a prison does not destroy it. Any others who cross into the grid of dust without speaking the Command Word are immediately captured in a prison of shimmering silver force bars. Once triggered, this prison lasts for 1 hour per level of the Shaman when it was first created. When the prison dissipates, it is destroyed

Those captured by the prison escape by making a successful Bend Bars check once per hour.



Magical weapons, weather and natural conditions, and area effects may pass through the barrier, as may non-corporeal beings. However, normal weapons and items and material creatures (including Undead and Constructs) may not. Though hacking at the prison with a magical sword will not damage it, a successful Dispel Magic or similar effect will destroy the prison.

While dormant, the prison appears as a grid of silver or rust coloured lines on the ground and may only be detected by a successful Perception Check, Detect Magic, See Into Spirit Plane, or Read Sigils.

S *igil of Light*

Tier: Second

Prayer: 1 round

Token Used: Clear or translucent crystal

Range: Internal to the Shaman

Duration: One round per level

Area of Effect: 3// radius

Classification: Combat

Spirit Cost: 15 points

When this sigil is drawn on the earth or in the air, the token suddenly bursts into bright white brilliance, causing the Shaman's whole body to glow in a shimmering white aura. While the crystal stops glowing almost immediately, the shaman's ambiance lasts for the

full duration of the sigil's power.

The light emanated from the Shaman is sufficient to illuminate a 3// radius as if by 3/4 daylight. Undead entering within its radius function at -1 to attack, parry and saving throws. Moreover, Enemies of the Shaman or the clan suffer a -2 penalty to morale, as this power makes the Shaman appear very ethereal and powerful. While under the influence of this power, the Shaman saves at +1 to all light-based and gaze attacks.

S *igil of Quick Thought*

Tier: Second

Prayer: 2 segments

Token Used: Raven's Feather

Range: Internal to the Shaman

Duration: 1 round per three levels

Area of Effect: The Shaman

Classification: Physics, Defence

Spirit Cost: 20 points

This powerful ability alters time around the Shaman, allowing her to complete two non-combative actions in the same round. Obviously drawing this sigil does not count as one of the two actions. Essentially, time slows for the Shaman so that her rounds have 40 segments instead of 20. This power is a defensive Sigil, thus only non-combative actions are doubled, not combative actions. Because running is not a combative ac-

tion, this spell could be used to temporarily double the Shaman's ground movement speed. This spell is not recursive. In other words, one cannot cast this spell again until the first spell is worn off.

S *igil of Quiescence*

Tier: Second

Prayer: 8 segments

Token Used: Wolves tooth

Range: 5// line of sight

Duration: Permanent

Area of Effect: One creature, entity, or spell effect

Classification: Spiritual Warfare

Spirit Cost: 17 points

This Sigil has the same effect as a Priest's Dispel Magic invocation, with the exception that this Sigil cannot remove curses (there are other Sigils that serve that function.)

S *cales of the Dragon*

Tier: Second

Chant: 5 segments

Con Loss: 2 points

Range: Touch

Area of Effect: Person touched

Duration: One turn per two levels

Classification: Defence

Spirit Cost: 24 points

When this aspect of the Dragon is



called upon, the Shaman, or the recipient of the Shaman's blessing, receives a potent bonus to Armour Class (AC). For every two levels of the Shaman's experience, the recipient receives a +1 bonus to armour class. Moreover, the appearance of the recipient's armour changes, taking on a green and scaled appearance, like true dragon hide. (Note that the recipient must be wearing armour of some type – even an ordinary tunic will do.) Moreover, the armour confers a +2 bonus to Area Effect saves while the power is in force, and will allow the wearer to retake one failed sav-

S *igil of Sharpening*

Tier: Second

Prayer: 5 segments

Token Used: Wand made from a rose stem

Range: Touch

Duration: 1 battle

Area of Effect: 1 weapon

Classification: Combat

Spirit Cost: 20 points

When a battle of great import arises, the Shaman can bestow a blessing on the weapon of one he chooses worthy. The Shaman has several choices of effects, including +1 to hit/parry, +2 damage, +2 initiative. These effects last for the duration of a particular battle. Additionally, the weapon can be given one of the following powers and can be used once during the combat scene: +5 to hit, +6 damage,

negate critical fumble, instant initiative, or emit one lightning bolt that does 2d4 damage and has a 12// range (functions on the user's missile BAtCh.)

Because the token is a rose stem (covered with sharp thorns), this Sigil works only on impaling and slicing weapons, and not on bludgeoning weapons.

S *igil of Spirit Combat*

Tier: Second

Prayer: 3 segments

Token Used: Quartz rod

Range: 3//

Duration: Special

Area of Effect: One person/entity

Classification: Spiritual Warfare

Spirit Cost: 20 points

By using this sigil, the Shaman is enabled to unleash spiritual combat against an enemy person or spirit. If the target of spirit combat is a free-roaming spiritual entity, then the creature must answer one question truthfully before dissolving into the ether from whence it came. If the spiritual entity is within a person (i.e. possession) then the spirit is forced to leave and cannot attack its former victim for at least three days per level of the Shaman.

If the target is a person, then he or she must answer one

question (just as a defeated spirit would), after which the victim slips into a dreamless coma for 10d6 hours. Additionally, at the moment of spiritual defeat, the victim must make a successful Body/Mind/Spirit check or forever more have a mortal fear of Shamans. (Of course there are methods of curing insanity which may negate this fear.)

The quartz rod used in this invocation is about the size of a pencil.

S *igil of Thunder*

Tier: Second

Prayer: 8 segments

Token Used: Horse jawbone

Area of Effect: 6// cone

Range: Emanates from jawbone

Duration: Instantaneous

Classification: Combat

Spirit Cost: 14 points

When this sigil is traced in the air and the horse's jawbone is pointed in the direction of the Shaman's enemies, a loud thunderclap issues forth through the desiccated teeth of the jawbone. The effect of the thunderclap is that those caught within the area of effect must save versus area effect or else be stunned for 1d4+1 rounds.



Wake of the Dragon

Tier: Second

Chant: 1 round

Range: Shaman's hands

Area of Effect: Cone, 2// length per level

Duration: One round per 3 levels

Classification: Elemental Air

Constitution Loss: 1 point

Spirit Cost: 24 points

When the Dragon is called upon in this manner, the Shaman is able to direct a cone of wind which emanates from his hands when held together and faced outward. The blast of air is cold and whip-like, inflicting its victims with 3d4 damage each round of exposure. To hit, the Shaman need only direct the cone in the direction of his enemies. If they fail their save versus area effect, they are inflicted with the full damage of the Dragon's wake, otherwise only 1d4 damage is incurred.

Creatures native to elemental earth take double damage, and creatures especially vulnerable to cold-based attacks take 1.5x damage.

Sigil of Warding

Tier: Second

Prayer: 5 rounds (Ceremonial)

Token Used: Circlet of oak arrowheads

Range: Touch

Duration: Until triggered

Area of Effect: One person

Classification: Defence

Spirit Cost: 25 points

- Specific curse (i.e. blindness, constant stuttering, etc.) from a non-specific person +5
- General curse from a specific person +6
- Specific curse from a specific person. +8

Note that the table above is only a guideline, and that the actual benefit of the Warding may be interpreted by the Game Master; The Warding can be worded in any way to confer any kind of protection against curses. The GM decides how powerful the protection will be depending on how broad-based the Warding is.

The tokens used, a string of at least three oaken arrowheads must be fashioned into a crude necklace and must be worn by the recipient at all times to maintain effectiveness. The power will remain in force until the after the protection is triggered once, after which the oak arrowheads turn to ash. Because the necklace fully absorbs the spiritual or supernatural effects of the triggered curse, the wearer does not need to make a saving

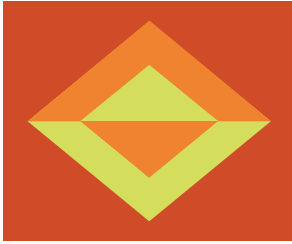
The purpose of this sigil is to defend the Shaman, or someone he or she designates, from the malevolent powers of curses. Depending on how specific the protection is, the effectiveness of the Warding is increased. For example, a general protection against all curses might only yield a +1 to relevant saving throws, while protection from a specific curse uttered by a specific individual might give the recipient of the Warding a +8 advantage on saving throws. The table below states the conditions and qualities of the Sigil of Warding versus accursed powers.

Extent of Protection

- All curses +1
- Specific category (i.e. illness, bad luck, accursed items, etc.) +3

(Continued from page 175)

And so he had. In the five years that passed since, his skill, bravery, and the might of Sunblade had slain three Vampires, and a multitude of their Undead minions. For the denizens of undying death could not, and never would be able to, abide by the light of the sun. And Ferric would be their undoing. ~ *Chronicles of Ferric Bleakstone*



Third Tier Invocations

Requirements: 6th level (Faith 16 or less) or 5th Level (Faith 17+). Faith Check to activate. Spells use Spirit Points, drawn sigil, and tokens.

Sigil of Asking

Tier: Third

Prayer: Five rounds (ceremony)

Token Used: Shards of soapstone

Range: Internal to the Shaman

Duration: One round

The function of the sigil is to aid the Shaman by providing supernatural insight to a properly phrased question. To accomplish this power, the Shaman must start a small fire and throw the soapstones into the blaze. While weaving the complex sigil in the air over the fire, the soapstone shards will cause the fire to sputter, change colour, or even extinguish entirely.

As part of the sigil drawing, the Shaman uses his fingers to trace the meaning of the proposed question. The question must be answerable in one word per level of the Shaman. The symbolic flickering of the fire will be understood by the Shaman, if he has accurate enough perception.

If the Shaman is of Good alignment and tied strongly to the powers of the Good, then the Shaman has a 6% chance per level of properly interpreting the flame answer. If the Shaman is evil, the powers of Darkness, having abilities of mostly illusion and corruption, can only be relied upon to provide the Shaman with a success rate of only 4% chance per level. For neutral Shamans, little help is available; he or she has only a 3% chance per level to correctly interpret the answer in the flames.

When the fire has burned itself out entirely, the Shaman may collect the soapstones. The tokens are not consumed by the fire. Because this divination allows the player that controls the character to effectively "cheat", the Game Master may impose a 25% penalty for experience earned in that game session.

Min could see the creature fully now. It was something like a megrat, only larger. Its greasy pelt showed ugly bald patched and diseased skin. Open sores oozed pus and corruption. It had seven or eight eyes that dominated its head. An eye the size of Min's fist dominated the centre of it's rat face, while the other six or so seemed randomly placed; some along it's snout, one along its throat. It howled hungrily and a blast of

(Continued on page 189)

Sigil of Soul Combat

Tier: Third

Prayer: 8 segments

Token Used: Bracelet of wolves' teeth

Range: 2// per level

Duration: Special

Area of Effect: One person, spirit, or creature

Classification: Spiritual Warfare

Spirit Cost: 25 points

This powerful sigil allows the Shaman to directly engage a person, spirit, or summoned creature in combat on the spiritual level. In all cases, the Shaman gains a bonus on spiritual defence an unmodified spiritual attack force.

The target of soul combat must save versus spiritual powers to avoid being engaged. If the save fails the target can not take any other actions until the spirit combat has reached a conclusion.

The Shaman can choose to terminate spirit combat at any time, provided that he or she is in an advantageous position (i.e. have more current Willpower that the target), otherwise the Shaman is also committed to spirit combat until a winner is resolved.

The bonuses and results of spirit combat can be seen in the chart that follows on the next page.

**Table: Outcomes for Sigil of Soul combat**

Creature	Bonus	Shaman Wins	Shaman Loses
Animal	+2	Animal will obey three mental commands.	Animal will attack the Shaman with a +3 bonus to hit and
Person	+1	Person will obey absolutely one spoken command .	Shaman passes out for 1d4 turns.
Spirit	+2	Spirit will answer one question, then disperse into the ether .	Shaman becomes possessed.
Sum- moned creature	+3	Creature is dispelled for 1d4 days per level of the Shaman.	Creature becomes incorporeal and possesses the Shaman.

Claws of the Dragon

Tier: Third

Chant: 9 segments

Range: Internal to the Shaman

Area of Effect: Shaman's hands

Duration: One round per level

Classification: Combat

Con Loss: 2 points

Spirit Cost: 25 points

When the Dragon's claws are called upon, the Shaman's fingers lengthen and toughen to form sharp, razor-like talons. Gaining one swipe with each hand per round, the Dragon's claws inflict 3d6 damage for each successful attack. A person wearing silver armour (a rare thing indeed) cannot be

harmed by the Dragon's Claws, while a person employing a silver parrying device (such as a silver shield or a silver baton) parries at +4 against the Dragon's Claws. A successful Dispel Magic (or similar power) will also cancel this power.

When the power of the claws comes to an end, the Shaman takes 2d4 damage as his hands shrink to form their original shape. Aside from the damage, the Shaman's hand feel sore for 3d4 turns (although this has no effect on stats, it is stated here for role-playing purposes.)

Sigil of the Dream Ghost

Tier: Third

Prayer: 2 rounds

Token Used: Headband with Owl Feathers

Range: One mile

Duration: Special

Area of Effect: One person

Classification: Summoning

Spirit Cost: 33 points

With this powerful sigil, the Shaman can call a minor spirit out of the ether and force it to attack a foe chosen by the Shaman. The spirit travels at 48// with manoeuvrability class A.

When the spirit initially attacks its victim, the target must save versus sleep/charm or else fall asleep immediately. Should the saving throw fail, the spirit can begin spirit combat against the target. The spirit has a Willpower rating of 2d6+3 and will continue to attack until the target's Willpower is quenched or unless it is defeated.

Assuming that the victim is defeated in spirit combat, he or she will awaken 3d6 hours later and awaken with only half normal spiritual points and one Willpower point. The lost spiritual points and Willpower recover in the usual way - with time.

Should the target be defeated in spirit combat by losing every round of combat, he or she must make a Panic check or acquire a new insanity (with intensity 1).

As for the effects of this sigil with respect to roll-playing: the intensity of the nightmare is directly proportional to the



quantity of Willpower points lost during spirit combat. Losing only one or two points may only indicate a disturbed or dark dream, while losing entirely may produce a nightmare of epic proportions that will haunt its victim for many days to come.

Sigil of the Elemental Orb

Tier: Third

Prayer: 4 segments

Token Used: Varies

Area of effect: 3// diameter sphere

Range: 20//

Duration: Instantaneous

Classification: Combat

Spirit Cost: 15 points

This Sigil represents another embodiment of the elemental powers that Shamans control, and this devastating spell is the perfect tool to cut down a horde of foes.

When cast, this power sends forth a glimmering orb of elemental energy that flies straight to the target point and then erupts into a huge ball of destruction that is 30-feet in diameter. An early impact results in detonation. This power deals 1d6 points of damage per level of the Shaman up to a maximum of 10d6 points of damage. The victims get a save versus area effect for half damage.

Note that the elemental nature of this spell can be varied upon casting. The choices are: Acid damage, which represents the Earth and produces a green energy ball; Fire damage, which represents Fire and produces a red energy ball, Cold damage, which

represents Water and produces a deep blue energy ball, and Electricity damage, which represents Air and produces a blue-white energy ball.

The tokens used are: dirt or leaves for Earth, ash for Fire, water, mud, or ice for Water, and seeds, pollen, or spores for Air.

Sigil of Elemental Resistance

Tier: Third

Prayer: 5 segments

Token Used: Varies

Area of effect: 1 person per level

Range: Touch

Duration: 1 turn per level

Classification: Defence

Spirit Cost: 15 points

Shamans are the masters of the elements of nature, and thus are able to grant protection from the elements to their allies. This power bestows upon its recipients 50% resistance to all elemental damage of the type chosen upon casting. Additional castings of this power upon the same target have no effect unless a different element type is chosen. Note that while this power protects both the person and their equipment from damage, it does not

protect them from secondary effects, such as being trapped in a cube of ice, being unable to see their opponents in a haze of fire and smoke, and so on.

The Shaman can grant protection from: Acids and Bases (Earth), Fire and smoke (Fire), Cold (Water), and Electricity (Air).

The tokens used are: dirt or leaves for Earth, ash for Fire, water, mud, or ice for Water, and seeds, pollen, or spores for Air.

Sigil of the Elemental Shield

Tier: Third

Prayer: 6 segments

Token Used: Varies

Area of effect: The Shaman

Range: Centred on the Shaman

Duration: 1 round per level

Classification: Defence

Spirit Cost: 15 points

With this power, the Shaman surrounds himself in a ring of power based upon one of the four primary elements. The exact nature of the Shield depends upon which element is chosen.

- **Air:** Token needed: seeds, pollen, or spores drawn in a ring upon a surface. Once cast, a crackling ring of lightning surround the Shaman. All foes looking upon him must make a successful Save vs. Spiritual Power or be blinded for 1d6 rounds. Undead get a -4 modifier to



their saving throw. Any opponent making a melee attack against the Shaman takes 1d6 + 5 points of electrical damage. Those who strike the Shaman with a metal-based weapon take double damage from the lightning.

- **Earth:** Token needed: sand, metal filings, or rust powder drawn in a ring upon a surface. Once cast, a swirling cloud of razor-sharp sand springs into being about the Shaman. No normal projectile weapons can penetrate the whirlwind, and magical weapons are at -4 to hit. Any opponent making a melee attack against the Shaman takes 1d6 + 5 points of physical damage.
- **Fire:** Token needed: ash, sulphur, or phosphorous drawn into a ring upon a surface. Once cast, an inferno erupts around the Shaman, shielding him in a ring of fire. He gains 50% resistance to all cold and water based attacks, and any wooden weapon that encounters the shield must make a Save vs. Fire or be reduced to ash. Thus, wooden arrows and staves will rarely pass through the fire ring, though bullets will. Any opponent making a melee attack against the Shaman takes 1d6 + 5 points of fire damage.
- **Water:** Token needed: mud, ice, or water drawn or poured into a circle upon a surface. Once cast, a frozen storm of ice shards forms a ring about the Shaman. He gains 50% resistance to all fire based attacks. Water based creatures attempting to make a melee attack upon the Shaman must make a successful Save vs. Spiritual Power or be frozen in place. Any opponent making a melee attack against the Shaman takes 1d6 + 5 points of cold damage. Additionally, they have last

initiative the next round because of the frigid shield, and cold-blooded creatures are completely paralyzed for the next round

S igil of Elemental Weapon

Tier: Third

Prayer: 9 segments

Token Used: See below

Range: Touch

Duration: One round per level +1d4

Area of Effect: Melee range

Classification: Elemental

Spirit Cost: 28 points

By the power of this rite, the Shaman can call into existence a weapon of elemental powers. To invoke this, the shaman must first draw an elemental sigil (air, earth, water, or fire) circumscribe it, then draw adjacent to it the sigil for the weapon summoning itself. The token used depends on the type of weapon summoned:

- **Air:** Token Needed: Milkweed seed carrier. Special Power: Forces one opponent back 1d10// for 4d6 damage.
- **Earth:** Token Needed: Lode-stone. Special Power: Entraps one selected target 2' deep in soil. Does no damage but takes 5 consecutive Endurance checks to escape.
- **Water:** Token Needed: Natural sponge. Special Power: A buckshot array of rain and

hailstones emit from the blade, inflicting 2d6 damage in a cone 3// long. Save versus Area Effect for half damage.

- **Fire:** Token Needed: Lit match or burning coal. Special Power: One enemy's armour must make an item save versus fire* or start burning the wearer for 1d6 points of damage per round.

Additionally, the Shaman must have in his possession some part of the element which he plans to summon; in other words, for a fire sword, the shaman must have access to some amount of fire (a candle, torch, a camp fire, etc.) Obviously elemental air is always accessible.

The sword, no matter what form it takes, does 2d6+2 melee damage with a +2 to hit, and inflicts double damage against entities of elemental opposition. In other words, a sword of Air will do double damage against an earth elemental, while an Earthen sword would inflict double damage against a summoned Whirlwind. As also seen in the table above, the sword is imbued with one special power that can be invoked but once per invocation. If the special power is used, the sword vanishes after the power is unleashed.

Note that the sword's blade will always be composed of



the element in question; a Water sword can be siphoned from to get drinking water (1 gallon per round), Air will produce enough oxygen to support a man-sized being for one hour, and a Fire sword will properly illuminate a 2// radius and keep one man-sized being warm against cold weather.

* *Supernatural items save at +1 per degree of enchantment.*

S *igil of the Firewalker*

Tier: Third

Prayer: 2 segments

Token Used: Ashes from a burned leaf

Range: Touch

Duration: One round per level, special

Area of Effect: One person

Classification: Elemental/ Defence

Spirit Cost: 30 points

By calling upon this power, the Shaman, or the recipient of this gift, may be protected from the harmful effects of fire and heat. When first bestowed, the power is quiescent until triggered, although a See into Spirit Plane will reveal the presence of this power on a person. The power is triggered by any heat source that would have otherwise damaged the recipient.

The effect of this power is simple. For each level of the Shaman, the recipient can withstand 10 hit points (+1 point per level of the Shaman) worth of fire damage without harm. This power will function against even supernatural

flame, such as the kind wielded by fire elementals. The power remains in effect until either one round per level of the Shaman has passed, or until 10 hit points (+1 point per level of the Shaman) worth of damage per level of the Shaman has been absorbed, whichever comes first.

Note that while the power remains in dormancy, the recipient saves versus cold-based attacks at -2.

S *igil of Health*

Tier: Third

Prayer: 9 segments

Token Used: Pine nut

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Faith Healing

Spirit Cost: 13 points

This sigil functions in a similar manner as Sigil of Healing, except that the benefit to the recipient is healing for 3d6+3 hit points. The recipient must chew on the pine nut (thus consuming the Token in the casting of the invocation.) If the recipient is unconscious, the pine nut may be crushed into a powder and forced into the patient's mouth.

S *igil of Malevolence*

Tier: Third

Prayer: 3 segments

Token Used: Poisonous mushroom

Range: Touch

Duration: One turn per level

Area of Effect: One person

Classification: Death Magic

Spirit Cost: 30 points

By the power of this sigil, the Shaman is able to bestow a limited curse on an enemy or an object. By limited, this means that the curse does not last forever; the curse effects only last one turn per level of the Shaman.

Suggested curse effects against people or living creatures are as follows:

- Reduce armour class by 1d4
- Reduce ability to hit by 1d4
- Reduce any single primary attribute or ability check by 1d4.

For inanimate objects, some handy curses are:

- Object heats up when touched, causing victim 1d6 points of damage per round until dropped.
- Object suddenly coats itself with a skin-contact Int(2) poison.
- Object relentlessly avoids touch at all; it will scurry across tables or floors all by itself to avoid being grabbed. A successful Skill check allows the pursuer to catch the item.

These are only suggestions. Creativity is encouraged in the wording of cursed.



S *igil of Rain*

Tier: Third

Prayer: 1 round

Token Used: Aqualode

Range: 100//

Duration: 1 round per level

Area of Effect: Up to a 50// radius

Classification: Elemental Water

Spirit Cost: 20 points

With this sigil, a Shaman can call forth a limited amount of rain. For each level of experience of the Shaman, he or she can summon 20 gallons of rain water. The total amount of water is distributed evenly over a period of up to one round per level of the Shaman, and distributed in an area of effect that can be as large as 50// in radius (this is best for watering crops). For putting out fires, the Shaman may choose to dump the whole load of water in a single round.

The minimum area applicable for this power is a 1' wide area, in which the water is a veritable cylinder of water that gushes out onto the ground (or on top of a person), and as wide as 50//, in which its effect is that of an ordinary rain.

Should the Shaman try to use this as a weapon (i.e., in 1' wide "gusher" mode), the target must save versus magical weapon or be damaged for 1d10 hit points per round of activity and make a further Willpower check to avoid botching any supernatural power that he may have been planning that round.

With an area or effect set to 1//, the Shaman can easily extinguish a campfire sized blaze in but a single round. Once the downpour has been placed, it can be moved only at 12// per round and requires the Shaman's complete concentration.

To use this power, the Shaman must have an aqualode (basically a geode that is filled with water) and draw the appropriate sigil upon the stone's surface, after which the stone will glow an eerie blue from within just as the rain begins.

S *igil of Removal*

Tier: Third

Prayer: 3 rounds

(Ceremonial)

Token Used: Dove's crest feather

Range: 3//

Duration: Permanent

Area of Effect: 1 person

Classification: Spiritual Warfare

Spirit Cost: 25 points

This power enables the Barbarian Shaman to remove the curses bestowed by himself or others. If the Shaman himself is the originator of the curse to be removed, the Removal works automatically. Otherwise, the Shaman must overcome the power of the curse by matching his own Willpower against the Willpower of the original curse caster.

S *igil of Sleep*

Tier: Third

Prayer: 4 segments

Token Used: Headband w/ Raven Feathers

Range: 12// line of sight

Duration: 3d4 rounds (+1 round per level)

Area of Effect: One person or creature

Classification: Sleep/Charm

Spirit Cost: 12 points

A less harmful version of the Sigil of the Dream Ghost, this power enables the Shaman to force an opponent into unconsciousness. If the victim fails a save versus sleep/charm, the target of the sigil will fall into a quiet sleep for 3d4 rounds plus one round per level of the Shaman. If the saving throw succeeds, then the victim is merely stunned for 1d4 rounds.

If this sigil is used for a medicinal purpose (i.e. for the treatment of insomnia), then the target of the sigil will sleep for 1d4+3 hours of normal sleep that includes all the usual sleep stages.



S *trength of the Dragon*

Tier: Third

Chant: 1 round

Range: Touch

Area of Effect: Person touched

Duration: One round per level

Classification: Combat

Con Loss: 4 points

Spirit Cost: 35 points

When the Shaman calls upon the Strength of the Dragon, the body of the Shaman (or the recipient) is dramatically enhanced. For each level of the Shaman, the recipient gains one temporary point of Strength (although no mortal's Strength above 25), allowing the person to fight harder and for more damage, or for lifting and moving objects of talismanic proportion.

The temporary Strength affects the recipient's Body/Mind/Spirit rating, Endurance rating, combat values, and proficiency checks that relate to Strength.

At the end of the Dragon's power, the recipient's strength is penalized for one half the bonus gained for a period of 2d4 rounds. Strength cannot be raised above 25 by any means.

Those implementing See into Spirit Plane (or similar invocation) will notice that the recipient's muscle tissue glows with a minute network of reinforcing fibres. Those detecting spiritual powers will be highly aware that some sort of major enhancement has occurred.

S *igil of Visions*

Tier: Third

Prayer: 8 seg-

ments

Token Used: Crown of Feathers

Range: Internal to the Shaman

Duration: Two rounds per level

Area of Effect: 4// radius

Classification: Word of Knowledge

Spirit Cost: 26 points

The power of this sigil functions in a similar manner as the Priestly invocation See into Spirit Plane, except the area of effect is reduced. When the Shaman uses this power, he or she stands out like a beacon to all Angelic and Demonic entities, as well as Paladins, Cavaliers and Changelings using Detect Good/Evil or sense presence.

Then the sigil's power has ended, the Shaman's visual acuity is reduced by half for a like period of time as the initial sigil. All visually oriented tasks are at -4 until vision is restored.

(Continued from page 183)

fetid breath accompanied the sound.

But Min was already gesturing the makings of the Litany against Mad Beasts. The power involved both sign language and the spoken word. Put together, Min chanted:

"By Dommalon's Name, hear and obey: Be still now Move not now Think not now Be still now"

The rat monstrosity looked stricken for a moment, but then its eyes brightened until the glowed like the inside of a forge. It tensed on its hind legs. The Gunslinger drew her guns and aimed, but the Wayfinder shot her a negative glance and she held her fire. The rat beast quivered with the desire to pounce, but did not move. Min started the sign language portion. He was not especially skilled in the symbolic language, but he hoped his training from decades ago would be sufficient. He gestured:

*Return to a home that is far away
Return to green forest, blue ocean,
purple tundra Return to the lands
beyond these ruins Return now.
Go now. Return. Return to a
home that is far away.*

(Continued on page 199)



Fourth Tier Invocations

Requirements: 11th level (Faith 16 or less) or 10th Level (Faith 17/18), 8th level (Faith 19/20), 7th Level (Faith 20+). Faith Check to activate. Spells use Spirit Points, drawn sigil, and tokens.

Sigil of Elemental Servants

Tier: Fourth

Prayer: 1 round (5 HD or less) or 2 rounds (more than 5 HD)

Token Used: Same as Elemental Weapon

Range: 1// per level

Area of Effect: Special

Duration: Special

Classification: Elemental

Spirit Cost: 7 points per hit die created

Let it first be said that the elemental brought into existence by this sigil are not true elementals (Hence the classification of Elemental instead of Summoning.) While these "creatures" created by the power of this sigil have many of the functionalities of an Elemental summoned by a Scaxathrom Priest, Shamanic elemental servants possess no innate Willpower or Intelligence. Instead, they are mindless constructs assembled from available elemental materials.

The elementals vary greatly in hit dice and strength depending on the quantity of available materials. For example, a Shaman attempting to create a fire elemental out of a camp fire might only be able to create a 2 hit die creature, while a different Shaman, given a lake to deal with could create a ten hit die water elemental. Air elementals are the easiest, as that element is usually available in quantity.

It should be noted that for the purposes of dispelling an elemental of this type, the Shaman's Willpower is used as resistance number, not the elemental's (which has a Willpower of zero).

Moreover, creating an air elemental of 8 or 10 hit dice is dangerous, as it temporarily deprives the area of available oxygen. For an 8 hit die air elemental, a 2½// sphere of air is considered to be in a state of vacuum for one round, causing 2d6 damage to anyone caught in the area of effect. For a 10 hit die elemental, a 3// area is turned into a vacuum, with equal damage to all caught within the area of effect.

The chart below describes the hit dice, power, movement capabilities.

Table: Sigil of Elemental Servants					
Hit Dice Duration	Type	Quantity of Materials	BAAtCh AC	Dmg	Movement
1 HD 2 turns	Air	1000 Cu.Ft. of Air	19 AC9	1d4+1	8// Fly-A
	Fire	Lit Torch	20 AC9	1d4	9// walk 4// Fly-B
	Water	Fountain or large bucket of water	20 AC10	1d3+1	8// walk 12// swim
	Earth	Large rock, or bucket of pebbles	19 AC10	1d4+2	6// walk 2// dig
2 HD 1½ turns	Air	4000 Cu.Ft. of Air	18 AC9	1d6	10// Fly-A
	Fire	Camp fire or cooking fire	17 AC9	1d8	10// walk 5// Fly-B
	Water	Minimum 60 gallons of water	19 AC9	1d6	12// walk 14// swim
	Earth	50 lb. boulder or 100lbs fill dirt	18 AC9	1d6+2	8// walk 2// dig
5 HD 1 turn	Air	10000 Cu.Ft. of Air or cloud formation	14 AC4	3d6	24// Fly-A
	Fire	Large bonfire or blacksmith furnace	13 AC3	3d6+3	15// walk 9// Fly-B
	Water	Minimum 250 gallons of water	14 AC5	5d4	15// walk 18// swim
	Earth	150 lb. boulder or 300lbs fill dirt	14 AC4	3d8+3	12// walk 3// dig
8 HD 8 rounds	Air	40000 Cu.Ft. of Air or storm conditions	10 AC2	4d6	36// Fly-A
	Fire	house fire	10 AC1	5d6	18// walk 9// Fly-B
	Water	Minimum 500 gals of water, or pond	11 AC3	7d4	15// walk 24// swim
	Earth	500 lb. boulder or 1000lbs fill dirt	10 AC2	5d8+3	12// walk 4// dig
10HD 5 rounds	Air	100,000 Cu.Ft. of Air or tornado	8 AC0	5d6	48// Fly-A
	Fire	Forest fire, or city block fire	7 AC0	6d6	24// walk 12// Fly-B
	Water	Minimum 1500 gals of water	8 AC1	10d4	15// walk 32// swim
	Earth	2500 lb. boulder or 5000lbs fill dirt	7 AC0	6d8+4	12// walk 6// dig



Sigil of the Mantle of Horror

Tier: Fourth

Prayer: 1 round

Token Used: Tooth from a rabid animal

Range: 1// per level, line of sight

Area of Effect: One individual

Duration: Two forms, see below

Classification: Sleep/Charm

Spirit Cost: 45 points

- **Catatonia** – Victim collapses in a deathlike trance and will not move.
- **Fear** – Victim fears the presence of all sentient life, and will flee from any person.
- **Suicidal depression** – Victim must make a Panic check or be overwhelmed by suicidal forces. Afterward, follow normal description on the insanity Suicidal Depression.
- **Homicidal Mania** – Victim will relentlessly try to slay all sentient life and animals.

The insanities mentioned above are temporary, and last for one round per level of the Shaman.

The Shaman can choose to make such insanities permanent. In the latter case, the victim failing the initial save versus sleep/charm may attempt a Panic check to avoid being driven permanently insane. Should the check be successful, the target of the power is crazed for only three rounds per level of the Shaman. Otherwise, mental instability lasts until a Remove Curse, Imbue with Life Energy, or Memory Trance is invoked.

Note that the attempt to drive someone permanently insane is an act of vast evil and will most certainly affect the alignment of a Neutral or Good Shaman. If the Shaman inflicts a permanent insanity, the token is consumed, and an outline image of the animal tooth appears on the victim's forehead until the insanity is removed.

Upon calling upon the power of this sigil, an enemy of the Shaman stands the possibility of being driven insane.

The insanity bestowed is always a debilitating one and cannot be concealed, and is always at maximum intensity.

Unless the target makes a successful save versus sleep/charm, the Shaman has the power to inflict his victim with one of the following choice insanities.

Mind of the Dragon

Tier: Fourth

Chant: 1 round

Range: Internal to the Shaman

Area of Effect: The Shaman

Duration: Five rounds per level

Classification: Enhancement

Con Loss: 3 points

Spirit Cost: 40 points

When the Shaman calls upon this aspect of the Dragon, the Shaman's mind is enhanced with many the perceptual powers of the Dragon – at least to the extent that is bearable by the comparably simple Humans and humanoids.

First of all, the Shaman, for the duration of the power, gains 1d4+1 points of both Intelligence and Wisdom. The Shaman is 5% immune to illusions for each point of Faith she possesses. The Shaman is 5% resistant to charm-like powers (i.e. anything requiring a save versus sleep/charm) for each point of current Willpower. Finally, the Shaman has a 5% chance per level of experience of detecting spoken lies within 2// of her. Moreover, her empathic resistance is increased by 20% (or becomes 20% if no empathic resistance is currently possessed.)

When calling upon the Dragon, there is often a price to pay. This is certainly true with the Mind of the Dragon. While the power is in effect, the Shaman is a veritable beacon of spiritual presence to anyone implementing Detect Spiritual Forces, Detect Good and Evil, or Detect Law/Chaos (or any power that approximates these capabilities). Moreover,



while under the influence of the Mind of the Dragon, the Shaman's pupils turn red like blood and her irises turn to brimstone.

Once the power is expended, the Shaman must make a successful save versus system shock or else fall into a comatose state for 2d6 rounds. Even if the save is successful, the Shaman temporarily loses 2d4 points of Willpower and Perception, which regenerate at a

Roar of the Dragon

Tier: Fourth

Chant: 1 round

Range: Touch

Area of Effect: One person

Duration: Instantaneous

Classification: Combat

Con Loss: 3 points

Spirit Cost: 65 points

The lucky recipient of this Calling is given the ability to scream once with the full force of the Dragon's cry. A deafening, fearful sound – the shockwave of the Roar rolls outward like a thunderclap, striking anyone within the area of effect with 6d10 compression damage.

The area of effect is a 90° conical region emanating from the mouth of the recipient and extending outward 1// per level of the Shaman. Aside from the 6d10 damage (save versus area effect for half damage), the victims of its power are completely

deafened for 2d4 turns unless a successful save versus system shock is made.

The power of this calling affects lower life forms and inanimate objects as well. Trees, houses, boats, rocks, farm animals, and the like are all subject to the 6d10 damage this power unleashes. Inanimate objects may make a save versus harmonics for half damage.

Once the Roar is used, the recipient of this power is rendered mute for one turn per point of Endurance below 14.

Sigil of the Thunderhead

Tier: Fourth

Prayer: 2 rounds

Token Used: Rod made from magnetite

Range: Centred on the Shaman

Area of Effect: Cylindrical volume, 3// radius per level

Duration: 2 rounds per level

Classification: Elemental Air

Spirit Cost: 60 points

When the Shaman begins chanting the prayer, the sky, no matter how clear, begins to darken with thunderheads tall and proud. The token used – a stone or clump of sand, chunk of wood, or anything else that has been struck by lightning – begins to glow brightly (as if by a Song of

Greater Light) with a light the colour of natural lightning. And as the thunder clouds roll in, so does the winds of the storm, which blow 30 miles per hour +1d6 MPH per level of the Shaman.

Once the prayer is complete, the Shaman can attempt to direct a lightning bolt at a designated foe within the area of effect. Using a Ranged Touch Attack, the Shaman can direct a lightning bolt from the sky which inflicts 1d6 damage per level against its victim, of which half is negated if a successful save versus magical weapon is made. Every two rounds that pass, the Shaman can direct another such bolt.

Enemies wearing all metal armour take an additional 50% damage and target at +4 to missile BAtCh. On a critical fumble on targeting, the Shaman automatically strikes himself with a misspent bolt of lightning (save for half damage).

Sigil of War

Tier: Fourth

Prayer: 1 round

Token Used: Dagger carved from Oak

Range: 2// per level

Area of Effect: Special

Duration: 2 rounds per level

Classification: Combat

Spirit Cost: 35 points

When the Shaman lifts the to-



ken dagger to the sky and draws with it the proper sigil, the combat skill of his friends and clansman are improved.

The degree of improvement depends on the number of people affected. The Shaman

can choose to disperse his power among a wide array of fighters, or he can choose to radically increase the combat rating of just a few people, or even just one. The table below states the combat increase progressions.

Scope of power	BAtCh Bonus	Damage Bonus	Hit Point Bonus
One individual	4	3	+1d10
One person/ two levels	3	3	+1d6
One person per level	3	1	+1d4
Two people per level	2	1	+1d3
Five people per level	1	1	1

The token is consumed by the invocation of the power. When the power of the sigil first takes effect, the dagger bursts into bright orange flames, using the wooden dagger as fuel for the blaze. The dagger must be carved from oak to achieve full duration of the power. Lesser woods can be used in an emergency, but the power lasts only 1d4+1 rounds

*S*igil of Weaponry

Tier: Fourth

Prayer: 3 turns (Ceremony)

Token Used: The proposed weapon

Range: Touch

Area of Effect: The weapon

Duration: Permanent

Classification: Benedictions

Spirit Cost: 70 points

When a Barbarian reaches eighth level he or she is empowered to create a Chosen Weapon. Once the Chosen Weapon is created, the Barbarian (or other ally to the Clan) can request that the Shaman enhance it further through the use of this sigil. The Shaman will typically agree to this procedure only if the Barbarian or Clan ally has done something to earn such a boon. Upstarts and those unworthy who pester the Shaman too much may find their weapons cursed instead of improved (the weapon may function normally in practice, but the supernatural power bestowed will reverse during actual combat.) This invocation is usually part of a grand ceremony that may be part of a religious or holiday celebration, or possibly during a post-battle victory jubilee.

By the power of this sigil, the weapon will thereafter generate the use of one special power once per day. The power should be equivalent in scope to a first tier Shaman, Wishesinger or Priestly invocation. The Game Master has the final word on the features and limitations of the bestowed power. This enhancement counts towards the device's maximum limit of four supernatural upgrades.

Fifth Tier Invocations

Requirements: 16th level (Faith 16 or less) or 15th Level (Faith 17/18), 11th level (Faith 19/20), 9th Level (Faith 20+). Faith Check to activate. Spells use Spirit Points, drawn sigil, and tokens.

*B*reath of the Dragon

Tier: Fifth

Chant: 1 round

Range: Internal to the Shaman

Area of Effect: 10// long cone

Duration: Instantaneous

Classification: Elemental Fire

Con Loss: 2 points

Spirit Cost: 40 points

This power unleashes a searing tongue of flame against the unfortunate targets of the Shaman's wrath. The flames from the Shaman's own mouth and inflict 6d20 damage against any individuals caught within the conflagration. A successful save versus are effect halves the damage.





Sigil of Dry Bones

Tier: Fifth

Prayer: 9 segments (people), 1 week (items)

Token Used: Decayed tooth (humanoid)

Range: Touch

Duration: Special

Area of Effect: One person or object

Classification: Death Magic, Benedictions

Spirit Cost: 40 points

By the power of this sigil, the Shaman is able to bestow a powerful curse on an enemy or an object. Unlike the Sigil of Malevolence, the duration is permanent until the original Shaman lifts it, a sigil of Safe Life is cast, an Abjure-class dispel (an ordinary Dispel Magic is not sufficient) is cast against it, or an Imbue with Life Energy is used. The intended victim can attempt to avoid the curse by making a successful save versus death magic.

Suggested curse effects against people or living creatures are as follows:

- Make all armour useless, so that AC is now racial AC modified for DEX.
- Reduce a single primary attribute to 3.
- Reduce the effective level of the character by 1d3 (the character does not actually lose these levels, but lose access to those levels until the spell is reversed somehow.)
- Make character attack last in each round.
- Have bad luck (roll all dice twice and take worst number on all d20 and d100 rolls henceforth.)

For inanimate objects, some useful curses are:

- Object catches fire when touched, causing victim 4d6 points of damage per round until dropped. Object is not destroyed.
- Object suddenly coats itself with a skin-contact Int(5) poison.
- Object will become radioactive and inflict 100 REMs each round in a 10// radius.
- When an object is enchanted with a curse, the device must save versus magic to survive the enchantment process. Each curse counts as one enchantment (as part of a four enchantment maximum.)

The previous curse descriptions are only suggestions. Creativity is encouraged in the wording of each curse. The suggestions mentioned above simply show the scope of power al-

Sigil of Elemental Mastery

Tier: Fifth

Prayer: 9 segments

Token Used: Varies

Area of effect: The Shaman

Range: 5//

Duration: 5 rounds

Classification: Defence, Combat

Spirit Cost: 30 points

With this power, the Shaman gains a limited mastery of a chosen element type: Earth, Air, Fire, or Water. The Shaman chooses the element he wishes to master upon casting this Sigil. Once invoked, energy of the appropriate colour will dance and arc about the Shaman - green for Earth, red for Fire, deep blue for Water, and blue-white for Air.

This power bestows upon the Shaman 50% resistance to all elemental damage of the type chosen upon casting. Note that while this power protects both the Sha-

man and his equipment from damage, it does not protect him from secondary effects, such as being trapped in a cube of ice, being unable to see his opponents in a haze of fire and smoke, and so on. A Shaman cannot be under the effect of more than once casting of this power at a given time.

In addition to the elemental protection granted by this power, the Shaman can spend his attack routine for the round to call forth elemental retribution against a single target that is within 50-feet of the Shaman. The target immediately takes 5d6 points of the chosen type of elemental damage with a save versus area effect for half damage.

The Shaman chooses this Sigil's powers based upon the follow elements: Acids and Bases (Earth), Fire and smoke (Fire), Cold (Water), and Electricity (Air).

The tokens used are: dirt or leaves for Earth, ash for Fire, water, mud, or ice for Water, and seeds, pollen, or spores for Air.



Form of the Dragon

Tier: Fifth

Chant: 2 rounds

Range: Internal to the Shaman

Area of Effect: The Shaman

Duration: 4 rounds per level

Classification: Enhancement

Con Loss: 10 points

Spirit Cost: 90 points

A Shaman calling upon this power calls upon all aspects of the Dragon; as much of the Dragon as a man can become, the Shaman does become.

First and foremost, the Shaman takes on the likeness of a dragon, bright green, with seemingly metallic scales, and broad majestic wings. The Shaman can fly at MC (C) with a speed of 128//. The Dragon's ground movement is 32// when running on all fours. Moreover, while the power is in force, the Shaman's hit points are temporarily doubled. Because the Dragon is strong, clever, and wise, the Shaman gains +2 to Strength, Intelligence, and Wisdom. The Shaman's base armour class drops by six points (with a maximum benefit of AC(-10)). The Shaman also gains an increase in his empathic rating (3% per level.)

The Shaman's combat attacks are devastating. Each round, the Shaman gets a claw/claw/bite routine that inflicts 1d12 / 1d12 / 2d10 damage. As the Shaman's second attack routine,

he or she can inflict a tail lash which does 3d6 damage. Finally, should the Shaman choose to implement the breath weapon, it inflicts 2d20 damage in a cone 6// long; the breath weapon can be used once every four rounds.

Once the power is at an end, however, the Shaman must save versus system shock or lose any remaining spiritual points. Normal rest and prayer will allow the Shaman to recover normally.

Sigil of Life Hand

Tier: Fifth

Prayer: 9 segments

Token Used: Chunk of ginger

Range: Touch

Duration: Permanent

Area of Effect: One person

Classification: Faith Healing

Spirit Cost: 12 points

This sigil functions in a similar manner as Sigil of Healing, except that the benefit to the recipient is healing for 4d6+4 hit points. The ginger chunk must be consumed by the recipient. If the person to receive healing is unconscious, then the Shaman must grind the token into a powder or paste and put it into the recipient's mouth. For ceremonial purposes, the ginger chunk can be made into a steaming hot beverage (such as tea) and imbibed as part of a religious service.

Life of the Dragon

Tier: Fifth

Chant: 1 round Range:

Touch

Area of Effect: One person

Duration: Permanent

Classification: Healing

Con Loss: 8 points

Spirit Cost: 80 points

When this power is called upon, the Shaman is imbued with a small part of the Dragon's life-force. If the Shaman channels this energy into a wounded person, then the person is healed to maximum, has all madness, poison, disease, and radioactive contamination removed, and is granted 1d20 temporary bonus hit points that last for 1d4 days. If the Shaman uses this on a dead person who has been dead less than a week, then the person immediately regains his or her life with full his points and all diseases or poisons cured (no CON loss.) If the body has been dead eight to thirty days, then the person is brought back to life with one hit point and 1d4 less Constitution. If the Shaman uses this power on himself, then the Shaman is instantly free of curses, diseases, poisons, madness, and radioactive contamination, and regenerates hit points at the rate of 1d6 per round in the face of any injury sustained in the following 24 hour period. If used on an amputee, the power will regenerate one limb. If the person has been the victim of Death Magic, this power will reverse the loss of attributes, levels, hit dice,



Sigil of Life Presence

Tier: Fifth

Prayer: 1 round

Token Used: Disc of amber, with firefly image carved into it.

Range: Touch

Duration: Permanent

Individual is raised from the dead, he or she comes back to life with 2 points per hit die. The character's hit points do return to normal given time and rest. However, the Constitution of the individual is permanently reduced by 1, and not even a Wish can undo this.

Sigil of Rending

Tier: Fifth

Prayer: 4 segments

Token Used: Vial of the Shaman's blood

Range: Thrown grenade range

Duration: Instantaneous

Area of Effect: 2// radius around impact

glass vial that holds precisely one ounce and fill it with her own blood. Then, before one day per level has passed, fling the vial into melee combat. When the vial breaks, the blood is released, but is transformed into thin glass spikes that cut as sharp as ra-

This power can raise a slain individual from the dead so long as death occurred within 24 hours + 3 hours per level of the Shaman. If the indi-

vidual is raised from the dead, he or she comes back to life with 2 points per hit die. The character's hit points do return to normal given time and rest. However, the Constitution of the individual is permanently reduced by 1, and not even a Wish can undo this.

This powerful sigil causes a vial of the Shaman's blood to explode outward as shards of rust-red glass. To accomplish this, the Shaman must have a

zors. Any individual (Shaman excluded) caught within the area of effect must save versus area effect (for half damage) or else take 10d10 damage from the flying shards.

Sigil of the Scattered Mind

Tier: Fifth

Prayer: 1 round

Token Used: White mushroom

Range: 10//

Duration: 2 rounds per level

Area of Effect: 3// radius

Classification: Sleep/Charm

Spirit Cost: 50 points

With this sigil, the Shaman is able to bring great confusion upon his enemies. Within the area of effect, all enemies will see in double vision, making all attacks and parries occur at -6. Moreover, each affected individual must save versus sleep/charm or else be afflicted with a randomly generated insanity that abates in 1 week per level of the Shaman. Furthermore, the afflicted individuals will hallucinate disturbances in gravity and terrain (no save), thus making their movement 1/3 normal. Finally, each individual will be afflicted with aphasia, making speech and the written word

understandable only if a successful Willpower check is made by both listener and speaker, modified at a negative 4 penalty.

When the sigil's power ends, the mushroom catches on fire, where it issued a choking black smoke. The following round, the expended token detonates as an int(3) explosive.

Tail of the Dragon

Tier: Fifth

Chant: 1 round

Range: Internal to the Shaman

Area of Effect: The Shaman

Duration: 3 rounds per level

Classification: Summoning

Con Loss: 4 points

Spirit Cost: 60 points

When this power is called upon, the Shaman conjures up a green, scaly whip with which to beat his foes. The whip looks like a dragon's tail, and thus the name. In combat, it inflicts 4d6 damage per blow (it can be cracked twice per round), is +3 to hit, and has an initiative modifier of 2. It has no parrying value, but can be commanded to wrap around things (like an "Indiana Jones" whip.) Additionally, the whip can fire electrical discharges at a range of up to 9//. These electrical



bolts look like thin green fire and inflict 2d6+3 damage (which can be fired once per round.)

While the power is in effect, the Shaman is immune to electrical damage, takes half damage from fire attacks, but saves versus water-based at -6, and takes double damage from water-based attacks.

Table: Spirit Point Matrix—Shaman

Faith	Spirit Points	Notes
1 to 9	2	No special notes.
10	3	
11	4	
12	5	Can heal or harm one hit point per day.
13	6	Can heal or harm 1d3 points per day.
14	7	Can heal or harm 1d4 points per day.
15	8	Can invoke or revoke one minor curse per day.
16	9	Can heal or harm 1d6 points per day. +1 to spirit combat de-
17	10	Can retake one failed save versus spiritual powers per day.
18	11	Can cause 1d8 healing or damage per day. Can cast any known sigil as a dying retributive strike.
19	12	Can invoke or revoke one major curse per day. +2 to spirit combat defence.
20	13	Can cause 1d12 healing or harm once per day. Can sense presence to 6// for 1 round per level per day.
21	14	Can become invisible to the spirit world for one round per level per day.
22	15	Sense presence is extended to 12//. Can cause 1d20 points of healing or harm once per day. +3 to spirit combat defence.
23+	16	Shaman lives for an additional 10d8 years beyond normal life span. Shaman is remembered in oral history for one generation per point of Faith.



Affecting Undead

A Shaman can affect two creatures for every three levels of experience. Such creatures are turned for one round per level of experience. A Shaman can turn once per day per level. A Shaman has a C/Add value of 3 (for combined turning attempts.)

Table: Affect Undead—Shaman

Undead HD	Shaman's Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1HD	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32	-35	-39	-42	-46	-49	-53
2HD	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29	-32	-36	-39	-43	-46	-50
3HD	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26	-29	-33	-36	-40	-43	-47
4HD	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23	-26	-30	-33	-37	-40	-44
5HD	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20	-23	-27	-30	-34	-37	-41
6HD	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17	-20	-24	-27	-31	-34	-38
7HD	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14	-17	-21	-24	-28	-31	-35
8HD	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11	-14	-18	-21	-25	-28	-32
9HD	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8	-11	-15	-18	-22	-25	-29
10 HD	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5	-8	-12	-15	-19	-22	-26
11 HD	44	41	37	34	30	27	23	20	16	13	9	6	2	-2	-5	-9	-12	-16	-19	-23
12 HD	47	44	40	37	33	30	26	23	19	16	12	9	5	2	-2	-6	-9	-13	-16	-20
13 HD	50	47	43	40	36	33	29	26	22	19	15	12	8	5	1	-3	-6	-10	-13	-17
14 HD	53	50	46	43	39	36	32	29	25	22	18	15	11	8	4	1	-3	-7	-10	-14
15 HD	56	53	49	46	42	39	35	32	28	25	21	18	14	11	7	4	0	-4	-7	-11
16 HD	59	56	52	49	45	42	38	35	31	28	24	21	17	14	10	7	3	-1	-4	-8
17 HD	62	59	55	52	48	45	41	38	34	31	27	24	20	17	13	10	6	3	-1	-5
18 HD	65	62	58	55	51	48	44	41	37	34	30	27	23	20	16	13	9	6	2	-2
19 HD	68	65	61	58	54	51	47	44	40	37	33	30	26	23	19	16	12	9	5	2
20 HD	71	68	64	61	57	54	50	47	43	40	36	33	29	26	22	19	15	12	8	5



Warrior

While the Warrior spends most of his or her professional life involved with the art war, members of this class do possess a few combat-related spiritual powers. A Warrior gains access to First Tier powers at first level, while the Second Tier is accessible at 8th level.

The Warrior's powers are an exception to the prohibition on spellcasting and fighting at the same time. While all other character classes must either fight with a weapon or invoke a supernatural power, the Warrior's powers often complement physical combat, and thus can be completed in combination with a physical attack.

A Warrior uses a Faith check when determining if a spiritual power successfully invokes. The Warrior does not need a holy symbol or material components. The Warrior must concentrate, however.

Like many fighter-type classes, the Warrior is able to create a Chosen Weapon at 8th level. The Warrior's Chosen weapon is the most powerful of these types.

A Warrior cannot affect Undead by faith alone. Members of this class usually cut these loathsome creatures to ribbons by force of arms.

Aimed Blow—200

Boost Morale—200

Call Chosen Weapon—200

Create Chosen Weapon—201

Hero's Fight—201

(Continued from page 189)

The fire dimmed from the beast myriad eyes. Its shoulders slumped. Min had placed an image of the Northwest Forest in the mutant's mind. There was reportedly a Forest Friend who controlled those woods, and was ostensibly centuries old. The Ancient would know what to do with the rat monster.

Clearly ensorcelled, the hulking mutant tore

(Continued on page 202)



Aimed Blow

Tier: First

Concentration: One segment

Range: Self

Area of Effect: One weapon

Duration: One attack

Classification: Combat

Spirit Cost: 5

By drawing on this ability, the Warrior can perceive the exact angle of attack to aim his weapon to maximize the chance of a successful hit. In game terms, the Warrior's weapon functions at an additional +1 to hit (per three levels of the Warrior. Under the influence of this power, the weapon will issue a shower of sparks when impacting the Warrior's target.

This power can be used any number of times per day, so long as the Warrior has sufficient spiritual points. This ability can be used on the same round as normal combat, but it delays all actions by an amount equal to the invocation time. This power cannot be used with firearms (enhancing gunfire is a Gunslinger power.)

Boost Morale

Tier: First

Concentration: One Round

Range: NHHR

Area of Effect: All allied listeners

Duration: One round per level

Classification: Charm

Spirit Cost: 16

The Warrior drawing upon this ability is suddenly empowered to enhance the confidence and morale of the people around him. For as long as the power is in force, beneficiaries of this power gain (per three levels of the Warrior) a +1 bonus to Willpower and a +1 to Panic. Finally, due to high spirits and a restored fervour for combat, recipients of the power gain a +1 bonus to their initiative rolls for melee combat. During the round it takes to invoke this power, the Warrior must give a brief inspirational speech that will rally his troops.

Call Upon Chosen Weapon

Tier: Second

Concentration: One Round

Range: Touch

Area of Effect: The Chosen Weapon

Duration: Special

Classification: Combat

Spirit Cost: 20

A Warrior calling upon this power imbues his Chosen Weapon with the ability to go far beyond its normal limitations. For example, invoking this power can raise the weapon's special power to a minimum of four times normal intensity. Other effects (not combinable with the aforementioned note) include +8, +6, or +4 to hit, a +8, +6, or +4 to damage, +6 or +4 parry, Instant initiative (strike first in the round), or parry-weapon shattering.

If the Warrior chooses Instant Initiative, he or she will always strike first in the melee round. Two or more Warriors using this power concurrently will strike at the exact time on the first segment of each round of melee combat. If the Warrior

calls his weapon to shatter other weapons, any parrying weapon encountered must save vs. crushing blow or be shattered.

Calling on this power inflicts tremendous strain on the Chosen Weapon. At the end of the power's use, the weapon must withstand a save versus crushing blow or be forever destroyed. The Chosen Weapon always has an enchantment degree of at least 1, and may save at a higher bonus depending on the degree of enchantment. Obviously many Warriors use one of the enchantment degrees to grant the weapon the "unbreakable" property. The weapon powers are listed in the next table.



Table: Call Upon Chosen Weapon — Warrior

Power aspect	Weapon Save	Power Duration
Boost special power	special	special
+8 to parry/hit/damage	-6	1 attack*
+6 to parry/hit/damage	-4	2 rounds*
+4 to parry/hit/damage	-3	3 rounds*
+2 to parry/hit/damage	-1	10 rounds*
Weapon speed to 1	-3	5 rounds
Instant initiative	-4	5 rounds
+4 to initiative	-1	5 rounds
Shatter enemy's weapon (enemy weapon saves vs. Crushing Blow)	0	1 attack
Extra attack	-2	3 rounds
Extra parry	0	3 rounds
Double damage	-3	1 attack*
Triple damage	-7	1 attack*
Quadruple damage	-12	1 attack*

* These powers start from the first successful attack. A failed blow obviously cannot strain the weapon.

What this power is must be negotiated between the player and the Game Master; in any case, the weapon's newfound power will in some way reflect the name chosen for it, and reflect the general character of the Warrior. The special power counts as one enhancement (as part of the maximum of four enhancements that a supernatural object may have.)

If the Chosen Weapon is passed down from the Warrior to a younger disciple, the weapon will retain a history of all of its masters. Once created, however, the weapon's alignment never changes, regardless of who may inherit it. Warriors without sufficient SP may gain aid from their Priest or Shaman in the completion of this ritual.

H *ero's Fight*
Tier: Second

Concentration: One round

Range: 1// per level

Area of Effect: Special, see below

Duration: One round per level

Spirit Cost: Special, see below

Classification: Combat, Enhancement

A more potent version of Boost Morale, this power bolsters the combat effectiveness of the Warrior's allies. The benefits of this power are numerous. First, the beneficiaries of this power gain one temporary hit point per level of the Warrior. These temporary hit points are taken off first in the event of damage. The recipients

C *reate Chosen*
Weapon

Tier: Second

Concentration: Three Hours (Ceremony)

Range: Touch

Area of Effect: One weapon

Duration: Permanent

Classification: Benedictions

Spirit Cost: 30

For most Warriors, this is a power usually drawn upon only once in a lifetime. The force of this power radically alters the function of the Warrior's favourite weapon. This weapon becomes the Chosen Weapon. To invoke this power, the Warrior must first name the blade. The name chosen must be a name of heroic or deeply symbolic value, for the name chosen may influence the outcome of the power's effect (The Game Master may determine the exact nature of the weapon's enhancement.)

Once the blade (or whatever the Chosen Weapon might be) is named, it gains a permanent supernatural aura, and radiates an alignment identical to the Warrior's. Additionally, the blade gains one special power usable 1d4 times per day.



Instil Fear

Tier: First

Concentration: 3 segments

Range: Internal

Area of Effect: Special

Duration: 1 round per level

Classification: Combat

Spirit Cost: 5 points

There are few things as terrifying as a Warrior towering over you, clad in solid steel and wielding a bloody weapon of doom. This power invokes a paralyzing sense of fear even in the most courageous of foes by magnifying the apparent might of the Warrior in their minds. This spell generally has no effect upon Undead or Constructs unless they can feel fear.

Once cast, each time the Warrior strikes a foe in melee combat, the victim must make a Panic Check or gain a -2 penalty to all attack rolls, saving throws, Panic Checks, and Willpower Checks until the Warrior's next round in battle. Then, the Warrior will probably attempt to strike again, taking advantage of the -2 penalty to Panic Checks.

Know Loyalty

Tier: First

Concentration: 1 Segment

Range: 3// line of sight

Area of Effect: 3 people per level

Duration: One round

Classification: Informational

This power enables the Warrior to see into the hearts of his followers and know the intensity of their loyalty to him. When the Warrior draws upon this power, he or she will know the loyalty of each person touched by the power, on a scale of 1 to 20. Loyalty ranges from 1 (for traitor) to 20 (for diehard fanatic). Those with mental defences or empathic resistance are allowed a resistance roll to block such probing. If successful, the results of the loyalty scan show a loyalty rating of 12, indicating slightly better than average loyalty, regardless of what the persons true loyalty may be. Note, however, that overuse of this power may demonstrate a general lack of trust on the Warrior's part and thus reduce overall morale.

T rue Strike

Tier: First

Concentration: One segment

Range: Touch

Area of Effect: One weapon

Duration: One attack

Classification: Combat

Spirit Cost: 5

This power functions in a similar manner as Aimed Blow, except that the weapon gains damage bonuses instead of a bonus to hit. For every two levels of the Warrior, the weapon will inflict one additional point of damage. As with Aimed Blow, the weapon sparks when it successfully strikes the target. This power can be used in combination with a Warrior's melee or missile attack, although it delays his or her action by one segment due to the casting time. This power cannot be used on firearms as guns are the domain of the Gunslinger.

(Continued from page 199)

through a nearby wall with its fangs and claws. Min shuddered as he realized that the beast could shred metal like a man shreds paper. Had his signing and chanting failed, Dommalon would have assuredly had one less servant in the world of the living.

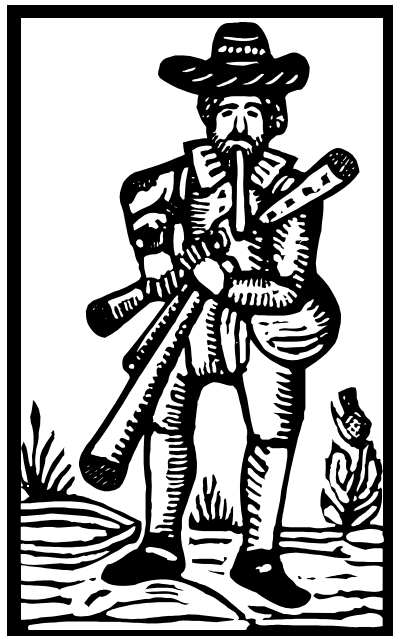
Imnya spun the cylinder of her gun then holstered it. She gave Min a questioning look.

"Look," Min said defensively, "I don't have to kill everything I eat. The Forest Friend can probably fix that monster."

**Table: Warrior Spirit Point Matrix**

Faith	Spirit Points	Notes
1-9	1	No special notes for faith of this intensity
10	2	
11	3	
12	4	
13-14	5	Chosen Weapon saves at +1.
15	6	Warrior is remembered for 10 years after death
16	7	Henchmen/followers/soldiers fight with +2 morale and +1 loyalty
17	8	Chosen Weapon saves at +2.
18	9	Henchmen/followers/soldiers fight with +4 morale and +2 loyalty
19	10	Chosen Weapon saves at +4
20	11	Warrior is remembered for 100 years after death
21	12	Warrior is remembered for 200 years after death. Chosen Weapon saves at +6.
22	13	Chosen Weapon saves at +8.
23+	12	Warrior lives for an additional 4d10 years beyond normal life-span. He or she is remembered for the next 500+10d100 years.

A “morale” save is a Panic check that is performed on NPCs when combat is going awry, the leader is injured or killed, or if they are met with obviously superior forces. A Loyalty check is used when an NPC is offered a bribe or is given the opportunity to betray his or her master in exchange for financial, personal, political, or power gains.



Wishsinger

Wishsingers gain, but do not use, spiritual points. They have a specified number of songs per day, dependent upon their level. The activation check is either a Singing or Instrument proficiency check (or both, if the song requires both components.) A Wishsinger starts her career with four First Tier songs and gains another song automatically when advancing in level. A Wishsinger usually researches new songs or copies songs from music libraries in order to expand her repertoire. A simple Learn Song check will allow the character to learn the new song. To access First Tier songs, the Wishsinger need only be 1st level.

Tier One Songs—205

Tier Two Songs—209

Tier Three Songs—216

Tier Four Songs—220

Tier Five Songs—225

Tier Six Songs—231

Tier Seven Songs—234

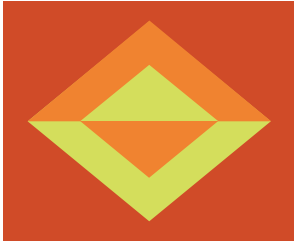
Tier Eight Songs—236

Songs Per Level—241

Bonus Songs—242

Spirit Point Matrix—242

- **Tier:** There are eight Tiers of Wishsinger spell songs. Access to song Tiers is usually equivalent to 1/2 the Wishsinger's experiential level, rounded up.
- **Preamble** denotes the amount of time the Wishsinger must sing or play before the spell song begins to take effect. This is equivalent to the prayer time or concentration time required by members of other classes.
- **Components:** Note that V, and I components stand for "Voice" and "Instrument, respectively. Songs with a "VI" require both instrument and vocal components concurrently
- **AOE:** Refers to the song's area of effect. Note further that **NHHR** stands for "Normal Human Hearing Range", which for spell song range is a 60' (i.e. 6//) radius about the Wishsinger.
- **"Duration"** indicates the maximum amount of time a Wishsinger can sing or play to maintain the power of a particular spell song.
- **"Resonance"** refers to the amount of time a spell song remains in effect after the Wishsinger stops singing.
- **"Classification"** : The sphere of influence in which the song is categorized.



First Tier Invocations

Requirements: 1st Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Animal Charm

Tier: First

Preamble: 9 segments

Components: V

AOE: NHR

Duration: 1 round per level

Resonance: 1d4 rounds

Classification: Animal, Charm

With this spell song the Wishsinger is able to sing soft flowing melodies that literally "soothe the savage beasts". Animals that fail their saving throw versus sleep/charm will not attack the Wishsinger or the party. If the Wishsinger has any empathic powers and is able to establish an empathic link with the charmed animal, the beast in question can be made to follow simple commands. If the Wishsinger does not possess this ability, the animal will simply follow the Wishsinger for the duration of the song.

Once the song is over, there is a chance that the charmed beasts will attack the Wishsinger (only); this is determined by a save versus sleep/charm for the affected animal. Otherwise it will simply wander away from the area of effect. Of course, if the animal is charmed into doing something dangerous or humiliating, the GM is free to raise the threshold by giving the animal a +1 to +4 bonus to the saving throw.

Song of Awakening

Tier: First

Preamble: 3 segments

Components: V, I

AOE: NHR * 2

Duration: Instantaneous

Resonance: None

Classification: Charm

By playing this spell song, any sentient, sleeping creature within the area of effect is instantly brought to a waking state, able to initiate actions the following round. Those under the influence of a sleep spell (or similar spell of approximate calibre, such as Song of Peaceful Sleep) are also awakened if a successful Perception check is made by the target. Those under the form of chemically induced sleep (i.e. drugged) may also be awakened upon a successful Perception check at -2, but because the chemicals are still present in the blood stream, all actions performed by the target will be at Dex-4, Str-2, Int-4.

This song has one additional property. It can occasionally cancel the effects of the charm-like spells. If the target makes a successful save versus sleep/charm at -4, the victim's charm is broken.

Song of Brave Combat

Tier: First

Preamble: 3 segments

Components: I

AOE: Party members within NHR

Duration: One round per level

Resonance: 1d4 rounds

Classification: Combat/Charm

While this militant song is played, all party members within NHR are inspired with great courage, giving each one an attack bonus of +1 to hit and +1 to damage for all melee and bare-handed combat. Missile combat is not affected by this song. Due to the nature of this song, it also has the ability to calm a panicked Changeling, quell an instance of depressive or phobic insanity, and counteract fear spells if the caster's level is

Song of Brave Combat

Tier: First

Preamble: 3 segments

Components: I

AOE: Party members within NHR

Duration: One round per level

Resonance: 1d4 rounds



Classification: Combat/Charm

While this militant song is played, all party members within NHRH are inspired with great courage, giving each one an attack bonus of +1 to hit and +1 to damage for all melee and bare-handed combat. Missile combat is not affected by this song. Due to the nature of this song, it also has the ability to calm a panicked Changing, quell an instance of depressive or phobic insanity, and counteract fear spells if the caster's

Song of Cheerful Light

Tier: First

Preamble: 1 segment

Components: I

AOE: Special

Duration: 1 round per Level + Endurance

Resonance: 1d4 turns

Classification: Creation

When the Wishsinger touches a small object and then activates the song, the item can be brought to a soft glow. The light manifests as a silvery luminescence 10' in radius. Objects such as weapons, clothing, small statues, etc. can be brought to glow, but no person can be made to glow except the Wishsinger. If the Wishsinger needs only temporary illumination, she can forgo the resonance.

Song of the Compass

Tier: First

Preamble: 3 segments

Components: V

AOE: The conjured sphere

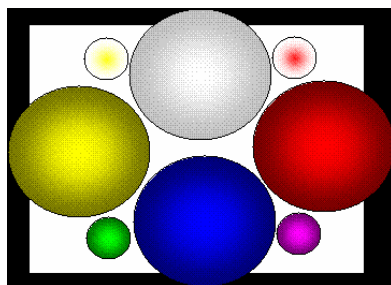
Duration: 1

Resonance: 1 hour

Classification: Information

By the smooth, pulsing melody of this spell song, the Wishsinger is able to bring forth a small sphere of light that appears in the palm of the singer. The sphere changes colour depending on which direction the Wishsinger is facing. The following figure describes the colour of the sphere with its corresponding direction.

Of course, the Wishsinger can always take the mundane option and simply summon a glowing arrow that points north.



Song of Dancing Fireflies

Tier: First

Preamble: 7 segments

Components: I

AOE: All foes within NHRH

Duration: 1 round per Endurance + Level

Resonance: 1d4 rounds

Classification: Animal / Summoning

By this song, a swarming mass of fireflies fills the area of effect. Although these glowing pests do not cause damage to the Wishsinger's foes, they do inhibit vision. In daylight conditions, this causes a -1 attack penalty within the area of effect, and a -3 attack penalty during night time conditions.

Song of False Sounds

Tier: First

Preamble: 1 segment

Components: V

AOE: NHRH

Duration: 2 rounds per level

Resonance: None

Classification: Charm

With this song, the Wishsinger can throw his voice, thus making others appear to speak his words or create false sounds in other places – the Wishsinger merely speaks the words or creates the sounds mentally. All within the area of effect who are unaware of this trick must make a save versus sleep/charm or not notice the Wish-



singer's deception. Note that this song does not target the person who appears to be speaking, and it can be cast without any specific target in mind, such as if one wishes to give the impression that there is a group of zombies behind a door, or that there is some sort of creature whispering in the darkness.

The Wishesinger can attempt to imitate the voice and manner of a specific person or type of creature, but if he has limited experience with that individual or creature type, those within the area of effect will get bonuses as decided by the GM to their save versus sleep/charm. Similarly, doing something as foolish as trying to convince people that an unconscious person is talking will create disbelief.

Song of Healing

Tier: First

Preamble: 3 segments

Components: V

AOE: NHHR/2

Duration: 1 round per level

Resonance: 1 round

Classification: Healing

For the duration of this song, a specified person or creature within the area of effect can be healed for one hit point per round. Like most lesser healing invocations, this song can cure wounds only. It cannot negate poison damage, although the life of a poison victim can be sustained at least for the duration of the song (i.e. hit points will not drop below -10). As it heals the target slowly over time, this song is not as useful during combat as a Priest's healing spells.

Song of Hope

Tier: First

Preamble: 1 segment

Components: V, I

AOE: NHHR [1 target per level]

Duration: 1 turn per level

Resonance: 1 turn

Classification: Benedictions

The uplifting quality of this song serves as an inspiration of courage, hope, and faith. While the song is in effect, all good-aligned allies within range gain a +2 bonus against fear causing effects, a +2 bonus against Panic Checks, and immunity to the Scaxathrom spell "Despair Beacon", if using the optional Scaxathromite Summon-

Song of Insect Warding

Tier: First

Preamble: 1 round

Components: I

AOE: NHHR * 2

Duration: 1 round per Lev. + Endurance

Resonance: 1 Turn

Classification: Animal

By the power of this spell song, a resonating field of ultrasonic sound is generated, warding off all normal insects within the area of effect. Large (or giant sized) insects get a save versus area effect at +1 per Hit Die (or level, if sentient) in order to overcome the warding field.

Song of Minor Telekinesis

Tier: First

Preamble: 5 segments

Components: V

AOE: NHHR

Duration: 1 round per Endurance

Resonance: 1d4 rounds

Classification: Physics

By this spell song, the Wishesinger is able to move small objects from a distance, without touching them. Objects at a weight of up to 1 pound per level can be moved through the air. Objects of up to three pounds per level can be caused to slide across flat surfaces. While this song can not turn a small object function as a weapon, it can be used to trigger possible traps, or to pester people (for instance, being poked by a floating dagger is quite annoying, even if the dagger's blade can't puncture one's skin.) This song is also very useful for sliding a set of jailer's keys through the bars of a prison cell.



Song of Minor Wind Control

Tier: First

Preamble: 7 segments

Components: I

AOE: NHHR

Duration: 1 round per
Endurance + Level

Resonance: 1d4 rounds

Classification: Elemental

By this song, the Wish-singer can summon a minor breeze of no more than ten miles per hour. He or she can direct it in any direction, however, the vectors of the summoned wind are additive to the existing wind conditions. Thus if a north west 5 mile per hour breeze is blowing, the Wish-singer can force it to be a 15 mph NW breeze, or create a 5 mph SE breeze. Additionally, if the Wish-singer desires, the spell song can be used to create an area of calm in up to 15 mile per hour breezes. If used to enhance sailing, the Wish-singer can boost a sail-driven ship's speed by 1//.

Song of Peaceful Sleep

Tier: First

Preamble: 4 segments

Components: V, I

AOE: NHHR

Duration: 1 round per level

Resonance: 1 turn

Classification: Charm

Song of Reproach

Tier: First

Preamble: 3 seg-
ments

Components: V

AOE: NHHR

Duration: Instantaneous

Resonance: None

Classification: Combat

By the power of this spell song, the Wish-singer is able to lash out at a selected enemy, causing a verbal assault that inflicts 1d4 damage per level of the Wish-singer. To accomplish this feat, the Wish-singer must point at the target and make a successful "Ranged Touch Attack". The song has a maximum yield of 10d4 damage.

By this spell song any specified creature (a single humanoid or animal) within the area of affect must save versus sleep/charm or fall asleep. Deaf or unhearing creatures are not affected by this spell song. Creatures that cannot sleep (such as Constructs and most Un-dead) are not affected by this spell. One person per round can be targeted, and the subject will stay asleep for a turn. If the person actually wants to be targeted (i.e. for a treatment for insomnia), the target can purposefully fail the save and then sleep for 1d4+4 hours. The Wish-singer can actively target only during the "duration" period. The resonance period indicated how long a targeted person will sleep.

Song of Slothful-ness

Tier: First

Preamble: 5 segments

Components: I

AOE: One person per two
levels within NHHR

Duration: 1 round per level

Resonance: 1d4+1 rounds

Classification: Charm

By the dismal, repetitive nature of this spell song, its victims are placed in a placid stupor for the duration of the resonance. What the song actually does is brings to the forefront the victims' innate laziness. A successful save versus sleep/charm will negate this effect.

Assuming the save fails, victims under the effect of the Song of Slothfulness are incapable of initiating any action unless they are directly affected. For example, a shopkeeper charmed by this song will still be able to defend himself against a sword blow, but would not react to someone stealing a weeks worth of rations from his shelves. A larger theft, an expensive sword for example, would warrant the another save versus sleep/charm in order to break free of his stupor.

This song also comes in handy when trying to



sneak past guards without being questioned. One restriction to this song is that the potential victims cannot already be engaged in combat when the song is sung.

If conditions change during the power's effect (such as the building catching on fire, or a bomb detonating), the spell also ends.

Most people don't die of laziness.

Song of the Whispering Wind

Tier: First

Preamble: 1 segment

Components: V

AOE: Special

Duration: 1 segment per level

Resonance: 2 segments

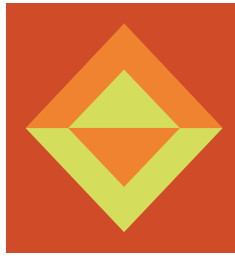
Classification: Charm

- Level 1-4: 500'
- Level 5-8: 1 mile
- Level 9-12: 5 miles
- Level 13-15: 25 miles
- Level 16-19: 100 miles
- Level 20+: 500 miles

Mental images cannot be sent via this spell song. Note that unless the recipient has a similar means of telepathic communication, the flow of information is one way: from the Wishsinger to the target. If otherwise, then mental communication can be a two-way process.

The range of the telepathic contact depends on the level of the Wishsinger

By the power of this spell song, the Wishsinger's thoughts can be carried by the wind to a specified person within the area of effect. Unlike other spell songs, the Wishsinger need only hum softly to work the magic. During the spell song's period of effect, the Wishsinger concentrates of the words he wishes to send, enabling the recipient to hear the Wishsinger's voice softly in his mind.



Second Tier Invocations

Requirements: 3rd Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Blazing Weapons

Tier: Second

Preamble: 8 segments

Components: V, I

AOE: NHRH

Duration: 1 round per level

Resonance: 1d4 rounds

Classification: Combat

specific creatures (i.e. vampires, golems, and other creatures hit only by silver or consecrated weapons).

By the chant-like, staccato beat of this song, all melee weapons (swords, daggers, clubs, staves, axes, etc.) in the area of effect glow blood red, cloaking their wielders in a sinister crimson nimbus. Weapons affected by this spell song gain +1 to hit and damage for every third level of the Wishsinger, up to a maximum +6 bonus. The temporary plusses should be counted as enhanced plusses when hitting spe-

Song of Blurring

Tier: Second

Preamble: 9 segments

Components: I

AOE: NHRH

Duration: 1 round per Level + Endurance

Resonance: 1d6+1 rounds

power, and targeted persons or creatures (i.e. enemies) can save versus sleep/charm for negation.

The interleaving, lilted melodies of this spell song confuse and confound all enemies who listen, blurring their perceptions. Combat against the party is made as if the affected attackers had -4 to their Dexterity. For unrated attackers, this translates into a -2 to hit, -2 penalty to initiative. One person per level of the Wishsinger can be affected by this



Song of Chilling

Tier: Second

Preamble: 1 round

Components: I

AOE: NHHR (RTT)

Duration: Instant

Resonance: None

Classification: Elemental
Air

During the preamble of the spell song, an envelope of highly convective air forms around a selected target. Targeting is accomplished via a Ranged Touch Attack. When the Preamble is finished, the Wishesinger claps his hands, causing a harmful drop in the internal core temperature of the victim. Body heat is instantly conducted through the convective gas bubble.

Cold-blooded creatures will fall unconscious for 2d4+1 rounds (save versus system shock to negate) or behave as if Slowed for a 2d4 rounds (if the save succeeds.) Warm blooded creatures take 3d6 points of hypothermia damage (save versus shock to negate) or behave as if under the influence of Song of Slowing for 1d4 rounds (if the save succeeds.) Creatures especially vulnerable to cold must save at -2 and are slowed for 3d4 rounds even if the save succeeds.

Bloodless creatures such as Constructs and Undead are only peripherally affected. They are slowed for 1d4 rounds.

Song of Detection

Tier: Second

Preamble: 1 round

Components: I

AOE: NHHR

Duration: 1 round per level

Resonance: None

Classification: Divination

By using different varia-

tions of this song, the following things can be detected, as shown on the following Table:

Type	Effect
Alignment	The Wishesinger (only) can "see" a compass pointer above the person or creature's head. the compass pointer direction corresponds to the target's alignment. <i>Persons with empathic resistance can avoid being scanned by successfully rolling under their resistance rating. Undead and spiritual entities cannot be scanned. Only one individual can be scanned per round.</i>
Invisibility	The Wishesinger can know whether there is an invisible person or object within the area of effect. The Wishesinger will also know a directional to that person or object. <i>The Wishesinger cannot actually see the invisible object,, but is instead only aware that something invisible is present within the area of effect.</i>
Charm	The Wishesinger can know if one individual is under the empathic, magical, or spiritual control of another. <i>The Wishesinger cannot dispel the charm by this song. Nor can the Wishesinger know who the identity of the controlling influence.</i>
Curse	The Wishesinger can detect the presence of a curse on a person or object. <i>The Wishesinger will not know the outcome of an object-curse being triggered. If this feature is sung right after a "magical function" detection, then it will reveal the nature of the curse on an object.</i>
Evil	This functions in a manner identical to the Cavalier's Detect Good & Evil. <i>It can only detect the presence of evil if the Wishesinger is Good, and vice versa.</i>
Poison	Can detect the presence of poison on an object (i.e. a dagger or food), or whether a scanned individual has been poisoned. <i>The Wishesinger can know the relative strength of the poison, but not the specific type, or how to formulate an antitoxin. It can detect poison in only one item per round.</i>
Traps	The song can detect traps integrated into doors, windows, chests, floors, walls, ceilings, and other items or surfaces within the area of effect. Trapped items glow an angry red for one round, with the aura being visible only to the Wishesinger. The song only lets the Wishesinger detect traps, not disarm them. <i>It can detect traps in only one item or surface per round. Thus a 3rd level Wishesinger could scan a door, ceiling, and floor in a dungeon hallway, but if she wanted to search the walls and a skeletal corpse slumped in front of the door, she would need to play the song</i>



Type	Effect
Resonance	Allows the Wishsinger to know if a spell song has been sung within the area of effect within the past one hour per level of the scanning Wishsinger. This power can also be used to determine if individuals have been affected as well. On a successful instrument check at -6, the classification of the most recent spell song can be known. <i>The identity of the scanned for Wishsinger is not known to the scanning Wishsinger.</i>
Magical Function	The Wishsinger can determine the supernatural function of any enhanced item. <i>The spell will only reveal one such function per round of the song. Thus, if a sword functioned as a +1 weapon and could emit light three times per day, a 1st level Wishsinger would have to sing this song twice to find out all the features of the device.</i>

Song of Many Voices

Tier: Second

Preamble: As amplified song

Components: V

AOE: As amplified song

Duration: As amplified song

Resonance: As amplified song

Classification: As amplified song

This spell song is a cooperative song that allows two or more Wishsingers to amplify the area of effect of a recipient Wishsinger. The preamble, duration, and resonance always match the spell song being amplified. The vocal components are very simple, as it must be able to enhance the characteristics of any song; for the most part, the Song of Many Voices actually sounds like rhythmic humming.

For every extra participant, the radius of the area of effect increases by an amount equal to that song's normal effective range. In other words, four Wishsingers combining forces to invoke a song whose area of effect is described as "NHHR" would now have a range of "NHHR*4". Should participant Wishsingers be interrupted (i.e. attacked, or runs out of Endurance), the amount of amplification would be reduced only by that participant.

This song has some fairly obvious combat uses. For instance, three Wishsingers could combine forces to attack a pirate ship up to 18// away via Song of Reproach (whereas this song usually has a range of 6//). Five Wishsingers could combine forces to allow a focal Wishsinger to heal a wounded comrade who lays dying on the other side of a 360' wide crevasse.

Song of Feared Animal

Tier: Second

Preamble: 5 segments

Components: V

AOE: RTT within NHHR

Duration: One round

Resonance: 1d4+1 rounds

Classification: Sleep/Charm, Animal

This spell song has the effect of reminding its victim of its most feared animal. The Wishsinger targets his foe by way of a Ranged Touch Attack within the normal Wishsinger song range. Once successfully targeted, the victim's mind is filled with the vivid image of some wild, mad ferocious animal. So chilling is the fear that this image generates that the victim must save versus sleep/charm or suffer one of the four consequences (1d4):

- Victim attacks the imaginary animal for 1d4+1 rounds (i.e. he/she wildly swings at the air, or even wastes spells attacking something that's not really there.)
- Victim flees away from the combat scene for 1d4+1 rounds, believing the feared animal is actually present and ready to attack.
- Victim becomes irrational and stands in place crying incoherently for 1d4 rounds.
- Victim closes his mind to the outside world, becoming catatonic for 1d4+1 rounds.

Of course, the target has to be able to feel fear. Mindless or fearless creatures such as Constructs, Undead, and completely mindless animals and plants are immune. A Ranger's Animal Companions gain a +2 save versus sleep/charm.



Song of Minor Levitation

Tier: Second

Preamble: 1 segment

Components: V

AOE: The Wishsinger

Duration: 1 round per Level + Endurance

Resonance: 2d4 rounds

Classification: Elemental Air

By the dynamic, cyclic patterns of this spell song, the Wishsinger can bring into being a column of swirling air that can lift the singer into the air. Vertical movement is at half normal ground movement, while horizontal movement is reduced to 1// per round. The Wishsinger can carry an additional 10 pounds per level when levitating (which means that a low-level Wishsinger may have to drop his/her backpack before levitating. However, the spell song does afford a controlled landing. The power of this spell song degrades slowly during the period of resonance, thus allowing the Wishsinger to slowly descend to the ground at the close of the song.

Song of Sailing

Tier: Second

Preamble: 1 round

Components: V, I

AOE: One sailing ship

Duration: 2 rounds per Level + Endurance

Resonance: 2d4 rounds

Classification: Enhancement

The power of this song comes in handy when sailing a ship and one realized that escape from pirates or sea monsters is the

order of the day. For every two levels of the Wishsinger, the maximum speed of the ship is increased by 1//. A ship's speed may be boosted as much as 50% above its normal maximum rating without incurring damage. Between 51% and 75% over maximum, the ship loses one structural point per three rounds due to structural stresses; between 76% and 100%, the ship loses one structural point every two rounds; above 100%, the ship loses one structural point every round. The Wishsinger can affect a ship of up to 5 structural points per level attained.

If the ship is an oar-driven vessel, the Wishsinger can still attempt to make the ship run faster. Without sails, however, the song is much less effective. For every five levels of experience, the Wishsinger can boost the speed of an oar-driven ship by 1//.

Song of Shattering

Tier: Second

Preamble: 2 segments

Components: V, I

AOE: NHHR

Duration: Instantaneous

Resonance: None

Classification: Elemental Earth

By this spell song, a blast of vocal and instrumental cacophony is generated, shattering crystal, glass, stone, and other lattice structure based material. Items affected by the spell are allowed an Item save vs. crushing blow. Up to ten pound per level and up to one item per level can be affected. Thus, a second level Wishsinger could shatter a plate glass window weighing 20 pounds, or could smash two smaller windows of up to 10 pounds each. Used against Constructs made from stone, glass or crystal (and this requires that the Wishsinger be 8th level), the song inflicts one structural point per 80lbs of efficacy. This song does not affect supernatural items unless the Wishsinger is of at least 8th level, and even then the targeted items get a +1 to its item save per degree of enchantment. Constructs targeted by an 8+ level Wishsinger gain a +1 item save per Structural Point.



Sound Shield

Tier: Second

Preamble: 6 segments

Components: Instrument

AOE: 5' circle around the Wishsinger

Duration: 1 round per Endurance + Level

Resonance: 1d4 rounds

Classification: Defence

This power is useful in many ways.

First, the Wishsinger gains a +3 save and +3 to AC versus Ranged Touch Attacks if the motive force is sound. Examples of such invocations include "Song of Reproach", a Priest's "Rebuke", and "Song of Shriill Discord". Second, against missile attacks (such as thrown daggers and arrows), the Sound Shield forms a deflective force that has a 25% chance to push incoming missiles off course; gunfire and lasers are unaffected. Finally, if the Wishsinger wishes to have a private conversation with another person, those on the outside of the bubble suffer a -50% to "Hear Noise" and -10 to any Perception checks that involve listening. Of course, lip reading is still possible.

“Ever wonder why so many ship captains hire Wishsingers?” the old seaman taught. “It’s for their song, see. They can rouse the wind on even the deadest of calm, and they can push the ship in a way no oar can.” –
Anna Watermark, Wishsinger Captain.

Unlike most Wishsinger invocations, this one does not start with the prefix "Song of". This invocation is not a song. It actually creates a field of static noise by way of the Wishsinger's musical instrument.

Song of the Spell Trap

Tier: Second

Preamble: 1 segment

Components: V and the spell trap

AOE: NHRH

Duration: 1 hour

Resonance: Permanent

Classification: Enhancement

This song allows the Wishsinger to place remote traps and wards upon places of value to him. Before the song can be sung, however, a spell trap must be created. How this is done is determined by the nature of the spell that the Wishsinger desires to store within the trap. If the song has only a verbal component, the trap must be given something that resembles a mouth, either through carving, metalworking, or simple drawing of lines. If the song has an instrumental component, then the Wishsinger must include an instrument in the making of this spell. If a song has both components, both steps must be taken before singing this song.

Once the mouth or instrument has been created or obtained, the Wishsinger must then sing this song over the spell trap. Next, he determines what conditions set off the trap – these conditions can be composed of a few simple sentences, such as "Trigger whenever somebody passes this wall without saying 'Friend'" or "Trigger whenever a Zombie walks by." Spell traps cannot recognize character class, level, or specific individuals.

Finally, the Wishsinger determines which song is set off when the trap is triggered – the song must be one that he already knows. Note that certain spells may require him to make additional decisions at this point, such as deciding what commands are given to victims of certain Charm songs. The triggered song will be cast at the level the Wishsinger was at when he created the spell trap, and triggering the trap does not destroy it.

Once this task is complete, the spell trap will last indefinitely. A successful Dispel Magic or similar effect will destroy the spell trap, as will physically destroying the mouth or instrument associated with it. The trap does not radiate any obvious magic, though the wise will be suspicious if they see a mouth carved into a wall or a bell sitting in the middle of a dungeon.



Song of Stealth

Tier: Second

Preamble: 7 segments

Components: V

AOE: The Wishsinger

Duration: 1 round per Endurance + Level

Resonance: 1d6 rounds

Classification: Protection

By playing this song, the Wishsinger is able to weave the sound of the wind around him, and disappear from the sight of members of a specific race, thereby allowing him to pass by invisibly and silently. Before beginning the preamble of the song, the Wishsinger must specify which race he will be invisible to. Only a soft breeze marks the Wishsinger's passing. Because of the concentration involved, no attacks or other singing is possible.

Spells that invisibility or illusions will reveal the Wishsinger's presence, but will not remove the actual spell's effects (i.e. the Wishsinger remains invisible, just the person casting the detection spell knows the Wishsinger is present. The Wishsinger could also be detected through the use of a See into Spirit Plane, or similarly powerful method. Additionally, a Changeling implementing sense presence will also detect the presence of the Wishsinger.

Song of the Threads of Light

Tier: Second

Preamble: 1 round

Components: V

AOE: Internal to the Wishsinger

Duration: 1 round

Resonance: 1 turn per level (plus special)

Classification: Creation, Informational

With this simple, linear melody, the fingertips of the Wishsinger's dominant hand begin to glow like tiny white points of light. In the "preamble phase", the Wishsinger's fingertips begin to glow. In the "duration" phase, she set in place the beginning of the tread. Where ever the Wishsinger moves her hand, a glowing trail is left in the air. The treads can be extended during the "resonance" phase of the song. This spell song is especially useful in marking ones trail in a dark dungeon.

The strands of light cannot be broken, although they are vulnerable to dispel magic (or equivalent power). The glowing threads hang in the air for one hour per level of the Wishsinger. Additionally, these light threads can be chained together through serial invocations of this spell song. If this option is used, the entire connected length begins to degenerate after one hour per level of the Wishsinger has passed.

Usually the treads are visible to anyone. At the Wishsinger's option, however, she can sing this spell song in such a way that he is the only one who can see the strands.

Song of Ultimate Purity

Tier: Second

Preamble: 7 segments

Components: V, I

AOE: NHHR

Duration: 1 round per level

Resonance: 1d4+1 rounds

Classification: Divination

By the power of this spell song, all illusions within the area of effect appear translucent to the Wishsinger, thus exposing them for the constructs that they are. It should be noted that this spell song does not dispel illusions, as the illusionary force returns at the end of the spell song. Moreover, the illusions are revealed as such only to the Wishsinger. Her companions do not get the benefit of the Wishsinger's vision. However, she does have the ability to convey to her comrades that there are illusions present, and to make the party aware that all may not be as it appears.



Song of Whirling Daggers

Tier: Second

Preamble: 1 round

Components: V, I, and daggers

AOE: Special

Duration: 2 rounds

Resonance: 1 round per level

Classification: Defence, Combat

This song is one of few that require a material component. Up to one dagger per level can be animated to form a single deadly perimeter of whirling daggers that is 10 to 40-feet in diameter. This song requires three daggers for each 10-foot diameter increment of the area protected, thus a 3rd level Wishsinger could protect a 10-foot diameter circle while a 6th level Wishsinger could protect a 20-foot diameter region. The maximum number of daggers that can be animated is twelve, thus producing a 40-foot diameter defensive ring.

When encountering the whirling ring of daggers, intruders must make a Save vs. Magic Weapon or take 1d4 damage per dagger in the defence perimeter. Note that higher level Wishsingers can fit extra daggers into a smaller diameter perimeter, so it is possible to use six or even more daggers and yet only create a 10-foot diameter defensive ring.

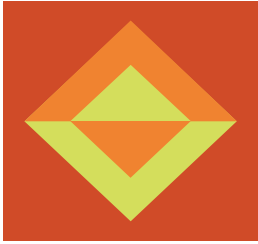
The allies of the Wishsinger can come and go without harm, so long as they are present within the perimeter range when the song is sung. For enemies wishing to disable this defence, this can be accomplished by destroying the daggers, which have AC (0) and 1 StP, or by deanimating the daggers through magical means.

Four of the larger Kir Onea cruisers, all sails billowing from the tailwind they had picked up, were advancing towards the Cape North Fleet. In tow of the massive triple masted vessels were four galleys, under tow, their crews enjoying the free lift, but preparing to begin rowing into the engagement. Stony rang the main bell in the crow's nest, and saluted the second officer.

"Sir, we've got action! Four triples with galleys in tow!" The first officer turned to the helm, giving orders as he did. The Calibos, as the port flanking vessel, began to tighten up the formation, drawing closer to the sloop Amonn and the gunboats Vespar and Toriw. Master at Arms Lerwu began to distribute flintlocks and cutlasses to the Cape North crew, as the sailors of the ship whose vessel they had "appropriated" were forced into operating the ship unarmed. Breton slide down the pole from the crow's nest, preparing to jib the secondary mast. As he did, Stony also left the nest, and drew another crewman aside. A quick whisper was exchanged between them, and quickly noticed by Petty Officer Pirellis.

"Break it up, now! Get back to your Sta..." The cry was cut silent by Stony's dagger at the man's throat.

"Thanks for the blade, and the blunderbuss, mate." With a single motion, Stony drew the blade and tossed it to his counterpart while shoving away. He raised the single shot weapon, drawing a bead on the second officer not six feet away.



Third Tier Invocations

Requirements: 5th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Blasting

Tier: Third

Preamble: 5 segments

Components: V

AOE: NHR (1d4+1 targets)

Duration: Instantaneous

Resonance: None

Classification: Elemental, Fire

With the last phrase of this song, the Wishesinger bellows out a thunderous call. The power of the song then come into effect: 1d4 + 1 targets immediately burst into flames and each takes 1d6 points of damage per level of the Wishesinger (up to a maximum of 10d6 points of damage). Targets are allowed a save versus spiritual powers for half damage.

Song of Chaos

Tier: Third

Preamble: 5 segments

Components: V, I

AOE: NHR

Duration: 1 round

Resonance: None

Classification: Randomness

This is one song that the Wishesinger might not want to sing for the full duration. This chaotic little ditty opens a tiny fissure in the fabric of time-space, causing local reality to become temporarily unstable. Anything can happen – literally anything. Each time this spell song is sung, a roll on the table that describes the effects of the innate power Wishesong.

Song of Fiery Missiles

Tier: Third

Preamble: 1 round

Components: I

AOE: See below

Duration: 1 round per Level

Resonance: 1d6 rounds

Classification: Combat

When this song is played, all projectile weapons originating from the party to erupt into white flame, causing the projectiles to cause 1d4 additional damage for every four levels of the Wishesinger. It should be noted that the nature of the fire is supernatural and thus the projectiles themselves are not damaged. Only projectile weapons are affected by this spell song; it does not work on melee weapons – such as swords and staves (see Song of Blazing Weapons for melee weapons)

It should be noted that the missile projectiles lose their special song enhancement if they travel beyond the spell song's sphere of influence. A "projectile" weapon is any weapon that is shot, hurled, or thrown.

Depending on the level of the Wishesinger, the Area of Effect changes.

- Level 1-5: 3//
- Level 6-9: 6//
- Level 10-14: 9//
- Level 15-19: 12//
- Level 20+: 15//

Blue Avagadro beat out a staccato rhythm on his drums and uttered a halting chant. Suddenly, the Crystallin Priestess who had been aiming her crystal wand at him rolled her eyes back in horror as the wand began to first vibrate, then quiver, then finally shatter into tiny dust-sized fragments.



Song of Greater Light

Tier: Third

Preamble: 5 segments

Components: I

AOE: Special

Duration: Instantaneous

Resonance: 3d6 hours

Classification: Creation

The effects of the spell song can be cancelled at any time by the Wishsinger. Because the light is generally more intense than the lesser light-generating spell, the Wishsinger can cause the Greater Light to "flare up" to full sunlight intensity for one round, inflicting 4d6 damage against all Undead (save vs. area effect for half damage). This additional power can be used once per cast-

Song of Instant Friendship

Tier: Third

Preamble: 7 segments

Components: V, I

AOE: NHR

Duration: 1 round per level

Resonance: 1d8 Rounds

Classification: Charm

appear to have a Charisma and Comeliness of 18; those already possessing such scores gain +1 to these attributes. In plain words,

This spell song is similar to the Song of Cheerful Light, except that the light generated encompasses a 60 foot radius. Note that the power of the spell song decays gradually during the last turn of resonance so that the radius of illumination slowly shrinks to zero.

Song of Major Wind Control

Tier: Third

Preamble: 7 segments

Components: I

AOE: NHR

Duration: 1 round per Endurance + Level

Resonance: 1d6 rounds.

Classification: Elemental Air

By this song, the Wishsinger can summon breezes of up to 35 miles per hour. He or she can direct it in any direction, however, the vectors of the summoned wind are additive to the existing wind conditions. Thus if a north west 15 mile per hour breeze is blowing, the wish singer can force it to be a 50 mph NW breeze, or create a 20 mph SE breeze. Additionally, if the Wishsinger desires, the spell song can be used to create an area of calm in up to 35 mile per hour breezes.

If this song is used to aid in sailing, it has the ability to increase or decrease the speed of the affected boat by 2//, as well as give the captain a +1 bonus on ship handling rolls.

the party members will be treated in a favourable way by those who would otherwise either not like them or treat them in a suspicious way. While the power is in effect, the Wishsinger is effectively invisible to the her enemies, and only her allies gain the direct benefits of instant friendship.

Creatures having more hit dice (or levels) than the Wishsinger get a save versus sleep/charm to see through the Wishsinger's ruse, and if successful, will probably feel very hostile towards the Wishsinger. If the saving throw is failed, the creatures affected will deal with the party according to the descriptions mentioned above.

The effects of this spell song remain in place for 1d8 rounds after the Wishsinger has stopped singing. Afterward, the creatures affected must save versus sleep/charm again. If the save is successful, the targets will realize that they have been the victim of a charm spell and react accordingly. If the save is failed, the people



charmed will never remember the Wishsinger's presence and will only remember the party as being a "bunch of nice people".

Song of Major Telekinesis

Tier: Third

Preamble: 5 segments

Components: V

AOE: NHHR

Duration: 1 round per Endurance + Level

Resonance: 1d4+1 rounds

Classification: Physics

By this spell song, the Wishsinger is able to move small objects from a distance, without touching them. Objects at a weight of up to 15 pound per level can be moved through the air. Objects of up to 45 pounds per level can be caused to slide across flat surfaces. Movement rates for affected objects is (% lifting capacity remaining) * (Base Wishsinger move). Thus a Human Wishsinger of sixth level could move a 45 pound object at a rate of 6//. Like the lesser form of this power, objects cannot be turned into weapons.

Song of Slowing

Tier: Third

Preamble: 1 segment

Components: V

AOE: NHHR

Duration: 1 round per Level + Endurance

Resonance: 1d8 rounds

Classification: Combat/Elemental Air

By the resonating qualities of this spell song, the air around the specified targets is thickened, slowing their movement to $\frac{1}{2}$ and imposing a -5 penalty to initiative. Moreover, targeted creatures lose half an attack and parry routine (for a minimum of 1/1 for attack and parry.) For example, a Warrior with 2/1 attacks per round would be reduced to 3/2 attacks per round. Another use of this song is to slow the descent of a falling body. A person affected by this spell will only receive 75% normal damage from falling because of the thickened air envelope conjured by this song. One person per level of the Wishsinger can be affected. This song is countered by, and counters, Song of Speed.

Song of Smooth Sailing

Tier: Third

Preamble: 2 round

Components: V, I

AOE: One Ship

Duration: 2 rounds per Level + Endurance

Resonance: 2d4 rounds

Classification: Enhancement

This song is similar to the second level power Song of Sailing, except that this song raises the ship's manoeuvrability by one degree as well; thus a ship of manoeuvrability class "E" would handle as a "D".

Song of Speed

Tier: Third

Preamble: 8 segments

Components: V, I

AOE: NHHR

Duration: 1 round per Level + Endurance

Resonance: 1d6+1 rounds

By the power of this spell song, the motions of the party members are quickened, giving them 50% faster movement and are granted an initiative bonus of +5. Those creatures under the effect of this spell gain an extra $\frac{1}{2}$ attack and parry routine. Thus a Mathematician who ordinarily has a 1/1 attack would have a 3/2 attack, and a Warrior with a 2/1 attack would have a 5/2 attack routine. The Wishsinger can target one creature per level.

Moreover, this song counters, and is countered by, Song of Slowing (as well as countering other slow-inducing spells.)



Song of Wide Spread Healing

Tier: Third

Preamble: 1 round

Components: V

AOE: NHRH

Duration: 1 round per Level

Resonance: 1d4 rounds

Classification: Healing

For the duration of this song, all party members and creatures allied to the party are healed by 1 hit point per round for the duration of the spell song. This song can affect one person or creature per level of the Wishsinger. This song can cure wounds only. It cannot negate poison damage, although the life of a poison victim can be sustained at least for the duration of the song (i.e. hit points will not drop below -10).

The Changeling Paladin and his dragon, Blackwing, fought as one. The Changeling's empathic power allowed him to bond with his mount to the point that they could see from each other's eyes.

By day, they fought the Highwaymen, a tribe of bandits who preyed upon travellers and herders. There the Changeling's sight proved sufficient. By night, they fought Hellwings that flew down from the abandoned Scaradom Keep to feed on the flesh of the living. The dragon's keen senses could make out their cold forms against the warm night of summer.

Truly Scara Trienne was blessed. He had, five years ago, rescued the dragon from poachers who wanted the creature for its hide, teeth, and claws. Scara had dealt the fiends a sound beating to teach them not to break the law for the lust of profits.

Song of Wind Speech

Tier: Third

Preamble: 2 segments

Components: V

AOE: Special

Duration: 1 round per level/2

Resonance: 2d4 rounds

Classification: Charm, Elemental Air

By the power of this spell song, the Wishsinger's thoughts can be carried by the wind to a specified person within the area of effect. Unlike other spell songs, the Wishsinger need only hum softly to wield its power. To use this power, the Wishsinger need only concentrate on the words he wishes to send, causing the recipient to hear the Wishsinger's voice softly in his mind.

Unlike the weaker song of similar name, the path of communication is two-way. During the period of resonance, the intensity of the Wishsinger's mind-voice will slowly diminish, rather than cutting off immediately at the end of the Resonance period

The range of the telepathic contact depends on the level of the Wishsinger

- Level 1-4: 500'
- Level 5-8: 1 mile
- Level 9-12: 5 miles
- Level 13-15: 25 miles
- Level 16-19: 100 miles
- Level 20+: 500 miles

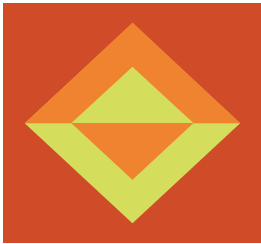
"Today, my friends, my allies," she announced to her crew, "We shall embark on what may prove to be our most dangerous mission. Some of you have already encountered the master Pirate known as Chudra Blothan. Let me tell you that he is wanted by every government in the world, for all manner of charges - from theft to murder to piracy to necromancy.

"Today we shall launch our ship and seek to capture this Summoner Captain. 'Alive' if we can get him that way, 'dead' if not."

She touched the scar that ran down her face that would always be a reminder of her last encounter with the pirate.

"Be ready for him and his minions. He's got both living servants and Undead ones. He'll take you

(Continued on page 226)



Fourth Tier Invocations

Requirements: 7th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Artic Weaponry

Tier: Fourth

Preamble: 5 segments

Components: I

AOE: NHRH

Duration: 1 round per level

Resonance: 1d6 + 2 rounds

Classification: Combat

enhancement if the weapon is brought back within range while the song is still in effect.

When this song is played, all melee weapons used by the party immediately are surrounded by a frozen aura. This causes the weapons to deal an additional 1d6 points of cold damage per every four levels of the Wishsinger. Additionally, anyone struck by these weapons must make a save versus magical weapon or have last initiative in the next round of combat.

Note that the weapons lose their enhanced properties if they leave the range of the song, but will regain their enhancement if the weapon is brought back within range while the song is still in effect.

Song of the Chaotic Gift

Tier: Fourth

Preamble: 5 segments

Components: V, I

AOE: One person per two levels within NHRH

Duration: 1 round

Resonance: Special

Classification: Random, Enhancement

By the power of this spell song, all party members and allies (up to one person per level) are bestowed with a one-time use of a randomly generated innate power. For each recipient, the power name and intensity must be rolled. The power is not stackable; i.e. the Wishsinger cannot sing the song twice and give an individual a new innate power prior to that individual using the first one. The recipient is aware of the nature of the power bestowed. When the recipient uses the granted power, he or she must still pay the Body-Mind-Spirit cost for using the power.

Song of Changeling Flight

Tier: Fourth

Preamble: 4 segments

Components: V

AOE: The Wishsinger

Duration: 1 round per Level + Endurance

Resonance: 2d4 turns

Classification: Elemental Air

By the power of this spell song, a buoyant envelope of air gathers around the Wishsinger, enabling him to fly as if he were a Changeling (36//, Mc(A)). Up to one additional person can be carried aloft by the Wishsinger, provided a successful Strength check is made, and that the person carried weighs less than the Wishsinger's Max Press score. If the Wishsinger is actually a Changeling (or another flying creature), the power of this song is additive to the being's natural flight capability. As a side note of the Wishsinger being encapsulated in a thermal bubble, this spell can deflect gaseous vapour attacks for one round.

The land of the Changelings, the Isle of Gales, was a beautiful place to visit and truly a realm of peace. However, what many buildings lacked were staircases. In a country where flight was universal, the Wishsinger was thankful of his mastery of the flight songs.



Song of Confusion

Tier: Fourth

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: 1 round per Level + Endurance

Resonance: 1d4 rounds

Classification: Charm

A highly powerful defensive song, the Wishsinger is enabled with the power to place all enemies within the area of effect into a senseless stupor. Each hostile foe within the area of effect must save versus sleep/charm to avoid its effects. If the save fails, however, all enemy members in the area of effect will immediately cease hostilities. In fact, they will cease everything else as well, except for autonomic functions. They will not fall down, however, unlike in the Song of Peaceful Sleep, but instead may wander slowly and aimlessly within the area of effect. Any form of attack against the affected individuals that results in hit point loss will immediately cancel the effects of the song.

Song of the Faerie's Dance

Tier: Fourth

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: One round per level

Resonance: 1d4 rounds

Classification: Charm

Victims of this cheerful, dynamic melodies suddenly find themselves dancing madly in a wide circle at the periphery of the area of effect. They will laugh gleefully and sing with gusto, ignoring the outside world. One person per level of the Wishsinger can be affected by this spell. A save versus sleep/charm will negate the effects of the spell. Up to one person per level of the Wishsinger can be affected. Attacking a person under the influence of this spell will break the enchantment. Deaf or unhearing creatures are unaffected by this song.

Song of Fumbling

Tier: Fourth

Preamble: 1 round

Components: I

AOE: NHHR

Duration: 1 round per Level

Resonance: 1d6 rounds

Classification: Combat

By the power of this spell song, small inanimate objects in the area of effect are temporarily given the power of motion. At the Wishsinger's will, these objects (up to one object per level of the Wishsinger) can be made to jump or fly out in the path of any creatures hostile to the party. Victims of this spell must make a successful save versus magical weapon or fumble their non-defensive actions for the round. Note that the animated objects do not cause any actual damage to the affected victims. The animated objects "attack" on the same initiative as the Wishsinger. The objects do not have a BATCh rating, since they target automatically. This is why the targets get a save in order to avoid having their actions foiled. The Wishsinger can animate up to ten pounds of material per level and can

Adrena, Student of Brik, carried with her several vials of the strongest alkaline. Today, she was faced with the necessity of its use.

"We've come for you, young thing!" the Crystallin Legion gloated. "What a fine time I shall have with you in my bed ~ before I cut your throat, that is. It will only be a shame that your blood won't feed the Mother. But after all, I'm entitled to my pleasures, eh?"

Adrena uncorked the vial of caustic and with careful aim threw its contents into her attacker's face. He wailed in agony. the flesh on his face churned, gushed blood, then fell off completely, leaving behind only a grinning, eyeless skull.

"Sorry, chump," Adrena gloated, "My dance card's full tonight."



Song of Ill Omen

Tier: Fourth

Preamble: 5 segments

Components: I

AOE: NHHR

Duration: 1 round

Resonance: 2 rounds per level

Classification: Combat

This song brings a dark sense of doom to the foes of the Wishsinger, and thus adversely affects their saving throws. It can affect up to $1d4 + 1$ individual targets who are within the area of effect. Those under the effects of the song have all saving throws penalized at -4. This power does not stack with itself, and it offers no saving throw to resist its effects.

Song of Minor Shielding

Tier: Fourth

Preamble: 6 segments

Components: V, I

AOE: The Wishsinger

Duration: 1 round

Resonance: 1 round per level

Classification: Defence

With this song, the Wishsinger gains the ability to withstand a limited number of supernatural attacks. A shimmering, dark-blue ring of energy appears about the Wishsinger, and this barrier can stop at

least one attack of the following types:

- Priest: Tiers 1-4
- Shaman: Tiers 1-3
- Wishsinger: Tiers 1-4
- Gunslinger: First Tier
- Ranger: First Tier
- Any Warrior, Cavalier, Paladin, Protector, Nexus, Legion, or Warlock power if the attacker is Level 8 or less.
- Mathematician Formulas (Tiers) up to Level 3
- Crystallin: Red Order (First Tier)
- Scaxathromite summoned entity of Class C or less.
- Any int(3) innate power or less.
- Any other supernatural power that is equivalent to, or weaker than, a 4th Tier Priest spell.

When a power is absorbed, the Wishsinger must successfully match his level versus the hit dice or level of the attacker on the Universal Matrix. If successful, the shield stands; otherwise, the shield collapses. Of course, a Dispel Magic or similar power can collapse the shield.

If an incoming power is stronger than what this shield can protect against, the Wishsinger automatically gets either a +6 on an applicable saving throw, or half damage if it is a damage-inflicting power. The shield then automatically collapses.

Song of Order

Tier: Fourth

Preamble: 5 segments

Components: V

AOE: NHHR/2

Duration: 1 round per Level

Resonance: 5 rounds

Classification: Law

As this spell song is sung, the firm yet steady lyrics become more and more interleaved, creating a basis for stability in the time/space continuum. Thus, by the spell song's nature, chaotic spells, forces, and powers are repressed. If the Wishsinger's level is greater than or equal to the enemy caster's level, chaotic powers and abilities from the classification neutralized within the area of effect. Additionally, if the origin of chaotic spells are outside the area of effect, the magical effects generated from such spells are repelled at the spell song's periphery, provided that the Wishsinger is at least equal in level to that of the enemy caster.



Song of Rebuking

Tier: Fourth

Preamble: 3 segments

Components: V

AOE: NHR

Duration: Instantaneous

Resonance: None

Classification: Combat

Like a clanging hammer against an anvil, the single piercing thud of this spell pounds all enemies within the area of effect for 4d6 damage. Undead and or extraplanar creatures are damaged for 6d6 points. There is no save, although deaf and/or unhearing

Song of Renewed Motion

Tier: Fourth

Preamble: 7 segments

Components: V

AOE: One creature within NHR

Duration: Instantaneous

Resonance: None

Classification: Healing

This song is a variation of the Song of Minor Healing, but has been altered to perform a very specific healing

function. With this song, the Wishesinger is able to counteract the effects of a paralysis spell and any spell-like effects that inflict paralysis. Additionally, if paralysis is being forcibly maintained by some outside agent, the Wishesinger has a 50% base chance to disrupt that force (modified 5% for each level difference between the Wishesinger and the outside agent). Paralysis of a physical nature (i.e. broken neck) has a 1% chance per level of the Wishesinger of being cured.

Song of Replenishment

Tier: Fourth

Preamble: 1 round

Components: I

AOE: NHR

Duration: 1 round per level

Resonance: 1 round

Classification: Healing

This song is similar to the various healing songs, except that it restores any of the following secondary attributes: Endurance, Skill, or Willpower. By using this song, the Wishesinger can immediately restore a total of one lost attribute point per level. Each round the song is in force, one of these lost points is regained.

Song of the Revealing Sight

Tier: Fourth

Preamble: 5 segments

Components: I

AOE: NHR

Duration: 1 round per level

Resonance: 1d4 rounds

Classification: Enhancement

(as opposed to -8).

It should be noted, however, that the use of this spell song is not without its risks; At the end of the song's power, all creatures within the area of effect -- party members included -- must make a successful system shock save or lose their night vision for 2d4 days.

Song of the Shockwave

Tier: Fourth

Preamble: 1 round

Components: I

AOE: NHR

Duration: Instantaneous

Resonance: None

Classification: Combat, Physics

During the Preamble, the Wishesinger gathers about himself an aura of highly charged particles that causes the singer to glow with an amber nimbus. When the Wishesinger claps his hands, the field of charged particles explodes outward in a rapidly expanding sphere, causing 1d6 per two levels in radiation damage to all foes in the area of effect. Victims of this spell song are al-

As the Wishesinger sings this melody, the area of effect becomes flooded with ultraviolet light, causing all invisible creatures and objects to become enveloped in a bright purple nimbus. Creatures affected by the power of this song can be hit at normal odds



lowed a save versus death magic for half damage. However, if the death save is failed, the victim must roll a successful system shock or lose one point of Constitution for a period of 1d4 weeks and also gain 50 R.E.M. in radiation poisoning. The song does not affect combatants allied to the Wishsinger.

Song of Domination

Tier: Fifth

Preamble: 1 round

Components: V, I

AOE: NHHR/2

Duration: 9 rounds

Resonance: None

Classification: Enchantment/Charm

The power of this spell song disrupts the molecular structure of all ignitable materials, causing them to burst into flames. Up to ten pounds of materials can be affected per level of the Wishsinger. Clothing, paper, and small wooden items are automatically consumed. Larger wooden items (say, a hut) will be set alight, but will burn at a normal rate. The Wishsinger must be of at least 8th level to affect consecrated, enhanced, or supernatural items. Items targeted by an 8th (or higher) Wishsinger get an item save versus fire commensurate with the device's level of enchantment (i.e. the enhanced item gains a +1 bonus per degree of enchantment.) Note that individuals holding affected items (such as a wooden staff) must drop the item immediately or suffer 1d4 points in burn damage.

For items that cannot be immediately removed, the user takes 1d4 damage per round. A set of street clothes takes one round to remove, leather armour and other non-metallic armour generally takes 2d4 rounds to remove, while metal armour may take 1d4+1 turns to remove. While the spell can wreck street clothes and leather armour, it does not make metal armour hot enough to damage the armour.

Song of the Strong Hull

Tier: Fourth

Preamble: 1 round

Components: V, I

AOE: One ship, up to four StP per level

Duration: 1 round per Level + Endurance

Resonance: 1d4 rounds

Classification: Enhancement

This song is crucial when fighting at sea. The power of this song is such that it makes the hull more resistant to damage from fire or projectile-based attacks. Ordinarily, a ship must take ten or more points of damage in a single blow in order to lose a hull point. By the power of this song, however, each structural point has a resistance of 11 points if the Wishsinger is level 8 or less; for Wishsingers of level 9 or higher, each structural point has a resistance of 12 points. A ship of up to four structural points per level of the Wishsinger can be protected. If too large a ship is targeted, the spell fails. If the optional space faring rules are used, then this song could protect a starship. Moreover, a clever Wishsinger could use this song to reinforce other large structures such as siege engines or wagon caravans.

Song of Synaptic Discord

Tier: Fourth

Preamble: 7 segments

Components: V, I

AOE: NHHR

Duration: 1 round per level

Resonance: 1 round

Classification: Death Magic

By the power of this song, the Wishsinger is able to scramble the synaptic network of the Wishsinger's victim. If a save versus system shock is failed, the victim behaves as if afflicted by an electroconvulsive assault. The victim is rendered helpless and suffers severe convulsions while the magic is in effect. Each round the song is in effect, the victim suffers 1d4 damage for every two levels of the Wishsinger (save versus system shock for half). Additionally at the end of the spell's effect, the victim must make an additional system shock roll or lose 1 Intelligence point permanently (or at least until an Imbue with Life Energy or similar power is used). The Wishsinger's victim remains unconscious for 2d6 rounds after the spell's power ends.



Song of True Invisibility

Tier: Fourth

Preamble: 6 segments

Components: V

AOE: The Wishsinger

Duration: 1 round per Level + Endurance

Resonance: 4d4 rounds

Classification: Elemental Air

This spell song is identical to the Song of Stealth in every way except the type of creatures affected. With True Invisibility, the Wishsinger need not specify the creature type as he will be invisible to all creature types. This song makes the user invisible to anyone who can see in the infrared, visible light, and ultraviolet spectrum. However, the Wishsinger still displaces a volume of air, thus any sonar/radar/echolocation type of detection method will still reveal the presence of the Wishsinger.

Song of the Whirlwind Uplift

Tier: Fourth

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: 1 round

Resonance: None

Classification: Elemental Air

By the power of this spell song, the Wishsinger is able to select one foe from the area of effect and summon a column of buoyant air beneath his feet. If the target fails a save versus area effect, he or she is lifted 10// into the air for one round, then

slammed to the ground in the next round. The damage is fairly severe. The target takes 8d6 damage. Targets wearing plate mail armour may find their armour dented like a tin can (item save versus crushing blow) and thus be rendered immobile until the armour is removed. Flying creatures take half damage, since they presumably will use their innate flight powers to slow their descent.

Song of Wood Rot

Tier: Fourth

Preamble: 2 rounds

Components: I

AOE: NHHR

Duration: Instantaneous

Resonance: None

Classification: Plant

By the power of this spell song, the molecular structure of nonliving wood is weakened, causing it to age or rot at an extreme pace. Small wooden items crumble to dust. Wooden items large enough to have a structural point rating must make an item save versus harmonics or lose one structural point per level of the Wishsinger. Wooden Constructs can be targeted by this spell, but the yield in this case is one structural point per two levels of the Wishsinger. In the event of magical/supernatural items, the item save is increased by +1 per "magical plus" or degree of enchantment.



Fifth Tier Invocations

Requirements: 9th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Domination

Tier: Fifth

Preamble: 1 round

Components: V, I

AOE: NHHR/2

Duration: 9 rounds

Resonance: None

Classification: Enchantment/
Charm

When this song is sung, the Wishsinger can enter the mind of a single target and can gain control over their actions – the spell target must make a successful save versus sleep/charm (with a -2 penalty if the Wishsinger's hit dice or level exceeds the target's).

If the save fails, the target comes under the



control of the Wishsinger and must obey his commands. While controlling a victim, the Wishsinger cannot invoke any other spiritual powers and can only take limited actions – if something should break the concentration of the Wishsinger, the mind-control effect ends. Dispel Magic and similar powers will end the effects of this song if cast upon the target. Because this is a mind-affecting spell, targets with empathic powers are permitted to make an empathic resistance roll to block the song's effects. This roll is in addition to the normal saving throw.

While controlling a victim, the Wishsinger cannot read their mind or issue commands longer than a simple sentence. The Wishsinger cannot have the victim perform any action that would almost certainly lead to his own death or the death of anyone else, though he may "defend his master to the death" or some perform some similar action since death is by no means certain in such cases. Note that victims who commit actions in violation of their code or alignment do not suffer penalties for doing so while under the influences of this power. However, a GM may still wish the victim to perform some sort of penance. One new command may be issued per round and contact can be broken as a 1 round action. If the controlled being dies, the Wishsinger is stunned for the next three rounds if still in contact with the victim.

Song of Effortless Travel

Tier: Fifth

Preamble: 1 round

Components: V, I

AOE: NHRH

Duration: 1 round per Level + Endurance

Resonance: 1 turn

Classification: Enhancement

The power of this song enables all party members within the area of effect to move as if totally unencumbered. During this song's duration, gear carried by party members become effectively buoyant, so that items neither weigh anything nor float away. Of course, this spell can certainly save the lift of a warrior who falls into deep water while wearing plate mail. Persons who are too dense to swim (like Dwarves), too heavy to swim (like someone wearing metal armour), or someone who simply doesn't know how to swim can be made buoyant using this song. It can also be used to help transport wounded personnel as the people carrying the wounded can then move at normal speed.

Song of the Flaming Pillar

Tier: Fifth

Preamble: 1 round

Components: I

AOE: 1// diameter region within NHRH

Duration: 1 round

Resonance: 1 round per level

Classification: Elemental Fire

When this spell song is invoked, the air within the area effect becomes a super-heated helical cyclone of flame measuring 1// diameter radius at the base and NHRH*2 height. For the exception of the Wishsinger and the Wishsinger's allies, all creatures and structures within the area of effect take 8d6 damage during the first round of the song's effect. Thereafter, during the Resonance period, the flaming cone disappears, leaving two foot high flames within the area of effect, causing 3d6 damage per round to all creatures remaining. All persons and creatures damaged by the Wishsinger's power can attempt to save versus area effect for half damage. It should be noted that the ring of fire remains contained within the area of effect for as long as the power remains in force. Afterward, the flames sputter and become extinguished within one round.

(Continued from page 219)

prisoner if he can ~ just to make you into a zombie. But you won't let him do that. We shall defeat him. And *it* will be on this voyage."

(Continued on page 229)



Song of the Gate- way

Tier: Fifth

Preamble: 4 segments

Components: V, I

AOE: The Wishsinger

Duration: Instant

Resonance: None

Classification: Physics

body, and both the Wishsinger and the other must both make a successful Endurance check. If either Endurance check is failed, then only the Wishsinger is transported.

When the Wishsinger invokes this melody, the fabric of space-time is briefly torn, causing the event horizon of a wormhole to form beneath the Wishsinger's feet. The terminal end of this wormhole surfaces at a location of the Wishsinger's desire, thus transporting the Wishsinger anywhere within the material he or she wishes to go. It should be noted however that the Wishsinger must have seen the target locale at least once previously for the spell song to work.

Usually, this spell song transports only the Wishsinger. However, it is possible for a maximum of one other person to be transported with the Wishsinger – under the following conditions: The Wishsinger must hold the person close against his or her

Song of Holy Light

Tier: Fifth

Preamble: 5 segments

Components: I

AOE: NHR

Duration: One round per
Level + Endurance

Resonance: 1d8+1 rounds

dead and control them. The Wishsinger can animate up to two Hit Dice worth of creatures per level (although no one single creature can have more hit dice than the Wishsinger.) The temporarily animated creatures have normal mundane attack routines, but cannot implement spells, powers, or death magic. They can be rebuked by good-aligned clergy. The temporarily animated creatures cannot wander beyond the NHR limit.

A neutrally aligned Wishsinger can implement either version of the song, although repeated use of the same variant may edge the singer's alignment toward either good or evil, depending on the version sung.

This spell song is similar to the Song of Cheerful Light, except that the light generated has the power to hold Undead creatures at bay. Affected creatures of 4 HD or more are allowed a save versus death magic to enter the sphere of light, though they incur a -2 to hit even if the save is successful. Affected creatures may still try to attack from outside the sphere of influence (ex. by missile or breath weapon type), but mental or gaze attacks will not function. To use this song, the Wishsinger must be of good alignment.

In the event of an evil Wishsinger, there is a variant of this spell known as the Song of Unholy Darkness. In this case, the Wishsinger can temporarily animate the bodies of the

Song of the Iron Being

Tier: Fifth

Preamble: 8 segments

Components: V, I

AOE: The Wishsinger

Duration: 1 round

Resonance: 1 hour

Classification: Defence

When this song is complete, the Wishsinger is encased in shimmering armour of energy and whispered melody. The armour is multi-layered and has the strength of iron, but it has no weight and does not hinder the motion of the Wishsinger in any way. For every 2 levels of the Wishsinger, 1 armour layer will be created up to a maximum of 5 armour layers. Each armour layer has one Structural Point (as opposed to hit points, a Structural Point does not dissolve unless the blow inflicts at least ten hit points of damage.)

Note that the armour created by this spell will only stop physical attacks: spiritual powers and area effects will not be stopped, although enchanted weapons will. All layers of armour can be destroyed at once with a successful



Song of Lasting Life

Tier: Fifth

Preamble: 3 segments

Components: V

AOE: Touch

Duration: 1 round per level

Resonance: 2d6 rounds

Classification: Faith Healing

By the power of this spell song, the life force of someone dead, or on the brink of death, can be temporarily sustained. To accomplish this, the Wishsinger must be in actual physical contact with the recipient. The magic of this spell song will bring the recipient's hit points back to zero, no matter how far in the negatives they were before. However, if the recipient is dead, he must have died within one round per level of the Wishsinger for the spell song to have effect. As long as the force of the spell song is in effect, the recipient's hit points remain at zero. The spell recipient does not regain consciousness while the magic of the spell song is in effect. Once the spell song's effect is expended, the recipient begins to lose hit points at a rate of one per round until dead – or until some other outside force intervenes. This spell song is particularly useful in sustaining the life of poison victims or victims that have

hit points below -10. Upon singing this spell song, the spell recipient must make a system shock roll or lose one point of Constitution for a period of 2d4 weeks. Only non-evil* Wishsingers can implement this spell song.

Of course, most Wishsingers will not allow a person to die after the spell expires. More likely, the Wishsinger will use this song to raise the wounded individual's hit points back to zero, end the song, then sing Song of Healing to bring the target back into positive hit points.

** An evil Wishsinger can sing a dark version of this song, The Song of Lasting Death, in which a recently slain individual can be reanimated as a Zombie of equal hit dice.*

Song of the Levitating Platform

Tier: Fifth

Preamble: 1 round

Components: I

AOE: NHHR/2

Duration: 1 round per Level + Endurance

Resonance: 1 Turn

Classification: Elemental Air

The power of this song summons a 3// radius column of warm air and coalesces beneath the feet of all in the area of

effect. As the force of the air becomes concentrated, all affected slowly rise from the ground at a rate of 4// per round. The Wishsinger can adjust the horizontal motion of the column by 1// each round. The column of air can lift a maximum of 200 pounds per level of the Wishsinger before vertical motion is affected. 1// of vertical motion is lost for every 20% over the weight restriction. The song basically functions like a giant magical elevator. As with other spell songs of this type, the power of this song diminishes gradually after the Resonance period, allowing the affected individuals to drop slowly to the ground without incurring damage.

Song of Lightning Bolts

Tier: Fifth

Preamble: Special (see below)

Components: V, I

AOE: NHHR

Duration: Instant

Resonance: Instant

Classification: Elemental Air and Fire

By the power of this spell song, a powerful field of static electricity begins to gather around the Wishsinger's foes. At the Preamble of this spell song ends, the Wishsinger can clap his hands once and cause a lightning bolt to strike each of the specified targets, with each bolt doing 1d8 damage per level (save versus magical weapon for half damage). The Preamble of the song is determined by the ambient weather conditions. The song can target one individual per two levels of the Wishsinger. The necessary Preamble is shown below:



- Clear skies, day 4 rounds
- Clear skies, night 3 rounds
- Overcast, day 1 round
- Overcast, night 8 segments
- Stormy, day 4 segments
- Stormy, night 1 segment

The maximum yield of this spell is 15d8 damage.

Song of Luck

Tier: Fifth

Preamble: 7 segments

Components: V, I

AOE: NHRH

Duration: 1 round per two levels

Resonance: 1d4 rounds

Classification: Randomness

When the Wishsinger plays this dynamic melody, the laws of normal probability are temporarily breached. Because of this temporarily weakening of the laws of chance, party members affected by the song's power become very lucky.

The effect is this: the players controlling the affected characters can roll their attacks, saving throws, and proficiency checks twice, choosing the more fortuitous of the two rolls. A critical failure (i.e. a 1 on an attack roll for instance) is still considered a failure, no matter what the other roll indicates. One person per three levels of the Wishsinger can be affected by this song.

Song of Piercing

Tier: Fifth

Preamble: 1 round

Components: V, I

AOE: NHRH

Duration: Instantaneous

Resonance: Permanent

Classification: Combat

With this song, the Wishsinger targets a single creature with a series of melodies that dissipate their combat enhancements if the target fails a save versus spiritual power (if the Wishsinger's level or hit dice exceeds the target's then the target saves at -2.) This effect will remove powers such as invisibility, haste-like effects, flight songs, and so on. This song can be stopped by spells or powers that deflect spiritual powers and other magical attacks and has no effect upon them. Note that this song will also remove negative combat effects, such as Song of Slowing. Note that once this song is cast, the target can still freely recast its combat enhancements - this song does not prevent new magical effects from being cast upon the target - it only removes the effects that are currently in place.

Song of Protected Wakefulness

Tier: Fifth

Preamble: 5 segments

Components: V, I

AOE: NHRH

Duration: 1 round

Resonance: 12 hours

Classification: Charm

The chords and vocals of this song have the effect of keeping its recipients awake and fully aware in the face of sleep spells or mind altering spells. Against charm-like functions, the song gives the recipients a second save (like Song of Luck does.) The characters are completely immune from sleep spells, however. If the characters decide to willingly fall asleep, they end up sleeping very lightly, making it nearly impossible for enemies to sneak up on the party. Sleeping party members get a Perception check in order to wake up in the event that an intruder comes within 10// of the party's location (usually sleeping individuals only get a Perception check for very loud noises.) The protection lasts for 12 hours.

(Continued from page 226)

She turned to her helmsman, "Ryb Dickins, chart a course. We sail now!"

She pulled out her drums and chanted a song to the beat. All around her, the wind rose up from

(Continued on page 232)



Song of Weapon Animation

Tier: Fifth

Preamble: 1 round

Components: I

AOE: 10// sphere, centred on Wish-singer

Duration: Instantaneous

Resonance: 1 hour per level

Classification: Combat, Enhancement

With this song, the Wish-singer temporarily grants artificial life to a single weapon or weapon set, such as an axe, a handful of throwing darts, or a bow and a quiver of arrows, assuming that the weapons in question are not already animated. The enchantment ensures that the weapon has at least a +2 bonus in addition to whatever other powers it may have. The animated weapon can fly at a movement rate of 20 with a manoeuvrability rating of C (in other words, it can turn 90 degrees in a round). It can also hover in place or appear lifeless, if desired. The weapon attacks on the Wish-singer's initiative round and has a BACh equal to that of the Wish-singer. The enchanted weapon has a number Structural Points equal to its size category: Small weapons have 1 StP, medium weapons have 2 StP, and large weapons have 3 StP. The weapon must absorb at least ten hit points in a single blow in order to lose a Structural Point. Metal weapons have AC(3), while wooden weapons have AC(6). Also, the weapon can lift objects (if a rope is attached to it) with a maximum weight of 15 lb per size category.

The weapon is under the direct control of the Wish-singer, but it can function independently as well. If left alone, it will strike out at whatever target appears to be the greatest threat to the Wish-singer and will act with the intelligence of a reasonably smart dog. However, the Wish-singer may at any time give the weapon a command of around one sentence in length, and it will obey without question. Giving a command does require much time or concentration and can be done even if bound, injured, or otherwise distracted.

Other notes on the enchanted weapon: Since it is not really alive, the weapon is immune to sleep/charm effects, as well as certain other forms of magic and spiritual powers that only affect the living. Additional resistances and immunities may be granted depending upon the weapon's material (wood, metal, crystal, and so on.) While the enchantment is in effect, the weapon does count as a Construct (thus susceptible to Mathematician formulae that affect constructs.). If the weapon leaves the area of effect or if the enchantment ends, the weapon returns to its normal state. If destroyed while animated, only dust remains.

Song of the Zone of Calm

Tier: Fifth

Preamble: 3 segments

Components: V, I

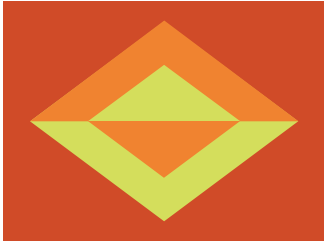
AOE: NHHR/2

Duration: 1 round per Level + Endurance

Resonance: 4d4 rounds

Classification: Elemental Air, Protection

By the placid, soothing melody of this spell song, an invisible shield forms a spherical dome around the area of effect. This shield deflects winds of up to 120 miles per hour. Additionally, it will withstand one structural point in damage from breath weapons per level of the Wish-singer before collapsing. This barrier also serves to block out poisonous gasses emanating from outside the area of effect. Finally, while the power is in effect, creatures from the elemental plane of air are held at bay by this shield, but may attack it (the shield possesses the same armour class as the Wish-singer.)



Sixth Tier Invocations

Requirements: 11th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of the Beacon

Tier: Sixth

Preamble: 7 segments

Components: V

AOE: NHRH

Duration: 1 round per two levels

Resonance: 2 rounds

Classification: Spiritual Warfare

By the singing of this spell song, the Wish-singer temporarily draws upon the powers of the light and of good. For as long as the spell song's power is in effect, the Wish-singer can direct a beam of positive energy in a straight line 1' in diameter and 6' long. Undead creatures struck by such a beam take 6d8 damage (RTT, save versus magical weapon for half), and are blinded for 4d4 rounds after the spell song's magic abates. Only Wish-singers of Good alignment can implement this spell song. This spell song can affect one creature per round.

Evil Wish-singers can learn a more sinister variant of this spell, called the Song of Death's Light. In this version, rays of inky blackness emanate from the Wish-singer's fingertips. Any Undead creature struck by the rays are healed for 3d6 hit points, while good aligned targets take 3d6 damage. In either case, the Wish-singer must make a ranged touch attack.

By the singing of this spell song, the Wish-singer temporarily draws upon the powers of the light and of good. For as long as the spell song's power is in effect, the Wish-

Song of the Command-Sing Word

Tier: Sixth

Preamble: 5 segments

Components: V

AOE: NHRH/2

Duration: 1 round

Resonance: 1 hour per level of the Wish-singer

Classification: Charm

Woven into the words of this song is a Word of Command that plants certain phrases and ideas into the minds of those who listen. The Wish-singer may affect up to 1 target per level, but the targets must be paying some attention to the Wish-singer and not overly distracted. Victims must make a successful save versus sleep/charm (with a -2 penalty if the Wish-singer's hit dice or level exceeds that of the target's) in order to escape the effects. Because this is a mind-affecting spell, creatures with empathic resistance may attempt to resist (in addition to their normal save.)

At the beginning of the song, the Wish-singer whispers the command, generally no longer than a few sentences, that he wishes to give to those he is targeting with this song. This command must appear reasonable or the song has

no effect. A totally unreasonable request would be to tell the average person to kill himself or go about destroying everything in sight. On the other hand, it might be possible to give that same person the suspicion that his friends are plotting against him.

Note that the GM may adjust the saving throw of the song's targets depending upon circumstances. It may be possible to get a particularly dim-witted or brash individual to destroy himself, just as it may be impossible to convince a wise and level-headed person of the "truth" of your words.

Song of Greater Shielding

Tier: Sixth

Preamble: 6 segments

Components: V, I

AOE: The Wish-singer

Duration: 1 round

Resonance: 1 round per level

Classification: Defence

This song is identical to the Song of Minor Shielding except for the strength of the shield. This version can withstand the following:

- Priest: Tiers 1-6



- Shaman: Tiers 1-4
- Wishsinger: Tiers 1-6
- Gunslinger: Both Tiers
- Ranger: Second Tier
- Any Warrior, Cavalier, Paladin, Protector, Nexus, Legion, or Warlock power if the attacker is Level 12 or less.
- Mathematician Formulas up to Fourth Tier
- Crystallin: Blue Order (Second Tier)
- Scaxathromite summoned entity of Class D or less.
- Any int(4) innate power or less. Any other supernatural power that is equivalent to, or weaker than, a 6th Tier Priest spell.

Song of Greater Widespread Healing

Tier: Sixth

Preamble: 1 round

Components: V

AOE: NHHR

Duration: 1 round per level

Resonance: 1d4+1 rounds

Classification: Healing

This spell is identical to the Song of Widespread Healing except in one way: Each round, all those affected by the spell song's power have 4 hit points restored each round. Like the weaker version of this spell song, only one person per Wishsinger level can be affected. Only Wishsingers of non-evil alignment can use this spell song. Evil Wishsingers can actually harm other people for 4 points per round.

Song of Magic Piercing

Tier: Sixth

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: Instantaneous

Resonance: Permanent

Classification: Combat

With this song, the Wishsinger targets a single creature with a series of melodies that unravel their magical defences if the target fails a save versus spiritual power. This effect will remove powers such as Song of Major/Minor Shielding, Sanctuary, Mathematical wards and shields, etc. For a freestanding shield that has no obvious caster, the GM must make a secret roll matching the Wishsinger's level against that of the original caster on the Universal Matrix to determine if the shield fails.

(Continued from page 229)

nowhere and filled the mighty ship's sails. With a faint groan, the ship began to glide forward in the water.

Anna Watermark was more than just a Captain, more than a Warrior, she was also a Wishsinger. But she knew she would need all the power of

Song of the Multiple Flight

Tier: Sixth

Preamble: 1 round

Components: V

AOE: NHHR initially

Duration: 1 round per Level + Endurance

Resonance: 1 Turn

Classification: Elemental Air

By the power of this spell song, the Wishsinger and up to one person per level are enveloped in a buoyant envelope of warm air, enabling all who are effected to fly at 18// with manoeuvrability class B. Initially, those who are affected must be within NHHR of the Wishsinger. However this range is expanded to NHHR*3 once the party members actually take to flight. It is very dangerous to leave the Wishsinger's area of effect. Person's flying out of range of the spell song's power will immediately begin falling (rapidly!). Any successful attack against the Wishsinger will interrupt the song, causing the initiation of the resonance period.



Song of the Phoenix

Tier: Sixth

Preamble: 6 segments

Components: V

AOE: The Wishsinger

Duration: 1 round per level

Resonance: 1d4+1 rounds

Classification: Animal, Elemental Fire

By the singing of this spell song, the Wishsinger is transformed into a flaming bird of prey of tremendous proportions. With a wingspan of 18 feet, the Wishsinger is able to fly with manoeuvrability class B at a movement rate of 48//.

The flaming form of the Phoenix casts a reddish orange glow comparable to a Song of Greater Light. While the Wishsinger maintains this form, he is able to attack as a Ranger of equal level and can inflict talon / talon / bite that do 1d8/1d8/1d12 respectively. Creatures especially vulnerable to fire attacks sustain double damage, while fire resistant creatures take only half damage. Flammable objects scored by the Wishsinger in this form burst into flames.

While the power is in effect, the Wishsinger himself has base AC3 (modified for Dexterity), takes half damage from fire attacks, and double damage from frost or water attacks. An attack against the Wishsinger that results in an unmodified 20 on the attack die will interrupt the Wish-

singer's song. All other successful attacks against the Phoenix form require that the Wishsinger make an Endurance check to maintain the song.

During the Resonance period, the Phoenix form weakens, shrinking to a flaming bird of 8' wingspan. During this period, the Wishsinger attacks as a Priest of equal level, glows with a light equivalent to a double diameter Song of Light and flies at 24// at manoeuvrability class B. Attack ratings for the talon / talon / bite routine are 1d4/1d4/1d6+1 respectively.

If the Wishsinger's hit points are brought to zero, the Phoenix form turns to ash. These ashes will, however, recoluminate in 2d4 turns, leaving the Wishsinger at half normal hit points, but at 1/4 normal Endurance.

At the end of the spell song's Power, the Wishsinger must make a successful system shock or lose one point of Constitution, which takes 1d4 weeks to recover.

Song of True Safety

Tier: Sixth

Preamble: 4 segments

Components: V

AOE: NHHR/2

Duration: 1 round per level + Endurance

Resonance: 1d6 rounds

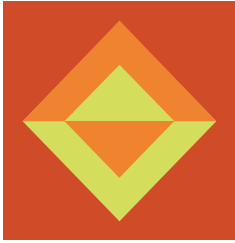
Classification: Protection

When the Wishsinger chants this staccato hymn, the Wishsinger and all creatures allied to the party within the area of effect suddenly disappear from sight of the Wishsinger's enemies. This song

offers more protection than just invisibility. The affected creatures pass out of phase with the normal universe and thus are immune to all physical and power-based attacks by in-phase corporeal creatures. Angels, Demons, and other spiritual entities and/or incorporeal creatures may still attack the party normally.

While in this altered state of existence, the party members move as if flying, having 8// movement with manoeuvrability class A. Party members can pass through stone, wood, fire, and water without harm, although moving through these substances reduces movement by half. Metal, however, cannot be travelled through. Creatures affected by this magic must remain within the area of effect or risk rematerializing immediately. The Wishsinger and his companions should be sure to rematerialize on solid ground in a breathable environment.

A Changeling utilizing sense presence will have only a 25% chance of detecting creatures travelling in this altered state. A See Into Spirit Plane will also reveal the affected persons' location, but a Song of Ultimate Purity will not. It should be noted that the Wishsinger and affected creatures may not engage in combat against corporeal creatures while the power is in effect.



Seventh Tier Invocations

Requirements: 13th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

Song of Crystal Chambers

Tier: Seventh

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: 1 round per level

Resonance: 3d4+1 hours

Classification: Elemental Earth

With this spell song, the Wishesinger is able to cause transparent violet crystal to form around a selected foe, trapping him like an insect caught in amber. The Wishesinger must make a ranged touch attack against the target, and if successful, the target can attempt a save versus magical weapon at a -2 penalty will negate the spell song's effects. During each round of singing, the Wishesinger may select one target for imprisonment.

Additionally, should a target succeed in his saving throw, the Wishesinger may try another attack with this spell during the following round if spell duration permits.

Creatures caught in crystal do not suffer any loss of hit points, but instead will be in a form of suspended animation; when the spell song's effect ends, it will seem, to the victims, as if no time has passed. One creature per round can be targeted for ensnarement. Creatures ensnared by this spell will remain trapped in crystal until 3d4+1 hours have passed, after which the crystal shatters into dust, leaving the victims unharmed.

Note that no weapon of any type can break this crystal. Dispel magic will not dispel this crystal unless a critical success is indicated. Two common methods are known to break the crystal prematurely: Singing three consecutive renditions of the Song of Shattering, or ringing a platinum tuning fork that is made from at least 5 PP worth of platinum. Additionally, a Greater Dispelling class power will also cancel this power.

Song of Death Magic

Tier: Seventh

Preamble: 1 round

Components: V, I

AOE: NHHR

Duration: 1 round per level

Resonance: 1 round

Classification: Death Magic

lose a full hit die of hit points. Thus a Warrior would lose 13 HP, while a Thief would lose 7. In addition, the victim loses 5d6 points in normal damage. The Wishesinger must make a ranged touch attack to target the victim. If the target is employing a Protection from Death Magic or similar spell, then only the 5d6 normal damage applies. If the target is a Construct, then normal damage applies, but not death magic damage.

Life force stolen by this spell song is lost to the victim forever unless an Imbue with Life Energy class power is invoked. Hit points gained by the Wishesinger remain for 1d4 turns after the spell song is done. Note that, however, the Wishesinger's boosted hit points can never exceed two times its normal value.

If a creature is slain through the use of this spell song, it will become an Undead of equal hit dice within 24 hours, possessing the same intelligence and wisdom that it had in life. The Undead, although free willed, will still turn or be held at bay as an Undead of appropriate hit dice, but it cannot be destroyed as a result of turning. Its goal will be to seek out the Wishesinger and destroy him by whatever means possible.

It should be noted that the use of this spell song is an unspeakable evil and will most definitely shift the Wishesinger's alignment toward evil.

By the dark, dirge-like melody of this spell song, the Wishesinger is able to tap the life force of others and draw the stolen life-energy into himself. One attack can be made each round with this spell song. During each attack, the spell song's victim must make a successful saves vs. death magic or

lose a full hit die of hit points. Thus a Warrior would lose 13 HP, while a Thief would lose 7. In addition, the victim loses 5d6 points in normal damage. The Wishesinger must make a ranged touch attack to target the victim. If the target is employing a Protection from Death Magic or similar spell, then only the 5d6 normal damage applies. If the target is a Construct, then normal damage applies, but not death magic damage.

Life force stolen by this spell song is lost to the victim forever unless an Imbue with Life Energy class power is invoked. Hit points gained by the Wishesinger remain for 1d4 turns after the spell song is done. Note that, however, the Wishesinger's boosted hit points can never exceed two times its normal value.

If a creature is slain through the use of this spell song, it will become an Undead of equal hit dice within 24 hours, possessing the same intelligence and wisdom that it had in life. The Undead, although free willed, will still turn or be held at bay as an Undead of appropriate hit dice, but it cannot be destroyed as a result of turning. Its goal will be to seek out the Wishesinger and destroy him by whatever means possible.

It should be noted that the use of this spell song is an unspeakable evil and will most definitely shift the Wishesinger's alignment toward evil.



Song of Life Magic

Tier: Seventh

Preamble: 1 round

Components: V

AOE: Touch

Duration: Special

Resonance: Special

Classification: Faith Healing

By this spell song, the Wishsinger is able to restore lost vital force to a victim of death magic. It will reverse the level draining effect of vampires, devices, or cursed items. Lost Levels, hit dice, attributes, or age can also be restored to the song's recipient. This is accomplished at a tremendous cost to the Wishsinger, however. For each level restored to the recipient, the Wishsinger temporarily loses a level. The same is true for hit points, and other characteristics. However, while the levels regained to the spell recipient are permanent, attributes lost to the Wishsinger fully return in 2d4 weeks. Because of the self-sacrificing nature of this song, a Wishsinger who uses this spell will find his or her alignment edging toward Good.

Song of the Shifting Form

Tier: Seventh

Preamble: 1 round

Components: V, I

AOE: NHHR/2

Duration: Instantaneous

Resonance: 1 hour per level

Classification: Combat, Enhancement

With this strange, shifting melody, the Wishsinger can alter the physical form of a single being. This spell has both offensive and defensive applications. If the target is unwilling to undergo the transformation, he must make a save versus system shock or be changed into a creature of the Wishsinger's choice. Those who wish to be transformed need not make a saving throw – this includes the Wishsinger if targeting himself. Note that this spell can also reverse other shape-shifting effects by causing a creature to revert to its natural form.

Once a being is transformed, they gain all attributes of the chosen animal form, though they retain their intelligence, memory, and personality. Thus, an enemy who is changed into a squirrel will still know who did such a thing to him, though he can't really do anything about it.

If the Wishsinger wants the transformation to be permanent, she needs only say so when beginning to cast the Song - note that everyone in the area will be aware of the intent to make the Song permanent.

Any non-magical, living animal that is native to the plane of existence is a

valid choice for transformation, but the Game Master has the final say over every chosen form. Note that Dragons, Elementals, Demons, and Angels all count as magical beings and are thus not a legal form. One cannot use this song to change character class or otherwise attempt to gain knowledge or abilities that come from experience, though racial and gender changes are allowed. In those cases, the character's basic statistics remained unchanged. Finally, this spell will not allow one to change into a specific person or an exact duplicate of another person.

Song of the Stunning Word

Tier: Seventh

Preamble: 9 segments

Components: V

AOE: NHHR/2

Duration: Instantaneous

Resonance: Special

Classification: Combat

Imbedded in the melody of this song is a Word of Command that blasts the affected targets, leaving them stunned and unable to act for the period of resonance.

The song may affect up to 150 total hit points worth of targets, or a single target, provided it does not have more than 150 hit points remaining. The Wishsinger chooses the targets in any order, and the spell will affect all the targets, starting with the weakest, until the 150 hit-point limit has been reached: the target that causes the total affect hit-points to



exceed the limit is not affected by this song.

Stunned targets cannot act and lose any Dexterity bonus to AC. Their attackers also gain a +4 bonus to hit them when attacking. The target's current number of hit points determines the resonance duration

Hit Points and Length of Stun Effect

- Less than 50 hit-points = 4d4 rounds
- 50 to 100 hit-points = 2d4 rounds
- 100 to 150 hit-points = 1d4 rounds

Song of Thunderous Turmoil

Tier: Seventh

Preamble: 8 segments

Components: V

AOE: Cone, 5// long

Duration: Instantaneous

Resonance: None

Classification: Combat

Everything within the area of effect suffers 15d6 points of damage, with a Save vs. Area Effect for half damage. This power affects friend and foe alike, and will harm deaf creatures the same as any others. All within the area of effect are deafened for 1d4 rounds.

Using this power places a tremendous strain on the Wishesinger's vocal cords, and thus this song can only be called forth once a turn and the Wishesinger is rendered mute for the round after this song is used.

Song of Travel

Warding

Tier: Seventh

Preamble: 1 turn

Components: V, I

AOE: Up to a 1-mile diameter sphere

Duration: Instant.

Resonance: 1 day/lev.

Classification: Defence

This song creates a warding ring against unwanted travellers who attempt to breach its perimeter by passing through the Imaginary Realm, , Spiritual Realm, wormholes, or the Realm of Shadow (the path Necromancer's use to quickly cover distances.) In short, all forms of travel in which the traveller does not need to cross the intervening distance on this plane of existence are prevented within the warded area.

Those who attempt to teleport to any area within the warded region have their travel cut short and are dropped off at a random location on the ground along the outside perimeter of the warding field. Those who attempt to teleport while within the warding area are unable to do so. Note that this power affects the caster and his allies in the same way as it affects everyone else. The barrier will register as faintly magical, but there is no visible sign of its existence.



Eighth Tier Invocations

Requirements: 15th Level. Requires a voice or instrument check. Components include instrumentation, singing, or both. Invocations expend available songs.

A Brief Explanation of Eighth Level Spells

Spell songs of this order are different from those of lower level. Until this level, the Wishesinger's physical form was sufficient vessel into which spiritual energy could be poured. With eighth level powers, however, the energy culmination is so intense as to have a rending effect on the physical body. In effect, the powers here at this level are so intense that the Wishesinger's body is virtually burned like with fire from the inside out. Each invocation of a level eight spell song weakens the spell singer by a specified number of Constitution points. Lost Con is replenished at a rate of 1 per week. If a Wishesinger invokes a spell song that places his Constitution below 1 point, the power will still invoke, but the Wishesinger will be in a coma for



one week for every Con point below CON(1). Another aspect of eighth level songs is that the Area of Effect of many of these spells are reduced, and there is no Resonance factor.

Song of Absolute Immunity

Tier: Eighth

Preamble: 9 segments

Components: V

AOE: The Wishsinger

Duration: 1 round

Resonance: 1 round per three levels

Classification: Defence

Constitution Loss: 1 point

With this whispered song of arcane words, the Wishsinger becomes protected by a Mantle of Immunity and thus gains nearly god-like defensive attributes. While under the effects of this song, only weapons with a +5 or greater degree of enchantment can harm the Wishsinger, and the Wishsinger gains Magic Resistance: 50% - this means that any magical spell that targets the Wish-

singer has a 50% chance to fail outright. Additionally, all damage dealt to the Wishsinger by area effects is cut in half in addition to whatever other damage reduction might result from successful Saving Throws. Artefacts, relics, angels or demons of either 15th level or higher or Class E or higher have a 50% chance of ignoring a chosen effect of the Mantle. The Mantle of Immunity has no effect against creatures of deific stature or equivalent. Only one Mantle can be in effect upon a Wishsinger at a given time.

What makes this song particularly powerful is that there is no visual indication of the protection it provides - the song can be sung almost silently, and thus grant near immunity to attack without anyone being the wiser. Detect Magic and similar effects will reveal the presence of the Mantle, but not its nature. Note that certain creatures with great ability to detect the nature of magic will see this spell - the Wishsinger will appear to be cloaked by a spectral, hooded mantle of the darkest night.

The Song of Endless Resonation

Tier: 8

Preamble: 1 Turn

Components: V

AOE: One object

Duration: Special

Classification: Structure, Benedictions

Con Loss: Special

one power. In the latter case, the Wishsinger must sing spell songs into the recipient device to give it charges.

The item can be enchanted to other things as well, in accordance with the Creation of Magical Items rules in the appendix of this manual. For instance, a Wishsinger could sing this song and thereby add a permanent +1 to a sword or a suit of armour. In any event, an item enchanted by this song does count towards the maximum limit of four enchantments.

In any event, items created in this fashion have similar potency to powered items found in the other character classes. As with consecrated items in other classes, the newly enchanted item will retain its power until destroyed or drained of all charges. Once the device is fully consecrated and charged, the Wishsinger's Constitution drops to 3.

It is this spell song that allows for the creation of magical/enhanced items. By using this spell song, a Wishsinger can create supernaturally powered magical instruments, weapons, and tools.

Usually the items created have either one permanent power (like a flute that casts Cheerful Light when blown), or an item that works on charges but possesses more than

To the Changeling, the light of the lord shone brighter than Gai and His light did not scorch but instead sustained His faithful. Hope, Life, and Goodness were all that filled the Deacon's mind and soul. And the power thereof coalesced around him. His weight vanished and he flew into the air.

Into the maelstrom he flew, propelled by his faith

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Song of Eternal Imprisonment

Tier: Eighth

Preamble: 1 round

Components: V, I

AOE: Touch

Duration: Instantaneous

Resonance: Permanent

Classification: Elemental, Earth

Constitution Loss: 1 point per level of the target

This song is a more powerful version of the Song of Crystal Chambers, though it is more limited in some ways. Nonetheless, the most horrifying aspect of this song is that its effects are permanent and utterly impossible to prevent if certain conditions are met.

When this song is nearly complete, the Wish-singer must merely lay a hand upon the victim while calling out the true name of the target. There is no saving throw and armour does not hamper this song. At that moment, a shimmering black orb of filaments forms about the victim, rapidly encasing him while sinking into the earth. There the victim will remain until the end of time. Once imprisoned within the Sphere, there is no escape except through use of this song, a Wish, or the Wishsong.

While the trapped victim is not harmed in any direct way, they are still aware of their surroundings for some time after being imprisoned. If they are not set free within one week, they will develop a fear of enclosed places. If they are not set free within a month, they will develop an additional random insanity. After that point, the victim, regardless of their constitution or willpower, will fall into a state of suspended animation. If the Wish-singer wants to spare the victim the risk of madness, the target must be asleep or in some other trance before being imprisoned.

No weapons of this world can destroy the sphere, though very powerful Angels and Demons may be able to breach it, and Dispel Magic and similar effects will not harm it. Detect Magic can locate the buried sphere, but only those who were reasonably familiar with the victim will know who exactly is trapped within it. To reverse the spell, the Song of Imprisonment must either be song once with the victim's true name used in the melody over the location of the sphere, or three times within a week at the sight of burial, if the victim's true name is not known. A Wishsong can also free the victim, but only if the prisoner's true name is known.

Once free, the victim returns to whatever state they were in before being imprisoned. They are only aware of the first month or so of being trapped, and any insanity developed must be cured by other means.

This song can be used for both good and evil, and thus does not alter the Wish-singer's alignment in any way unless specifically used in a just or tyrannical fashion. However, legends hint that Wish-singers who abuse this power often find themselves an eventual victim of it.

The Song of Gateways

Tier: Eighth

Preamble: 1 round

Components: V

AOE: NHHR/2

Duration: Instant

Classification: Physics

Con Loss 3 points

By the power of this spell song, a worm hole is opened in the space-time continuum, centred about the Wish-singer. All within the AOE are instantly sucked into the worm hole's event horizon and reappear at a location specified by the Wish-singer. Note, however, that because the Wish-singer controls the opposite end of the worm hole, he must have actually seen the locale at some point in his past.

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and hope. The sand blasted his face, his eyes, and hands. He squinted against the whirling, cutting particles, a hand protectively before his eyes. The wind buffeted him, but he flew on.

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Song of Liquid Bone

Tier: 8

AOE: NHRH

Components: I

Preamble: 1 round

Duration: 1 round

Resonance: 1 round per level

Classification: Combat

Constitution Loss: 1 point per target

This eerie song sets up a resonance in the bodies of its victims, causing their bones to turn from a solid state into a gel. A successful save versus area effect is necessary to resist this horrid power. Constructs, plants, and creatures with exoskeletons are not affected.

The most immediate effect is that the victim's Strength drops to 1. The boneless target cannot stand or walk, but can slowly crawl in a slug-like fashion. Because of the victim's near inability to move, it also gets a -4 penalty to its Ar-

mour Class. Note that the victims of this song take only half damage from bludgeoning weapons thanks to their amorphous state.

While under the effects of this power, speech is impossible, as is the use of any items that require movement, such as swinging a sword or aiming a wand. Flight is also impossible if the victim has wings and thus wing-bones. If a creature flies supernaturally, it can still fly at half its normal speed while in this condition.

Magical abilities and spiritual powers that are activated by thought alone can still be triggered, though they may not do much good when reduced to a blob-like state. Obviously, teleporting away would be a wise idea, but gaining combat bonuses, using breathe weapons without a normal mouth, and so on are all generally futile tactics.

Note that particularly cruel or sick-minded Wishsingers have been known to use this Song as a method of torture since it inflicts great helplessness and anguish without doing any lasting harm.

One potential medical use for this power is curing systemic arthritis and bone disease. If the patient's bones are removed using this spell, a Priest could create new bones for the patient by invoking a regeneration spell.

Song of Lost Souls

Tier: Eighth

Preamble: 1 round

Components: V

AOE: NHRH

Duration: Instantaneous

Resonance: Special

Classification: Death Magic

Constitution Loss: 1 point

Often times, ghastly images can be seen around the Wishsinger when this song is invoked – faces filled with rage and twisted in pain.

All those within the area of this song's effect aside from the Wishsinger – both friends and foes alike – must make a save versus death magic or be stunned and unable to act for the next round. Note that covering ones ears and closing ones eyes will prevent this side-effect of the song from taking place, but nothing can prevent the fate of those whom the Wishsinger targets with this song.

Each target of the Wishsinger must make a successful save versus death magic with a – 2 penalty or be struck down by the rage of the lost souls. Since their nature is chaotic, it is impossible to say what evil will fall upon each target – all that can be assured is their agony. Roll an eight-side die for each victim.

Lost souls are known to exact horrible forms of payment upon those who call upon them. Each time that this song is used, the Wish-singer must hope that the Lost Souls do not attempt to destroy him. After this spell is successfully cast and all targets have been

This song is as powerful as it is horrifying: once the Wishsinger begins the screeching, wailing moans of this song, he is soon joined by a dark choir of tormented spirits. Their voices merge into an ear splitting clamour that tears at the mind and freezes the



chosen, roll a d20. A result of a 1 indicates vengeance from the Lost Souls - treat this result as if the Wish-singer had been targeted by this spell.

Song of Lost Souls Die Roll and Effect:

Abyssal Fires: Victim takes 10d6 points of fire damage.

Curse of Inner Evil: Target falls into a coma-like state where his mind is plagued with shadows of darkness. This near-death state will remain for the next 1d6 days unless this curse is removed.

Curse of the Flesh: Target loses 1d6 points from every basic attribute for the next 1d6 days or until the Curse is removed. Target is also paralyzed for the next 1d6 rounds.

Tortured Soul: Target's body is twisted and warped into a gnarled, deformed, and half-rotten tree for the next 1d6 days or until this curse is removed.

Prison of the Mind: Target's perception of reality is warped so that he sees everyone around him - both friend and foe - as horrid demonic creatures. Once this occurs, the victim often fights targets chosen completely at random, runs in fear, or cowers and expects death. This effect lasts for the next 1d6 hours or until the curse is lifted.

Shallow Grave: Target must make a successful Save vs. Death Magic or die and rise as a Zombie. The risen form is of the same level and class as the destroyed creature and will fight against any enemies of the Wish-singer, though it is not under his control. The Zombie turns to ash after 1d6 hours.

Curse of the Fool: Target suffers a -4 penalty to ALL rolls, including: saving throws, attacks, parries, casting attempts, innate abilities, etc. This effects lasts for the next 1d6 days or until dispelled.

Banishment: Target must make a Save vs. Death Magic or be dragged off into the abyss with the lost souls and thus cease to exist on this dimension. Note that using this song is generally considered an evil and chaotic act, and thus good-aligned Wish-singer's must use extreme caution when calling up such dark powers for aid.

The Song of the Killing Word

Tier: 8

Preamble: 3 rounds

Components: V

AOE: NHHR/2

Duration: Instantaneous

Classification: Death Magic

Con Loss: Special

When the Wish-singer sings this dark and foreboding melody the Wish-singer is able to draw his victim's life force away from his body to form a small silver sphere in the Wish-singer's hand. This sphere forms at the end of the 3 round Preamble. After which, if

the Wish-singer crushes the shining orb in his hands, the victim, if a save vs. death magic at -4 is failed, dies -- and dies horribly (GM's imagination is encouraged.) If the saving throw is successful, the victim sustains 12d6 damage and must still make a successful system shock survival roll or die.

Note that during the Preamble, the victim is immediately aware of his impending doom. He will feel his life-force ebbing and his body will rapidly become cold and numb. However, if he is able to interrupt the Wish-singer's Preamble, the spell song is negated.

If the Wish-singer decides to kill his victim with this spell, the singer loses 1 CON point for every four Constitution points possessed by the victim. If the victim survives (i.e. passes the death save and system shock) the Wish-singer loses only two points of Constitution.

Note that the use of this spell song is generally not a good act. Good-aligned Wish-singers must exercise cautious judgment when using this spell song.



The Song of the Singularity

Tier: Eighth

Preamble: 1 round

Components: I

AOE: NHHR/2

Duration: Instantaneous

Classification: Physics

Con Loss: 4 points

By the power of this spell song, the Wish-singer rends the fabric of space-time, bringing a naked singularity (the core of a black hole) into the area of effect. While this effect lasts but a picosecond, it is enough to absolutely blast everything in the area of effect to bits. Except for the Wish-singer, all creatures and structures take 10d20 damage from explosive decompression (save versus area effect or item save versus crushing blow for half damage.) Out of phase and ethereal creatures (i.e. creatures that are "present" but not "physically present") are not affected by this spell song.

By the power of this spell song, the Wish-singer rends the fabric of space-time, bringing a naked singularity (the core of a black hole) into

altered to fit the Wish-singer's desire. The overall power of the Wishsong is equivalent to a Wish using the optional rules on wish accumulation. This spell song, once sung, cannot be used again until the Wish-singer has regained his or her full Constitution level.

Character Level	Spell Song Level							
	1	2	3	4	5	6	7	8
1	1							
2	2							
3	2	1						
4	3	2						
5	3	3	1					
6	4	4	1					
7	4	4	2	1				
8	4	4	4	1				
9	4	4	4	2	1			
10	5	4	4	4	1			
11	5	5	4	4	2	1		
12	5	5	4	4	4	1		
13	5	5	5	4	4	2	1	
14	6	5	5	5	4	4	2	1
15	6	6	5	5	5	4	4	1
16	6	6	5	5	5	4	4	2
17	6	6	6	5	5	5	4	2
18	7	6	6	6	5	5	5	2
19	7	7	6	6	6	5	5	4
20	7	7	7	6	6	6	5	4

The Wishsong

Tier: Eighth

Preamble: 1 Round

Components: V

AOE: Special

Duration: Special

Con Loss 12 points

Classification: Enhancement

With the magical harmony of this spell song, the very fabric of reality is torn asunder, warped to the will of the Wish-singer. Reality, to a local degree, is



Table: Bonus Songs per Day

B-M-S	Tier				
	1	2	3	4	5
13	1				
14	1	1			
15	2	1			
16	2	1	1		
17	3	2	1		
18	3	2	1	1	
19	3	3	2	1	
20	3	3	3	1	1
21	3	3	3	2	1
22	4	3	3	3	1
23	4	4	3	3	2
24	4	4	4	4	3
25*	4	4	4	4	4

* Yeah, right!

Table: Wishesinger Faith Matrix

Faith	Spirit Points	Notes
1-9	2	Minimum faith for access to supernatural powers.
10	2	No special modifiers for this range of faith.
11	3	
12	3	
13	4	+1d4 additional rounds to Resonance; can use this once per day.
14	5	+2// to Normal Human Hearing Range. Can invoke a retributive strike if killed. Retributive strike takes the form of any 1st, 2nd, or 3rd level song for full duration and resonance.
15	6	Can summon 1d4 temporary Constitution points once per day. Extra Con modifies saves, HP, and song time. Extra con lasts one round per level + 1d6 rounds.
16	7	+3// to Normal Human Hearing Range. Can call upon 2d6 rounds on Resonance, once per day. Can invoke a retributive strike if killed. Retributive strike takes the form of any 3rd, 4th, or 5th level song for full duration and resonance.
17	8	Can summon 1d4+1 temporary Constitution or Strength points, which last for one turn per level.
18	9	Can call upon 1d4 extra turns of Resonance once per day if required. Can invoke a retributive strike if killed. Retributive strike takes the form of any 5th, 6th, or 7th level song for full duration and resonance.
19	10	Can summon 1d6 temporary Con or Strength points. Normal Human Hearing Range is extended by 4//.
20	11	Can call upon 1d6 extra turns of Resonance, once per day.
21	12	Lifespan increased by 150 years
22	13	Retributive Strike can be of 8th level
23+	14	Lifespan is increased by 300 years.

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His ears popped from the partial vacuum that was at the heart of the funnel storm.

Thistle chanted the Litany Against Evil, feeling the demon's unseen eyes upon him. The Litany had been written by Saint Kyle of Carthag so many centuries ago just before he and Saint Jareth Kellen challenged Scaxathrom in the Viper Lord's own stronghold. And the two martyrs were the

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Clergy of Other Faiths



If the optional “Clergy of Other Faiths” rules are used, then players may opt to role-play priests to deities other than the True One. This section describes the rites and rituals of the various faiths on Gaianar. Most religions also have invocations and spells specific to that religion.

Some clerical roles should not be sought by the players. As this is a heroic setting in which the player characters are charged with the defeat of evil, certain priesthods should be considered off limits by the Game Master.

Players should be allowed to develop clerics to the True One, Abben Mort, Dommalon, Del Tannon, Elementalism, and Ancestor Worship. The worship of Scaxathrom, Illuthiel, Crystal Mother, Charnamak, and Calomar should be forbidden.

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same age as Thistle. The Litany Against Evil was an ancient prayer and a powerful one. Currents of sand rippled around him, and the demon wind sounded like the wail of a score of

Certain roles may preclude the character from split classing. For instance, all of the Dommalon clergy are considered to be split class by virtue of their clerical role. Their three clerical roles function as Ranger/Shaman, Wishsinger/Shaman, and Warrior/Shaman.

**Abben Mort**

Deity Align:	Malevolent
Ordained Offices:	Guild Master, Guild Apprentice
Leader Alignments:	Any except Saintly and Lawful
Leader Attributes:	Perquisites of Thief and Priest
Adherents Called:	Morts

Summary

This is the patron deity of thieves, carousers, brigands, and highwaymen. The worship of Abben Mort began a century prior to the Great Cataclysm. It was a time when the governments of the world were increasingly corrupt and human-rights atrocities were a fact of life. Amidst the looming decay, a prophet of Abben Mort, now only known as the Great Thief, gathered a following who conspired to steal from the powerful Horde-Lords and share their ill-gotten booty with the oppressed and starving. The Great Thief believed that life could end at any time, thus he stated that one should engage in all manner of vices if it granted one happiness. The Great Thief himself was renowned for his alcohol consumption, pipe smoking, and gluttony. He was funny, charismatic, and the most skilful of all thieves. He never had a wife, but he usually didn't sleep alone. The Great

Thief never believed in the oppression of the poor, but instead despised the rich, whom he felt acquired their position through stepping on the poor. The Great Thief was not a rich man, as he used his stolen goods and moneys to keep the poor from starving. Before he died (at a not very old age) he compiled a holy text entitled "Abben Mort's Words." The Great Thief met his end in an alcohol-related motor vehicle accident. Unfortunately, for those that followed Abben Mort's ways, the Great Thief was of higher moral character than the deity he served. While the Great Thief always gave his stolen goods to the poor, he apparently was under no obligation to do so according to Abben Mort's Words. And while there have been occasional benevolent thieves that followed the Great Thief's lifestyle, most worshippers of Abben Mort are ignorant, booze gargling, whore mongering, lazy cutpurses.

- Places of Worship**

Unlike the more organized religions of the True, the Crystallins, and the Del Tannonites, the followers of Abben Mort do not construct temples, nor do they have a structured hierarchy. Instead, they often meet for worship in the basements and back rooms of clubs, pubs, and inns. There, the Guild Master (cleric) holds a feast in which there is much gorging, drinking, and wenching. The Morts contribute some of their ill-gotten gain to help the Guild Master pay for the party. Because of the illegal nature of their religion, the worshippers of Abben Mort rarely meet in the same place for more than a few months, as their beloved Guild Masters are frequently only one step ahead of the law.

- Duties of the Clergy**

The clerical structure of an Abben Mort cell consists of a Guild Master, 2-5 Guild Apprentices, and a congregation of 30 to 120 Thieves, slackers, and other assorted riff-raff. The primary duty of the Abben Mort cleric is to instruct the young in the ways of stealing and robbing. The Guild Master teaches his followers how to recognize undercover law enforcement agents, how to plea-bargain in the event of capture, and how to avoid capture in the first place. Guild Apprentices also serve the faith by aiding in jail breaks, "casing" shops, and posting bail. Some Guild Apprentices even go so far as to become lawyers so that they can defend their confederates from the law.

- Typical Powers**

The clerics of Abben Mort are not granted an overabundance of spiritual powers. The powers that Guild Masters and Guild Apprentices are almost solely directed toward



the commission of crimes. They often are granted powers of stealth, invisibility, and silence. Guild Masters can also use their powers to supernaturally boost the thieving skills of an established Thief. Oddly enough, Abben Mort requires no special sacrifices or strange rituals. They need not practice human sacrifice. All they need do is keep stealing. Guild Masters also function as Thieves of ½ level, while Guild Apprentices have half level Thief skills, but in three Thief skills.

Typical Rituals and Rites

- **Standard Services**

There are no set schedules for Abben Mort worship services. Basically, a service usually occurs after a cadre of Thieves have made a big score. The criminals donate a percentage to their Guild Master and Guild Apprentices who in turn use part of the donation to host a great feast. During the feast, the successful Thieves speak of their wisdom by boasting of their recent criminal conquest. Then the Guild Master reads a few passages from Abben Mort's Words, then the feasting continues. The gluttony and boozing continue throughout the night. On particularly successful scores, the donation to the Guild Master is large enough to afford prostitutes (both male and female) for the revellers' use. At dawn, the Guild Master throws the revellers back out into the street and he and the Guild Apprentices cleans up the rented inn.

- **Festival of Stealing**

This event occurs around the holidays of other religion. Basically, the Guild Master rallies the Thieves to steal from hapless pilgrims as they go about their own religious observances. The Guild Master is able to bestow a blessing upon his congregation that gives them a 5% bonus to all thieving skills. Once the other religion's observances are concluded, the Thieves present the best pieces from their loot to the Guild Master and Apprentices in thanks for the protection and guidance they give.

- **Abben Mort's Curse**

When a criminal under a Guild Master's protection is successfully prosecuted and jailed, the Guild Master is able to utter a curse against either the judge, prosecutor, or arresting officer. For two days per level of the Guild Master, or one day per level of the Guild Apprentice, the target of the curse suffers a random disability. The result of the curse can range from violent illness, to a -4 penalty on an attribute, to blindness, to plain bad luck. One thing is certain -- the victim's life is miserable for the duration of the curse.

- **Burial**

Most Thieves, unfortunately, don't live to a ripe old age. Usually at some point in a Thief's life

he or she will try to rob someone who knows how to fight back. Thus death is no stranger to the Morts. This is also why the Great Thief always said to life each day to the fullest and to eat, drink, and be merry. When a Mort dies, the Thieves all contribute to a burial fund in which a small piece of land is purchased and the dead Thief is buried there. An Mortish funeral service is quick and without much ritual. For unlike other religions, the followers of Abben Mort do not claim to know what lies beyond death. They are convinced that some form of consciousness survives, but what form it takes is anyone's guess. Thus part of the burial service includes wishing the deceased well, wherever that place may be. If the deceased died in an attempted robbery, the three closest friends of the deceased are then commanded by the Guild Master to hunt down and slay the person or persons responsible for the Thief's death. Once that is accomplished, the slain prey's heart is presented to the Guild Master and the Thief's family (if any.) Once so presented, the Guild Master utters a curse upon the heart which then causes it to burst into flame. If the deceased Thief had no family, his or her worldly possessions are distributed evenly amongst the congregation, with the Guild Master serving as executor.



Life Death, Morals and Ethics

The religion of Abben Mort makes each congregation something of an extended family. Individual congregation members feel a loyalty to one another, but none whatsoever to the outside world. Thus, a Mort's societal obligations stop at congregation. Murder, rape, theft, and deception are all acceptable practices against non-Morts, but is entirely taboo within the congregation.

- **Life**

To a follower of Abben Mort, life begins at birth and ends at death. However, their views of whose life has meaning varies greatly on the affiliation of the individual. For example, a Mort might risk his life to save a Mort child from being trampled by horses, but would not lift a finger to save a child of The True. Moreover, they view the life of a Del Tannonite as one not worth living, and thus a Mort will cheerfully murder a Del Tannonite without a shred of regret. That is not to say that Morts murder recklessly. Indeed there have been many followers of Abben Mort whom have killed no one. There is simply nothing morally wrong to them in killing non-Morts. Suicide is seen as regrettable. However, in instances where a Thief is dying of a wasting disease, or has been locked away for the rest of his life with no hope of parole, then suicide is understandable. There is no shame in suicide in the Mortish religion, it is simply seen as a deprivation of presence to the remaining congregation.

- **Death**

The followers of Abben Mort do believe in life after death. However, since the

Great Thief neglected to write what form that life takes, the Abben Mort clergy can only speculate. However, they mostly feel that the next life will be much the same as this life -- drinking, stealing, partying, and generally goofing off. The Morts do not see Undead as an evil thing. More often than not, the shambling dead terrorize the citizenry to the point that the Thieves can loot while the good citizens take turns fighting and panicking. Used correctly, they view Undead as a tool to be exploited by the congregation.

- **Morals and Ethics**

If there was ever a religion that believed in situational ethics, this is it. Abben Mort's Words state clearly that each congregation should look after its own. The elderly should be cared for, the orphans should be adopted, the jailed should be bailed. And all men and women of the congregation should see each other as brothers and sisters, and the Guild Master as a father or mother. No congregation member is to ever harm another. However, none of these lofty morals extend beyond the congregation. Indeed, they view outsiders as prey. They have no qualms about murder or

rape. They could murder an outsider child without the slightest hesitation. Thus this religion truly practices moral relativism.

Invocations

The following powers are accessible only to the clergy of Abben Mort. The required components are chant (for all) and touch (for some.) Unlike most Shamanic powers, these invocations do not require sigil or token.

Thieving Enhancement

Tier: First

Chant: 4 segments

AOE: One person per level

Range: 1// per level

Caster: Guild Master or Guild Apprentice

Duration: Two turns per level

Spirit Cost: 6

With this power, the Guild Master or Guild Apprentice is able to enhance one thieving trait by 4% per level. Up to one person per level may be affected, but they must be either Thieves or worshippers of Abben Mort for the power to have effect.



Festival of Stealing

Tier: Second

Chant: 1 turn (ceremony)

AOE: Five individuals per level

Range: 10//

Caster: Guild Master only

Duration: Special

Spirit Cost: 40

The idea behind Festival of Stealing is that the Thieves of Abben Mort might prey upon pilgrims and celebrants of other religions. Thus, this ritual is performed shortly before the commencement of a festival of another faith. While this power holds, all affected Thieves gain a 5% bonus to all Thieving skills when preying on religious pilgrims and the like. The power lasts for 10 days or until the religious observance concludes, whichever is sooner.

Grant Thieving Abilities

Tier: Second

Chant: 1 round

AOE: One person

Range: Touch

Caster: Guild Master only

Duration: One Turn per Level

Spirit Cost: 22

This power can temporarily grant an aspiring Mort the abilities of a Thief. Often used to allow an untrained youth to accompany a gang

of criminals on a raid or mission, this power bestows first level Thieving upon a willing subject who possesses no such skill. While the power is in effect, all saving throws are made on the Thieves' matrix, as are attack/parry routines.

Occasionally, this power is also used to grant a willing substitute the ability to carry out some minor burglary or theft in the event that the original Thief is unavailable. The recipient of this power may not be of Sainly alignment.

Abben Mort's Curse

Tier: Third

Chant: 1 turn (ceremonial)

AOE: One person

Range: 1 mile per level (GM); 1 mile (GA)

Caster: Guild Master or Guild Apprentice

Duration: Two days/level (Guild Master); One day/level (Guild Apprentice)

Spirit Cost: 45

This curse is often employed by the Abben Mort clergy to punish law enforcers whom overstep their authority or punish too severely. When the curse is uttered, the cleric can inflict his victim with one of the following: a -4 reduction in a primary attribute, a nonfatal illness, blindness, deafness, or any other nonfatal affliction within the same scope of power.

Limited Invisibility

Tier: Third

Chant: 1 segment

AOE: Self

Range: Internal to the cleric

Caster: Guild Master or Guild Apprentice

Duration: Two rounds per level (GM); One round per level (GA)

Spirit Cost: 18

As the name implies, this power grants the Abben Mort cleric a form of invisibility. While he or she remains visible to other members of his congregation, the cleric is cloaked from the sight of law enforcers, Gunslingers, and any other non-Mort individual. This power is proof versus normal vision and Infravision, but to those with ultravision (most notably the Fey), the caster appears as a ghostly violet silhouette.

The invoker of this power cannot make combative actions while invisible. He can, however, steal, loot, and pillage. The power is used primarily for evading arrest when cornered by law enforcement.



Ancestor Worship	
Deity Align:	Varies according to contacted spirit
Ordained Offices:	Medium, Divinator, and Necromancer
Leader Alignments:	Medium: Any but Chaotic
	Divinator: Any Non-Random
	Necromancer: Any Structured
Leader Attributes:	Medium: Willpower(13)
	Divinator: Willpower(14)
	Necromancer: Willpower(16)
Adherents Called:	Ancestrals

Duties of the Clergy

The clergy of the Ancestral faith have three orders. The first type are Mediums, who handle the day-to-day needs of the congregation. The next, more powerful type, are the Divinator, whom oversee the activities of the Mediums. The Necromancer metes out punishment to felons by calling upon the spirits of the dead to strike out at a designated target.

Summary

The worship of dead relatives is almost as old as humanity itself. People have always wanted to maintain contact with loved ones whom have passed beyond the grave. The religion of ancestor worship merely takes this desire and organizes it. Ancestor worship is a phenomenon occurring primarily on

East Point. There, the voices of the dead have almost as much say as the voices of the living. Ancestor worshippers are a superstitious lot, even watchful that the spirits of the dead might judge their actions as unfavourable or unworthy. An ancestral proverb states that one can hide from the living, but not from the dead.

- **The Medium**

This cleric performs simple tasks for the Ancestral community. A medium officiates at burial services, birthing, and marriages. The Medium also performs fortune-telling and astrological diagrams (which is also why they attend birthing.) Additionally, they serve by making simple contact with the recent dead, usually to ease the living in their time of mourning.

Places of Worship

There are two kinds of places where Ancestrals congregate: Shrines and Temples. Shrines are usually not stand-alone buildings, but instead occupy a room of a family's house. A shrine is furnished with a candle-covered altar, a book of family lineage, and drawn portraits of the family's dead. A Temple, on the other hand, is a much larger and grandiose affair. Here, the most powerful families of the city have shrines, altars, and idols to their ancient dead. The Temples are staffed with three types

of cleric: Medium, Divinator, and Necromancer. Most Temples are filled with the sounds of chanting and the smoke of candles and braziers night and day. Heavy incense wafts through the halls of the dead. Always, the light is dim, flickering and murky, like their idea of the afterlife. Temples have no windows, but they do have tiny slits in the roof that allow some ventilation, as well as letting thin rays of light to shine down (adding further to the ethereal quality of the lighting.)

- **The Divinator**

A more powerful version of the Medium, this cleric can contact the spirits of the more distant dead. They help settle squabbles between the ancient dead and the recent dead. They also help protect the innocent from powerful and vengeful spirits.

- **The Necromancer**

This is a cleric of frightening power. The Necromancer carries out the wishes of the vengeful dead through



the use of curses and death magic. The Necromancer also aids law enforcement by locating the bodies of murder victims and in determining the identity of the slayer.

Worship Services

• Evening Meditation

Most evenings about an hour after sunset, the family of a house will gather around the Shrine and light the altar candles. After the candles are lit, the head of the household leads his family in meditation and contemplation of the dead. Then the family shares in whispering prayers, supplications, and praise to those who have passed before them. The ritual is short, but it must be observed every day.

• Morning Meditation

In the morning, the household leader whispers the name of each ancestor to whom a candle is dedicated, then snuffs the candles one by one. They believe that the candles give the spirits light by night, but the sun is sufficient for the day. Following the extinguishing of the last candle, the household leader chants a prayer to the dead.

• The Crossing

The death of an Ancestral is a frightening thing for the living. For during the first six days a being is dead, the Divinator focus their spiritual powers on enabling the newly dead to wreak revenge upon the living. This

is done so that the dead may assume their rightful place in the afterlife with honour. It is during these six days that the enemies of the dead try to bribe powerful Necromancers into protecting their lives for a week. Sometimes a Necromancer may agree, but there is always a heavy price for the beneficiary – so high that sometimes he or she may think that simple death would have been better. In the Crossing, the body of the deceased is burned so that the spirit can escape. Then the Mediums carry a litter bearing the urn of ashes through the town. They paint their faces white, the colour of death. The honour guard before and after the urn bearers throw white flour at passers-by on the street to remind them of the imminence of death.

The religion of Ancestor Worship has few rituals and rites. It is instead a contemplative and meditative religion in which the adherents constantly ponder the meaning of life, death, and the spirit. The religion has no holy texts, only oral tradition and custom. The clergy offer guidance to any whom ask, but more often than not they answer questions with questions. The path of life is, instead, a very individualistic thing and can only be sought by the individual. And yet, weighed against this is the knowledge that the eyes of the dead are ever upon the living. And the dead seldom forgive. Moreover,

there is no marriage, naming, or birthing rituals. While a Medium or Divinator is often present for these events, it is usually to observe on behalf of the spirits, or to cast astrology. The rituals themselves are taken care of by the secular powers of the culture. Thus a Medium may observe a marriage, the actual

Life, Death, Ethics, and Morals

• Life

This is a concept that the Ancestrals grapple with on a daily, even hourly, basis. To the Ancestrals, the struggle with whether life begins at birth, conception, or even before. Some think that true life begins at death. And for many, their morals and ethics are controlled by the whispers in the night from the ancient and powerful dead. Suicide is a common means of ending life in the Ancestral community. This is not only not frowned upon, it is instead seen as an honourable means of self-redemption. Even murder, if under the auspices of honour-combat is acceptable in the Ancestral's world.

• Death

The Ancestrals believe that this life is meant for sorrow, desolation, and trial. Only in death does one find one's true place in the world. that does not mean that life is valueless, but instead it is simply a time of



testing prior to the reality of the afterlife. Generally, the Ancestrals believe that a being becomes more powerful after death. And revenge upon one's enemies from across the grave is a goal that many Ancestrals share.

- **Ethics and Morals**

Because they have no holy texts, the Ancestrals rely heavily upon the Mediums and Divinator for guidance. Unfortunately, the clergy frequently give cryptic responses or speak in riddles. And so each Ancestral must simply find his or her own path and define their own moral compass. The honour of the family also factors into their decisions about

Types of the Clergy

Most of the powers of the Ancestral clergy involve communication with the dead, bestowing curses, and protection from the curses of others. The medium has relatively limited powers, while Necromancers are highly potent.

- **The Medium**

A medium can make contact with the spirit of a dead individual so long as he or she has been dead less than one year per level of the Medium. Moreover, a Medium can bestow a curse of an individual equivalent to -3 on a primary attribute (the effects are usually fairly creative, however.) A Medium can attempt to remove a curse laid on another by a differ-

ent medium. In this case, the Universal Matrix must be consulted to determine the efficacy of the removal. The Medium may also cast an astrological portrait of a newborn. Mediums are frequently present at child birthing, and will draw a complex star chart while the baby is being born. This chart allegedly determines the personality that the child will eventually have. However, this is one of practices that sometimes falls into ill-repute as its efficacy is often questioned. Because a Medium is naturally attuned to the spirit world, he or she gains Detect Spiritual Forces at 20% + 5% per level. Finally, a Medium can attempt to "turn" spirits in a similar manner as the Priests of the True One turn Undead. In this case, each point of Willpower of the spirit is equivalent to a hit die for the purpose of turning.

- **The Divinator**

At sixth level, a Medium becomes a Divinator. These higher ranking clerics are granted administrative power over Mediums. In a typical Temple setting, a Divinator may have direct supervision of 4 to 10 Mediums. Aside from their secular powers, Divinators have an enhanced ability to make contact with the spirits of the dead. Moreover, they can attempt (at great personal danger) contact with demons and other powerful entities. Successful contact with the dead is possible so long as the date of

death is not more than ten years per level of the Divinator. The curse of a Divinator is far more potent than a Medium. The effect of a Divinator's curse is equivalent to -6 to primary attribute. They can easily remove a Medium's curse (Willpower + level versus the Medium's Willpower) and can attempt, with difficulty, the removal of a Necromancer's curse (Willpower versus Necromancer's Willpower + level.) Like the Medium, the Divinator can "turn" spirits. Unlike the Medium, the Divinator can erect a spiritual warding that prevents the intrusion of spirits into the protected area. Such wards are typically 100 square feet per level of the Divinator. Finally, the Divinator retains the Medium's progression in Detect Spiritual Forces, but also gains a Resist Spiritual Forces rated at 5% + 2% per level.

- **The Necromancer**

When a Divinator reaches ninth level, he has the choice of remaining a Divinator and continuing all further level advancement as a Divinator, or he can choose the Necromancer's path, a way of darkness yet even more potent spiritual capabilities. *This religious title is different than the Necromancer character class.* The Necromancer can make contact with spirits of the ancient dead. For this cleric, a deceased man or woman can be dead for as long as 25 years per level of the Necromancer. Moreover, the cleric can turn spirits as if by a Medium or Divinator.



Undead can be turned as if the Necromancer were half level. Like the Divinator, the Necromancer can summon a spiritual warding that blocks out spirits of equal or lesser Willpower than the cleric. This ward will block demons as well as demonic creatures (like the kind that Scaxathrom Priests summon.) A Necromancer's curse is fearsome indeed. A Necromancer can bestow the equivalent of a -12 penalty to a primary attribute. A Necromancer's ability to remove curses is fairly unmatched; a Medium's curse is abated simply by will. With a Divinator's curse, the Necromancer matches his or her Willpower + level against the Divinator's Willpower. A Necromancer retains the detect / resist spiritual powers that a Divinator has. However, once each day, the Necromancer can "eclipse" the spirit world for one round per level. While Eclipsed, he becomes invisible to spirits, demons, demonic creatures, Angels, and Changelings. The Necromancer cannot use any spiritual powers while Eclipsed. A truly frightening power given to Necromancers is the ability to capture spirits and enslave them in devices (cf. bound demon rules) or in dead bodies (cf. Undead creation.) In this ability, the Necromancer functions as if he were a Scaxathrom Priest. Finally, the Necromancer can determine the location of a missing corpse by concentrating on some object previously owned by the deceased. Once the body is found, the Necromancer can see what the deceased saw for the last 2d4 rounds of life. In this manner, most murderers are caught,

as their identity becomes readily apparent. A note on all Ancestral clergy: their power comes from a mutual respect between them and the dead. If a cleric ever performs a deed that dishonours his family, or dishonours his nation, his or her powers may be suspended. The length of suspension depends on the severity of the offence. That is not to say that a cleric cannot commit acts of evil; indeed many Necromancers are Despotic in alignment. The cleric must be honourable, regardless of the morality of his or her actions.

Powers Granted by the Deity

The following powers are available only to the clergy that practice Ancestor Worship. Like most Shamanic powers, these invocations require both token and sigil for optimum function.

Contact Near Spirit

- Tier: First
- Chant: 1 round
- AOE: One spirit
- Duration: 1 round per level
- Token: Soapstone figurine
- Spirit Cost: 14

This invocation allows the Medium to contact the spirit of the recent dead. The spirit manifests as a hidden voice

that only the Medium can hear. The Medium may ask one yes/no question per round. Before the questioning can begin, however, the Medium must locate the spirit and convince it to communicate. This chance is based on the Medium's Willpower matched against the spirit's.

The contacted spirit is limited to the knowledge he or she had in life, and the truthfulness of the answer is based on the alignment in life. Finally, even well-intentioned spirits may resort to guessing if the question is about a subject with which they have no knowledge.

The chance of veracity (truthfulness) is indicated in the

Table: Contact Near Spirit	
Align	Veracity
Saintly	90%
Benevolent	80%
Heroic	75%
Lawful	85%
Apathetic	65%
Malevolent	60%
Despotic	75%
Chaotic	50%
Satanic	40%

This chance is increased by 5% if medium and spirit have identical alignments.



Contact Far Spirit

Tier: Third

Chant: 2 rounds

AOE: One spirit

Duration: 1 round per level

Token: Crystal sphere

Spirit Cost: 25

Like Contact Near Spirit, this sigil opens the Divinator's mind to the spirit world, allowing him to contact the dead. For the sigil to function, the body of the target spirit must have died less than ten years prior per level of the Divinator.

Assuming the spirit is willing to communicate (match the Divinator's Willpower against the spirit's for determination), the Divinator can ask one question per round. The spirit's responses are limited to the following phrases: Yes No Always Never Somewhat Absolutely Maybe Unlikely Unknown.

The responses take the form of glowing sigils that faintly illuminate the interior of the crystal ball.

Unlike the Contact Near Spirit sigil, the spirits will not guess at an answer, but instead will reply with an "unknown" if the question falls outside their realm of knowledge. The chance of veracity is the same as in Contact Near Spirit.

Spiritual Warding

Tier: Fourth

Chant: 2 rounds

AOE: One 10'x10'x10' volume per level.

Duration: One hour per level

Token: Bouquet of red chrysanthemums and white anemones

Spirit Cost: 60

With this sigil, the Divinator is able to summon some power from his Ancestors, with which he directs outward to manifest as a spiritual boundary. The periphery of the warding is marked by special incense burners that produce fragrant smoke for the duration of the power. The Divinator clasps a bouquet of red and white flowers while he chants the supplication to his Ancestors.

Once the warding manifests, it is proof against hostile spirits. Any spirit or demon wishing harm upon the protected structure or anyone contained therein must overcome the protective warding first. This chance is determined by matching the spirit's Willpower against the Divinator's Willpower. If the spirit fails, it cannot try again; it is repelled. If successful, however, it may transcend the boundary and attack those within, albeit at -2 to Willpower.

The Divinator must be in good standing with his Ancestors for this power to function. The tokens crumble into a fragrant powder when the power ends.

Contact Ancient Spirit

Tier: Fifth

Chant: 3 rounds

AOE: One spirit

Duration: 1 round per level

Token: Stone triangle

Spirit Cost: 50

The most powerful of the spirit-contacting powers, this sigil can be employed only by a Necromancer. To evade the Necromancer's otherworldly grasp, the spirit's body must be dead at least 25 years per level of the Necromancer.

The contacted spirit manifests as a disembodied, translucent head that floats atop the stone triangle. It possesses speech, albeit a whisper. For each level of the Necromancer, the spirit will answer one question whose response is one word per level. Thus the 10th level Necromancer could ask "Who murdered you?" and the spirit might reply "A Western man. Military cloak. Facial scar. Tattooed left hand."

The chance of veracity remains the same as with other sigils of this type. However, the Necromancer has the ability to detect deception. His percentages are half that of the spirit's veracity. Thus, he would have a 45% chance to detect the lie of a Sainly spirit, but only 20% for one of Satanic outlook.



Eclipse Spirit World

Tier: Fifth

Chant: 1 round

AOE: Self

Duration: One Turn per Level

Token: Vial of own blood

Spirit Cost: 72

One of the most formidable powers that the Necromancer may call upon, this rite grants the caster temporary invisibility to the spirit world. Physically, the Necromancer does not change. But spiritually, he is cloaked in the unseen protection of his Ancestors. No spirit (other than those of his Ancestral family) may perceive

the Necromancers. Detection powers like Detect Spiritual Forces, Sense Presence, Detect Good/Evil, and the like will not reveal the Necromancer's presence.

To use this power, he must cut a shallow slit in his wrist and drain at least an ounce of his own blood, then draw the required sigil using his blood. The Necromancer draws the sigil on his own chest using a small paint brush crafted from a lock of his hair. The Necromancer must be on good terms with his Ancestors before calling upon this power. If the Necromancer uses this sigil while ill-favoured by his Ancestors, the power will instead make him a beacon to hostile spiritual forces.

cial navy of South Point has abandoned Calomarism, and instead primarily worship Elemental Powers. However, many pirates, hedge witches, and coastal summoners still worship Calomar. And she is ever hungry.

Rites & Rituals

- **Places of Worship**

The Calimars have two types of worship buildings. One is land based, and the other is on a ship. The land based buildings are called Towers, and are often shaped like light houses. The ship based chapels are called Arcanas. An Arcana is distinctive by its dark blue sails and blue decking. The Towers also function as light houses, and thus they do perform a necessary task for seafaring safety. The South Point Matriarchy allows the Calimars to carry out their bloodthirsty rituals on the contingency that only Easterns and Northerners are harvested for sacrifice.

- **Towers**

Inside each Tower are a circular set of pews that are set before a small central altar. The altar looks something like an ornate medical table in which the victim is strapped down to and bled dry using tubes and needles. The second floor contains storage for religious items (books, vestments, replacement tubes and needles, candles, and etc.) The third level contains small living quarters for the Witches acolytes. The fourth, and highest, level contains the Witch's chambers. A small ladder in the ceiling leads up to the lighthouse beacon. Part of the Witch's duties include the maintenance of the beacon. The Tower altar feeds into small pipes that deliver the blood of

Calomar

Deity Align:	Malevolent
Ordained Offices:	Witch, Luck
Leader Alignments:	Witch: Any Evil Luck: Malevolent or Chaotic
Leader Attributes:	Witch: As Shaman Luck: As Wishesinger and Shaman
Adherents Called:	Calomars, Calomarians

Summary

The goddess Calomar is a derivative of some seafaring cult long since gone. The cult originated millennia ago at the close of the Slave Wars, where vigilante ship captains would call upon spirits of the deep against the Northern

slavers. In return for the spiritual aid, the goddess Calomar, began to demand humanoid sacrifices. In this, the Southern ship crews were more than happy to oblige. They formed a pirate navy that sought out Northern and Eastern vessels and culled their crews for live bodies for the goddess of pirates. Today, much of the offi-



the sacrificial victims into the sea where it is accepted by Calamari. The altar is constructed to house a shelf of shot glasses which are used for the Communion of Blood and Sea.

- **Arcanas**

These ships function primarily as pirate vessels. The boat is captained by a Luck, whom commands a crew of 10-20. Arcanas are heavily armed with cannons, catapults, and harpoons. The deep blue sails carry the emblem of Calimari. Inside the ship, the brig is arranged into horizontal cells in which captives are stored in spaces only slightly larger than coffins. While some captives die in these cramped cells, most live long enough to be sacrificed inside one of the Towers.

Duties of the Clergy

The clergy of the goddess Calimor perform several important functions for the Calimori and the Matriarchy of South Point at large. They operate and maintain lighthouses, thus making sea travel safer. They kill people of North Point or East Point origin, thus continuing the long revenge still owed these two lands for their savageries of ancient days. Finally they maintain a small military that is allied to the Matriarchy so that they can help repel invaders if need be.

- **Lucks**

These clergy control ships of the Arcana fleet. Their duties, as captain, are to seek out trader ships of the

North and East, steal their goods, confiscate their ships, and capture live bodies for the Witches of the Towers. Lucks are clever, cruel, and merciless. They tell stories and parables that stoke the fires of hatred and prejudice against the North and East. They serve as healers when their crew become injured. They also use their powers to enhance the ship's combat capability. A final part of a Luck's duty is to sell the ill-gotten booty so as to keep the Calomar Towers properly funded. Lucks will not pirate South Point merchant vessels. They will pirate ships of East and North and take their crew. For Western ships, they will steal their cargo only, but allow the crew to keep their own ship.

- **Witch**

The clergy of the Towers are responsible for sacrificing piracy victims to their bloodthirsty goddess. They also maintain the beacon that sits atop the Tower. Moreover, they perform minor healing work as required by the local community. Finally, they address the needs of the Lucks by given them advice and guidance. The Witch is also the final commander of 5-10 Arcana ships, captained by Lucks.

Typical Worship Rites

Most of the rituals in the Calomarian faith involve murder. For the Calomars, the people their clergy murder are of the ancient hated races of the East and North. They see nothing immoral in this, but instead see it as an ongoing revenge against the perpetrators of the Slave Wars and the Undead Wars.

- **Standard Services**

The worship of Calomar occur at high tide and low tide. The Witch of the Tower intones from an array of scrolls collectively called "The Songs of Ancient Days." The Scrolls speak of how the brave Warriors, witches, and pirates freed the Southern people from the clutches of the North and East. The Calomars speak of their ancient foes as "butchers", "animals", and even "demons." The service concludes with a sung chant that curses the North and East.

- **Communion of Blood and Sea**

When an Arcana return to port with a haul of live bodies, they are held in an underground dungeon until the full moon and high tide coincide. When they do, the Witch of the Tower and her



acolyte drag the prisoners into the chapel level in chains. For this ritual, the chapel is typically packed to capacity. While the acolytes intone curses upon the condemned, the Witch and the Luck strap the prisoner to the altar table. When the acolyte's chanting reaches a crescendo, the Witch impales the prisoner with a suction needle (called a trocar), which exsanguinates the victim. The more the victim screams, the more the coven likes it. While the victim dies, two acolytes insert a pair of smaller trocars into the victim's eyes. It generally takes the sacrificial victim half an hour to die. Once the body is dead, the acolytes bring in several consecrated carafes of sea water, into which the Witch pours a small goblet of the victim's blood into the salt water. She then pours the mixture into the shot glasses and gives one to each coven member to drink. Symbolically, they drink of Calomar's power, while devouring their enemy. This ritual continues from high tide until low tide. Any captives not slain on the altar are drowned instead and then converted into Undead soldiers and/or slaves.

- **Childmass**

On the rare occasions that a Luck brings a small child to the Tower, the Witch reserves a special rite. Like in an adult sacrifice, the child is brought to the altar in chains and bound to its surface. However, instead of the child's blood being drained by the trocars, he or she is instead stripped of clothing and painted from head to toe with the mixed blood of Humankind and sea monster. As the blood coagulates

and dries, the Witch and her acolytes intone the foulest of curses upon the child. As the power of the curses takes effect, the child's body is twisted and mutated and reshaped until it bears little resemblance to a Human. The abomination is then set loose into the oceans where it will feed on sailors and dolphins. The creature is bound by the power of the spell to never harm anyone of South Point descent.

- **Sea Burial**

The Calomarians have an interesting way of disposing of their dead. When a Calomarian dies, the Witch of the Tower calls out to Calomar to bring a creature to bring the body of the dead to its final resting place. In a one hour chanted ritual, the body is slowly marched from the Tower to the docks. At the docks, the body is placed into the water on a floatation mat. There, a squid of great proportion drags the body away, wrapped in its tentacles. Where the body is ultimately taken is anyone's guess.

- **Sea Child**

Sometimes a child is born while the Communion of Blood and Sea is in service. Such a child whom is born during the Calomar's most bloody rite is seen as blessed indeed by the goddess. A week after such a birth, the infant is brought before the altar and blessed by the Witch via brief immersion in sea water.

The child is henceforth able to breathe in water as easily as on land and can swim even before he or she can walk. If the child is female, she is given high consideration if she ever expresses interest in becoming a Luck or a Witch later in life.

High Holy Days

The high holy days of the Calamari faith usually have to do with exacting revenge. In many ways, the whole point of the Calomarian religion is the exaction of revenge.

- **Tide of Vengeance**

This holy rite can only occur during a solar eclipse. In this ritual, the Witch and her acolytes step into the surf and beseech the goddess Calomar to strike against the North or the East. If the humanoid sacrifices have been plentiful enough, Calomar responds by generating a great tsunami to strike against some Northern or Eastern port. The tidal wave usually hits 1d3+1 days after its creation. When the tidal wave hits, it is 10// tall and 100// wide. The Witch must be of at least ninth level to invoke this power.



- **Port's Bane**

Another infrequent rite, Port's Bane only if high tide occurs at the same time as a lunar eclipse. To empower this ritual, the Witch must drag a live man of Northern or Eastern breed into the night surf. There the witch slits the man's throat and casts his blood into the waves while beseeching Calomar to exact a revenge. If the sacrifice is accepted, the goddess Calomar will choose some Northern or Eastern port and animate the skeletons of all the drowned sailors off the coast. For the next 3d4 hours, the port city is invaded by scores upon scores of mindless skeletons, up to 100 single hit die creatures per level of the Witch. While relatively few deaths usually occur from this rite, the city attacked often suffers hundreds, or even thousands of gold pieces worth of property damage. The Witch must be of at least seventh level to invoke this power.

Life, Death, Ethics and Morals

The religion of Calomar seeks to destroy all those whom call North Point or East Point their home. The Calomars see piracy, Undeadry, and human sacrifice part of their overall plan to achieve the "final solution", the eradication of all Northern and Eastern life and culture. The Calomars have ceased to think of their enemies as having a heart and a soul. They see them only as an unthinking, unfeeling, faceless foe that needs to be destroyed no matter what the cost.

- **Life**

The Calomarians believe that life begins at birth. However, they only give value to those of Southern or Western origin. To those of the North or East, they see only potential sacrifices. With respect to mur-

der, they see the slaying of one of their own as a high crime, the murder of a Western a felony as well, but the murder of a Northern or an Eastern to be a sacrament. They do not look down on suicide, however. They believe that if one has failed to reap enough vengeance, or if one has been bested in some way by a Northern or an Eastern, then suicide is an acceptable means of redeeming one's honour.

- **Death**

They believe that after one dies, his or her spirit gets reincarnated into one of the large seafaring creatures of Gaianar's great ocean. Then, when the sea creature body dies, that spirit is reincarnated back into man. And thus in their religion they are forever linked to the ocean and to water life.

- **Ethics and Morals**

Depending on the race or the individual, the Calomars might treat him or her with one of two completely different standards. If the individual is of Southern or Western descent, the person is shown welcome, benevolence, and kindness. A Tower Witch would feed a half-drowned shipwrecked sailor from

West Point, but would slay the same person if he hailed from North or South Point. A Luck would rescue passengers from a sinking ship so long as it flew the flags of West or North. She would let everyone die if the flags stated otherwise. They would murder an Eastern merchant to steal his money and then give that money to South Point's orphans, widows, and poor. They would rip the unborn baby from a Northern woman's womb with a sickle and then force feed her the dead infant's body parts as she died. This is how much they hate their ancient enemies. Their religion is based solely on hate and revenge. If they ever actually destroyed the North and East, then the Calomarian clergy would be out of a job.



Powers of the Clergy

The clergy's powers in the Calomarian faith revolve mainly around summoning and enhancement. They use these gifts to summon evil sea monsters as well as raising the capabilities of their ships and warriors.

- **Lucks**

As ship captain, the Luck functions as a hybrid Shaman and Wishsinger. They advance in both classes concurrently with a 2x experience multiplier on the experience table because they advance in two classes concurrently. Thus they advance slowly, but at high levels they are a force to be reckoned with. They have the power to control both non-aligned and evil sea creatures with a 10// range per level of experience. The chance of control can be determined by using the Shaman's "turn" matrix, where a successful result indicates the animal will obey the mental commands of the Luck. The Luck can summon water-related demonic hosts as if she were a Scaxathrom Priest of half level. However, she cannot perform any other type of demonic summoning. Lucks are granted a power that can best be described as "Impose Luck". She can call upon this power once each day, and it lasts two rounds per level of experience. While the luck is in effect, all allies

to the Luck within 10// have improved luck. The game application is that the Luck and all allies get to roll all attack, combat, damage, and save dice twice and choose the more beneficial of the two rolls. This power applies to all die rolls made on their side. It is this power that gives the sea clerics the title "Lucks". Finally, as a Wishsinger, the luck can learn and play Wishsinger songs. However, she cannot learn or play any song that relates to fire. Moreover, due to the destructive and hateful nature of this religion, she cannot play the Song of Life Magic.

- **Witch**

The Witch of the Calomarian faith is more specialized in power than the Luck. They advance as a Shaman. Thus they have fewer powers than the Luck, but they rise in level twice as fast, and thus gain access to the more potent sigils much sooner than the Luck. One of the primary powers of the Witch is the ability to make mental contact with the Lucks under her command. When this power is invoked, a small, 6" tall, simulacrum of the contacted Luck appears standing on the surface of a consecrated font. The Witch can speak with the simulacrum as if it were the luck. On the Luck's side, she sees a hazy outline of the Witch's head

floating in the air before her. The conversation is two way. If no font is available, the Witch can use any calm water surface, but the image quality is reduced (both must make a Willpower check each round or else their words get blotted out by the mental equivalent of static.) Another power the Witch is given is the ability to reanimate the bodies of the drowned. These bodies can be animated at up to half the hit dice they had in life, but they must have died by drowning. The Non-Willed Undead created are completely subservient to the Witch, and can be assigned to a Luck, whom the Undead will also obey. The Witchhood implements low level Undead as "disposable" troops. They have also been known to send a boat full of zombies and skeletons into small Eastern harbours for the sole purpose reaping havoc in tiny port villages. Like the Luck, the Witch has the power to summon demonic creatures attuned to Water as if she were a Scaxathrom Priest of half level. The Witch can also breathe in water.

Powers Granted by the Deity

As one may have imagined, the overwhelming majority of the Calimari powers involve the execution of revenge. While not all of their invocations require tokens, those that do always require the same token: Human blood. And not just any Human blood, but specifically the blood of a North Point or East Point citizen.



Breathe in Water

Tier: First

Chant: 3 segments

AOE: Self

Range: Internal to cleric

Caster: Luck or Witch

Duration: One turn per level (Luck) One round per level (Witch)

Blood: Not required

Spirit Cost: 10

This power allows the Luck or the Witch to breathe in water as easily as breathing in air. It does not, however, confer the ability to swim. If the swimming skill is not known by the invoker, the power will be sufficient to at least maintain buoyancy. If the Witch or luck is heavily weighted (exceeding 10 lb. / level), she will sink.

Impose Luck

Tier: Second

Chant: 5 segments

AOE: Allies within 10//

Range: Centred on Luck

Caster: Luck

Duration: Two rounds per level

Blood: Not required

Spirit Cost: 25

This is the power that gives the Lucks their name. When the power is invoked, all allies of the Luck within 10// have their chances of a successful attack, saving throw, parry, or skill check. In effect, any roll that requires a d20 or percentiles can be rolled twice, with the more favourable of the two numbers being the result. Note, however, that a critical fail-

Scry

Tier: Second

Chant: 1 round

AOE: One Luck

Range: Global

Caster: Witch

Duration: One round per level

Blood: Not required

Spirit Cost: 20

This power allows the Witch to make visual and aural contact with one of the Lucks she commands. To work this power, the Witch must kneel before a consecrated font and chant the proper invocation. Once said, she need only speak the name of the Luck she wishes to contact.

The Luck appears as a 6"

high projection that floats on the surface of the font. The Luck can also see the Witch, although she appears as a huge disembodied head. Communication is two-way and both visual and verbal. However, the communication is not telepathic. Only spoken or visual messages can be conferred.

This power is useful for receiving status reports as well as giving commands while the Lucks are at sea. This power does not function across world boundaries.

Childmass Transformation

Tier: Third

Chant: 1 turn (ceremonial)

Spirit Cost: 60

AOE: One child

Range: Touch

Caster: Witch

Duration: Permanent

Blood: Required

This chillingly evil ritual turns a captured Northern or Eastern boy or girl into a sea monster of frightening power. When the sigils of transformation are drawn on the child (using the mixed blood of a Humanoid and a sea creature) the victim's metamorphosis takes form as a black, scaled creature with tentacles, rows and rows of teeth, and an unquenchable hunger for humanoid flesh. Only a save versus System Shock (shape change) at -6 can prevent this fate.

If the transformation is successful, the child becomes a mutant sea monster with 2d6 tentacles, 3d4 eyes, multitudinous fins, and gills. It has 10d6 hit points, and saves as a monster of 10 hit dice. In combat, it attacks by either ramming the ship (3d10 damage), or grappling crew members with its tentacles (Endurance(15)) and pulling the victims into its mouth for consumption. It can inflict a bite for 3d6 damage. It has AC(3), BACh(12), ATK(2/1) and PAR(1/1).



Charnamak	
Deity Align:	Satanic
Ordained Offices:	Charnel Master, Grave Robber
Leader Alignments:	Charnel Master (Satanic or Malevolent) Grave Robber (Satanic, Malevolent, Apathetic, or Chaotic)
Leader Attributes:	Charnel Master: Fai(12), Con(14) Grave Robber: Endurance(14)
Adherents Called:	Charnalites

task that their name implies. They dig up graves, steal the bodies, and return the corpses to the Charnel House. The Charnel Masters, in return, animate the dead bodies during the Night of Shambling and send the resultant zombies out into the community to wreak havoc. The clergy of the Charnamak are dedicated to the destruction of society. They revel in vandalism, public disorder, and causing mayhem. Aside from animating dead bodies, they are experts in rumour mongering and conspiracy propagation. They enjoy putting authorities on the defensive, and they care not whether the authorities are good, evil, or indifferent. The Charnalites have great rapport with teen gangs, the fringe, and the disenfranchised. They have contacts with malicious thugs, school dropouts, and petty criminals. The clergy guides these social outcasts in the ways of aberrant and chaotic behaviour.

Summary

This is more of a cult than it is a true religion. This faith tends to attract anarchists, rebellious youths, and the antisocial. The faith started millennia ago after the dissolution of an older, more sinister cult best not mentioned. The new splinter group that felt society's laws were too rigid, and that only in vandalism, mayhem, and random violence can true fulfilment be realized. During the Great Cataclysm, the cult delighted in advancing the ruin of

the rapidly decaying society. They took to blowing up factories, sabotaging public utilities, burning buildings, and even practiced grave robbery. It was in the robbing of graves that the cult found its true calling. The priests of Charnamak realized that they had the power to animate the remains of the dead and send the shambling corpses into the world for the sole purpose of creating fear and havoc. Since the Cataclysm, the followers of the Charnamak have delighted in stirring up trouble and basically making nui-

Rites & Rituals

- **Places of Worship**

The Charnalites worship in covens beneath the earth; in caves and caverns, and in ancient tunnels. Here, they store stolen corpses until the new moon, thereupon they animate the corpses as zombies and skeletons and unleash them on an unsuspecting public. The worship places are called "Charnel Houses." The Charnel Houses are lit by vast arrays of black candles. The cave or tunnel walls are inscribed with evil runes that mostly resemble graffiti. Charnel Houses are generally filthy, as their Charnel Masters are invariably slothful with respect to housekeeping

(much like a high school teen's bedroom). The houses are often strewn with bones and bits of rotten flesh, scraps of mouldering grave clothes, and, of course, rats. Always rats abound. And added to the stench of human decay is the putrid stink mouldering food and rat excrement.

- **Duties of the Clergy**

The clergy of the Charnalites are broken into two groups: the Grave Robbers (acolytes) and the Charnel Masters (priests). The Grave Robbers perform a

- **Standard Services**

In this cult-religion, its members convene in Charnel Houses. The



worship rite always begins at midnight and concludes an hour later. This time frame is known as the "witching hour." The services occur weekly. During the hour service, the Charnel Master leads the Grave Robbers and the other Charnalites in a chanted mantra in honour of Charnamak. After the chant, the Charnel Master speaks a sermon against the oppressive nature of organized society. Finally, the congregation sings a dirge about how all Lawful people must eventually face death eternal for daring to stand against the Charnalites. Once the service is over, the Charnalites disburse into the city and get drunk, partake of an assortment of mind-altering drugs, and carouse.

- **Night of Shambling**

This ritual occurs at the witching hour of the new moon. The Grave Robbers drag the procured corpses before the altar to Charnamak. The Grave Robbers begin chanting an eerie mantra beseeching the Charnamak's power. The Charnel Master then takes a very sharp knife and cuts a thin slit in his or her own wrists and drips blood on the corpses to be animated. At the crescendo of the chanting, the Charnel Master claps his hands one time loudly, triggering a sudden release of spiritual energy that immediately animates the corpses. The zombies and skeletons are given crude weapons (clubs, table legs, broken bottles, etc.) and are commanded to go into the nearest township and cause as much de-

struction as possible. The Undead mindlessly obey, and slowly shamble out of the Charnel House amid cheers of exultation from the Charnalites.

- **Rebirth**

When a Charnalite dies, it is his or her wish to be animated as a powerful Undead. Unlike the mindless wrecks created by the Night of Shambling, the Undead spawned by Rebirth are sturdy, free-willed and crafty. The Rebirthed individual has the same hit dice he or she had in life, except that hit points are maximized. His or her Willpower is identical, as are any attack routines (Undead, even of the free-willed variety, do not parry.) A Rebirthed Charnalite can command and control Undead of 2 HD or less, and can create 1 HD Undead. The alignment of a Rebirthed Charnalite is always Satanic.

- **Death Revel**

This rite occurs very seldom. During a solar eclipse, or when a new moon coincides with the winter solstice, the Charnel Master can create Undead of utmost potency. The Undead animated by this ritual have maximum hit dice, turn as if triple hit dice, are +3 to Willpower, and fight as if by a Warrior of level equal to the Undeads' hit dice. Death Revel creatures are highly destructive, and often murder indiscriminately, as opposed to the ordinary Charnalite Undead that seem to prefer property damage. Death Revel creatures can

animate any person or animal that they slay, and such risen victims are always of 2d4 HD, and completely subservient to the Death Revel minion.

- **Death Initiation**

When a street punk or other social degenerate wishes to become a Charnalite, the Grave Robbers subject the supplicant to the Death Initiation ritual. In this ritual, the initiate is placed in a coffin. The coffin is nailed shut and buried. Once the coffin is fully interred, it is immediately exhumed by the Grave Robbers. If the initiate lives, he is pronounced a worthy Charnalite by the Charnel Master. If

Life, Death, Ethics and Morals

The cult of Charnamak has very little in the ways of ethics and morals – even less so than the Morts and Crystallins. It cannot be said that the Charnalites are even effective carousers. The followers of Abben Mort party much more jovially than the Charnalites. By comparison, the Charnalites' partying exemplifies a desperate pursuit of happiness through drugs, booze, sex, and violence. And whereas most Crystallins usually at least start families and live relatively normal domestic lives, Charnalites, by comparison, are bitter, morose, and



highly neurotic social outcasts.

- **Life**

The Charnalites view life as a form of living death. They despise life and the despise even more the happiness "normal" people tend to have. They see joy as an illusion, happiness as a crutch, and normalcy as complacency. Charnalites rarely marry, and they almost never produce children. Their view on life is that it never starts at all – this life is a form of constant, lingering, painful death. They see no problem with murder or killing, as they view the death of others as a release from the hopeless illusion that is life. They value suicide, as it is often the gateway to becoming a Re-birthed Undead. Charnalites who commit suicide are seen as brave, even heroic.

- **Death**

Aside from the Rebirth ritual, the Charnalites do not believe in an afterlife. Instead, they look as death as a final release from pain, emptiness and misery. They look forward to the cessation of thought that death brings. They view the other religions' belief in a joyful afterlife as so much self-delusion.

- **Ethics and Morals**

The Charnalites live by just one code: Commit random acts of

violence and senseless acts of vandalism. They care nothing about the welfare or happiness of others. Indeed, they care not even for their own.

Powers of the Clergy

- **Charnel Masters**

The Charnel Masters are expert in the creation of Undead servants. Only the Illuthiel cultists are more proficient. The Charnel masters can make an Undead out of even the most crumbling and desiccated sack of bones. The spiritual energy costs of creating Undead are less than that of a similarly experienced Scaxathrom Priest. Aside from creating and controlling Undead, Charnel Masters enjoy an invisibility to Undead when need be. Additionally, Charnel Masters enjoy a 6th generation immunity from Undead attack, as opposed to a Scaxathrom Priest's 3rd generation protection. Charnel Masters have the ability to detect (but not manipulate) the emotional state of others. This power is an effective 35% rating in empathy. With this power they are able to recruit social dissidents into their fold.

- **Grave Robbers**

These clerics are granted power by the Crystal Father in the commission of their grisly duties as well. Grave Robbers

have the ability to detect corpses, even through stone, earth, metal or wood. Moreover, the Grave Robbers are immune to infectious diseases associated with rotting bodies. Additionally, while Grave Robbers cannot create new Undead, they can direct the actions of Undead. Additionally, they can wrest control of Undead away from Priests of other religions (such as Scaxathromism.) Grave Robbers have an empathic read capability. They use their powers in a manner similar to the Charnel Masters. The Grave Robbers deal with the thugs and virulent youth more often than

**Chrysalis—The Crystal Mother**

Deity Alignment	Malevolent
Worship days	All days of the weeks except Res'di and Sab-ban'di. Worship takes place at Gai zenith.
High Holy Days	Chakra, Binding, Blood Harvest, and The Burning. Takes place on solstices and equi-
Seat of Power	Cali, on West Point
Priests	Female Priesthood, any race.
Priests Align	Any Evil.
Other Clergy	Legions (male), Gatherers (male), Adepts (female), and Observers (any)
Worshippers	Crystallins

Summary

This is a fairly new religion as far as beliefs go. During the great Cataclysm, a miner woman Jannivier Chrysanthemum unearthed a massive quartz crystal, the biggest in Gaianarian history. After a team of diggers extracted the 31' tall stone from its berth, she found that there was an ancient spirit dwelling in its matrix. It communicated with her, and she would later become its prophet. The first Crystallin temple was constructed in 1671 ASL in the city of Cali. The spirit within the crystal identified itself as the goddess Chrysalis, and proclaimed that she could bestow powers of magic and illusion upon her faithful. Now, four centuries later, Chrysalis, primarily known as the Crystal Mother, has five Temple Cathedrals, and perhaps forty smaller temples spread about

West Point.

Of course, magic doesn't come cheaply. The Crystal Mother demands the blood and spirit of infants in order to continue broadcasting her powers to the many faithful. The average Crystallin adherent does not necessarily know that the proffered gifts are the result of humanoid sacrifice. However, those who do know don't seem to care, so long as their powers are not interrupted. However, all moderate to high level clergy know that the Crystal Mother eats the souls of the innocent.

Frequently, however, the female adherents to Crystallinism voluntarily give up their unborn to Chrysalis in an evil rite that sucks the unborn child from the womb. This aborting of pregnancy is seen as a holy sacrament in this religion. Crystallins don't believe that children are "real" until the age of five. With respect to their own children, Crystallins reserve the right

to end the lives of unwanted beings so long as they are under the age of five years old. This is known as their "right to choose".

Rites & Rituals

- **Worship Buildings**

The buildings used for worship by the Crystallins are called Temples. Regional Temples are called Temple Cathedrals. There are generally eight to ten Temples whom are in subservience to a Temple Cathedral. A final type of building is the Generator. No public worship takes place there, although without Generators, the Crystallin religion would grind to a halt.

- **Temples**

Temples are constructed from white marble, sandstone, or any other brightly toned indigenous stone. The roof of the temple is a steep cone with clear glass windows that focus light onto a large central crystal mounted in the centre of the Temple. Outside the temple, brightly coloured pennants, eight in all, fly from high poles. Each pennant is coloured as a hue from a prism light. The doors to the Temple are tall and wide, and have frosted glass with stylized crystal designed etched in the glass. Missing from the temple is any sign of wood, leather, or other organic materials. Everything about the Temple is constructed from stone, crystal, glass, and metal. Inside the Temple, the worship chamber is fo-



cused on a large quartz crystal that glows from within. At noon-day on sunny occasions, the light that shines through the skylights focuses on the central crystal and causes the inside of the Temple to be flooded with coloured light. It is during this time of day that all worship services are held. The central crystal actually contains the bound spirit of a powerful Legion whom voluntarily allowed his life force to be transferred into the crystal, so as to continue to serve the Crystal Mother in the centuries to come. The spirit of this crystal has a Willpower of 14+1d6, and 50+10d12 spirit points. The crystal spirit will attack any clergy of a religion other than the Crystal Mother. If the offending clergy is 7th level or less, then the trespasser must make a save versus sleep/charm to even be able to enter the building. The alter upon which the crystal is mounted has several spiny metal projections upon which the congregation members prick their fingers and smear drops of blood on the crystal. This act transfers one spirit point from the adherent to the crystal, and thus the life of the crystal spirit is maintained. The crystal is impervious to the Wishsinger's Song of Shattering. The choir of the Temple gather in an alcove carved into one of the stone walls. Typically the choir is lead by a Wish-singer or a Choirmaster. The choir typically sing mesmerizing songs during the worship service that better enable the Priestess to control the thoughts and emotions of her congregation. The congregation sits in stone pews arranged in a concentric hexago-

nal pattern. The floor is slightly slanted in such a way that the alter rests five feet higher than the furthest row back. And while the seating is uncomfortable, the mind-altering music usually causes the congregation to forget about the nature of the seating.

- **Temple Cathedral**

More than simply a large Temple, a Temple Cathedral has the necessary administration buildings required of all organized religions, it has a college in which new Adepts and Priestesses are taught, and it has housing for the many garrisons of Legions and Observers. A Temple Cathedral is often laid out like a college campus, with the Cathedral proper being the central building.

- **Generators**

These secretive places are often disguised as a building of another type – a closed-down bank, an abandoned warehouse, a boarded up tenement. Inside, the building is gutted, leaving a circular pit in the floor typically 10// to 20// deep. The bottom of the pit glows with an eldritch fire. From the roof of the building, an array of thin wire cables descend into the pit, in which each array supports a metal slab upon which a living child is tightly bound. The spirits which inhabit the Generator slowly extract the life force of the captured children and transmit the stolen energy to the main Temple Cathedral in Cali. From there, the spiritual energy is distributed to

the Temple Cathedrals and then to the Temples, and so on. It is this stolen spiritual energy that enables the Crystallin Priestesses to bless and recharge crystals that have already been consecrated. This same spiritual energy allows a Crystallin to cast illusions and the like. Each day a child is trapped in the Generator, he or she must make a save versus death magic else lose a point of Body-Mind-Spirit permanently. Once B-M-S has been brought to zero, the child dies and is transformed into a dried, mummified corpse. Such desiccated cadavers are stored in a vault within the Generator building until the time of The Burning.

Another feature of the Generators include the Abortuary Booths, where women may sacrifice their unborn children to the Crystal Mother. The female who gives up her child in such a way is usually paid some nominal fee. Younger females often seek the Abortuary Booths as a means of discrete and profitable birth control.

Worship Services

One of the big draws to Crystallinism is that the religion does not make a lot of moral demands on its followers. The Priestess usually delivers a sermon that can best be described as "touchy feely" with a bit of religion bashing (of other religions) thrown in for



good measure. The choir sings complex and harmonious songs that extol the virtues of the Crystal Mother, and of exaltation of personal freedom above all else. At the culmination of the service, the Priestess asks the congregation to approach the altar in an orderly fashion, from first hexagon to the last. As the individual adherents genuflect before the massive central crystal, they prick their fingers on the metal spines and rub a drop of their own blood on the crystal. The glowing stone absorbs the proffered life fluid, leaving no trace on its surface. Thereupon the Priestess lays hands upon the adherent's personal crystal and blesses it (this act recharges any spent crystal points as well.) When the worship service has ended, the Crystallin Priestess bids the congregation farewell, and speaks the following blessing: "Go now, do as you will, so as none are harmed."

- **Marriage**

A Crystallin marriage ceremony is a jubilant affair, with lots of singing, dancing, and drinking and feasting. The couple to be married dress in the brightest white, and the Priestess presents the man and woman each with a small circlet of crystals. The man and woman must sing a harmonious duet to each other, and as they sing, the crystals begin to glow, first red, then orange, then progressing up the colour scale until they shine with the brightest violet fire. The pledge of a married couple is simple: For as long as there is love, there is mar-

riage. For as long as there is love, they shall be true to one another. And as the religion states the belief in reincarnation, they believe that they shall know each other in all the lives to come.

- **Naming**

This ritual establishes the surname of a child when he or she turns six years of age. Until that age, the Crystallins believe that the child is not fully Human (or fully Elven, Dwarven, etc.) But at this age, the child is fully aware and ready for true life. In reality, this ritual symbolizes that the child is now too old to be used for the Generator. In the Crystallin faith, they believe that sentient life begins at age six.

- **Cremation**

Crystallins do not bury their dead. Instead, when a Crystallin dies, his or her body is taken outside to a specially constructed pyre in which the sun's light is focused through an array of crystals which in turn heat the body until it bursts into flame. The Crystallins believe that this ritual frees the spirit of the deceased so that it can be reincarnated.

- **Emptywomb**

When a Crystallin woman decided that having a child may impair her pursuit of happiness,

a Crystallin Priestess can invoke a ritual that causes the child within her to shrivel and die. The foetus must make a save versus death magic (as if by a Jack-of-all-trades) or else lose its life force. If the foetus dies, then all its spiritual energy is transferred to the Crystallin Priestess performing the rite. Should the child live through the experience (i.e. make the saving throw) he or she is henceforth invulnerable to Emptywomb (although the Priestess could still use surgical means to kill the child.) Children who survive the ordeal are granted a 40% innate resistance to death magic (although this resistance is suspected to be granted by the True One, and certainly not by the Crystal Mother.)

High Holy Days

The Crystallin religion has four high holy days each year. While the average congregation member sees only symbolism and pageantry, the true rites involve rituals of blood – lots of blood. The four holy rites are: Chakra, Binding, Blood Harvest, and The Burning.

- **Chakra**

This rite takes place at sunrise on the spring equinox. During this rite, the Priestesses retire old, worn-out crystals and use the broken shards to grow new crystals in a special vault called the Breeder Chamber. This



chamber is located in natural caverns beneath each of the Temple Cathedrals on West Point. the existence of these caverns are the primary reason for the Cathedrals' locations. Once the crystal shards are planted in the cavern walls, they take half a year to mature.

- **Binding**

The ritual of Binding takes place at the zenith of the summer solstice. In Binding, a new central crystal is created, usually to either replace a dead central crystal, or to make a crystal for a new Temple. In Binding, a Legion of at least 12th level is sacrificed to the Crystal Mother. the body of the Legion is impaled on the recipient crystal. The death ritual is excruciatingly painful to the victim, but through this death, the Legion's spirit is transferred into the consecrated stone. It is a belief among Legions that the more painful the death, the more powerful the resultant crystal. In practice, the High Priestess in Cali uses this ritual to rid herself of Legions who she feels are becoming too bold or powerful. By sacrificing them, she brings their spirits under her direct control. While some Legions suspect this to be the case, none say so openly. Blood Harvest. by this time of year, the crystals planted back in Chakra have grown to maturity. Now it is time for the crystals to be

consecrated. In the Crystallin faith, only the blood of an innocent child is sufficient to transform a crystal from a mundane rock into a supernatural storage cell for spiritual energy. One child can be used to consecrate up to eight crystals. While the child (preferable age five or younger) yet lives, he or she is strapped to an altar in the lower level of the Temple Cathedral and ritually impaled with a stone spike by the local High Priestess. As the life blood gushes from the eight wounds, the High Priestess firmly inserts a crystal into each of the wounds. As the child dies, the crystals begin to glow with the stolen life energy. As one would imagine, the incidences of "missing children" reports have grown more numerous as the Crystallin faith has expanded. Only the Crystallin clergy know that infanticide is one of the nonnegotiable practices in the worship of the Crystal Mother. Moreover, the children stolen and killed are usually children of other faiths -- most notable those of the True One.

- **The Burning**

The bodies of children used up in the Crystallin Generators are ritually set ablaze and reduced to ash during this rite. At sunset of the winter solstice, the mummified cadavers are brought to a remote location in the Western Mountains and cremated. In this way, the clergy can rid themselves of evidence of their ritualized infanticide. It is at this time

of year that the High Priestesses estimate how many children will be needed for the following year's Blood Harvest.

Life, Death, Ethics, and Morals

One of the purposes of religion (other than honouring a deific figure) is to seek knowledge about life, the afterlife, and the difference between right and wrong. The views held by the Crystallins are described below.

- **Life**

For the Crystallins, life begins at age six. Prior to this age, the child is thought of as an animal shaped like a sentient being. A child begins true life at the conclusion of the Naming ritual. Between conception and birth, the child is seen as nothing more than a wad of tissue. At the other end of the spectrum, old age, they believe that a person stops being truly alive when he or she is no longer able to speak (from dementia, disease, or stroke.) While the elderly are very rarely put to death, the Crystallin faith has no prohibitions against it. When eldercide does occur, it is done using the cremation booth and the ceremony is performed by a Crystallin Priestess. She will usually couch the event in cheerful overtones, explaining that the elderly man or woman is leaving to be reincarnated into a young body.



- **Death**

The Crystallins have no concept of heaven or hell, or even limbo, nirvana, and purgatory. Instead, they believe that when life in the current body ends, the spirit of the deceased takes up residence in the body of a young child during the ritual of Naming. The attractive, intelligent, and ability of the child is seen as a reflection of the deeds of the previous life. Thus an ugly child is blamed for being bad in a previous life. Being born blind, retarded, or otherwise deformed is seen as the ultimate shame and confirmation of guilt. However, attractive, quick, and intelligent children are seen as blessings to the community. Deaths by murder and suicide are generally seen as bad by the Crystallins. In suicide, the Crystallins feel that the suicide victim is refusing to complete the lessons and teachings of the current life. Such a person is believed to be then ill-prepared for the next life. Murder (aside from battle killings and necessary assassinations) is also seen as a truncation of life's lessons. The murder of a child younger than six is sanctioned, of course, as they do not believe the child is yet imbued with a reincarnated spirit. Killing in self defence, while regrettable, is understood as a necessary evil in life. If the person killed is outside the Crystallin faith, then the death is seen as less regrettable.

- **Morals and Ethics**

The Crystallins are big believers in the idea that morals are relative. For example, they would see stealing 15 copper from a poor man an act of evil, while stealing the same amount of money from a wealthy man would be okay. Many of their morals are based on the

pursuit of personal happiness. This is why it is permissible to kill one's own babies if they prove to be annoying, inconvenient, or too much of a financial burden. While most Crystallin adherents do not go to the extreme of infanticide, there is nothing in the belief system that explicitly prohibits it. Their code of ethics can be summed up as follows: "If it harms none, do as thou wilt." The obvious danger is that it is the initiator of the deeds that decides whether or not her actions will cause harm. Their code of conduct greatly differs between dealing with Crystallins and dealing with those outside the faith. For example, a Crystallin businessman is more likely to cheat a client who worships Del Tannon than he would a member of his own faith.

Types of Clergy

There are three primary types of Crystallin clergy: the Priestesses, the Legions, and the Observers. As the name implies, the Priestesses are all female, usually Human or Elven. The Priestesses handle the sermons, consecrations and other day-to-day ritualistic duties of the Temples. The Legions are the military wing of the faith. Legions hunt down and kill those who would attack the Temples, and they also gather children for the required blood offerings. Finally, there are the Observers. This type is never combative,

but instead they spy on the doings of others and have the ability to transmit their senses to the central crystal of the Temple to which they serve.

- **Priestesses**

A low level Priestess is called an Adept. Typically Adepts are in their late teens or early twenties when they are first ordained. Adepts often aid the Priestess in the secular activities of the Temple (i.e. running errands, paying bills, checking in on Generators, etc.) An Adept cannot lead a worship service, nor can she consecrate crystals. When she commits her first infanticide, she is able to ascend to the title of Priestess. Some Adepts choose to remain at their level indefinitely, finding joy in the simple duties they are given. A Priestess handles the rituals of worship as well as supervises the activities of Adepts. A Priestess also handles the blood sacrifices required by the Crystal Mother. A High Priestess controls a Temple Cathedral and supervises the operation of many Temples.

- **Legions**

Legions are always male, and usually Human. Legions are powerful Warriors who use their weapons and talents in the service of the Crystal Mother. They are similar in concept to the Inquisition



knights of ancient Spain. The primary duty of a Legion is the defence of the Temple Cathedrals and Generators. They are also the instrument of revenge against any who would injure or murder a Priestess. Legions hate Protectors, and will hunt down to the ends of the world any former Legion who converts to belief in the True One and becomes a Protector. A second type of Legion is the Gatherer. A Gatherer is responsible for child abductions for use by the Generators. A Gatherer is also responsible for stealing infants for use in Blood Harvest. Gatherers are often disguised as members of other professions or religions, thus placing the blame of the kidnappings on others.

- **Observer**

This final type of clergy can be either a man or a woman. Observers do only one thing: observe. They do not attack, they do not give advice, they do not minister to the sick. They just observe. Thus Observers make for excellent spies as well as war correspondents. The information about an Observer sees, hears, smells, touches, tastes, or otherwise senses is continuously transmitted to the central crystal in the Temple in which the Observer serves. this information can be called upon at a later time by any Priestess, Legion, or Observer simply by communing with the cen-

tral crystal.

- **Spells and Powers**

The Crystallin religion uses a completely different set of spells than other faiths. The Crystallin powers fall into two categories: Spells and Illusions. The powers fall into three Tiers: Red, Amber, and Blue.

A Crystallin's powers are stored in specially consecrated stones called crystals. A Crystallin Priestess can maintain twice as many crystal points as she has spirit points. However because it requires spiritual points to regenerate crystal points, it takes a minimum of two days to fully restore a Priestess's crystals if they are fully depleted. The crystal powers are seen in the beginning of this section.

A Crystallin Priestess also has the power of illusion. At low levels, these illusions are simple, such as concealing a door, or hiding an object. At much higher levels, a Priestess can create entirely believable artificial environments. Moreover, some illusions can actually cause damage, as the mind-over-matter effect can so fully convince its victims that injury has taken place that they actually take a limited

amount of injury. The Crystallin illusory powers are explained at the end of this section.

Crystal Magic

There are three orders of crystal powers – the blue order (lowest / First Tier), red order (mid level / Second Tier), and amber order (highest level / Third Tier). Crystals that have been consecrated will softly glow in one of the three colours when powered. The crystals dim once they have been discharged, although it is still possible to determine the order of the crystal.

Like the Ranger, the three Tiers are available at 1st level, 5th level, and 9th level respectively. Crystal spells have no casting time.



Blue Order Spells *1st Tier Invocations*

Requirements: 1st Level. Requires a charged, consecrated crystal. Casting expends energy from the crystal (which must be recharged.)

Crystal Glow

Crystal Points: 1

Range: 0

Area of Effect: 1// radius

Duration: 1 turn per level

Classification: Elemental

This spell causes the caster's crystal to glow faintly with piezoelectric light. The glow generated is a delicate aquamarine illumination that is sufficient to read by.



Dim

Crystal Points: 5

Range: 0

Area of Effect: 5// radius

Duration: 1 round per level

Classification: Sun

This spell imposes a light-reduction penalty of -3 to all light-intensive tasks (like combat, reading, repair work, etc.) Protectors are immune to this effect, however. Moreover, it does not affect the infrared spectrum. Persons allied to the wielder suffer only a visual penalty of -1.

Life Dimming

Crystal Points: 30

Range: 1// per level, RTT

Area of Effect: One individual

Duration: Instant

Classification: Death Magic

With this evil spell, the Crystallin can cast a shroud of death energy over a targeted victim. When the spell is invoked, the caster must make a successful Ranged Touch Attack for the spell to have a chance at working. If the attack is successful, the victim becomes cloaked in an ash-grey fog for one round; the spirit of decay present in the fog leeches 1d4 points of life energy (i.e. permanent hit points), as well as 1d6 in cold damage. If a successful save versus death magic is made on the part of the victim, the death magic damage becomes ordinary damage.

For them most part, Constructs and Undead are immune to the spell. The cold damage will make a Construct's joints stiff (25% movement reduction), but that's about it. An Undead creature may be either slowed or stunned, depending on the type of Undead monster.

Pain

Crystal Points: 4

Range: 5// RTT

Area of Effect: One target

Duration: Instant

Classification: Combat, Elemental Fire

When this spell is invoked, the caster can direct a bolt of electrical energy that causes 1d4+1 damage to its victim. To strike a creature, the Crystallin must make a successful Ranged Touch Attack. The spell inflicts an additional point of damage for each additional level experience (maximum damage is 1d4+10.)

This spell can damage consecrated/enhanced items once the damage rating is 1d4+10. For a Crystallin with Engineering and Ancient Lore, this spell can also

Salve

Crystal Points: 4

Range: Touch

Area of Effect: One individual

Duration: Instant

Classification: Healing

When this spell is cast and the crystal is touched against another person's wound, the recipient receives 1d6 points of healing. This spell is effective only against physical wounds; it has no effect on poisons or damage caused by death magic. Like other standard healing spells, this invocation cannot be used to repair Constructs.

Shield

Crystal Points: 5

Range: Touch

Area of Effect: One individual

Duration: 1 turn per level

Classification: Protection

When this spell is cast, the recipient of the power gains a +1 bonus to armour class. As the Crystallin increases in level, so does the potency of the spell. At 4th level, the yield is +2 AC; at 8th, +3 AC; at 12th, +4 AC. The spell reaches maximum AC yield at 12th level, although the duration will continue to increase.



Like other invocations of this type, the Shield spell is not stackable, nor can it be combined with other spells that duplicate its effect.

Trance

Crystal Points: 7

Range: 5//

Area of Effect: 1 person per level

Duration: 5d4 turns

Classification: Sleep/Charm

This spell causes its victims to feel light-headed and all too peaceful. Victims who fail a save vs. sleep/charm are at +4 Panic, but -4 to Willpower (they don't feel like fighting anymore, but nothing much scares them either.) Additionally, being somewhat dazed and confused, the targets suffer a -2 penalty to BAtCh and initiative.

Strangely, the Crystallins seem to use this on themselves for recreational purposes, and is thus not often used in combat. In this use, it makes a useful substitution for some of the lesser (yet illegal) recreational drugs available in most urban areas.

Another use for this spell is treating phobias and sleep disorders. Used in conjunction with counselling, this spell is helpful in removing psychiatric disorders. It cannot, however, remove a Changeling's fear of closed-in spaces, or a Dwarf's fear of drowning.

Water Lance

Crystal Points: 17

Range: 3// per level

Area of Effect: One individual

Duration: 1 round per level

Classification: Combat, Elemental Water

When this spell is cast, a micro fine jet of cold water emits from the caster's crystal. The thinness and pressure of the water stream is such that the flow acts as a knife. The water flow functions at +1 to hit (per two levels of the caster) and inflicts 1d6+4 damage per successful attack. To hit, the caster must make a successful melee BAtCh attack against his or her foe. With each successful attack, the victim is allowed a save versus magical weapon for half damage.

Illusions

A Crystallin's powers of illusion can be cast at any time, unlike the crystal-based spells that must be prepared in advance. Illusion spells require a verbal component (although it can be whispered.) Illusion casting requires a Faith check.

A Crystallin can choose to make an illusion permanent by also expending B-M-S. In this event, it can be undone by a Dispel Magic or similar power.

Certain powers actually create audiovisual stimuli, and thus can affect Constructs, while other illusions target the mind and thus do not affect Constructs.

Beggar

Spirit Points: 5

Casting Time: 2 segments

Range: 0

Permanency Cost: 1.0 BMS

Duration: 1 hour per level

Area Effect: The Crystallin Priestess

This illusion masks the true appearance of the caster, making him or her appear as a downtrodden vagrant. To an outside observer, the casters clothes will look like worn out, dirty tatters, the caster's skin will look malnourished and dirty. The caster will even smell unwashed and have a haze of sour, cheap liquor. This disguise is handy for travelling through the run-down sections of large cities without fear of notice.

This illusion functions by affecting the minds of those within 10//. Thus, Constructs are not affected.

Continuity

Spirit Points: 9

Casting time: 4 segments

Range: 3//

Permanency Cost: 3.0 B-M-S

Duration: 1 turn per level

Area of Effect: One surface

This illusion is useful for hiding doors, windows, and other openings along a smooth surface like a wall or floor. The spell creates a false front and gains its pattern



from the surrounding surface. Thus the false front would look like a brick wall if the rest of the real wall is brick.

Because it is an illusion, it can be walked through, and the false front has no true substance. For each level of the Priestess, she can create a 1'x1' false surface. Thus at 5th level, the power is 5'x5' maximum, although the surface need not be square.

This illusion actually creates artificial visual stimulus, as a hologram would. Constructs could be fooled by this illusion. Of course, any creature with Detect Motion Vectors (such as the Fey, or a Construct with the appropriate accessory) might notice that the false wall does not reflect sonar/radar energy.

Fake Door

Spirit Points: 9

Casting time: 4 segments

Range: 3//

Permanency Cost: 3.0 B-M-S

Duration: 1 turn per level

Area of Effect: One surface

This illusion causes the appearance of a door over an otherwise smooth surface. It can also be used to provide a false hatch in a floor or roof. When people see this construction they will believe they are touching a door or a hatch, and it will open revealing the wall or floor concealed therein.

This illusion is useful in confusing invaders. For example, a Priestess could have seven false doors in a given room, and only one real one. It would take a trespasser a while to determine which door is real.

This illusion does create an artificial visual stimulus as well as a tactile force (since the fake door can be opened by hand.) Constructs and Undead, therefore, could be fooled.

Prismatic Pinwheel

Spirit Points: 11

Casting time: 4 segments

Range: 10// Line of Sight

Permanency Cost: 2.5 B-M-S

Duration: 1 turn per level

Area of Effect: 1// radius

Once a non-Crystallin enters the event horizon of this spell, he or she is inundated with visions of strange colours and patterns. Normal objects can still be seen, but their colours are overshadowed by the power of the spell, thus they appear as hollow outlines.

The net result is that characters function at -6 to any vision related task (including combat). Since this is a psychic attack, rather than a visual projection, it has no effect on Constructs and Undead.

Crawling Skin

Spirit Points: 12

Casting time: 7 segments

Range: 2// Line of Sight

Permanency Cost: 5.0 B-M-S

Duration: 1 round per level

Area of Effect: One person

This nasty illusion causes the victim to believe he or she has small black bugs crawling all over one's skin. The bugs don't actually bite, but the sensation of myriad little legs crawling in random directions does cause a major distraction to most actions requiring concentration. The net effect is that the victim is penalized at -4 for any spell-casting attempt, or anything that requires fine work (such as surgery or bomb dismantlement.)

As this is a psychic attack, it does not affect Undead and Constructs.

Swirling Circle

Spirit Points: 10

Casting time: 2 segments

Range: 10// Line of Sight

Permanency Cost: 2.0 B-M-S

Duration: 1 round per level

Area of Effect: 1 person or creature

This clever illusion causes the victim's senses to lie, giving the impression that the target's surroundings are swirling like on a merry-go-round. While the effect is in place, the character suffers a -6 penalty



to any Dexterity-related check. Of course, if the victim has Detect Motion Vectors, this sense is unaffected. Constructs and Undead are unaffected, since this spell targets the victim's mind.

Shadow Masks

Spirit Points: 16

Casting time: 8 segments

Range: 2// Line of Sight

Permanency Cost: 3.25 B-M-S

Duration: 2 rounds per level

Area of Effect: One person

This spell creates both a false sensory profile and a telepathic assault. One interesting aspect of this spell is that targets who are repeatedly subjected to its effects never seem to remember that the flying, malevolent images are fake.

This illusion conjures images of demonic, flying, glowing face masks (one per four levels of the caster.) These images growl and groan malevolently and will belch illusionary flame. Those hit by the false fire will believe themselves to actually be injured. The pain from the burning seems just as real as a real injury.

Characters cannot actually be slain by this spell, however. Those individuals brought to zero hit points merely remain comatose for a turn once the spell terminates (or for an hour in the event of a permanent illusion.)

The artificial flame has a range of 2// and inflicts 1d4 damage. Constructs can see the flame but cannot be harmed by it. The masks attack at the Caster's BAtCh.

Material objects, such as paper, cannot be set ablaze by this illusion, nor does its flame provide actual warmth — the fire tongues feel hot, but one can't cook with them!

Silver Falsehood

Spirit Points: 8

Casting time: 1 segment

Range: Touch

Permanency Cost: 1.0 B-M-S

Duration: 1 turn per level

Area of Effect: One coin per level

This illusion provides a clever means for the Crystallin Priestess to travel on the cheap. For the duration of the spell, the ordinary copper or glass coins can be made to look like silver coins. Because the coins appearance is masked by a visible illusion, Constructs and Undead may be fooled.

The coins' weight, however, remains the same. There is always a chance (Perception-4) that a clever or observant merchant may detect something amiss with the proffered coinage.

While the illusion can be made permanent, in no way does it actually convert glass or copper to actual silver. Thus, the Crystallin Priestess cannot "get rich quick" using this spell.

Scattered Tracks

Spirit Points: 10

Casting time: 2 segment

Range: Self

Permanency Cost: 1.0 B-M-S

Duration: 1 turn per level

Area of Effect: 10// radius per level

This illusion helps the Crystallin Priestess cover her tracks (and those of her allies.) The illusion does not create a visual disturbance, but rather conjures a freestanding source of telepathic interference that prevents those not allied to the Priestess from perceiving or remembering her and her allies' tracks. Because it is a mind-affecting power, Constructs and Undead are immune.

**Amber Order Spells****2nd Tier Invocations**

Requirements: 5th Level. Requires a consecrated crystal. Spells are chosen ahead of time and stored until needed.

Crystal Beacon

Crystal Points: 7

Range: 0

Area of Effect: 8// radius

Duration: 1 turn per level

Classification: Sun

This spell is an improved version of Crystal Glow. It provides bright blue light (like the colour of the sky). It is a full light, but not equivalent to daylight. It is more than sufficient for any visual task.

By default, the affected crystal shines light in a spherical region. The Crystallin Priestess can choose to narrow the light down to a tight beam (like a flashlight) or as a 90 degree arc (like a hooded lantern.)

Deeper Darkness

Crystal Points: 20

Range: 0

Area of Effect: 8// radius

Duration: 1 turn per level

Classification: Sun

This spell counters, and is countered by, Crystal Beacon. Any non-Crystallin light-generating spell greater than 1st Tier equivalent has a chance at dispelling this power (match the casters' Willpower scores on the Universal Matrix.)

This spell is a particular bane to Protec-

tors. While these champions of good have the ability to see in normal darkness, such is the power of this spell that it blots out even a Protector's sight.

Earth Column

Crystal Points: 30

Range: 4// per level

Area of Effect: A Column

Duration: 1 round per level

Classification: Elemental

This seemingly innocuous spell is frequently used to damage buildings as well as permit burglary. The effect is simple, the Crystallin Priestess can summon a column of stone from the ground.

The column can take three forms: a 3'x3' base that grows to 10' per level; a 5'x5' base that grows to 5' per level; a 10'x10' base that grows to 3' per level.

This spell is frequently useful for blocking doorways, lifting heavy objects, making "instant" elevators, damaging buildings (by conjuring the column underneath a load-bearing member), and for reducing the falling damage for someone falling from a great height.

For use against buildings, the structure gets a save versus crushing blow to avoid taking 1 StP per level

of the Crystallin Priestess. In the event of an enchanted structure, the building gets a +1 bonus per degree of enchantment.

Once the spell ends, the column of earth retracts back into the ground, leaving only a square of broken earth to note its former presence.

Glue Foot

Crystal Points: 24

Range: 2// per level

Area of Effect: 1 person per Level

Duration: 1 round per level

Classification: Protection

This spell has saved the lives of many Crystallins who have needed to retreat from mobs of blood-thirsty crusaders and holy warriors. While the spell causes no damage, it does have the effect of holding the target in place. In effect, the victim cannot raise his or her feet from the ground. If the target is on horseback, the animal is likewise affected. Simply removing one's shoes does not vanquish the spell's effects.

The spell has an Endurance rating of 1d8 + 1 point per level of the Caster. Each round, the victims can make an Endurance roll against the spell's Endur-



ance on the Universal Matrix to see if the power can be broken. Any offensive action taken against the detainees by the Crystallin or her allies will prematurely end the spell.

Liquid Sphere

Crystal Points: 30

Range: 1// per level

Area of Effect: 1 person

Duration: 5 rounds per level

Classification: Protection, Elemental Water

Rather than causing the drowning death of the target, this spell is actually a highly potent defensive invocation. This spell creates a 1// diameter sphere of water around the chosen target. The water is actually breathable to both air and water breathing life forms. The water temperature is 85 degrees, transparent, and potable.

The buffer of water has the effect of discharging the kinetic energy of most mundane weapon attacks. The beneficiary takes only 25% damage from any non-supernatural, non-energy attack.

While under this spell's protection, the recipient is invulnerable to fire, water, and cold-based attacks. She takes double damage from electrical attacks however.

Because water is much heav-

ier than air, the recipient's ground movement is halved.

If this spell is cast on a falling body, the target takes only half damage upon impact.

Because water is a heavier medium than air, any action that requires speaking or singing is penalized by -8.

One final benefit is that the water sphere heals the target for one point per level of the target if the source of the injury was fire or cold.

Scorching Razor

Crystal Points: 10

Range: 10// Line of Sight

Area of Effect: 1 person

Duration: 1 round per level

Classification: Combat, Fire

A red hot laser lances out from the Crystallin's prepared crystal and cuts her targets like a razor. The beam is a line of sight, ranged touch attack that sears its victim for 1d4 points per round. If the target makes a save versus magical weapon, damage is halved.

Alternatively, the spell can be used to cauterize a wound or staunch the flow of blood from an open wound. In this case, it heals a single hit point of damage and causes the target to stop losing hit points from blood loss.

Finally, the spell can be used to

join two pieces of metal together (I.e. in case of a broken weapon.) The character must make a successful metal crafting roll in this

Silence

Crystal Points: 25

Range: 10// Line of Sight

Area of Effect: 1 person, 1// sphere.

Duration: 1 turn per level

Classification: Elemental Air

A bane to Wishesingers and any spell-caster that uses verbal components, this spell instils a sphere of silence around the target. To avoid its effects, the character must make a save versus area effect.

Succour

Crystal Points: 12

Range: Touch

Area of Effect: 1 person

Duration: Instantaneous

Classification: Healing

When the Crystallin Priestess crystallizes this spell, she must decide which of three forms the Succour can take. She can choose "healing", in which the spell recovers 3d6+3 hit points. If "Curing" is chosen, it will heal one non-supernatural disease. If "Neutralizing" is selected, the power acts as an int(3) antitoxin. In no way can this spell restore Death Magic damage or treat supernatural diseases.



Spell Dissipation

Crystal Points: 15

Range: 5// Line of Sight

Area of Effect: 1 person or Object

Duration: Instantaneous

Classification: Spiritual Warfare

For all intents and purposes, this spell functions as a Dispel Magic.

Soul Darkening

Crystal Points: 19

Range: 1// per level, RTT

Area of Effect: One individual

Duration: Instant

Classification: Death Magic

This spell is an enhanced version of Life Dimming. The energy released is black like India ink. The yield is 1d8+1 in Death Magic, and 3d6+3 in cold-based mundane damage.

Spirit Combat

Crystal Points: 20

Range: 1//

Area of Effect: One Entity

Duration: Until Resolved

Classification: Spiritual Warfare

This spell allows the Crystallin priestess to engage in Spirit Combat against a person, creature, spirit, or entity.

Illusions

Arching Nails

Spirit Points: 14

Casting time: 9 segments

Range: 10//

Permanency Cost: 6.0 B-M-S

Duration: 1 round per level

Area of Effect: Cylinder, 3// base, 10// height

This spell makes the targets think that shards of metal, rusty nails, and shrapnel is raining down from the sky. To the victims, the sky darkens and becomes a mass of swirling, churning clouds.

Each round, the victims of this spell must make a save versus area effect or take 3d4 in illusionary damage. If a character is "slain" by this spell, he or she will actually be rendered comatose for an hour after taking the "death" blow.

In the event of a permanent illusion, the spell will function once per day per four levels of the caster. Like all Crystallin illusions, victims may remember that the power is illusory, but they will always believe it's real when the power is in effect.

As this power directly attacks the mind, Constructs and Undead are not affected.

Bolstered Influence

Spirit Points: 10

Casting time: 3 segments

Range: Self

Permanency Cost: N/A

Duration: 5 rounds per level

Area of Effect: 5// radius

While this illusion cannot be made permanent, it is certainly useful in allowing the caster to manipulate her followers, enemies, or prey. For every four levels of the caster, the caster's Charisma and Comeliness is temporarily boosted by a point (to a maximum of 25.)

Unlike most illusions, this power uses both mental manipulation and visual trickery. Thus, living targets will perceive the caster as being more charismatic and better looking, while Constructs and Undead will perceive the caster as being merely better looking.

Corpse Surprise

Spirit Points: 25

Casting time: 1 round

Range: Touch

Permanency Cost: 7.5 B-M-S

Duration: 1 round per level

Area of Effect: One corpse

This rather unsettling illusion can be cast on any corpse (even a skeleton). One done, the victims will believe that the corpse has



risen from death. The “Undead” will appear to attack anyone that the caster targets. These false creatures will attack on the caster’s BATCh, and generally can inflict 1d8 damage.

As always, characters “slain” by the “Undead” creatures will be rendered comatose for an hour after the most recent successful attack.

If the illusion is permanent, then the corpse can “rise” once per day per four levels of the caster. As this spell targets the mind, Constructs and Undead will not see the effects of this illusion, nor can they be harmed.

False Undead have a movement range of 10// per level of the caster.

Desperate Wails

Spirit Points: 9

Casting time: 2 segments

Range: 15// Line of Sight

Permanency Cost: 1.0 B-M-S

Duration: 1 round per level

Area of Effect: 3// radius

This spell creates horrific, ghastly cries of death and agony. There is no obvious source of the sound, and yet the wails and moans sound like utterances directly from the souls of the damned.

Victims of the spell must make a save versus sleep/charm or else flee in terror (fear resistance applies.) Those making their saves function at -4 to all rolls due to the

distracting nature of the sounds.

This illusion does actually produce sound, but the fear effects constitute an attack on the mind. Thus, a Construct may find the wailing and moaning annoying or obnoxious, but they do not suffer any combat penalties as a result.

If this illusion is made permanent, the spell will function once per day per four levels of the caster.

Entrap the Mind

Spirit Points: 30

Casting time: 1 round

Range: 10//

Permanency Cost: 8.0 B-M-S

Duration: 2 rounds per level

Area of Effect: 10// x 10// grid

This potent illusion causes the victims of this spell to suddenly believe themselves trapped in a strange, surreal landscape (like a Salvador Dali painting.) When those trapped in the illusion navigate the false terrain, they actually do move in reality, thus they are vulnerable to being injured by running into objects or falling off cliffs, and the like. A save versus sleep/charm (at -2) will allow the victims to regain their senses.

If a victim of the illusion walks out of the perimeter of the spell, he is freed from its effects. If he walks back in, however, he must make a new save versus sleep/

charm at +4 or else be assumed into the false landscape once more.

Constructs and Undead are immune to the effects of this spell as it constitutes a direct attack on the mind.

If the illusion is made permanent, the spell will function once per day per four levels of the caster.

False Flame

Spirit Points: 14

Casting time: 1 segment

Range: 5// line of sight

Permanency Cost: 2.5 B-M-S

Duration: 1 round per level

Area of Effect: 4// Line

This frightening illusion allows the caster to summon a wall of flame 4// wide and 2// high. The flames will certainly feel hot and will provide illumination. Against its victims, the false flames inflict 4d8 damage. Targets “killed” by the flames will remain comatose for one hour after taking a “death blow”.

While Undead and Constructs can certainly see the flames, they will not take damage, nor will they perceive the flames as generating heat.

If the illusion is made permanent, the spell will function once per day per four levels of the caster.



Foot Trap

Spirit Points: 16

Casting time: 5 segments

Range: 5//

Permanency Cost: 3.0 B-M-S

Duration: 1 round per level

Area of Effect: 3// x 3// grid

This spell creates the impression that the affected terrain is populated by rusty bear traps, holes with punji sticks, broken glass, metal shards, sharpened bamboo shoots, and all other manner of peril. Characters attempting to cross the affected area must make a area effect save or take 3d4 damage per 1// travelled. On a critical fumble, the character believes he has gotten a leg caught in a bear trap. Of course the damage is illusory, and characters "killed" by this illusion are rendered comatose for an hour after taking the "death" blow.

Constructs and Undead can perceive the traps, and will take appropriate actions to try to not become ensnared by them. However, once they fail to take damage, they realize that the traps are phoney.

Like most illusions, the permanent version of this spell can function once per day per four levels of the caster.

Impose Illness

Spirit Points: 18

Casting time: 8 segments

Range: 12// Line of Sight

Permanency Cost: N/A

Duration: 1 turn per level

Area of Effect: One target

This gruesome illusion makes the target feel like she has suddenly contracted Undead Spiral, a terminal disease. While the target does not actually contract a real illness, she will believe that she has. She will feel feverish, hallucinate, and see open sores erupt on her skin. A save versus sleep/charm will allow the target to escape the effects of the illusion.

At the end of the spell, the victim must save versus system shock or "die" from her illness (in this case, fall into a comatose state for an hour.)

Constructs and Undead are obviously immune to this spell. It cannot be made permanent.

Illusionary Room

Spirit Points: 25

Casting time: 1 round

Range: 10// line of sight

Permanency Cost: 4.25 B-M-S

Duration: 1 hour per level

Area of Effect: One room

This illusion can affect a room of up to 50 square feet per level of the caster. For the most part, this spell is used to make cost effective cosmetic improvements to one's home. But it has combat purposes as well.

The caster can change the appearance of any room — furnishings, lighting, wall coverings, flooring, ceiling, etc. Thus, a secret library can be made to look like a kitchen. A simple empty room can take on the appearance of an unfurnished dungeon cell complete with stench, fungal growth on the walls, and insects crawling over the floor. A sacrificial altar can be made to look like a coffee table.

Of course, a common use for this illusion is to try to make the room not exist at all. For instance, an intruder could open the door to the affected room and see a brick wall.

**Red Order Spells****3rd Tier Invocations**

Requirements: 9th Level. Requires a consecrated crystal. Spells are chosen ahead of time and stored until needed.

Blinding Glow

Crystal Points: 8

Range: 5// Line of Sight

Area of Effect: 1// radius

Duration: 1 round

Classification: Elemental

This spell damages creatures vulnerable to sunlight (including many forms of Undead.) Targeted creatures must make a save versus area effect or suffer 1d6 damage per two levels of the caster (maximum 10d6). If used against normal humanoids, the blinding flash inflicts first degree burns (like sunburn) and will cause blindness for 3d6 rounds (save versus area effect to negate.) Finally, against Constructs, the light can overload their visual sensors for a 1d4 rounds (save versus fire to negate.)

Paper items must make a save versus fire at +6 or ignite. Plant life also takes a hit die of damage.

Bone to Crystal

Crystal Points: 15

Range: 10// RTT

Area of Effect: 1 person

Duration: 1 round per level

Classification: Combat

This spell is a Warrior's bane, for it causes the target's bones to turn to crystal for the duration of the spell. If the victim fails a save versus system shock, the bones within her body turn to crystal.

The effect is serious. The victim immediately takes 4d6 damage as her immune system rejects the new materials. Movement is halved because crystal, unlike bone, is not flexible. The character's Strength and Constitution scores temporarily drop by five points. Moreover, the victim is vulnerable to the Wisinger spell "Song of Shattering", which would inflict an additional 10d6 damage (save versus area effect to negate.)

At the end of the spell, the character's bones return to normal, as do her stats and movement speed. The damage inflicted, however, must be healed naturally.

Crystal Grenade

Crystal Points: 10

Range: Thrown

Area of Effect: 1// radius

Duration: Instantaneous

Classification: Combat

By sacrificing one of her crystals, the caster can turn it into a grenade that sends razor-sharp fragments in a 1// spherical volume. Anyone caught in the blast radius suffers 5d6 damage.

Crystal Hammer

Crystal Points: 8

Range: 2// Line of Sight

Area of Effect: The weapon

Duration: 1 round per level

Classification: Combat

For the Crystallin Priestess that likes to do things "hands on", this spell summons a mighty crystal hammer that glows in shifting chromatic splendour. As a light source, it illuminates a 2// radius. As a weapon, it inflicts 2d8 damage per attack (+2 to BAtCh), and will return to the user automatically once thrown. The conjured weapon is considered to have a 2nd degree enchantment (glows / returns to user.)



Crystal Monster

Crystal Points: 20

Range: Touch

Area of Effect: 1 object

Duration: Permanent / 1 round per level

Classification: Combat, elemental earth

This spell allows a carefully crafted animal figurine to become a full-sized crystal monster of terrifying power. While the figurine in its dormant state weighs only three ounces and is typically two inches in length, when summoned, the ornament expands to the full size of the creature whose image it mimics.

While any sort of creature can be carved — wolves and tigers are common, the Crystallin Priestess can make any monster, even Undead monsters. However, regardless of the shape, the creature has identical performance characteristics.

A Crystal Monster has a claw/claw/bite (or punch/punch/head butt, depending on configuration) of 1d8/1d8/2d8. It has AC (0), and saves as a crystal object of two degrees of enchantment (changes size, becomes a fighting machine.) The monster has one Structural Point per three levels of the Priestess and fights as a Warrior of level equal to the Priestess, but only gets one full attack/parry routine per round.

The monster can be summoned once per day and costs one Crystal Point per day after the creature is initially crafted. If destroyed, the creature does not regenerate. If damaged, the creature cannot be summoned for one day per Structural Point of damage incurred, after which the creature is whole and ready for use.

Doom

Crystal Points: 40

Range: 10// RTT

Area of Effect: 1 person

Duration: Instantaneous

Classification: Death Magic

One of the more dastardly spells in the Crystallin repertoire, this spell not only sucks life energy out of the target's body, but it also can be used to recharge the caster's spent crystals.

If the victim fails a magic weapon save, he takes 3d6 in mundane damage. Moreover, a second save (versus death magic) determines if the victim also suffers 2d6 in death magic damage (it reverts to normal damage if the save is successful.) Finally, a save against system shock must be made or the target loses a point of Constitution (which recharges one crystal of 1st Tier.)

This spell is sometimes used to perform executions, since it can deal out up to 5d6 damage and has the side benefit of recharging crystals. It is also an effective assassin's tool.

Dynamo

Crystal Points: 22

Range: Touch

Area of Effect: 1 object

Duration: Permanent

Classification: Physics

This spell allows the Crystallin to make crude Constructs. Unlike a true Mathematician, the Priestess takes several magical "shortcuts" in the creation of a Dynamo, and thus the resultant Construct never becomes sentient or awakened. Creatures made in this way do make good guards, grunts, and general cannon fodder. As Constructs regenerate and have very good combat statistics, they are nearly impossible to destroy. Crystallin constructs are always made from stone, crystal, or gems



Energy Beacon

Crystal Points: 5
 Range: Touch
 Area of Effect: 15// radius
 Duration: 1 hour per level
 Classification: Sun

This spell generates a bright white light in a 15// radius. While it does not harm Undead, it is bright enough that it counts as a “Turn” from a Shaman of equal level. Alternatively, the Priestess can make the light some other colour, so as to not affect Undead.

Eyeless Curse

Crystal Points: 20
 Range: 6// RTT
 Area of Effect: 1 person
 Duration: Permanent
 Classification: Combat

This gruesome spell causes a layer of skin to grow over the victim’s eyes. The effect is permanent and can only be reversed through the use of surgery (Advanced Medical). Even after the surgery is complete, the target still loses a point of Comeliness. A save versus system shock will allow the target to escape its effects. It obviously has no effect on Constructs.

Fulcrum

Crystal Points: 10
 Range: 20// Line of Sight
 Area of Effect: Two objects
 Duration: 1 round per level
 Classification: Physics

This useful spell allows the Crystallin to move large, heavy objects simply by moving a small scale model of the same object. For instance, if she wanted to move a heavy barrel, she could instead move a 1” sized model of a barrel. Similarly, she could tow a wagon with a broken wheel by moving a toy model of a wagon. The weight limit is 100 pounds per level of the caster.

This spell has some obvious combat uses. For instance, the caster could hoist bombs over the walls of a castle. She could launch a giant harpoon by shooting an arrow.

The model moves the target object in proportion to the difference in size. For instance, if the model weighs a pound, and the target object weighs 100 pounds, then for every inch the model is moved, the target moves 100 inches.

Another obvious use for combat is simply smashing the target object into things. The Game Master can assign a damage rating depending on the nature of the object.

Gloom

Crystal Points: 5
 Range: Touch
 Area of Effect: 15// radius
 Duration: 1 hour per level
 Classification: Sun

This spell is the logical reverse to Energy Beacon. It also has the added benefit of healing Undead creatures for one hit point per hour. The Crystallin can choose to exclude infrared from the darkening.

Imprisonment

Crystal Points: 25
 Range: 10// RTT
 Area of Effect: 1 person
 Duration: Permanent
 Classification: Combat, elemental earth

While this spell does not slay its target, it certainly is a significant inconvenience. If the target makes a successful save versus magical weapon, he or she is merely stunned for 4d6 rounds. If the save fails, however, the character is imprisoned in crystal — possibly forever.

The crystal can be either clear, smoky, or amber coloured, depending on the caster’s whim. The crystal has a 2nd degree enchantment: unbreakable; preserves the target’s life functions indefinitely. The only escape for the victim is for the target to somehow be teleported out from the inside.



Laser

Crystal Points: 14

Range: 20// Line of Sight

Area of Effect: 1 target, RTT

Duration: Instantaneous

Classification: Sun

With this grim and effective spell, the Crystallin Priestess is able to unleash a searing bolt of laser energy from her prepared weapon (see Supernatural Weapon). The energy inflicts 1d6 damage per level (maximum 20d6). A shield that is polished to a mirror-like sheen will deflect the bolt in a random direction, while an actual flat mirror will deflect the bolt at a logical angle.

Should the laser inflict double-max damage against a single target, it will bore through its victim and possibly injure other individuals or possibly damage structures.

Leech

Crystal Points: 10

Range: Melee

Area of Effect: 1 dagger or sword

Duration: 2 rounds per level

Classification: Combat

This rather loathsome spell allows the Crystallin to temporarily enchant a crystal dagger with the ability to steal hit points from combat victims. This spell does not inflict death magic, but instead actually drains blood from the victim. The life energy of the blood is converted to hit points for use by the Crystallin Priestess (or other wielder). Thus, as the target gets weaker, the Crystalline gets stronger. The dagger glows a ruby red while the enchantment remains active.

Matrix

Crystal Points: 27

Range: 10// per level

Area of Effect: A battlefield

Duration: 1 turn per level

Classification: Combat

This spell is typically used to help a Crystallin army make a controlled retreat, or to make life difficult for an angry mob. The manifestation of the power is that stone partitions rise out of the ground to form an array of 1// by 1// cells. The walls are 2// high and have two StP per surface.

The Crystallin can create two cells per level of experience. The cells must connect. The surfaces have AC(0).

Night of the Soul

Crystal Points: 21

Range: 5// LOS

Area of Effect: 1 person, RTT

Duration: Permanent

Classification: Death Magic

This spell is an enhanced version of Life Dimming. The energy released is black like a starless night. The yield is 2d8+2 in Death Magic, and 6d6+6 in cold-based mundane damage.

As always, Standard and Awakened Constructs are immune to the death magic component. Living Constructs fail only on a

critical fumble. Most constructs, depending on construction, take half damage from the “cold” component.

Oblivion

Crystal Points: 15

Range: 10// LOS

Area of Effect: 1 person, RTT

Duration: Permanent

Classification: Charm

While the Crystallin’s deity does not grant the power to create Undead, this spell comes pretty close in its effect. This spell drains the victim’s mind of his or her mental faculties, resulting in a CHA, INT and WIS scores of 1.

While a save versus system shock will negate the effect, those who fail become zombies in many senses of the word. Such a person will mindlessly obey the caster, regardless of the danger; can communicate in single-word responses; must be told to eat, bathe, sleep, et cetera.

Oblivion victims retain all of their combat and non-combat skills remain intact, but adjusted downward for the new attribute scores. They can use innate powers, but not supernatural powers. More



often than not, victims of Oblivion are used for household slaves or cannon fodder.

This spell can be reversed by an Imbue With Life Energy invocation, or similar power. It will also negate upon advancing in level (although this would be difficult given the effects of this spell.) Characters with empathic resistance, or spiritual power resistance can roll their percentiles before having to make a save versus system shock.

Standard and Awakened Constructs are immune to this spell. Living Constructs fail only on a critical fumble.

Power of Many

Crystal Points: 1/Each

Range: Touch

Area of Effect: A collection of weapons

Duration: 1 turn per level

Classification: Combat

This powerful combat-enhancing spell allows the Crystallin Priestess to temporarily enchant a collection of dedicated crystal weapons (see Supernatural Weapon). The Priestess can empower two weapons per level of experience, and the weapons inflict an additional point of fire damage per two levels of the Priestess.

For example, a 14th level Priestess could empower up to 28 weapons, which would inflict seven points of fire damage in addition to any normal damage they would otherwise inflict.

This spell is especially useful for combat as many Crystallin fighters prefer small weapons such as daggers and short swords. The crystal weapons glow a bright orange hue (like coals from a fire) while under the enchantment.

Powerful Healing

Crystal Points: 10

Range: Touch

Area of Effect: 1 person

Duration: Permanent

Classification: Healing

This spell heals 4d6+4 in wounds, can cure an int(4) poison, or cure a natural disease.

Quest

Crystal Points: 13

Range: 10// LOS

Area of Effect: 1 person, RTT

Duration: Special

Classification: Charm

This spell is useful for getting rid of people in a non-lethal way. Under the Quest's influence, a target character must obey a carefully worded task. For example, the Priestess could command an attacker to walk to a city across the continent, purchase a dagger, then give it to a beggar.

The Quest is usually punitive, but it cannot be lethal. The Quest cannot have more than three components. The targeted character does retain full command of his or her mental faculties, for the exception of having to obey the terms of the Quest.

Characters get a save versus sleep/charm each day to break out of the spell. The spell also ends once the task is completed. Constructs and Undead are immune to its effects.

Supernatural Weapon

Crystal Points: 7

Range: Touch

Area of Effect: 1 weapon

Duration: Permanent

Classification: Combat

This spell prepares a weapon for use by the Crystallin Priestess or her followers. The target weapon must be made from crystal or other translucent stone. The weapon can be almost anything: a dagger, a short sword, a spear tip, an arrowhead, a staff cap, a wand, a throwing star, et cetera. The only limitation is that the weapon must be made by a craftsman with Weaponcraft of skill int(4).

Once the spell is complete, the target weapon has two enchantments. First, it saves as the better of two materials: crystal or steel. Second, it has the capacity to store a temporary empowerment.

As a side note, the weapons enchanted in this method are frequently enhanced further with a light generation and/or return-to-wielder function.



Illusions

Abomination

Spirit Points: 15

Casting time: 9 segments

Range: 10//

Permanency Cost: 6.0 B-M-S

Duration: 2 rounds per level

Area of Effect: 1 creature

Like Corpse Surprise, this spell creates an imaginary monster out of nothing. The manifestation of the monster is limited only to the caster's imagination. However, its combat capabilities are quite formidable.

The creature has BAtCh(8), AC(0), a claw/claw/bite attack of 1d8/1d8/3d6, two attacks and one parry per round. As with all illusions, the damage is imaginary, but feels quite real to the victims. Being "killed" renders the victim comatose for one turn per hit point below zero. A healing spell will immediately remove the effects of the false damage, as will a dispel magic or similar power.

Constructs and Undead are immune to the effects of this spell and do not see its manifestation.

If this spell is made permanent, then the creature will manifest at a predetermined, fixed location once per day per four levels of the Priestess.

Anchor

Spirit Points: 8

Casting time: 5 segments

Range: 10// LOS

Permanency Cost: 2.0

Duration: 1 round per level

Area of Effect: 1 creature, RTT

This spell is similar to Glue Foot except that the effect is illusionary. If the target fails a sleep/charm save, he or she will appear to be weighted down by a very heavy anchor with thick steel chains. The anchor and chains seem to weigh 300 pounds, and thus immobilizes all but the strongest characters. Moreover, all ability scores that involve physical movement are reduced by -6 for the duration of the spell.

This spell does not affect Constructs or Undead. If made permanent, it can be undone with a Remove Curse or Dispel Magic.

Angelic Appearance

Spirit Points: 10

Casting time: 1 segments

Range: Internal

Permanency Cost: N/A

Duration: 5 rounds per level

Area of Effect: 10// radius

Like Bolstered Influence, this spell raises the apparent Charisma and Comeliness of the Priestess (again, to a maximum of 25.) The spell also allows the caster to tell believable lies. For instance, she could lie to a Constable and say she had nothing to do with a child's abduction (for feeding the Generator) and she would be believed unconditionally unless the Constable made a successful sleep/charm save. She would not be believed if she said copper coins were raining down from the sky.

Constructs and Undead may perceive the increased Comeliness, but are not influenced by the supernatural lies or the increased Charisma.



Corpse Enhancement

Spirit Points: 15

Casting time: 2 segments

Range: Touch

Permanency Cost: 1.75

Duration: 1 turn per level

Area of Effect: 1 Creature

While the Crystallins do not have the power to create Undead monsters, they can compensate by casting this illusion over one of their own automatons (Constructs). This spell gives an ordinary Construct the appearance of a foul, bloated, shambling corpse. As most clerics of Good would undoubtedly attempt to use holy water, turning, or other spells that specifically target Undead creatures, Corpse Enhancement is a great way to cause one's foes to waste time and energy.

Because this spell does have real visual components (like a hologram), Constructs and Undead monsters could possibly be fooled by this illusion.

Since this spell is cast over a Construct, spells that detect Constructs will still detect those cloaked by this spell. Likewise, spells that detect Undead will fail against these cloaked creatures.

Demonic Laughter

Spirit Points: 10

Casting time: 3 segments

Range: 20//

Permanency Cost: 1

Duration: 1 turn per level

Area of Effect: NHHR

A perfect illusion to cast behind a stout, locked door, this illusion produces taunting, soul-chilling evil laughter that sounds like it is emanating from a powerful demon horde. Any who hear this laughter must make a Panic check (Cavaliers excluded) or flee in fear for 1d6 rounds.

Constructs and Undead can actually hear these sounds, but are usually unimpressed by such theatrics. Sentient, Free-willed Undead gain a +8 to their Panic check, while Awakened Constructs get a +4. Mindless Constructs and simple Undead are immune.

Psychological Doom

Spirit Points: 20

Casting time: 6 segments

Range: 25// LOS

Permanency Cost: 3.25

Duration: 1 turn per level

Area of Effect: 50// radius

One of the more powerful illusions, Doom specifically targets each character's mind within the area of effect and fills his mind with that which he or she fears worse. For example, a character afraid of drowning would suddenly believe he is sinking in quicksand. A character afraid of Undead would suddenly see his companions as flesh-hungry animated corpses.

A save versus Spiritual Powers at -4 can negate the effects, and empathic resistance can deflect this spell as well.

Constructs and Undead are immune to this spell.



Fog

Spirit Points: 18

Casting time: 5 segments

Range: 25// LOS

Permanency Cost: 4.0

Duration: 2 turns per level

Area of Effect: 10// radius per level

This illusion is useful for fouling up combat and for hiding large objects (such as homes). When the Priestess calls upon this illusion, a thick and nearly impenetrable fog fills up the area of effect, reducing visibility to 10'. The visuals are real, thus this spell could interfere with a Construct's sensors. However, there is actually no precipitation that hangs in the air. The air will feel damp and clammy, but the false fog will not actually make clothes wet.

House Hiding

Spirit Points: 25

Casting time: 7 segments

Range: 25// LOS

Permanency Cost: 5.5

Duration: 1 hour per level

Area of Effect: One Home

One of the things that make the Crystallin meeting places so hard to destroy is that they have the power to hide their castles, palaces, and fortifications under the cloak of invisibility. This illusion bends light around the hidden structure, thus making the structure completely invisible in the visual, infrared, and ultraviolet spectrum.

However, the hidden structure could still possibly be detected by echolocation (like radar or Detect Motion Vectors).

Granted Powers

As a Crystallin Priestess ascends in level, her resistance to illusions increases, and her empathic powers grow more formidable.

Table: Accumulation of Resistance

Lev	Resist Illusion	Empath Rating		Level	Resist Illusion	Empath Rating
1	5%	16%		11	34%	36%
2	8%	18%		12	37%	38%
3	11%	20%		13	40%	40%
4	14%	22%		14	43%	42%
5	17%	24%		15	46%	44%
6	20%	26%		16	49%	46%
7	23%	28%		17	52%	48%
8	25%	30%		18	55%	50%
9	28%	32%		19	58%	52%
10	31%	34%		20	61%	54%

Stat Summary

Hit Dice: 1d8

Spirit Points: As Shaman

Alignment: Any (to 4th), Any evil (5th or higher)

Saves: As Shaman

BAtCh: As Priest

Skill Acquisition: As Priest

Armour Allowed: Fashion, Light, and Medium

Melee Weapons Allowed: Small, Medium

Missile Weapons Allowed: Small, Medium

Affect Undead: No Power



Crystallin Legion

These fighters are the foot soldiers cavalry of the Crystallin faith. They are warriors who always obey their Priestesses.

When not in active wartime manoeuvres, they usually assist Observers in procuring unwanted children for consumption in the Generators.

Spiritual Powers

Instead of utilising the standard Cavalier power list, Legions instead cast Crystallin magic (crystal spells, not illusions) as if they were Priestesses of 1/2 level. Thus, a level 10 Legion could cast 2nd Tier spells, while an 18th level Legion could cast 3rd Tier spells. The casting efficacy is at half level. Thus a 8th level Legion could cast a spell as

Stat Summary

Hit Dice: 1d12

Spirit Points: As Cavalier

Alignment: Any (to 4th), Any evil (5th or higher)

Saves: As Cavalier

BAtCh: As Cavalier

Skill Acquisition: As Cavalier

Armour Allowed: Any

Melee Weapons Any

Missile Weapons Allowed: Small

Affect Undead: No Power



Crystallin Observer

These loathsome scouts are responsible for the bulk of the kidnappings that feed the Crystallin Generators. Most Observers have sociopath tendencies, as they view people as tools, have no empathy, and can seem to be anything to anybody. It's not uncommon for Observers to have sadistic obsessions (such as being a serial rapist or a serial killer.) Observers, while quite useful to the Crystallins, are truly the monsters in human form.

Spiritual Powers

- An Observer can become invisible for two rounds per level per day; they can cast illusions as a Priestess of half level.
- An Observer can appear to be someone else (male, female, or other race) for two rounds per level per day. They cannot mimic another person's voice, however, only another's physical appearance.
- An Observer resists illusions as if by a Crystallin Priestess of half level (round fractions up).
- An Observer can telepathically report observations to his/her supervisor at will.
- Gains Thief percentile skills at half percentages.

Stat Summary

Hit Dice: 1d6

Spirit Points: As Thief

Alignment: Any Evil (usually Satanic)

Saves: As Thief

BAtCh: As Thief

Skill Acquisition: As Thief

Armour Allowed: Any

Melee Weapons Any

Missile Weapons Allowed: Any

Affect Undead: No Power

**Del Tannon—War God**

Deity Alignment	Lawful
Holy Symbol	long sword with radiant background
Worship days	Every ten days
High Holy Days	Warmass, Battlename, Skullfeast,
Seat of Power	Mountain Stronghold, West Point
Priests	Male Priesthood
Priests Align	Any non-Random
Other Clergy	War Bishop, Plebe, Shaman (all male)
Worshippers	Del Tannonites

Summary

As the name of the religion implies, the central deific figure is the warrior-philosopher Del Tannon. Three millennia ago, a powerful warlord named Reif Del Tannon conquered and ruled all of West Point under the flags of Law. For the first time, war was engaged against the enemies outside West Point, instead of petty infighting amongst the clans. For five decades the conqueror ruled as West Point's first, last, and only Warrior King. During his reign, West Point's military prowess was greater than North Point's. All eyes looked at the western lands in fear. And this is how Reif Del Tannon liked it. He was a master at weapon design, strategy and logistics. He was a philosopher as well, able to eloquently communicate his thoughts in both written and spoken word. His scribes recorded the most profound of his testimonies in a book that would later become the religion's holy test, "The Warrior's Path." After the warrior's death at a very old age, no successor was able to hold the vast kingdom together. The land divided in two, with one devolving into warring Barbarian clans, while the other followed the way of feudalism. But the ways of Del Tannon were remembered, and young warriors began to worship the king of ancient days as a newfound god. As time went on, strongholds of worship sprang up in the feudal lands, although in the barbarian lands, the worship of Del Tannon remained primitive.

Rites and Rituals

- **Places of Worship**

Strongholds

The worship halls of the Del Tannonites are called Strongholds. In the Feudal Lands, a Stronghold can stand within a village or town, or it can be constructed inside the walls of a local knight or baron's fortress. Strongholds are always built from stone. They have iron barred windows, parapets, and many flags and pennants flying from high turrets. In many respects, a Stronghold looks like a small fortified castle.

Large Strongholds

This is the kind that a War Bishop might oversee, have the added distinction of a moat and drawbridge. Large Strongholds usually have a contingent of Warriors, Cavaliers, and War Guides. Large Strongholds are nearly impregnable, having stone walls reinforced with iron and steel rods, a reinforced roof, barred windows, and sniper holes in the turrets. In the Barbarian lands, Strongholds are wooden fortresses, made from naturally occurring materials. Barbarian Strongholds to Del Tannon are much more easily breached. However, due to the nomadic nature of Barbarian culture, such Strongholds never stand more than a few months. When the clan moves on, they merely disassemble the Stronghold and rebuild it at their next destination. In Barbarian settings, the wooden Strongholds are guarded by both the Shaman, his assistants, and a cadre of Barbarians.

- **Duties of the Clergy**

As a War Guide (or Shaman) a cleric of Del Tannon must be, in as many ways as possible, a manifestation of Del Tannon. He



must study and learn the ways of war so that fighters all sorts might reliably seek counsel. He must know the workings of weapons and war machines, as well as how to craft them. Finally, a War Guide must use his powers to heal the battle wounded. In the Feudal Lands, the power structure of the Del Tannon religion is divided into three tiers: Plebes, War Guides, and War Bishop. These divisions of power are analogous to the Deacon, Priest, and Bishop of the True One Faith. In the Barbarian Lands, the clergy are based on Shamanism. One particular duty of the Del Tannon clerics is that of proselytizing. This act they share with the True One clergy. In the Del Tannon faith, they call this Recruitment. When a Del Tannon cleric sees a young Warrior (or other fighter type) who shows particular promise, the cleric will attempt to get the Warrior to join the faith of Del Tannon. In the Feudal Lands, the clergy are permitted to wear metal armour and wield a weapon, while a Barbarian lands Del Tannon Shaman must obey the weapon and armour limitations of the character class.

Typical Rituals and Rites

- **Standard Services**

The Del Tannonites congregate at their Strongholds once every ten days. There is no singing in a Del Tannonite house of worship, but instead much chanting. The inside of the Stronghold is lit by torch light, but is otherwise dark and smoke-filled. The worship service is sparse, sober, and contemplative. The sermon of a Del Tannonite cleric usually involves an admonishment against laziness, cowardice, and gluttony. Most Del Tannon adherents feel that they fall short of the ideal of Reif Del Tannon. But the sermon of the War Guide or Shaman then turns

motivational and thus inspires the congregation to ever greater deeds of bravery, heroism, and discipline. The culmination of the service occurs when the War Guide or Shaman walks amongst the aisles and blesses the weapons carried by the congregation members.

- **War Mass**

When a Feudal unit or Barbarian clan decides to go to war against another army, the War Guide or Shaman will hold a special service on the eve of battle. The cleric reads inspirational passages from The Warrior's Path, and also congratulates the attending fighters for their bravery, honesty, and fortitude. The service includes the cleric opening a vial of consecrated oil, with which he brushes across the armour and shields of the fighters. This blessing confers a +1 bonus to AC for the duration of the battle, or until the armour takes a critical hit.

- **Battlename**

When a male child becomes a man and aspires to the ranks of Warrior, Cavalier, or Barbarian, a ceremony is held within the local Stronghold to test the worthiness of the initiate. In the ritual, the initial and the War Guide (or Shaman) are both given quarterstaves and armour and fight each other until one or the other is beaten to the point that they can fight no further.

While the initiate is not expected to win, he is expected to fight bravely and without complaint. Most importantly, the initiate cannot shed tears from the staff blows. It is the manliness in which he fights that determines his worthiness as a fighter. Part of being an effective fighter is the ability to control one's own pain as well as control the his bodily resources. In the unlikely event that the initiate defeats his tester, the initiate is expected to not gloat, but instead thank the cleric for the honour in which the mentor fought. If the initiate boasts or gloats, he fails the test. An initiate can fail the test once and retry the following year. But two failures is not acceptable in the eyes of Del Tannon. After two failures, a man may still worship Del Tannon, but will never be a true Warrior in the eyes of Del Tannon. If the initiate succeeds, he must choose a secret name to use amongst the fighting men in his clan or Feudal land. The name is usually a symbolic or combat related name, like "Sharp Eye:", "Stone Fist", "True Sword" and the like. The secret name is used when in combat



situations or during rites and rituals.

- **Dead Honour**

Death is a reality of war and battle. When a brave fighter dies, the Del Tannonites believe that the dead fighter's spirit travels to the next higher plane of existence. In the next world, they believe that the reality is more vivid, more "real", and the wars fought there are even more glorious than those in the present life. For the brave warrior, he looks forward to becoming an eternal warrior. During the ritual of Dead Honour, the body of the deceased is burned on a huge pyre. As the body burns, the War Guide or Shaman recites the deceased's combat exploits and does so in poetic form (like an Odyssey or epic.)

- **Cowardmark**

This is a ritual reserved for confirmed deserters, cowards, and betrayers. When a man is found to be guilty of any of the aforementioned, or found guilty of espionage, bribery, or treason, the felon is brought before the War Guide or Shaman. There, inside the Stronghold, the fighters from the clan or community gather to watch the condemnation of the guilty man. The felon is dragged into the stronghold bound in chains. A Plebe brings in the felon's armour, weapon, and shield. The armour is then ceremoniously shredded (if leather) or hammered into uselessness (if metal). The shield is punctured. The weapon is snapped in half. While the combat accoutrements are destroyed, the felon's misdeeds are read to the attending fighters.

- **Coward's Death**

If the crimes against the tribe are severe enough, the ritual of Cowardmark ends with the felon being escorted to a wooden cage where he is permitted to be devoured by wolves. The wife and children (if any) are ritu-

ally branded with a sigil meaning "son of a coward" or "wife of a deserter" or whatever the case may be. They are then cast away from the clan or the community.

- **Skullfeast**

After a heroic battle, the skulls of the defeated enemy are brought into the courtyard of the Stronghold. There, the War Guide (or Shaman) builds a huge bonfire and the skulls are tossed within. This is one of the few rites that are festive and joyful. The Shaman and his assistants (or War Guide and Plebes) arrange for a huge feast wherein the whole tribe or community eats and drinks to their fill. During the feast, the skulls of the enemy are joyfully offered to Del Tannon. Depending on the size of the battle and the size of the spoils, the feasting and celebration could go on for days.

- **Ascension**

This day occurs once each year and celebrates the crowning of Reif Del Tannon as West Point's first, last, and only king. The day is spent with friends and family, in quiet contemplation of The Warrior's Path. The day of meditation culminates in a three hour remembrance service at the local Stronghold.

Life, Death, Ethics and Morals

The religion of Del Tannon is a harsh, yet just faith. The laws are strict and absolute. In this religion, the primary virtues to be followed are bravery, honesty, and fortitude.

- **Life**

The Del Tannonites believe that life begins at birth. So while they despise the Crystallinism practice of infanticide, they see no evil in Emptywomb. They believe that life should always be lived to the fullest, and that in combat there is no such thing as moderation. They do not practice eldercide. While life is valuable to them, death is no stranger and not a thing to be feared.



- **Death**

The Del Tannonites believe that life continues beyond death of the body. They believe that the deceased are given new, more powerful bodies in the next world – a world they believe to be more vibrant, more vivid than the current. They believe that each successive life in the worlds that grow more and more powerful brings the warrior closer to the Stronghold of Del Tannon. It is there that the warrior achieves the highest rank imaginable: Spirit Warrior. They do not have strict laws about murder. If one man has an issue with another, society allows both to fight. If one dies, then that is simply a side effect of combat. The issue is at least settled once and for all. Suicide, however is not tolerated. A man or woman who commits suicide is posthumously put through the Cowardmark rite. While the family of the suicide victim is not cast out, nor is their home burned, the word get around that the deceased was a coward and that the surviving family members are then suspected of cowardice. The body of a suicide victim is fed to wolves. While Undead do not morally offend the Del Tannonites, they heartily disapprove of Undead in combat. The use of Undead minions are seen as a cowardly deed by the implementer. Del Tannonites, however will never create or implement Undead.

- **Ethics and Morals**

The laws of the Del Tannonite faith are explicitly stated in The Warrior's Path. The laws are absolute as well as the punishments. The punishments for lawbreakers range for flogging, for minor offences, to Cowardmark for major offences. Discipline and courage are their greatest of virtues. They have laws against stealing, rape, lying, espionage, and the like.

Del Tannon Spells

Being aligned to a god of combat, it is understandable that a Del Tannon War Guide or Shaman would be granted powers that directly affect combat. They have powers that boost the bravery of fighters, they have prayers that make weapons supernaturally sharp and hard. They have the power to heal battle wounded so that the injured fighters might live to fight again. The clergy of Del Tannon are granted power over the Undead. For Del Tannon believed that the use of Undead in combat was both cowardly and dishonourable. However, the clergy are also banned from invoking Resurrection or similar powers because once a soul has passed from the body, it must not be detoured from its journey to the next realm.

Bravery's Beacon

Tier: First

Chant: 3 segments

Spirit Cost: 12

AOE: One person per level

Range: 3// line of sight

Most times, a War Guide will not second-guess the intentions of his followers. However, sometimes a mission is so critical that a follower's bravery and morale must be known. When the War Guide chants this prayer, the weapon of the Warrior (or other fighter type) with the highest average of Willpower, morale, and loyalty will begin to shine like the sun. The Warriors must be in physical contact with their weapons for this effect to occur. While the effect lasts but one round, its manifestation is unmistakable.



Ignore Pain

Tier: Second

Chant: 8 segments

Spirit Cost: 21

AOE: One person per level

Range: 10// line of sight

Duration: Two rounds per level

In battle, a true Warrior knows that injuries are inevitable, and sometimes even death is inevitable. The War Guides can use their power, however, to revoke the pain of injuries so that the Warriors' fighting remains unimpaired until the bitter end. While this power is in force, the affected Warriors (or other fighter types) can continue fighting without penalty until their hit points reach zero. (Without this invocation, combat penalties begin at half hit points.) this power does not add hit points, however, and all wounds incurred must still be treated. This power does not function on non-fighter types (i.e. Thieves, Mathematicians, etc.) and cannot be used if the recipient is already at negative hit points.

War Mass

Tier: Third

Chant: 1 turn
(ceremonial)

Spirit Cost: 45

AOE: Two people per level

Range: 10// line of sight

With this ritual, the War Guide blesses the armour of his Warriors prior to an important battle. The ritual is completed when the War Guide takes a vial of consecrated oil and brushes sigils of protection upon the armour of his fighters. Once done, the armour's value increases by +1 for the duration of the next battle or until the armour takes a critical hit.



Dommalon — Hunter God

Deity Alignment	Heroic
Holy Symbol	Crescent Moon
Worship days	Sunrise and on crescent moon
High Holy Days	Huntermas, Songtide, Festival of Horns, Memorial
Seat of Power	None. This is not a centralised religion.
Priests	Male or female.
Priests Align	Any non-Despotic
Other Clergy	Lord of the Hunt, Lord of the Dance, and Wayfinder
Worshippers	Dommalites

*S*ummary

The worship of Dommalon is one of the most ancient faiths on Gaianar. Their holy text is called "The Wayfinder's Way". In it are written all the behavioural codes of Dommalon, as well as the ways he accepts rituals and praise. Dommalon is depicted as a kind hunter, and represents the good aspects of nature.

The faith of Dommalon is a cheerful one, with festive rituals, joyous revelry, and colourful celebrations. Dance and music are revered as much as nature and hunting. The gloomy Dommalite is rare indeed. The Dommalites get along with most religions that don't despoil nature or create Undead.

Dommalon is a deity from a very ancient pantheon. Whether the god Dommalon originated on Gaianar or somehow crossed the boundaries of time and space from another world is unknown. Because the Dommalite faith is a much smaller one than the True One's, it quite frequently occurs that rural churches of the True One have accidentally included Dommalon in their list of saints (i.e. Dommalon is considered the patron saint of Hunters in the church of the True One.) It is not beyond the realm of possibility that the two faiths will someday merge, as the moral codes of the two religions are very similar.

Rites and Rituals

- Duties of the Clergy

There three types of priest in the Dommalite faith: Lord of the Hunt, Lord of the Dance, and the Wayfinder. The Lord of the Hunt accompanies the clan's hunting party on hunting manoeuvres. The Lord of the Hunt is endowed with empathic powers that are used to detect animals. Moreover, this cleric has tracking and healing capabilities. Finally, the Lord of the Hunt is an expert storyteller, and uses his or her literary gifts to immortalize each hunt into the clan's heritage. The Lord of the Dance leads the clan in most of the worship rituals. When a hunting party returns to the village with a successful kill, the Lord of the Dance arranges for a celebration in which the animals are cooked and prepared. The Lord of the Dance also presides over marriages, funerals, naming ceremonies, and the like. The Lord of the Dance serves as defender of the village against hostile animals, enemy clans, and wandering thieves. Like the Lord of the Hunt, this cleric also is granted powers of healing. Finally, the Lord of the Dance is arbiter of clan squabbles and disagreements. The Wayfinder is more of a solitary sort. This cleric serves the Hunter God by professing the faith to non-believers. While a Wayfinder will never attempt to convert a strong believer of another faith, but he or she will try to acquire a new adherent in the person of weak or nonexistent faith. Moreover, Wayfinders have been known to reach out to Charnalite cultists, especially young ones, in an attempt to teach them something better, something more lasting. A Wayfinder also serves Dom-



malon by aiding lost travellers, giving relief to victims of highwaymen, and by crafting maps of great accuracy.

Rituals

- **Standard Services**

The Lord of the Dance presides over a festive ritual each time the Lord of the Hunt and his party brings back kills and trophies. In the ritual, the Lord of the Dance and his acolytes dance out a rhythmic dance and sing praises to Dommalon. While the praise continues, the Lord of the Hunt and his minions, process into the Communion Hall in costumes decorated with animal horns, furs, and tusks. With the processional they pull a feasting table with one of more cooked game animals. With the meat, there is a banquet meal prepared (the preparation work is done ahead of time by servants of the Lord of the Dance.). When that table has been dragged to the centre of the Communion Hall, the dancing and singing stops. The Lord of the Dance places his hands on the animal's head and heart and gives thanks to Dommalon for the bountiful hunt. After which, the clerical staff bring tables and chairs into the Communion Hall and invite the congregation to partake of the banquet. The eating and drinking and dancing usually continue until the late hours of the night. At every service, both Lords prepare a special table in which the best food and strongest ale is set. This table is a place setting for Dommalon. At some point during the night's revelry, the proffered food and drink disappears, leaving behind dirty dishes and an empty mug, confirmation of Dommalon's approval of the two Lords and of the clan as a whole.

- **Coming of Age**

Before a Dommalite's 15th year of life, a adolescent boy or girl must accompany the Lord of the Hunt in pursuit of a game animal. The initiate must slay the animal firsthand. The creature need not be a fearsome or powerful animal, but kill must be observed by the Lord of the Hunt. When

the carcass is brought back to the clan, a special celebration is held, in which the Lord of the Dance bestows a crown upon the initiate's head. The crown is decorated with materials gleaned from the prey. Thus, if the initiate killed a boar, the crown may have the creature's tusks; a crown made from a bird of prey may have feathers and talons; from a bear, teeth and claws, or possibly its jawbone. When the feast table is brought in, the initiate is invited to eat the heart of the creature. From that day forth, the new Dommalite can call upon some aspect of that animal once per week. Thus if he or she slew a bear, he might be able to call upon a sudden reserve of Strength; from a bird, the initiate might call upon improved clarity of sight; from a boar, a keen sense of smell, or improved Constitution.

- **Life Bond**

This is the marriage ritual for the Dommalites. In this ritual, the man and woman to be wed exchange phylacteries bearing decorations from an animal of the same type as from their Coming of Age crown. Thus these ceremonial bracelets are often decorated with fur, feathers, teeth, or bones. Once the exchange is made before the congregation, the couple must stand before Lord of the Hunt, whom holds a small brush and an inkwell filled with animal blood. He paints the sigils of friendship, love, and honesty on the couple's faces. He chants a blessing, then finishes by drawing a binding sigil on the tops of their hands. The Lord of the Dance, and his acolytes, sing a complex song in which the couple must dance to. If the dance is successful, then the binding runes on their hands become permanent, disappearing only if one or the other dies. The ritual dance succeeds only if the man and woman are pure in thought and devotion toward the other. As a side note, there is no divorce ritual in the Dommalite faith. Moreover, no man or woman may be wed until their 30th year of life (or their non-Human equivalent.)



- **Outsider's Feast**

This ritual is very similar to the Coming of Age ritual, except that the initiate is an adult or adolescent convert to the Dommalite faith. Once the ritual is complete, the initiate is fully accepted as a village or clan member. The only restriction is that a convert to Dommalon cannot become a Lord of either Dance or Hunt, although he or she can become a Wayfinder. However, any children that the convert may have (if they are born after the Outsider's Feast) are eligible to become any of the three types of clergy.

- **Departing**

This burial ritual is one of the few sombre rites of the Dommalite faith. Although death is inevitable, it is certainly not celebrated. Unlike the Charnalites whom see death as an escape, the Dommalites see value in living and genuinely miss the dead. The dead are buried in a sacred field, along with their crown, their hunting weapons, and a holy book. They do not use coffins, as they believe the flesh and bones should be reunited with the earth. The burial is absolutely silent. It is the only ritual in which the Lord of the Dance does not dance. The day after the burial, the congregation meets in the Communion Hall to speak petitions to Dommalon in the hopes that the God of Hunters may accept the spirit of the deceased into the spirit-realm controlled by Dommalon. If the deceased was of good will and followed the ways of Dommalon, it is believed that the departed spirit will reside in Dommalon's realm of emerald forests. For those who have failed badly in the way, the spirit may be condemned to the Dark Forest, where the deceased is hunted by angry predators for all eternity.

- **Way Blessing**

This ritual is often bestowed upon Wayfinders, but can also be sung for clan members who must travel abroad for an extended period. The ceremony is private, with only the traveller and the Lord of the Dance in attendance. With a

small brush and an inkwell of animal blood, the Lord of the Dance draws the sigils of life, safety, and truth on the armour and shield of the recipient. While drawing, the Lord of the Dance sings a soft hymn beckoning Dommalon's blessing. Until the traveller returns, his or her armour functions at +1 to AC, will resist one critical attack (the blow still hits, but will not cause armour damage), and will give the wearer +1 versus heat or cold attacks.

- **Wayfinder's Blessing**

This cleric, geared toward the aid of strangers and the lost, is able to help the desperate and starving. When the Wayfinder chants a prayer over a freshly killed animal, its meat is somehow able to feed four times the normal number of people. The blessed meat will keep for a week without spoiling or otherwise turning rancid, and it will not exude blood-odour that would otherwise attract scavenger animals. While the people eat of the freshly cooked meat, the Wayfinder begins to speak of the good words of Dommalon. The listeners somehow remember with a supernatural clarity everything of the Wayfinder's testimony. Any who are not aligned to another faith is likely to become interested in the Dommalite faith. Those of faith already will at least remember that the Hunter God is kind to strangers.

- **Banishment**

This ritual is reserved only for those who maliciously take another's life. When a felon of this type is found guilty by the Lord of the Dance and Lord of the Hunt, the felon's face is ritually painted with a sigil that means "Life Taker". The paint is made from a few drops of blood taken from both Lords. No matter how many times the felon bathes, the blood never washes off. The felon is then turned over to civil authorities to be dealt with as the law sees fit. But the murderer, even if acquitted, is never permitted to return to the Dommalite village. If the village is too far away from civil authorities then the felon is still forever banished from re-entry into Dommalite



society.

High Holy Days

The faith of Dommalon, like the Crystallins and The True, has certain days each year that are considered more holy than others. These days are Songtide, Memorial, Festival of Horns, and Huntermas.

- **Songtide**

This festival day occurs at the midpoint between the winter solstice and the spring equinox. This ritual is officiated by the Lord of the Dance, in which he or she asks, in song, that Dommalon increase the population of game animals for the coming year. The Lord of the Hunt dresses in a costume made from horns, bones, feathers, claws, beaks, teeth, talons, scales and fur. In this way, the Lord of the Hunt becomes the embodiment of all game animals. The Lord of the Dance sings a blessing over the hybrid creature that the Lord of the Hunt has become. The acolytes of the Lord of the Dance then dance circles around the animal incarnation while the congregation sings Dommalon's praises. The Lord of the Hunt then walks with a hunter on each flank and allows the congregation members to touch his fur, feathers, claws and horns, each member offering some blessing. After which, the Lord of the Hunt recedes from the Communion Hall and walks into the woods with two hunters and burns the costume -- a sign of thanks as well as giving the remains of the animals back to nature. By the following Songtide, a new costume will have been constructed from bits from the kills of the new year.

- **Memorial**

This day commemorates those whom have died during the year. It is a day of silence, fasting and meditation. Many Dommalites take this day to visit the burial grounds and whisper memories to the dead. Often the family of the deceased places a mug of ale or a portion of game meat on the graves of the dead. The proffered items

invariably disappear at midnight of Memorial night. Memorial takes place on the first crescent moon after the winter solstice. The Lord of the Hunt and the Lord of the Dance stand watch over the sacred burial grounds throughout the night.

- **Festival of Horns**

This vibrant festival takes place in early spring to commemorate the mating season of game animals. The villagers make simple costumes meant to represent the animal they slew for their Coming of Age. It is a day where, generally, no work is done, but instead a day of celebration, dancing, music, and lots of strong ale. Not coincidentally, a lot of babies are born nine months after this holiday.

- **Huntermas**

This festival takes place at the midpoint between autumn equinox and winter solstice. The Lord of the Dance and his acolytes arranges for a banquet for the hunters of the village in thanks for keeping them all fed throughout the year. The villagers proffer small gifts to the Lord of the Hunt and his disciples. These gifts can take the form of a new spear to replace a broken one, a new set of boots, baked goods such as a pie or confections, or simple (inexpensive) jewellery. These gifts are generally not expensive, but the thoughts behind them are properly placed. The Lord of the Hunt humbly thanks the congregation for their blessings, then gives a brief sermon in praise of Dommalon. Following the sermon, the congregation recedes, leaving only the clergy behind. The Lords of Hunt and Dance ritually close the doors and windows of the Communion Hall for a full day to mark a close of the hunting season. The village, until Songtide, must subsist on vegetables and fruits harvested from farms. In such a way, the population of game animals are not exterminated and also the villagers who provide for the community in other ways than hunting are not forgotten.



Life, Death, Ethics, and Morals

While not as morally structured as The True or the Del Tannonites, those who worship Dommalon take life very seriously. They value marriage, child-rearing, sharing, personal resourcefulness, and wisdom of action. The faith is very community oriented and is also very open to converts. They care for their elderly as well as their sick and disabled. The Wayfinders do similar things for strangers.

- **Life**

Like followers of the True One, the Dommalites believe that life begins at conception. They believe that life is a gift, meant to be used well and wisely in the service of Dommalon. They hate the Crystallins, whom practice infanticide and Emptywomb. They also despise the practice of Undeadry, especially when it results in bodies being stolen from the grave sites of the Dommalites. They will kill in the event of war. They will also kill in self-defence. But the Dommalites see murder as a crime worthy of banishment. The followers of Dommalon are shocked by suicide amongst their congregation. They believe that the spirits of suicide victims wander the earth ceaselessly, ever lonely, ever sad. They do not believe a suicide victim can reach Dommalon's domain.

- **Death**

The Dommalites believe in three post-death scenarios. For a true believer, they see their reward as gaining entrance into Dommalon's domain. There, they become residents of an endless forest populated with game animals of all sorts. They see this afterlife as an eternal one, where they have hope of finding deceased loved ones amongst the endless verdant expanse. No one ages in this realm, and no one ever goes hungry. And the land is truly a world without end. In the second scenario, suicide, they believe the spirit of the dead is forever tied to the earth. They are able to see and hear, but never speak or touch.

They are cut off from ale and meat and all celebration. Instead, they must watch in silence as others live the life that they gave up. The spirits of suicide victims are lonely forever. In the final scenario, the fate of an evil man, they see an endless forest of another kind. Here, the sun never rises, and the moon above is like a baleful eye. The forest is dense and packed with predatory animals and other creatures that are best described as monsters. There, the lost soul is hunted down and devoured. But life doesn't stop there. His spirit-body reforms after a brief period of unconsciousness and is hunted down anew. And so the lost soul is devoured by wolves and predators for all eternity. This fate, the Dommalites believe, happens only to the cruellest, most evil of people.

- **Ethics and Morals**

The Dommalites have an absolute morality, unlike the Morts or the Crystallins, and thus their behaviour toward their own is not so different from strangers. They would feed a starving stranger as quickly as family, although Dommalites' lives take precedence in dire extremes. They believe in honest work, and dislike thieves and layabouts whom try to get something for nothing. They believe that nothing of value can be had without price or personal sacrifice.



Spells and Powers

- Clergy

Lord of the Hunt

The Lord of the Hunt has all the powers and abilities of a Warrior and the powers of a Shaman of half level. A Lord of the Hunt is granted an empathic rating of 20% + 4% per level. This power can be used to manipulate animals. This empathic rating can also be used as resistance against humanoid espers. Against Undead animals, a Lord of the Hunt turns as if by his Warrior's level. Against humanoid Undead, the turning is based on the Shaman's level. The Lord of the Hunt is highly attuned to the nature of animals, and gains a +4 to Perception when scenting out game animals or tracking them. Finally, a Lord of the Hunt is granted a direction sense equivalent to the Dwarves' innate power.

Lord of the Dance

This cleric functions as a Wishsinger of full level and a Shaman of half level. As the name implies, the Lord of the Dance officiates over most of the celebratory rites. The cleric has greater healing powers when compared to the Lord of the Hunt, and is granted the power of Animal Ward, a shield against incoming predators of 4 HD or less that protects the periphery of the village. Finally, a Lord of the Dance turns Undead animals as if by the Wishsinger's level and turns Humanoid Undead as if by the Shaman's level. Finally, the Lord of the Dance can know the health status, distance, and direction of the Lord of the Hunt.

Wayfinder

This cleric is granted the powers of a Ranger of normal level and the Shamanic capabilities of half level. The Wayfinder, like the Lord of the Hunt, has an innate direction sense. The power a Wayfinder has over Undead is equal to the Ranger level when affecting Undead animals and the Shaman level when affecting Humanoid

Undead. A final Wayfinder power is the ability to "turn" live animals. The chance of success is equal to the Ranger's level, but the hit dice of live animals are to be considered double for the purpose of turning. Live animals are not harmed by this power. A note on all three clerical types: Because the clerical powers are hybrid (part Shaman, part something else) it is necessary to outline the experience accumulation and hit points. The Lord of the Hunt advances as a Shaman, but has a 1d10 hit die. Thus if his or her experience points are such that he merits 10th level in Shaman, his true level is that of a 10th level Warrior and a 5th level Shaman. A similar experience point distribution works for the Wayfinder, except he uses a 1d8+1 hit die. For the Lord of the Dance, experience is keyed to his Wishsinger side and he uses a 1d6+1 hit die. For saving throws, BACh, combat/non combat skills, the clergy use the most advantageous tables. Finally, the Lord of the Dance and the Lord of the Hunt cannot be of the same gender. If the Lord of the Dance is male, the Lord of the Hunt must be female, or vice versa. The Wayfinder can be either male or female.

Minor Animal Ward

Tier: First

Chant: 2 rounds

Spirit Cost: 19

AOE: 10// radius per level

Range: centred on cleric

Duration: One hour per level

Invoked By: Lord of the Dance

Token: Smoky Torch

This power allows the Lord of the Dance to protect his village from being overrun by insect swarms and small vermin. The warding effectively blocks creatures whose hit dice consists of a single d10 or smaller. While the power is in effect, the burn-



ing torch (the token) billows forth a cloud of acrid smoke that fills the entire area of effect. While it does no harm to humanoids and higher animals, it is highly irritating to small creatures and insects. Affected creatures within the area of effect will immediately exit, while those outside the protected area will not venture inward.

Way Blessing

Tier: First

Chant: 3 rounds (ceremonial)

Spirit Cost: 20

AOE: One person

Range: Touch

Duration: Special

Invoked By: Lord of the Dance

Token: See below

When a member of the village must leave for an extended time, the Lord of the Dance can invoke a special blessing on the person to ease his or her journey. When the sigils of life, safety, and truth are drawn on the recipient's armour, he or she is supernaturally protected from temperature extremes. Until the traveller returns to the village, he or she will gain a +1 to any saving throw versus hot or cold-based attacks. Moreover, the armour will withstand one critical attack without being damaged. The token for this ritual is a personal belonging of the recipient, to which is given to the Lord of the Dance for safe keeping. The belonging must be something of a personal nature – a journal, a trophy, or a keepsake. The item is returned to the recipient upon his return to the village. This ritual is usually performed on the Wayfinder, but can be used on anyone of Good alignment and whom has a reverence for hunting and nature.

Wayfinder's Blessing

Tier: Second

Chant: 5 rounds (ceremonial)

Spirit Cost: 25

AOE: One animal

Range: Touch

Duration: Permanent

Invoked By: Wayfinder

Token: Game animal tooth or horn

When the Wayfinder encounters a village where food is in short supply, he can help by invoking the Wayfinder's blessing upon a freshly killed animal. When this ritual is performed, the meat from the animal is miraculously quadrupled. Thus a single chicken could feed a large family, or a single deer could feed half a village, or a cow could feed the village in entirety. The blessed meat keeps fresh for up to a week and does not exude any odours that might otherwise attract flies or scavengers. While the power is being invoked, the Wayfinder must also tell of the Dommalon's virtue and goodness.



Major Animal Ward

Tier: Third

Chant: 2 rounds

Spirit Cost: 32

AOE: 10// radius per level

Range: centred on cleric

Duration: One hour per level

Invoked By: Lord of the Dance

Token: Smoky Torch

This power functions in a manner identical to Minor Animal Ward except that it is proof versus hostile non-humanoid creatures of up to 4 Hit Dice. Livestock owned by the village are not affected by this power.

Elemental Forces

Deity Alignment	Unaligned
Holy Symbol	Elemental Cross
Worship days	New moon, full moon
High Holy Days	Solstice, Equinox, Eclipse
Seat of Power	None. This is not a centralised religion.
Priests	Male or female.
Priests Align	Any non-Satanic
Other Clergy	Usually either standard Shaman or Elemental Gladiator
Worshippers	Elementalists

Summary

This is probably the most ancient religion on Gaianar. The worship of elemental forces predates the written word, and probably dates back to the invention of fire. Elementalists worship creation itself, which they believe manifests as four fundamental forces: Fire, Air, Earth, and Water.

While there is no such thing as an elemental "god", many religious scholars believe that the Elementalists' powers are probably derived from a universal Being that created the elemental forces in the first place.

For the most part, Elementalism is a peaceful religion and philosophy that seeks to find the proper balance in all things.

Rites & Rituals

• Duties of the Clergy

The Elementalists minister to the people by attempting to make the environment more hospitable toward humanoid life. For example, a Water Shaman might invoke the spirits of water to ease the plight of farmers during a drought. A Fire Shaman might be able to make wood burn for longer than normal during winter's bitter chill. An Earth Shaman can help ease a land ruined by locusts, and can summon bridges of earth to allow the crossing of rivers and chasms. Finally, an Air Cleric can protect a village from dust storms, tornadoes, and insect hordes. The clerical order of the Elementalists is fairly simple when compared to other organised religions. There is no rigid hierarchy to the religious orders, no vast seminaries, no universities. Instead, an elder Shaman chooses a handful of the brightest, bravest, and kindest aspirants and bestows upon them the wisdom and learning that he or she has accumulated over a lifetime. In return, when the young and new Shamans grow old and wise, they, too, will take on a small flock of students so as the wisdom of millennia



might be preserved in yet another generation. Elemental Shaman are often itinerant — travelling the lands, helping those they can, using the power of nature to benefit life. Such clerics live a simple and ascetic lifestyle, often exchanging their services for something as simple as clothes and a hot meal. They give much and ask for very little in return. Some Shamans live in villages and serve as both teacher, healer, protector and adjudicator. In this role they function as wise elders and mystics, as well as physicians and apothecaries.

Though almost never spoken of, there are a very small handful of Elementalists who have turned to the Dark Path because of their frustration with mankind's abuse of the environment. Such a Shaman will still defend nature with his or her life, but may also use the powers of nature against man as a punitive measure. Such clerics are dangerous and quite destructive, especially if unleashed against a small village that has already experienced more than their share of hardships.

Typical Rituals and Rites

- **Standard Services**

The worship services of the Elementalists are typically held outdoors. A simple service that reveres the elemental forces is all that the Shaman need perform. In a village with a Shaman of each element, the worship services take place in a consecrated grove that has Stations of the Elements containing the following: a ring of braziers containing fire, a ring of fonts contain-

ing pure and cool water, an array of coloured pennants that blow on the breeze, and a ring of highly polished stone monoliths. During the close of the ritual, the four Shaman hold their palms to the air, thanking the four forces for life and peace. At that moment, a small portion of the elements materialize in the Shamans' hands: a small flame for Fire, a small whirlwind for Air, a miniature fountain for Water, and the finest white sand for Earth. Their worship services are held on the new moon and full moon of each month.

- **Calling of the Elements**

When an Elemental Shaman has discovered a brutal murder against his tribe or people, or if he discovers an obscene despoiling of nature, the Elemental Shaman may summon an incarnation of the Element of his calling to track down and destroy the offender. The ritual only works if the offender is both guilty of the crime *and* unrepentant.. The called Element functions as an 8 HD Elemental Servant, as described in the Shaman spiritual powers section.

- **Calming of the Elements**

When a natural disaster has occurred, a Shaman of the proper Element will travel to the site and attempt to soothe the local elemental forces. For example, a Water Shaman might travel to a flood site and beseech the Powers to dry the

land restore firm footing. In the event of a forest fire, a Fire Shaman might plead with the spirits of Fire to calm themselves and allow the inferno to abate. This ritual is a very humble one, without much dramatics.

- **Devotion**

This ritual takes place when a boy or girl reaches the age of manhood or womanhood. The parents of the boy or girl presents the child to the Shaman, whom asks the presented if he or she is ready to be considered an adult, and ready to take on the responsibilities of an adult. If the answer is yes, then the Shaman asks the presented if he or she is willing to serve the elemental powers by guarding and respecting nature, the spirits, and the Universe. If yes, the Shaman then asks the presented which of the forces is the Element of his or her calling. The presented must choose from Air, Earth, Water, or Fire. Once the choice is made, it can never be rescinded. The Shaman then presents the child with a talisman that represents the chosen Element. The child is now an adult.

- **Unity**

This service is the marriage ritual for a man and woman whom desire to share each other's life for as long as they both live. This is a lifelong commitment. Like many



other Elementalist rituals, this service is simple and joyful. The ritual of Unity takes place outdoors in a grove marked by the symbols of the four elements. The woman to be married wears four rings of coloured stone - two of blue (water) and two of red (fire) while the man wears four as well, two of green (earth) and two of pearl (air). During the rite, the man and woman promise to be true to each other for all time, in youth and old age, wellness and sickness, boon or bane. As they exchange these vows, the man and woman exchange their duplicate rings with one another so that when they finish speaking, they each have a ring for Air, Earth, Water, and Fire.

- **Remembrance**

This is the funeral ritual for the Elementalist belief. When an Elementalist has died, the body is taken to the local Shaman, whom prepares the body to be returned to the elements. First, the Shaman prepares a great pyre, upon which the body is burned. This rite gives some of the body back to Fire. When the body is reduced to ash and bone fragments, the Shaman gathers the dust, bones, and skull in three small satchels - blue for water, white for air, and green for earth. The ashes are placed in the white pouch, the bone fragments in the blue, the skull in the green. The ashes are taken to a cliff or mountain and set aloft in the wind, while the bones are sunk into the sea. The skull is buried in a grove underneath a freshly planted sapling. In this way, the body is reunited with the four elemental powers. Once the body has been given back to the forces. The Shaman holds a eulogy service wherein the friends and family of the deceased gather and take turns saying things that they remember about the deceased. The service is usually melancholy, as they talk about the goodness inherent in the dead man or woman, and yet they know that life must continue without that person.

Life, Death, Ethics and Morals

Unlike many other religions, the Elementals have a very simple code of ethics. Their adherents and clergy get along well with other religions that venerate life, goodness, and truth. They are pacifists, believing that all wars are ultimately fought over an unwillingness to share resources. They have an oral as well as religious history, and they view both as being equally important.

- **Life**

The Elementals place a high value on life. They, like believers in the True One, agree that life begins at conception. They believe in caring for the sick, needy, aged, and infirm. They do not believe in capital punishment except in the most heinous of crimes (see Calling of the Elements.) Instead, transgressors are usually either flogged, committed to community service or banished. Murder is one of the few capital crimes in Elementalist society. They do not even like to kill in war — they resort to killing an enemy as the last option.

They view suicide, on the other hand, as one of the most regrettable actions that a distressed man or woman can take. In taking one's own life, the Elementals believe that the suicide victim's spirit is rejected by the Elemental Forces and thus is trapped in the void between the powers. It is their belief that such alienated spirits are eventually captured by the practitioners of death magic and thus their spirits are forced to animate the decaying bodies of the Undead.

- **Death**

They do not believe in a formal afterlife, but instead believe that the spiritual energy of the deceased is subsumed into the greater whole of the Universe. The deceased loses his or her individuality to the whole of the Universe, but that energy that made the person live is never lost, only changed. Suicide victims, however, cannot rejoin the Universe, and must instead live on in the false life of the Undead. The Elementals believe that it is also possible for the spirit of an incredibly evil



man or woman to be rejected by the Universe after bodily death. Such a spirit becomes vengeful towards life and the Forces, and eventually becomes a demon. These demons are always evil and are usually willing to serve the practitioners of dark powers (such as Scaxathrom and Illuthiel priests.) Unfortunately, there is little in the Elemental power structure that can deal with evil spirits, as they are non-elemental.

- **Ethics and Morals**

The Elementals have a fairly simple code of ethics that seems to be based upon their agreed-upon idea of common sense. In other words, they don't practice theft because the theft victim usually gets mad. They don't practice deceit because it's hard to keep several versions of the "truth" in one's memory concurrently. They do believe in absolute morality; they just have fewer behavioural laws than most religions. They are not relativists, however, like the Crystallins. Most of their moral codes are passed down by oral tradition, thus the local Elemental Shaman is the final arbiter of right and wrong.

Powers of the Clergy

Elementalist Shamans are always aligned to a specific elemental force - either air, earth, water, or fire. A Shaman is highly skilled in the element of his calling, but will also have some knowledge of associated elements, but also have no skill whatsoever in the opposed element. Thus a Fire Shaman would be expert in powers related to flame, heat, cooling, sparks and ashes, but would have no power over rain, seas, snow, or rivers. But a Fire Shaman might have a slight control over Air or Earth, but not nearly as much as a Shaman of Air or Earth. The table below displays the associated and opposed elements for each of the Elemental Shamanic disciplines.

A Shaman functions at full level plus one in the element of his or her calling, normal level in an associated power, and half level in the opposed element. Despite the division of elemental powers, there is no animosity between Shamans of opposed elements. Air and Earth do not hate each other, nor do they war. Instead, the Shamans understand that elemental opposition is essential to the sustaining of life. For they know life cannot exist if even one of the elemental powers were to become unbalanced.

Table: Elemental Powers and their Opposites

Element	Associated	Opposed
Air	Fire, Water	Earth
Fire	Earth, Air	Water
Earth	Fire, Water	Air
Water	Earth, Air	Fire



Illuthiel	
Deity Alignment	Satanic
Holy Symbol	Skeleton Hand
Worship days	Black Sabban
High Holy Days	Same Days as True One, but with opposite intent.
Seat of Power	None. This is not a centralised religion.
Priests	Male or female.
Priests Align	Any non-good (if living), and evil (if Un-
Other Clergy	Eternals: Undead Priests. Infernals: Undead anti-Paladins.
Worshippers	Illuthielites.

Summary

It is perhaps a good thing that the religion of Illuthiel is not as organized as the Scaxathrom Priesthood. For the Illuthiel faith is of such a profound evil, such a complete perversion, that it makes the Scaxathrom faith seem pure and good by comparison. Like the Calomar and Scaxathrom faiths, the worship of Illuthiel can be traced back to the ancient Bos cult. The ancient Bos cult practiced the worship and summoning of demons, the creation and control of Undead, and the arts of torture, murder, and assassination. The religion of Illuthiel is based on the premise that Undeath is a superior form of being than Life. Their high level Priests (called Eternals) are all Undead. Their holy warriors, Infernals, are mostly Undead. The ultimate goal of the religion is to create a world where life and death are things of the past and where Undeath is the only state of being. Their "holy" text is called The Death of Life.

Rites and Rituals

- **Places of Worship**

The Illuthielites worship in a subterranean structure called Ossuary. The entrance to these buildings are often secret, requiring the utterance of specific incantations to open the way down. The staircase into the Ossuary is seldom lit, as many Undead need no light to see. The stairs are carved from stone, and are often 40 to 60 steps in length. While digging a staircase out of solid rock may seem like a daunting task, it's no trouble for the ranks of the Undead. If there's on thing they've got plenty of, it's time. Inside the Ossuary proper are several rooms. One room, a storage facility, contains huge bins filled with dried bones, bits of decaying flesh, and tanned humanoid skin. These are the "spare parts" for the Undead whom reside in the Ossuary. Several other rooms are given to the Priests, Infernals and the resident Eternal. The largest room is, of course, the worship chamber. Lit by nothing, the worship chamber rests in eternal darkness. Candles, torches, and lanterns sputter and die when brought into the evil sanctuary. Supernatural light-producing powers of 3rd level or less will not function herein. A Protector must make a successful Willpower check for his lightless sight to function. The worship chamber is without pews, as the minions of darkness stand during services. The chamber is dominated by a stone altar in which the captured living are slain so that the Undead can drink the freshly spilled blood. The alter radiates a powerful evil that can be sensed by any of Good alignment, regardless of their empathic rating or ability to detect supernatural forces. Another room within the Ossuary is the conversion chamber. Here, live bodies can be directly converted to Undeath. In the conversion chamber, the man or woman to be converted is strapped in a chair crafted from Human bone and immersed in a vat of blood. The blood is kept ever fresh by way of supernatural invocation. The live man is drowned in the blood and then hoisted out. If he makes a successful Willpower check during the drowning process, he does not die, but instead becomes a Free-



willed Undead of equal hit dice. It is this method, also, that an Illuthiel Priest can become an Eternal, or a powerful Illuthiel Warrior can become an Infernal. While the conversion process will work on unwilling subjects, it is more reliable if the man or woman is a participant, not a victim. For making unwilled (standard) Undead, the conversion chamber is not necessary, as Priests and Eternals can create new Undead using the methods outlined in the GM's Guide: Book of the Damned. A final area of the Ossuary are the barracks, where nonwilled and semi-willed Undead are stored. Zombies and skeletons of 1d3 hit dice comprise the front line of the Illuthielite military. These low-Willpower denizens mindlessly fulfil duties as commanded. As an Ossuary is quite large, it is understandable that there are few of them. Moreover, The Eternals that control each Ossuary have little contact with each other. Thus their religion has not spread very much in the past two millennia.

Duties of the Clergy

The clergy of the Illuthiel cult has three ordained offices: the Priest, the Eternal, and the Infernal. While the Priest and the Eternal handle the religious services and rites, the Infernal is something of an unholy warrior that seeks the destruction of those whom serve the powers of Light (i.e. Elementalists and The True.)

Priest

The Illuthiel Priest oversees the creation and maintenance of the Undead hordes – skeletons, zombies, and other low willed creatures. He or she is responsible for acquiring spare parts for the more powerful (read: non-disposable) Undead. Thus the Illuthiel Priest might chop off a live man's arm and sew it on to a 9 HD Undead Warrior who has lost an arm. The Illuthiel Priest is often the commander in battles against the Good and against the living. As the ma-

jority of his or her troops are without minds, much of the decision making and leadership rests upon the Priest. When making mass quantities of Undead, the Illuthiel Priests seek out abandoned grave sites and excavate the buried dead. The Forbidden Zones are always rich in centuries-old desiccated corpses.

Eternal

As an Undead Priest, most Eternals have good job security. Eternals oversee the worship services inside the Ossuary. They choose which Priests are worthy to become Eternals, and which Warriors may become Infernals. They supervise the conversion of living beings into Freewilled Undead in the conversion chamber. The Eternal also serves as war strategist and General of the armies of Undead. This is accomplished through mental contact with their Priests and Infernals.

Infernal

The Infernal is something of an Unholy Warrior, the antithesis of all that is Paladin. The Infernal makes war with the servants of goodness, justice and peace. They recruit young Evil fighters into the Illuthiel faith. They instruct their recruits in the ways of evil. They train followers in fighting skills, both armed and unarmed. The Infernal also procures the bones of riding animals for the purpose of creating Undead steeds for the troops. Infernals also lead unholy crusades against Priests and missionaries of Good alignment. They are also sworn to slay and Protectors, Paladins, and Wayfinders they meet.

Rites and Rituals

Most of the rites and rituals involve the shedding of blood and the slaughter of the innocent. The rituals are always hateful and cruel, and take place in the blackest of darkness.

- **Black Sabben**

This ritual, not coincidentally, takes place on the same day of the week followers of the True One worship. Here, the Priests chant prayers backwards, revile the name of the True One, and praise the name and power of Illuthiel. The worshippers, both living and dead, drink small amounts of humanoid blood and bits of flesh in their travesty of Communion.



- **New Life**

When a Warrior or Priest of Illuthiel dies, the Eternal is able to animate the corpse as a semi-willed Undead. While not as powerful as he or she would be had the conversion chambers been used, the newly animated Undead retains half of his or her experience levels and or memory. Additionally, since the Undead is slightly Freewilled, lost levels can be regained (but no new levels can be attained – only Freewilled Undead can achieve that.)

- **Conversion**

In this ritual, a willing Warrior or Priest becomes a Freewilled Undead. The conversion chamber is used for this purpose. The initiate is bound to a chair made from humanoid bone, then is lowered into a huge vat of blood (derived from sentient beings). As the initiate drowns, he makes a Willpower check. If successful, he or she experiences a dark rebirth as a Freewilled Undead. Failure indicates an ordinary death. In the Warrior's case, he or she becomes an Infernal if the rite is successful. For a Priest, he or she usually becomes an Undead Priest, unless the Eternal has been destroyed. In the latter case, he becomes an Eternal if he has both the highest level and hit dice compared to the other resident Priests.

- **Blood Offering**

The Lord of the Undead requires certain sacrifices of his followers. Each new moon, the Priests must impale a man or woman of Good alignment on the dark altar. The blood is collected in an Unholy font for later use in their standard services. The eyes are ripped from the still living body and are presented to the Eternal, whom consumes the proffered gift. The heart is torn apart and shared amongst the attending Priests for their consumption.

- **Festival of Murder**

These Unholy days fall on the High Holy Days of the True One, Elementalists, and the Dom-

malites. Here, the Eternal will send out armies of Priests, Infernals, Warriors, and Undead lackeys in attempt to desecrate the worship services of these Good religions. In the Festival of Murder, the Illuthielites will attempt to slay holy clergy and their assistants, and capture the innocent for the blood slaughter.



Life, Death, Ethics, and Morals

The evil of the Illuthiel faith cannot be overstated or exaggerated. If there was even a religion that embodied all the ways of evil and none of the ways of good. The Illuthielites are to Gaianar what a festering gangrenous sore is to a living body.

- **Life**

The Illuthielites not only see no value in life, they see it as a light to be snuffed out forever. They hate all life, whether it be pre-born, new born, young or old. The living Priests cling to life only until they are powerful enough to withstand the conversion chamber. If they cannot convert life to Undeath, then they see murder as the next best thing. Death is always a better alternative to life if Undeath is not possible. They approve of suicide, as this act reduces the living population. They have been known to poison aquifers to achieve mass death. They have purposefully spread Undead Spiral into living populations. They simply hate life, hate the True One and the other powers of good, and they hate all that is true and pure.

- **Death**

Unlike most other religions, the Illuthielites see death as a superior form of being compared to life. For from death, they bring about the minions of the Undead. And it is the state of Undead that the Illuthielites see as the highest form of existence. They do not believe in an afterlife. Instead, they believe



conversion into Undeath is the only means of avoiding complete oblivion.

- **Ethics and Morals**

Put quite simply, they have none. They do evil simply for the glorification of evil, and harm for the joy of causing suffering. They have no redeeming qualities.

Powers of the Clergy

Most the powers of the Illuthiel clergy have to do with creating and controlling Undead. Their powers include the imposition of fear, the invocation of evil, and the summoning of demonic entities.

- **Priest**

The Priests of Illuthiel function in a similar fashion as the Charnel Masters of the Crystal Father. They are exceptional in creating low hit die Undead. When rolling hit points for the created Undead, all 1's are rerolled. In addition to their Undead creating and controlling capabilities, they function as the opposite of a Priest of the True One. Thus, where a True Priest could heal injuries by touch, an Illuthiel Priest could inflict injuries by touch. Where a True Priest can bring light into the world, an Illuthiel Priest can summon darkness.

- **Eternal**

Because of their endless Unlife, Eternals can achieve nearly god-like power if given enough time. There is a price to pay for their immortality, however. The higher in level they become, the more

Table: The Eternal's Vulnerability to Light

Level	Sunlight	Bright Light	Ordinary	Candle (10')
7-8	1	Pain	Panic	-
9-10	1d4	1	Pain	Panic
11-13	1d6	1d4	1	Pain
14-16	1d8	1d6	1d4	1
17-19	1d10	1d8	1d6	1d4
20+	1d12	1d10	1d8	1d6

light sensitive they become (hence the reason the chapel areas are supernaturally darkened. The table displays their sensitivity to light in terms of damage per round. A "bright" light is a source of light capable of illuminating a 100' radius. An ordinary light is of the type emitted by most low-level spells and technological devices such as flashlights and glow tubes. A "candle" light is a dimmer light, typically emanating from a torch, candle, or very weak spell.

Against this vulnerability to light is the fact that Eternals regenerate. Every round that an Eternal spends in total darkness (starlight level or less) he or she recovers a hit point. An Eternal has the capability to create Freewilled Undead. These creatures will obey the Eternal, but also have the capacity to reason in the event that the Eternal gives an incomplete or ambiguous instruction set. In the creation of Freewilled Undead (such as Infernals), the hit dice are always rerolled on a 1. When they create unwilling or semi-willed Undead, the creatures are always at maximum hit points. Like Illuthiel Priests, the Eternal can invoke powers that are the reverse of Priests of the True One. Finally, the Eternal can be in mental contact with their Priests and Infernals. This has the same effect as the Wishesinger Song of Mind Speech. The range is ten miles per level. Moreover, the Eternal can maintain communication with one Priest or Infernal per level.

- **The Infernal**

A reverse of the Paladin, the Infernal is an Unholy Warrior who champions the powers of darkness, evil, and death. The powers of an Infernal are based on a perverted, reversed form of the Paladin's granted miracles

Granted Powers

For the Illuthiel religion, the Game Master must be extremely diligent. For unlike other religions, based on Shamanism or their own proprietary repertoire, the powers of the Illuthiel cleric are based on reversed forms of the Paladin and Priest of the True One. Thus Heal Minor Injuries becomes Inflict Minor Injuries; Detect Spiritual Forces becomes Obscure Spiritual Forces. Thus, the Game Master must use wisdom in determining how the reversed forms of power will function (if at all.)

**Saint Eldra—Patron Saint of Reformed Criminals**

Deity Alignment	Benevolent
Holy Symbol	Shining Bracers
Worship days	Every seven days
High Holy Days	Eldramass, plus True One holidays
Seat of Power	Opal Cliffs, Isle of Gales
Priests	Male or Female
Priests Align	Lawful, plus any Good
Other Clergy	Protector, Paladin, Shaman
Worshippers	Eldrans

Unlike most other Orders that follow the True One, the Order of Saint Eldra does quite a bit of political machinations and espionage in order to promote the cause of Good. One of their recent achievements was accomplishing the doom of the corrupt and apostate Valla T. Merrin, former Bishop of Rivna. The executed this feat through political means rather than by a direct confrontation.

The Order is also fairly infamous for kidnapping condemned criminals who show signs of possible reform. These individuals, ironically, often become Priests, counsellors, or operatives of the Order.

For the Saint Eldra church, reform of the most violent pathological offenders is accomplished through a controversial procedure known as “personality reconfiguration”, in which the criminal’s mind is erased through empathic means, and a new personality is created from scratch. Typically, the “graduate” of the program retains any positive personality traits he or she may have possessed prior to the execution of the procedure, but negative attributes are either erased or replaced with other positive values.

For the first few years after “graduation”, the ex-felon must wear a bracer that introduces negative feedback whenever the subject engages in illegal behaviour. The intensity of the feedback is proportional to the deed. This conditioning system has proved to be 97% effective.

Once the ex-felon is proven to be “cured”, he or she has a choice of returning leaving the Order’s supervision (at which time the bracer is removed), or joining the Order as a full member (in which the bracer is retained and takes on different magical properties.

Summary

The Order of Saint Eldra is a fairly new sect of the already-established True One church. Formed 150 years ago by the convicted murderer Eldra Mar’Kur of Clan Mariah, who was sent to the Limitless Sky Salt Mine for life following her conviction for operating a vengeful slavery-murder cult, she became a shining example of true repentance and reform. While she lived for only five years of a 1,700-year “life” sentence, she made a positive and lasting difference in the lives of other inmates. She renounced her allegiance with the cult goddess Yem’Tu, and embraced the ways of the True One.

She never asked for pardon for her crimes.

She spent the last five years of her life providing counselling, healing, and compassion to other inmates, and helped those who could be paroled be better prepared for integration into normal society.

Eldra Mar’Kur kept a journal of her recollections of her crimes, her remorse, and her dedication to the Light and to goodness. The priest who officiated over her funeral, Thistle Brae of the Isle of Gales, was the same Priest who apprehended her and saw to her conviction. He published her journal, and dedicated the proceeds to founding the Order of Saint Eldra, a select set of Priests, empaths, and counsellors whose primary duty is to rehabilitating criminals deemed salvageable.



Rites and Rituals

- **Duties of the Priesthood**

While there are actual churches to Saint Eldra, many of the established strongholds of the Order are Monasteries and Nunneries. Members who are given charge of a church function as standard Priests, Paladins, or Protectors of the True One. Members of a Monastery or Nunnery have granted powers listed in this section. Alternatively, some members of smaller Orders may function as a Shaman.

While church-based Priests have duties similar to that of a standard True One Priest, monks/nuns have the primary duty of rehabilitating convicted criminals. These duties include counselling criminals who are serving prison sentences, treating criminals with mental illnesses (that may cause violent behaviour), training them with job and life skills (so they can do something useful when paroled), and (most controversially), kidnapping condemned criminals who are sentenced to death but are deemed “salvageable” by the Order.

In no way does the Order ever try to get a justly applied prison term reduced. For example, if a felon is given a 10-year sentence for arson, the Order won't try to get the sentence shaved down to five years. What the Order will do is treat the root causes of the criminal's aberrant behaviour. For example, if the criminal committed arson because he has untreated obsessive-compulsive disorder and frequently feels compelled to burn things, the Order will try to treat and cure the criminal's mental illness. Likewise, if a criminal is serving a sentence for theft, but it turns out that the criminal was stealing because he is illiterate and can't find work, the Order will teach the criminal to read.

Most prison wardens are peripherally aware of (and disapprove of) the Order's tendency to “steal” condemned criminals from the gallows or the firing squad. However, the ranking authorities have little argument with the 97% success rate of the Saint Eldra treatment methodology.

High Holy Days

The major holiday that the Order recognises that the main branch of the True One does not is Eldramas. This holiday celebrates the reform of the Eldra Mar'Kur of Clan Mariah, and is held on the anniversary of her death. This is typically a day of contemplation, genuflection, and fasting. Other than this holiday, the Eldra and True One holiday calendar are identical.

Life, Death, Ethics and Morals

While the views of the Saint Eldra church and the main True One church are very similar, they do differ significantly on how they seek to accomplish the promotion of peace, goodness, and ways of the True One. Whereas Priests and missionaries of the True One seek to win the hearts and minds of the people through obvious acts and deeds, the Saint Eldra church often operates in secret. Likewise, while the True One church is frequently apolitical, the Saint Eldra church frequently accomplishes its goals through Byzantine political machinations. Finally, the True One church will always attempt to obey local laws whenever possible; the Saint Eldra church firmly believes that the ends justify the means.

- **Life**

The Order of Saint Eldra believes that all life is sacred. They believe that life begins at conception. They do not agree with capital punishment. For the most part, they loathe Undead; they will occasionally attempt to return a captured sentient, Freewilled Undead to life and sanity (they don't usually succeed, but it doesn't stop them from trying.)



- **Death**

Because members of the church of Saint Eldra worship the True One, their views on death and the afterlife are identical to those of the mainstream True One faithful.

- **Ethics and Morals**

This is where the Church of Saint Eldra and the True One church diverge the most. The Order believes, for the most part, that the ends justify the means. Their “ends” is always to accomplish some great boon for society as a whole, but the Order isn’t above “bending” a few laws here and there and being a little “creative” with the truth if it accomplishes their goals. Finally, this Order is infamous for sending their missionaries out on vague-seeming missions on a “need to know” basis, so that several missionaries may accomplish a piece of a greater task, yet have no idea of the cumulative effects of their actions.

Spells and Powers

Priests of Saint Eldra use the same spells as True One Priests, but they have different Granted Powers.

- **Affect Undead**

Saint Eldra Priests can affect Undead in the same manner as True One Priests.

- **Empathy**

Saint Eldra Priests begin their career with an empathic rating of 10%. This value increases 1d4% per level. This rating is cumulative with the Changeling’s innate power, and if the character is also a Mentalist split class (optional character class).

- **Empathic Shield, Narrow Radius**

A Saint Eldra Priest can project a field of empathic shielding equal to one-half their empathic rating, to a distance of 10’.

- **Resistance to Insanity**

Because a Saint Eldra Priest spends so much time studying ways of repairing the mind of others, he or she is less likely to succumb to mental illness. A Saint Eldra Priest makes all Panic Checks with a +1 bonus per three levels of experience.

- **Undetectable Alignment**

Because Saint Eldra Priests so often have to work covertly, they are given the possibility of deflecting an alignment scan. When another spellcaster scans for alignment, the Saint Eldra Priest gets a save vs. spiritual powers to evade the scan. If the scan is successful, the spellcaster gets a “favourable” result (in other words, thinks she is of an alignment that is agreeable with the spellcaster.)



Sarcophka—Lord of Plagues

Deity Alignment	Satanic
Holy Symbol	Grim-looking Mummy
Worship days	Midnight, every ten days
High Holy Days	Eclipses of sun or moon.
Seat of Power	Greco's Gulch, North Point
Priests	Male or Female
Priests Align	Any Evil
Other Clergy	Sentient mummified spellcasters
Worshippers	Sarcophkans

Summary

Not having been content to wreck the world of Arannoch, the evil that is the Lord of Plagues is gradually spreading across the various realms by way of a collection of 100 enchanted tomes. These evil relics, called the "Ways of Sarcophka" are able to be read by anyone, in any language. The books corrupt any but those of strong will and true purpose (such as the legendary Deckard Cain). Most individuals reading the evil books begin to worship Sarcophka. As the Plague Lord's worshippers have increased in number, so has the Plague Lord's power increased on Gaianar.

For now, many of the so-called Priests of Sarcophka are actually getting their powers from Charnamak, the god of drunken debauchery and grave robbing. But recently, the Plague Lord has started granting spells directly and has begun an organised campaign to destroy who he calls the "pretenders".

Unlike other evil gods, such as Scaxathrom and Chrysalis, Sarcophka has no interest in conquering for the sake of rulership. Sarcophka simply wants to destroy.

It is theorised that if the Books of Sarcophka can be collected from around the realms and destroyed, the Plague Lord's power in the mortal domains would be significantly diminished. The Archangel Hadriel is currently attempting to execute that task.

Rites and Rituals

Unlike so many other religions, the Sarcophka faith doesn't stand on too much ceremony. This is a religion headed by a destructive god that has already ruined one world. His modus operandi is to get evil, selfish people to do his bidding, then cast them aside too when they are no longer useful. Still, there are a few rites that serve to attract the foul masses.

- **Becoming**

This rite marks the initiate as a member of the Sarcophka faith. In this ritual, the applicant is branded with a red hot iron that is shaped in the outline of a mummy. He or she is then purposefully infected with a fatal disease. During the next 72 hours, the initiate must pray to Sarcophka to become a disease carrier and not a disease victim. If Sarcophka is suitably impressed with the applicant's protestations, the initiate lives and becomes a member of the Sarcophka faith.

Know that the disease never goes away, however. The symptoms disappear, and the disease stops being contagious. However, if the initiate ever leaves the Sarcophka faith, the disease returns and usually kills the defector.

- **Ascension**

This is the ordination ritual for a would-be Sarcophka Priest. To prove one's worth, the applicant must poison an unsuspecting person with either a toxin or a disease.

- **Desiccation**

When an ordinary member of the faith dies, his or her body is converted into a simple Mummy and sent loose into the



community where it causes as much havoc as possible before it is destroyed. Typically, these Mummies have 1d4 hit dice and are basically non-sentient, slow-moving killing machines.

- **Rising**

A dead Priest, however, can be raised as a Mummy Lord or even a more powerful Mummy-class creature, depending on the Priest's level and hit dice at the time of death. Typically, Undead created in this fashion are either semi-sentient or fully sentient, and have a greater degree of free will.

High Holy Days

One can hardly use the words "holy" to describe the functions in this religion. The primary "holy" festival is Disease Revel, which happens on an eclipse of the sun or the moon. During this time, the followers of Sarcophka can spread the disease that lies dormant in their blood by touch alone. It is through this method Sarcophka, on other worlds, has slain millions in a single night.

Life, Death, Ethics, and Morals

Given that Sarcophka is a religion of destruction and disease, the Patron of the faith doesn't think too highly of life, ethics, or morals. He is, however, always interested in death — of others, that is.

- **Life**

The purpose of Life is to kill or infect as many people as possible before one's own death. They believe life begins at birth, but don't have any qualms about artificially increasing the infant mortality. Likewise, the aged and infirm need to be destroyed, since Sarcophka has no

truck with useless people. It's important to know that Sarcophka has no particular affection for the strong, either, except for the fact that brutes, thugs, and killers are more efficient at carrying out his plans.

- **Death**

Like the Scaxathromites and Illuthiels, members of this faith view Undeath as the true form of eternal life. They seek to become sentient, free-willed Mummies is the afterlife.

- **Ethics and Morals**

These concepts are irrelevant. Sarcophkans will do whatever deed, whether benign or malevolent, if it furthers their cause or increases their power.

Spells and Powers

For the most part, a Sarcophkan functions as an evil Shaman. They do have a specific granted powers from the deity, however.

- **Disease Immunity**

A Sarcophka Priest is 100% immune to mundane diseases, and 50% resistant to supernatural diseases.

- **Inflict Disease**

Once per week per three levels of experience, a Sarcophka Priest can inflict a disease upon another individual. The disease must be one in which he/she has previously been exposed. Treat the attempt as a Touch Attack.

- **Fear**

Once per day, the Priest can inspire fear in a foe. Treat this as a RTT-LoS attack. The Fear effect lasts one round per level of the Priest.



Scaxathrom—Viper Lord	
Deity Alignment	Despotic
Holy Symbol	Axe with snake winding around it
Worship days	Every seven days
High Holy Days	Summoning, Execution, Ascension, Remembrance.
Seat of Power	Wren's Forge, North Point
Priests	Male, usually Human
Priests Align	Any Evil
Other Clergy	Nexus, Warlock, Horseman, Adept
Worshippers	Scaxathromites

Summary

The Scaxathrom faith is not the most evil of the world religions, but it is certainly the most widespread and powerful evil faith. The worship of Scaxathrom heavily dominates North Point, but nowhere else. This faith descends from the old Bos cult (like the Illuthiels and the Calimars.) However, unlike the other two faiths, they seek to create a rigid, orderly, and functional society. Somehow, the spirit of Scaxathrom has spread false information to his followers concerning the fall of the ancient society. Indeed, they have no knowledge that it was their own master that precipitated the Great Cataclysm.

Rites & Rituals

- **Places of Worship**

The buildings used for the worship of Scaxathrom are called Spires. These structures are austere, sharp, and serious. Constructed from black basalt, these buildings appear as dark octagonal monoliths against the sky. The Spires have a fortified perimeter of stone reaching up to 3// high and 1// thick. The building is constructed with narrow slit-windows that allow for cross ventilation. The first level houses the main chapel, where pews are laid out in a conventional four-column fashion. The seating depends on the standing of the worshipper. The altar is a simple block of black basalt, adorned only with an array of green and black candles. It is upon this altar that the Scaxathrom Priests sacrifice animals as part of the standard worship services. The seating in the chapel is worthy of note. For the ley worshipper, they are seated in the rightmost column of

seats and must wear only black. Confirmed members – those who have taken more than a passing interest in the religion – wear a marbled garb, mostly black with green highlights. These members sit in the right-middle column. Religious students and important visitors sit in the left-middle column. These individuals wear marbled garments of mostly green with some black. Finally, visiting clergy, retired clergy, and Spire staff sit in the leftmost column and wear all green. As one would imagine, the columns shrink in width from right to left. The second level of the Spire contains the administrative offices and storage rooms for vestments and ritual paraphernalia. The third contains housing for the cloistered staff, while the final contains the Priest's suite. The basement of the Spire is a grim affair. This level contains a chamber that the public does not see. Here, Human sacrifice takes place, both as a means of creating Undead, and as proper offerings for binding demons into objects.

Duties of the Clergy

The Scaxathrom faith, being a highly organized religion, has several types of clergy that serve the Viper Lord. There is the Priest, whom oversee Adepts. There is the Nexus, a defender of the faith and an assassin of heretics, whom oversee Horsemen, the spies of Scaxathromites. Finally, there are the Warlocks, whom are Mathematicians that have pledged their services to the expansion of Scaxathrom's domain.

- **Priest**

The Priests of Scaxathrom officiate over all public services as well as all Undead animations, summonings, and demonic bindings.



The Priests evangelize to the community at large in order to bolster faith in the Viper Lord. Additionally, the Scaxathrom Priests spread derision of the Good religions – specifically the True One. Because of the misinformation given to the Scaxathrom Priesthood, they have come to believe that it was the minions of the True One that somehow brought about the Great Cataclysm. In actuality, it was Scaxathrom whom damaged the laws of physics and thus brought an end to the technological age. However, it is because of this misinformation that that Scaxathrom Priesthood seeks the quick destruction of the servants of the True One. Indeed, one of their duties is to slay the True and raise the corpses up as obedient Non-willed Undead. Another aspect of the Priest's duties is the disposition of the dead. In the Scaxathrom faith, they see Undeath as part of the afterlife. They believe that one cannot join Scaxathrom unless they first become Undead and kill at least one enemy of the faith prior to death of the Undead form. Thus, a Priest tries to animate a dying man or woman as at least a Semi-willed Undead. Once the corpse is animated, it is either pressed into military service or ordered south to attack Touchstone, North Point's only bastion of the True. Priests also function as arbiter of the local laws. Thus the Priest is judge, the Acolytes are jury, and the Nexus is executioner.

- **Duties of the Adept**

The Adept is a recently ordained Scaxathrom Priest of low level. An Adept assists the Priest in rituals and rites. The Adept is versed in the liturgy and the practices of the religion, he is still inexperienced in the ways of summoning and divination. During the first two years of Adepthood, the cleric spends almost all his time with his Priestly mentor learning how to incant summonings and bindings. The Adept must also learn how to animate Undead before he can be ordained full Priest.

- **Duties of the Nexus**

The Nexus is to the Scaxathrom Priest what the Protector is to the True Priest. A Nexus is a body-

guard for the Priest and Adepts in times of danger. A Nexus is also an advisor in local law, although the Priest makes final arbitration. A Nexus's primary duty is that of an assassin. As a defender of the faith, the Nexus kills those who would speak heresy about Scaxathrom. He also kills clergy and faithful of Good aligned religions. The Nexus relies on information gleaned by the Horsemen whom serve under him. For a captured enemy soldier or felon, the Nexus implements all "proactive incentives". Finally, in the event of a public execution, the Nexus performs the killing blow.

- **Duties of the Horseman**

The Horsemen are the eyes of the clergy. They infiltrate anti-Scaxathrom cults, enemy religious organizations, and subversive groups in order to identify the faction's leaders and members. The Horseman, in theocratically controlled townships, also function as iron-handed constables. The primary duties of the Horsemen, however, are to spy, infiltrate, gather information, then betray.

- **Warlocks**

The Warlocks consist of the smallest branch of the Scaxathromite clergy. These individuals are not directly empowered by Scaxathrom, although they use their skills and abilities in direct service to Scaxathrom. As the Warlocks are, in truth, occult Mathematicians, they serve the faith by accelerating the production of raw materials for Spire construction, adding firepower in combat, and making mathematical constructs for use as obedient servants. Warlocks also serve as tireless researchers and scribes. They are scholars of great renowned. They are also employed as professors in Scaxathromite-controlled learning institutions.

Rites & Rituals

Being an organized religion, the Scaxathromites practice a variety of rituals in their worship of the Viper Lord. They meet on Gai'di for weekly services, and have (un)holy days that occur on the equinoxes and solstices.



- **Standard Services**

During the weekly services, the Priest leads the congregation in a chanted, monotonous litany about the glory of Scaxathrom and the evil of the True One. The message of the litany is that the worshippers fervently wish Scaxathrom's return so that technology, science, and order may be restored to the world. They believe that only a world ruled by Scaxathrom will be free of chaos, dissenters and subversives. Following the litany, the Priest recites a sermon designed to provoke religious and nationalistic pride, as well as reinforce the congregation's hatred of the True One. The service's climax occurs when the Adepts process to the altar bearing a cage of white doves. The Scaxathrom Priest places the cage upon the altar and summons a minor demonic construct to appear and consume the proffered sacrifice. The most common manifestation is that of a flame demon, which chars the caged animals to bones and ashes. Following the burnt offering, the congregation is dismissed. At this time, any congregation member suspected of dissent or subversion are apprehended by the Nexus or attending Horsemen for further questioning.

- **Death Journey**

Those faithful and in good standing with the religion have the chance to be animated as a Semi-willed Undead after death. Only those whom have this rite performed can hope to avoid the oblivion that death would otherwise bring. The newly created Undead are often sent either to Touch Stone or are entered into military service. If an Undead created by this rite kills a man or woman of Good alignment then the creature's spirit is assured a place with Scaxathrom in the afterlife.

Ritual of Binding

This service is generally performed in the presence of the Priest and his Adepts. In the sub-chapel beneath the main level, the Priest sets a consecrated object onto the altar. The Priest then stands inside a circumscribed pentagram and invokes a demonic construct. As the demon materializes, the Acolytes (at least two) chant an invocation that temporarily paralyzed the demon. If a Human sacrifice is required, the Priest slays the appropriate subject while invoking the words of binding. If the rite is successful, the Demon becomes trapped inside the consecrated object and is forced

into servitude. Quest Ward. This ritual is often performed on military personnel whom are about to engage in combat against the forces of Good. In this ritual, the soldiers' armour is drawn upon with a heavy brush saturated with the blood of a sacrificial victim. The Priest draws bold demonic runes that temporarily enchant the armour with evil power. The effect of this ritual is that the first successful attack upon a Scaxathromite soldier automatically fails. Once the attack is absorbed, the demonic blood runes fade from the fighter's armour.

- **Vow Binding**

Unlike the bloodthirsty ritual for binding demons, the Vow Binding is the Scaxathromite marriage ritual. In this ritual, the man and woman to be wed stand before the Priest and attending Adepts. Two of the Adepts each carry a small, highly poisonous snake. A viper is wrapped around the wrist of the man and woman while the Priest intones the marriage binding chant. The conditions of marriage include absolute fidelity between the man and wife. When the man and woman agree to the pact, the snakes dissolve into their skin, becoming viper tattoos. However, should either commit adultery, both snakes will instantly come to full life and strike at both the man and woman, regardless of whom committed the adultery. The bite injects a *int(5)* poison. Needless to say, marriage is treated seriously.

High Holy Days

The Scaxathrom holy days, like many other religions, occur around natural seasonal events. Thus the high days of unholy worship occur on the two solstices and equinoxes.

- **High Summoning**

This unholy day takes place on the first new moon after the winter solstice. In this ritual, the Adepts stand around the altar in positions that form a five pointed star. The



Priest draws a line of heavy twine that connects the five Adepts and finish the pentagram. When the rite commences, the congregation files in bearing green candles. Once seated, the Scaxathrom Priest begins a summoning chant to bring an *Unmasked Demon* from the lower planes. As the chant begins, the candles carried by the congregation come to light. If the summoning is successful, then the Unmasked Demon appears and is contained inside the pentagram. The demon gives a prophesy and a set of directives and commandments for the year to come. Finally, the Demon will positively identify one subversive present in the congregation. That individual is seized and thrown into the pentagram where the Unmasked Demon eats the subversive alive.

- **Day of Executions**

When subversives are caught and found guilty, they are housed in dank dungeons until the Day of Executions. This unholy day occurs on the first half moon after the spring equinox. At dawn, the convicted heretics are brought in chains down into the village square or into the town centre. The Nexus and his attending Horseman tie each criminal to a wooden barricade. The adepts then slip grey hoods over the heads of the condemned. Before the deaths occur, the Priest reiterates the individual charges levied against each felon, thus bolstering the emotionality of the gathered mob. Once the charges are read, the Nexus, one by one, impales the prisoners in the chest with a poisoned dagger. The death is very painful and each victim takes several minutes to die. Once the victims are all slain, the crowd disperses, but the bodies are left out for a full and a night, thus allowing predators and scavengers to feast off the corpses. The next morning, the barricade is set aflame and the bodies are reduced to bone and ash.

- **Ascension Week**

Occurring at the first full moon after the summer solstice, this holiday is once of the few celebratory events in the Scaxathromite faith. Lasting a full week, new initiates to the faith are granted the cloaks and gauntlets of marbled black and green (the first step up from ordinary laity). The seminary schools start classes, and new Horsemen recruits are accepted into service. At the end of the week, all qualified graduates from the seminary schools are or-

dained in the rank of Adept, while all experienced Adepts are elevated to the status of Priest.

- **Day of Remembrance**

This day is the most solemn day in the Scaxathromite faith. This is the day that the faithful remember the Viper Lord's fall from power at the hands of the legendary enemies St. Jareth and St. Kyle. And so the faithful pray and fast and utter the most abominable curses against those whom worship the True One. The Priests and Adepts engage in self-mutilatory behaviour, while the Horsemen and Nexuses round up suspected subversives for the dungeons.

Ethics and Morals

One of the strengths of this religion is that it is structured and orderly. Their societal ideal is one in which there are no subversives, no criminals, and no wasted emotion. To them mercy is a crutch. Laws should be harsh and absolute. Love is irrelevant, while focused hate is a useful weapon.

- **Life**

To the Scaxathromites, it is irrelevant when life begins, as they do not hold it sacred. The whole of a society is important, but the constituent individuals are not. There is no particular joy when an infant is born, neither is there any particular gnashing of teeth if that same infant is sacrificed on an altar to the Viper Lord. Useless people are considered unworthy of life. The useless are considered the aged, infirm, disabled, mentally retarded, and the politically or religiously dissident. Scaxathrom townships are surprisingly beggar-free.

- **Death**

There are many things that a Scaxathromite can do to merit the death penalty. To the Scaxathromites, the death penalty means oblivion, as the bones of the executed are never converted into Undead. Their view of the afterlife follows a curious three-stage process.



The first stage is life, where the individual is granted the ability to make the choice to worship Scaxathrom. If that person lives a life in accordance with the Viper Lord's wishes, the Priest will animate him when the death of the body occurs. In Undeath, the risen man or woman must seek out an murder another individual of Good alignment, preferably a worshipper of the True One. Only then may the spirit of the deceased have an audience with Scaxathrom.

- **Ethics and Morals**

To the Scaxathromites, the only morals are those that enhance the strength of the religion, and the only ethics are those that strengthen society. They see no place for the weak of body, mind, or spirit. They see no place for lawbreakers or the lazy. These people are to be disposed of. The Scaxathromite societies are strong, hard, heartless, and cruel.

Powers of the Clergy

The greatest power of the Scaxathrom clergy is the ability to summon demons and shape them into a physical manifestation. The summoned creatures are almost always obedient to the summoner. Almost always. Additionally, much of the clergy is empowered to create, control, or stun Undead. The final, most sinister power granted is the ability to bind a demon into a specially prepared object, such as a sword, staff, or a wand. Such binding rituals typically require the bloody sacrifice of a sentient being.

- **Powers of the Priest**

As stated earlier, the primary power granted to Priests is the ability to summon demons into a material form. Some demons appear as sparks of light, while others take elemental forms. Still others can appear as creatures of bone. A few even appear mechanical in nature. The complete list of summonable creatures are detailed in this section. Aside from their summoning capabilities, the Priests can bind these hateful entities into specially consecrated items. The objects into which the evil spirits are bound will forever exude some aspect of the demon's power. In making Undead, the powers granted to Scaxathrom Priests are superseded only by the clerics of Illuthiel. The Scaxathrom Priests enjoy an immunity to Undead attack to the fourth generation.

- **Powers of the Adept**

The Adept is simply an inexperienced Priest. Like the Deacon of the church of Holy Truth, the Adept can either advance to full Priesthood, or remain an Adept and pursue some other career full time. While an Adept has the summoning abilities of a first or second level Priest, they cannot bind demons into objects. Additionally, they can only create Non-willed Undead.

- **Powers of the Nexus**

The Nexus, the assassin for the faith, is granted powers of illusion and stealth. The Nexus has the power to stun Undead as well; a power similar to that granted to Protectors. The full scope of their powers are detailed in this section.

- **Powers of the Horseman**

The henchman of the Nexus, this class has powers of both invisibility, disguise, and horsemanship. With these abilities, they can infiltrate nearly any subversive group. When a Horseman attains fifth level, he can continue to advance as a Horseman, or can choose to become a first level Nexus. As a level one Nexus, he retains the hit point, skills, and spirit points of his former class, but ceases to advance in disguise and invisibility.

- **Powers of the Warlock**

A Warlock is nothing more than a Mathematician in dutiful service to Scaxathrom. The powers of the Mathematician are detailed in the Book of Spiritual Powers.



Spiritual Power Overview

The Scaxathrom Priesthood has two primary spiritual powers: The summoning of spirits into corporeal form, and the reanimation of the dead as slaves. The Scaxathrom Priests use summoned creatures primarily for combat and espionage, while they enslave the dead for agricultural, mining, and manufacturing purposes. In societies ruled by the Scaxathrom theocracy, to die in debt often results in servitude in Undeath.

Like other Priestly classes, the Scaxathrom Priesthood's powers are organised into a Tier system.

Table: Scaxathrom Priest Tier Access

Tier	Level Requirements by Willpower				
	14<	15-16	17-18	19-20	21+
1	1	1	1	1	1
2	4	3	3	3	3
3	8	7	6	6	5
4	12	11	10	9	7
5	16	15	13	12	9
6	20	18	17	16	11

Example: A Scaxathrom Priest with Willpower(16) could invoke a Tier(3) demon upon reaching the 7th level of experience, while a Scaxathrom Priest with a Willpower of only 13 would have to wait until reaching 8th level before having access to Tier(3) demons.

- **Tier 1:** These creatures have very little combat value and are generally used for utilitarian purposes. They have little willpower and are automatically subservient to the summoner. *Formerly called "Class-A" demons.*
- **Tier 2:** Most of these creatures are low-power elementals of four hit dice. They have some combat capabilities and nominal Willpower. They are automatically subservient. *Formerly called "Class-B" demons.*
- **Tier 3:** Most of these creatures are special purpose; bad-luck bringers, hunters, Undead animators, and the like. They have formidable strength and are not automatically subservient. *Formerly called "Class-C" demons.*
- **Tier 4:** These are high level elemental creatures. They have formidable combat strength and many hit points. Their Willpower is high, and it is difficult to make the creature subservient. *Formerly called "Class-D" demons.*
- **Tier 5:** These creatures can destroy small towns and farms. They can decimate armies. The creatures have extremely high Willpower and nearly impossible to contain. *Formerly called "Class-E" demons.*
- **Tier 6:** These destructive power of these creatures can be compared to a nuclear warhead. A single blow could level a small city. A summoning containment failure results in eternal death for the summoner. *Formerly called "Class-F" demons.*

Summoning Containment.

While Tier 1 and 2 (formerly known as Class A and B) creatures automatically obey the summoner, the more powerful creatures need to be brought under control by force of will. The more powerful the creature type is, the more difficult the containment.

• **Containment: Tier 3 / Class C**

These creatures are contained by a simple Willpower override; the Summoner's Willpower is matched against the creature's Willpower on the Universal Matrix. A single success brings the creature under control. Failure indicates that a Class B creature appears instead.



- **Containment: Tier 4 / Class D**

Tier 4 demons are more powerful and harder to control. Before the creature arrives, the summoner must execute one full round of spirit combat (three Willpower checks on the Universal Matrix). Depending on the number of successes, the creature responds in different ways.

Table: Containment of Tier 4 / Class “D” Creatures

Successes	Creature’s Behaviour
Zero	Creature behaves hostile toward the summoner, but it will generally attack other foes first
One	The creature acts on its own accord. It will not obey the summoner, but neither will it attack the summoner.
Two	A randomly generated, subservient Class C creature appears instead.
Three	The creature is completely subservient to the summoner.

- **Containment: Tier 5 / Class E**

These creatures require a full round of spirit combat to be properly contained. This amounts to three Willpower checks on the Universal Matrix. Class “E” creatures are extremely powerful, and failure to contain is quite dangerous.

Table: Containment of Tier 5 / Class “E” Creatures

Successes	Creature’s Behaviour
Zero	Creature behaves hostile toward the summoner. Every other attack will be against the summoner.
One	The creature acts on its own accord. It will not obey the summoner, but neither will it attack the summoner.
Two	A randomly generated, subservient Class D creature appears instead.
Three	The creature is completely subservient to the summoner.



- **Containment: Tier 6 / Class F**

These powerful demons are the most difficult to contain. They typically have very high Willpower, and a containment failure is quite dangerous to the short-term life expectancy of the caster. Class F creatures have nothing but contempt for mortal spellcasters and will only do the bidding of the Scaxathrom Priests at the direct behest of Scaxathrom himself. It takes two rounds to summon a Class F demon, requiring six Willpower checks on the Universal Matrix.

Table: Containment of Tier 6 / Class “F” Creatures

Successes	Creature’s Behavior
Zero	The casting goes horribly wrong. The creature appears and attacks the summoner with a murderous rage.
One	The spell basically fails. The wind blows, lightning flashes, and thunder booms, but nothing happens or appears.
Two	A Class E creature appears. It will neither attack nor obey the summoner. It will attack foes randomly.
Three	The creature appears, but will attack foes randomly. It will not attack the summoner, but neither will it obey the summoner.
Four	A randomly generated, subservient Class D creature appears instead.
Five	A randomly generated, subservient Class E creature appears instead.
Six	The creature is completely subservient to the summoner.

Summonable Demons

This section contains the types of demons summonable by Scaxathrom Priests. The demons are classified in six ranks, from “A” to “F”. Class “A” demons are fairly innocuous, while Class “F” are so dangerous and destructive that even the most experienced Scaxathrom Priest would fear to call upon one.

All demons have a Willpower, Binding, and Stacking rating. Demons can be dispelled by having

their Willpower brought to zero. Demons that are Bindable can be trapped into a specially consecrated object prepared by the Scaxathrom Priest. A positive Stacking rating indicates that the Scaxathrom Priest can control more than one of the same type of creature concurrently. A “Yes” for Stacking indicates that any number of the creatures can concurrently be controlled, a numerical entry indicates limited Stacking, while a “No” indicates that only one of such creature can be utilized at any given time by the summoning Priest.



Tier 1 Demons

Formerly Class A Demons

Casting time: 1 Segment.

BMS Cost: 0.5

Seeker Sprite

This is a simple demon that will search an area for a specific object type. For example, a summoner could say "Are there any Paladins in the area", and the Seeker would look for some, and if so it might respond "Yes. North." Or a command like "Where are my keys", and the Seeker might respond "Forward. 10//."

Strength	1d2	Armor Class	0
Intelligence	2d4	Hit Points	1d6
Wisdom	1d4	Willpower	1d4
Dexterity	4d6	BAtCh Attacks	None
Constitution	1d2	Bind Stack	Yes No

If a sought after object is not in the area, the Seeker reports the negative. It will always stop looking once it has found the nearest match. A seeker has a one mile range. Telling a Seeker to look for silver and gold is not very useful as it would locate the Summoner's own money first. If bound into an object, the device will serve as a compass as well as a metal detector – the latter having a 2// range.

Glow Sprite

This incandescent demon is about the size of a human hand, and flutters about the summoner like a dragonfly. It does not talk, but will obey simple commands. It can retrieve and carry small objects weighing less than a pound, and has a flight rating of 15// Mc(B).

Strength	1	Armor Class	0
Intelligence	1d4	Hit Points	1d4
Wisdom	1d4	Willpower	1
Dexterity	3d6	BAtCh Attacks	None
Constitution	1	Bind Stack	Yes Yes

It illuminates an area 1.5// in radius. If bound into an object, the device can be commanded to glow 3 times per day with a 1.5// radius, or one time per day with a 4// radius. The light lasts 1 hour.



Heat Spite

A dimly incandescent demon about the size of an apple, this creature generates enough heat to provide warmth for an enclosed 2// by 2// by 1// volume.

If sent to attack, it has 1 attack each round that inflicts 1d3 hit points in fire damage. If bound into that object (such as a weapon), that object can be commanded to erupt into flame, adding 1d3 additional damage per attack. The flame-weapon effect lasts 3d4 rounds, and can be invoked 1 time each day per Willpower of the sprite.

Strength	1d4	Armour Class	2
Intelligence	1d4	Hit Points	1d6
Wisdom	1d3	Willpower	1d4
Dexterity	2d4	BAtCh Attacks	20 ~ 1/1
Constitution	1d4	Bind Stack	Yes Yes

Sensor Spite

A demon that looks like a glowing red and orange butterfly, this miniscule creature is adept at sensing invisible objects and illusions.

When unleashed, it will hover near the closest invisible creature or object, or hover near the closest freestanding illusion. If there is no such spells in operation within a 64// radius, the creature simply floats in place for a round then vanishes. If bound into an object, it can detect invisibility and illusions three times per day for one round each per level of the original summoner.

Strength	1	Armour Class	1
Intelligence	2d4	Hit Points	1
Wisdom	2d4	Willpower	1d4
Dexterity	2d4	BAtCh Attacks	20 ~ 0/1
Constitution	1	Bind Stack	Yes Yes

Blocker Spite

This demon looks like a winged stick figure and is nearly transparent. The creature's purpose is to protect the health of the sum-

moner. It has no attacks, but does have a parry, which it will use to block blows aimed at the caster. It has a BAtCh rating of 20 for the purpose of parrying and takes half damage from non-consecrated weapons. If the parry fails, the caster takes damage. If bound into armour or a shield, its AC rating improves by one point. If bound into a weapon, the weapon's parry value increases by one point.

Strength	1d4	Armour Class	2
Intelligence	1d4	Hit Points	1d6
Wisdom	1d2	Willpower	1d4
Dexterity	3d4	BAtCh Attacks	20 ~ 0/1
Constitution	1d4	Bind Stack	Yes Yes



Pepper Sprite

A fairly annoying little demon, this creature leaves a powdery residue of black pepper wherever it travels. The creature can be

Strength	1d4	Armour Class	2
Intelligence	1d4	Hit Points	1d6+1
Wisdom	1d3	Willpower	1d4+1
Dexterity	2d4	BAtCh Attacks	20 ~ 1/1
Constitution	1d4	Bind Stack	Yes Yes

commanded to attack targets designated by the caster, and, on a successful attack, will spray its victim with pepper dust. If the victim fails a save versus area effect, he or she will be sneezing uncontrollably for 1d4+1 rounds during which the victim cannot invoke supernatural power or attack. If this creature is bound into a weapon, it will produce a cone of pepper 3// long wide once per day. If bound into a pepper mill, it will generate pepper on request any number of times per day. This demon is useful also in making magical traps. For instance, it could be programmed to spray pepper in the eyes of anyone who opens a treasure chest without a proper key.

Sucker Sprite

Like a mosquito, this demon seeks out its prey for the purpose of draining blood. On a successful attack, it will suck down

Strength	1d4	Armour Class	2
Intelligence	1d4	Hit Points	1d6+1
Wisdom	1d4	Willpower	1d4+1
Dexterity	2d4	BAtCh Attacks	20 ~ 1/1
Constitution	2d4	Bind Stack	Yes Yes

1d4 hit points worth of blood from its victim. Once 12 hit points have been drained, the creature returns to the ether. If the summoner is injured, the Sucker Sprite transfers the stolen hit points to the summoner before returning to the nether world from whence it came.

If bound into a weapon and the attack is a critical success, the device drains one point of Constitution from its victim. The lost CON will return only after a week of complete bed rest (i.e. time spent not adventuring.) On an ordinary attack, it drains 1d4 additional hit points from live targets and transfers them to its wielder.



Messenger

Sprite

This tiniest of demons is capable of carrying a small object or document weighing up to three

ounces to a named recipient. The sprite flies at 64// with Mc(A), can see in both the visible spectrum and the ultraviolet. The creature has an innate sense of direction and will find the recipient unless he or she has erected some form of warding against spiritual/empathic detection. The creature will fly for up to one day per level of the summoner. If the recipient cannot be found, the demon will bring the object back to the summoner before returning to the nether world.

Strength	1	Armour Class	3
Intelligence	2d4	Hit Points	1d6
Wisdom	2d4	Willpower	1d4
Dexterity	3d4	BAtCh Attacks	20 ~ 0/1
Constitution	1	Bind Stack	No Yes

Tier 2 Demons

Formerly Class B Demons

Casting time: 4 Segment.s

BMS Cost: 1.0

Club Creature

Strength	2d6	Armor Class	6
Intelligence	1d4	Hit Points	3d10
Wisdom	1d3	Willpower	1d8
Dexterity	2d6+1	BAtCh Attacks	18 3/1
Constitution	2d6	Bind Stack	No Yes

A simple fighting machine, this creature has club-like appendages for arms and one larger club for a head. It has no eyes, ears, or mouth, so it is uncertain how it navigates – but it does somehow. The creature does nothing except club at its victims. Its arm-clubs inflict 1d4+1 damage each, while the head club inflicts 1d8. In combat, the head-club attack 4 initiatives later than the arm-clubs.



Dark Double

Strength	2d6	Armor Class	Special
Intelligence	2d6	Hit Points	3d6
Wisdom	2d6	Willpower	2d4
Dexterity	2d6	BAtCh Attacks	18 3/2
Constitution	2d6	Bind Stack	Yes Yes

This demon can take on the exact appearance of any humanoid individual that the caster desires. The target must be in visual distance when the summoning is cast. Once the demon materializes, it will automatically and exclusively attack the individual it looks like. It will have the same armor class as the target, and have mundane (unenhanced) versions of all the target's weapons. Regardless of the capabilities of the target, the creature has a 3/2 attack routine and has a BAtCh of 18. If this creature is bound into a weapon, then the caster can command the weapon to change shape up to three times per day.

Dark Lantern

Strength	1d4	Armor Class	5
Intelligence	1d3	Hit Points	3d6+1
Wisdom	1d2	Willpower	1d4
Dexterity	1d2	BAtCh Attacks	Special
Constitution	2d6	Bind Stack	Yes Yes

This demon erupts from the ground shaped like a bean pole covered with black vines. At the end of the first round, the vines grow eyeballs the size of cue balls. Once the eyes open, dark light shines outward, casting the whole area of effect in the gloom of full night. Only the caster is immune to the effects of the darkness. The area of effect is a 3// radius. If bound into an object, that device can be commanded to spill darkness in a 2// radius three times per day for one turn per invocation.



Despair Beacon

Strength	1d3	Armor Class	5
Intelligence	1d4+1	Hit Points	3d6+1
Wisdom	1d2	Willpower	1d4
Dexterity	2d6+1	BAtCh Attacks	Special
Constitution	1d6	Bind Stack	Yes Yes

Like the Dark Lantern, this creature looks a vine covered pole. However, when its eight eyes open, they cast a gray beam that has psychoactive effects on the specified targets. If a save versus sleep/charm is not successful, the victims of the Despair Beacon will collapse in misery, weeping uncontrollably. If the saving throw results as a critical fumble, the victim becomes actively suicidal. The effects of the beam weapon last for 2d4 rounds after the beam stops. The beams have a 3// range. Any targets that already have depression or bipolar disorder (manic depression) as an insanity have a saving throw penalized at -1 per intensity of the insanity. If the demon is bound into an object, the device will emanate a beam of depression-causing light once per day at a range of 6//. The depression lasts for 3d4 rounds if the target fails a save versus sleep/charm.

Mirror Man

Strength	2d6	Armor Class	3
Intelligence	1d6+1	Hit Points	1d10
Wisdom	1d4	Willpower	1d6
Dexterity	2d6+3	BAtCh Attacks	10 2/1
Constitution	1d6	Bind Stack	Yes No

This demon appears as a metallic stick figure that has two pentagonal mirrors for hands. The power of this demon is the ability to reflect incoming missile attacks back at the sender. The Mirror Man can block two such attacks each round. For parrying, its BAtCh is 10, while for reflecting the projectile back, its BAtCh is 18. Thus it is fairly easy for this demon to block an attack, but it difficult to make the blocked missile strike the original attacker. If this demon is bound into an object (such as a shield, armor, or a wall), it will automatically reflect 1/4 damage of any attack back at the attacker. It can do this as many times per day as the demon has points of Willpower. Also, on a critical attack against a mirror man, one of its mirrored hands shatters, rendering it unable to reflect damage.



Tangle Man

Strength	3d4	Armor Class	5
Intelligence	1d4	Hit Points	1d12
Wisdom	1d3	Willpower	1d6+1
Dexterity	3d4	BAtCh Attacks	19 4/1
Constitution	2d6	Bind Stack	Yes 2

This demon looks Like a floating wad of rope with eight writing lashes that can ensnare targets of up to 8// away. The creature does not have eyes or any other type of sensory organ, but instead it uses sense presence and detect motion vectors to focus in on its targets. The creature gets 4 attacks and 4 parries each round. Its attacks and parries are done in pairs, thus in any pair one lash will always attack and one will always parry. Its BAtCh rating is 19 and can whip an opponent for 1d6 points per attack. On a critical success the creature can invoke a strangulation attack. Such attacks yield 3d6 hit points per round and can only be broken by severing the offending appendage (1/8 of total creature hit points.) The demon has 3 HD a base movement rate of 8//, and can levitate up to 8// off the ground. If this demon is bound into a whip, the striking distance of the weapon triples and invokes double damage. Such enhanced attacks can be done three times per day. If bound into a specially consecrated piece of rope, the device can be commanded to extend into a rope ladder 16// long, or as a rope bridge 8// long. The device automatically extends and adheres as appropriate. The bound object device will work one time per day and stay in place for three hours.

Trapper

Strength	1d6+12	Armor Class	6
Intelligence	2d6	Hit Points	3d8
Wisdom	1d6	Willpower	1d6+1
Dexterity	3d6	BAtCh Attacks	18 4/1
Constitution	3d6	Bind Stack	No Yes

This demon takes on the shape of a 6' high totem pole. Each side of the totem pole has four faces, and the creature has five heads, each 1' high, mounted atop one another. In combat, the creature attacks by launching its retractable jaws at its opponents. The jaws have a range of 4//. While the jaws do not inflict damage, they do have the property of immobilizing its prey as if by a lasso. The creature can launch up to four jaws concurrently, and can have a maximum of eight captives. Targets trapped by the creature can extricate themselves by making a successful bend bars feat. The creature has a base movement of 3//.



Wingtooth

Strength	2d6		Armor Class	7
Intelligence	1d4+1		Hit Points	3d8
Wisdom	1d4		Willpower	2d4+1
Dexterity	2d6+1		BAtCh Attacks	17 1/1
Constitution	1d4		Bind Stack	Yes Yes

This is a minor flying demon often used to harass the Fey and the Changelings. The creature is obviously not natural, as it has no internal organs, and consists of just two leathery wings that sprout from either side of a set of humanoid teeth. The creature has a 5' wingspan, AC(7), BAtCh 17, a 1/1 attack routine, and can fly at 20// with Mc(C). The creature's bite inflicts 2d4 damage. If this creature is bound into an object (such as a cloak), that object can be given flight capabilities for 1 round per point of creature Willpower. The device can be commanded to power twice each day. It can carry up to 220 pounds.

Tier 3 Demons

Formerly Class C Demons

Casting time: 9 Segments

BMS Cost: 1.5

Clockwork Creature

Strength	3d6		Armor Class	3
Intelligence	2d6		Hit Points	6d10
Wisdom	1d6		Willpower	2d4
Dexterity	3d6		BAtCh Attacks	15 Special
Constitution	3d6		Bind Stack	Yes 3

Another obviously artificial creation, the Clockwork Creature appears as a 1// cube of whirling interlocking gears. Its primary attack, of course, is to catch its prey in its gear work and rend the target to bloody ribbons. The clockwork creature has a base ground movement of 9//. The creature's attacks do 3d6 damage the first round and 2d6 each round thereafter. The only way a Clockwork Creature's victim can extricate himself is to successfully match his Endurance against the creature's endurance. Up to five targets can be trapped in the Clockwork Creature's clutches concurrently (i.e. one victim on each side, and one on top.) As a bound demon, the Clockwork Creature can be forced into servitude as the power source and machination for a variety of mechanical devices – a grist mill, a tree shredder, a clock, and an engine are just some of the possible applications.



Elemental Slave

Strength	3d6		Armor Class	3
Intelligence	2d4		Hit Points	5d10
Wisdom	1d4+1		Willpower	2d6+1d3
Dexterity	3d6		BAtCh Attacks	15 3/2
Constitution	3d6		Bind Stack	Yes Yes

This spell summons a weak elemental (caster's choice of air, earth, water, or fire). The creature appearance depends on the type of elemental summoned:

Air: Miniature tornado, 2' base, 5' top, 2// tall.

Water: Iridescent column of water, 3' rad, 1// tall.

Earth: Large rocky fist the size of an ox.

Fire: A hovering ball of fire, 1// diameter.

No matter the shape, the creatures move at 9//, inflict 2d6+3 damage per attack and have a 3/2 attack routine. If an elemental slave is bound into armor, the material functions at +4 against elemental attacks of that type, but also functions at -2 against elemental attacks by the opposing element.

Finger Dart

Strength	3d6		Armor Class	3
Intelligence	1d4+1		Hit Points	5d8
Wisdom	1d4+1		Willpower	2d6+3
Dexterity	3d6		BAtCh Attacks	Special
Constitution	3d6		Bind Stack	Yes 3

This demon looks like a 7' diameter puffer fish with no eyes. Upon closer examination, however, the spines of the fish are actually long and twisted human fingers. The creature's method of locomotion is by crawling along the ground on a carpet of fingers. These multitudinous digits also serve as its primary weapon. The creature can launch its fingers in a projectile manner such that any foe within 6// must save versus area effect or take 3d6 damage from the speeding digits. Targets wearing plate mail armor take half damage. A Finger Dart demon has a movement of 9//.

The creature does not regenerate spent fingers. Thus when the creature has fired 1d4+4 times, it dissolves back into the ether. If a Finger Dart is bound to a projectile weapon (such as a gun or a bow), the device will automatically produce an unlimited supply of finger missiles (i.e. the weapon will never need to be reloaded.) Each finger missile inflicts 1d4+1 damage and has the same range as the appropriate missile for the device enchanted.



Kaleidoscope Creature

Strength	N/A	Armor Class	1 (Special)
Intelligence	2d6	Hit Points	5d4
Wisdom	2d6	Willpower	2d4
Dexterity	3d6	BAtCh Attacks	Special
Constitution	N/A	Bind Stack	No No

The creature is mostly invisible, but its presence causes light to become distorted within the area of effect and thus confuse the sight of and attackers. Such is the distortion that any attacks against the caster stand only a 1 in 8 chance of success (i.e. on 1 1d8 roll, a 1 indicates the attack is actually aimed at the caster, other numbers indicate an attack against a distortion field.)

The creature does not really have a material form, and thus can only be dispatched by supernatural means (i.e. spirit combat, dispel magic, etc.) The creature has a Willpower of 8.

Mirror Double

Strength	3d6	Armor Class	Special
Intelligence	2d6	Hit Points	5d10
Wisdom	2d6	Willpower	2d6
Dexterity	3d6	BAtCh Attacks	13 2/1
Constitution	3d6	Bind Stack	Yes Yes

This is a more powerful version of the Dark Double. It has a better armor class, a 2/1 attack routine, and higher stats (as seen above.) If bound into a mirror, the creature can be commanded to come out of the mirror in the presence of specified invader types. For example, the Scaxathrom Priest could give a racial, alignment, or character class description like "Attack only a good-aligned Shaman", or "Attack all Changelings", or "Attack any Elven Wishesinger." Assuming that the Mirror Double is not destroyed, it will automatically return to the mirror once the target is either destroyed or driven off. The Mirror Double can travel up to 9// away from the mirror without penalty. But beyond that range, the creature weakens, suffering a -1 to all rolls per additional 1// distance.



Rollerball

Strength	3d4	Armor Class	3
Intelligence	1d4+1	Hit Points	6d10
Wisdom	1d2	Willpower	2d4
Dexterity	3d6	BAtCh Attacks	12 1/1
Constitution	3d8	Bind Stack	No 3

Another obviously artificial creature, the Rollerball appears as a 15' diameter ball of reflective quicksilver. The creature can roll over almost any surface and has a base ground movement of 18//. Its primary attack is via running over its target. On a successful squashing, the demon inflicts 4d8 damage. It can run over anything the size of an oz or smaller, otherwise the damage takes the form of ramming.

Siren Screecher

Strength	3d6	Armor Class	Special
Intelligence	1d6	Hit Points	5d10
Wisdom	1d6	Willpower	2d6
Dexterity	3d6	BAtCh Attacks	13 1/1
Constitution	3d6	Bind Stack	Yes 3

The fetid thing appears as a hovering, pulsing mass of twisted amorphous alien flesh. From inside the flesh, a myriad mouths erupt and scream the most woeful, painful shrieks. All enemies within the area of effect must save versus system shock or else be affected by the Siren's polyphonic horror. Those failing the save must then make a successful panic check or else be driven mad – the madness taking the form of a catatonic stupor. A successful save indicates that the victim is merely deafened for 3d4 rounds. The chance of a successful saving throw depends on the distance the victim is from the creature.

0 to 2//	-2 on system shock save	2// to 5//	Normal save
5// to 8//	+1 to system shock	8// to 12//	+3 to system shock
12 to 15//	+6 to system shock	15// to 20//	+10 to system shock

The Siren can shriek once every four rounds, and when it does it does so for the full round. On other rounds it can attack using a bite attack. It can attack one target per round and can align 1d3 mouths in its attack. Each mouth inflicts 1d8 damage, thus the maximum damage in a Siren's attack is 3d8. If bound into a musical instrument, its power can be called upon once per day at full strength with an area of effect of 8//.



Skeleton Vine

Strength	1d3		Armor Class	6
Intelligence	1d4+1		Hit Points	5d8+1
Wisdom	1d4		Willpower	2d6
Dexterity	3d6		BAtCh Attacks	Special
Constitution	1d6		Bind Stack	Yes 3

Like many of the other vine demons of this type, when the spell is cast, a bean pole with a charcoal colored vine erupts from the ground. The vine grows 2d4 eyes that, when open, cause any dead creature within line-of-sight to reanimate as a 1 HD skeleton or zombie. The animated creatures have a BAtCh of 20 and an AC(9), regardless of what their capabilities were in life. So long as the animated creatures stay within line-of-sight of the Skeleton Vine, they remain functional. However, if more than one round passes that vision-lock is obstructed, the animated creature crumples again. The Skeleton Vine can animate one creature per eye. If bound into a staff, wand, club, or mace, the enchanted device can temporarily animate 2d4 zombies or skeletons for a period of 1 turn once per day. While animated, the creatures will obey the holder of the device.

Whip Warrior

Strength	3d6		Armor Class	5
Intelligence	1d6		Hit Points	7d8
Wisdom	1d6		Willpower	2d6
Dexterity	3d6+3		BAtCh Attacks	16 3/1
Constitution	2d6+3		Bind Stack	No Yes

A sinister improvement over the Club Creature, this demon looks like a humanoid reptile but with long whip-tentacles for a head and arms. The creature does nothing except flog at its victims. Its arm-whips inflict 1d6+1 damage each, while the head whip, a cat-o-nine tails inflicts 1d12+1. In combat, the head-whip attacks 4 initiatives later than the arms.



Wing Jaw

Strength	3d4		Armor Class	5
Intelligence	1d6+1		Hit Points	5d8
Wisdom	1d6		Willpower	2d6
Dexterity	3d6		BAtCh Attacks	14 3/2
Constitution	3d4		Bind Stack	Yes Yes

A more powerful version of the Wing Tooth, the creature has a 9' wingspan, AC(5), BAtCh 14, a 3/2 attack routine, and can fly at 24// with Mc(C). The creature's bite inflicts 3d4 damage. Like the Wing Tooth, if this creature is bound into an object (such as a cloak), that object can be given flight capabilities for 1 round per point of creature Willpower. However, this more potent creature can power the device can be commanded to power five times each day. It can also carry up to 290 pounds.

Tier 4 Demons

Formerly Class D Demons

Casting time: 1 Round

BMS Cost: 2.5

Bone Reaver

Strength	3d6+1		Armor Class	1
Intelligence	1d6+3		Hit Points	7d12+7
Wisdom	1d6		Willpower	2d6
Dexterity	3d6		BAtCh Attacks	13 1/1
Constitution	3d6		Bind Stack	No Yes

This demon appears as a human skeleton 15' tall. The skeleton fights as if it were a Warrior of 7th level, with int(4) in Way of the Crouched Bonebreaker, Way of the Iron Fist, and Way of the Foot. Because it is a summoned demon and not a true Undead, it counts as double hit dice for the purpose of turning. If the Bone Reaver scores a critical success, the victim must make a successful save versus system shock or else contract the disease *Undead Spiral*.



Elemental Minion

Strength	3d6		Armor Class	0
Intelligence	1d6		Hit Points	8d8
Wisdom	1d6		Willpower	3d4
Dexterity	3d6		BAtCh Attacks	12 1/1
Constitution	3d6		Bind Stack	Yes Yes

More powerful than an Elemental Slave, this enhanced version has more hit points, a better armor class, and a meaner disposition. The manifestation of the demon depends on what element is called upon.

They each inflict 6d6 damage per attack and have a 1/1 attack routine (thus compared to the *Elemental Slave*, they attack less frequently but hit a lot harder.)

If an elemental minion is bound into armor, the material functions at +5 against elemental attacks of that type, but also functions at -2 against elemental attacks by the opposing element. Additionally, the wearer takes only half damage from attacks of the bound elemental type.

Air	Cloud vortex, 3// diameter. Flies at 24//, Mc(A).
Water	Iridescent column of water, 1// rad, 6// tall. The creature has a base ground movement of 15// and a water movement of 24//.
Earth	Looks like a man composed of black boulders. Stands 2//tall. Its ground movement is 12// and can tunnel at 3//
Fire	A hovering ball of fire, 3// diameter. It can fly at 12//, Mc(B).



Hate Beacon

Strength	2d6		Armor Class	1
Intelligence	3d6		Hit Points	9d6
Wisdom	3d6		Willpower	3d4+1
Dexterity	2d6+3		BAtCh Attacks	12 4/1
Constitution	3d4		Bind Stack	Yes No

A larger version of the Despair Beacon, this vine-thing grows to 4// tall and sprouts 4d6 eyes. When the eyes open, and target that it strikes must make a successful save versus sleep/charm or else become temporarily stricken with homicidal mania. Each round up to four eyes can single out individual targets. Thus if the creature comes into existence with 16 eyes it could have all 16 eyes focused by the fourth round. the range of the hate-vision is 12//. If an afflicted individual somehow gets out of sight of the creature (ex. running behind a building) he or she will return to a normal state in 1d4 rounds.

If this creature is bound into a wand, staff, or club, the resultant device will generate a 3// radius area of effect in which all those not allied to the caster become afflicted with homicidal mania unless a successful saving throw versus sleep/charm is made. The mania lasts for 3d4 rounds and the crazed individuals might attack anyone except the caster.

Ground Mouth

Strength	4d6		Armor Class	Special
Intelligence	1d4		Hit Points	4d20
Wisdom	1d4		Willpower	2d4+2
Dexterity	2d6		BAtCh Attacks	13 1/1
Constitution	4d6		Bind Stack	No Yes

Like the name implies, the Ground Mouth appears as a conical depression in the ground 4// wide and 12// deep. A formidable foe, it moves about the surface of the ground at a rate of 9//, swallowing up everything that walks on two legs (of course it's been known to munch on horses from time to time, too.) Its path is obvious as evidenced by the smoking, scorched earth in its wake.

Those unfortunates who fall into its gorge suffer 8d8 damage the first round from the grinding teeth and 4d8 damage each round thereof. Only flying creatures, out-of-phase creatures, and those able to teleport can hope to escape being digested by the powerful demon. Those with resistance to the powers of elemental earth are allowed to apply their bonuses in this situation. This creature takes double damage from alkaline but is immune to acid. It cannot be bound into an object.



Manacle Man

Strength	3d6+1	Armor Class	0
Intelligence	2d6	Hit Points	7d12
Wisdom	1d8+1	Willpower	2d6+1
Dexterity	3d6	BAtCh Attacks	14 2/1
Constitution	3d6	Bind Stack	Yes 2

The creature looks like Shiva on a very, very bad day. The blue hued four-armed humanoid stands 12' tall and has manacled for hands. As its primary attack, the creature can extend its manacles towards its target via metallic cables that spool out from its wrists. On a successful attack, the manacles clasp around a victim's arm, leg, or neck. Once attached, the victim can only break free by overcoming the creature's Endurance, or by severing the manacle cable by dealing out two structural points worth of damage.

Once attached, the creature can electrify the cables using its own energy. Each round that the manacles are attached, the victim takes 4d4 damage. If metallic armor is worn, the damage is 5d4 per round. The creature can entangle up to four targets – one for each manacle. It can, however attach two manacles to two targets and thereby double the damage inflicted.

If bound into a sword, spear, or dagger, the device will deal out an additional 2d4 damage per attack in electrical damage. If bound into metal armor, the wearer becomes partially immune to electrical attacks, taking only 1/4 damage from such sources.

Spider Thing

Strength	3d4	Armor Class	3
Intelligence	1d6	Hit Points	7d8
Wisdom	1d6	Willpower	2d4
Dexterity	4d6	BAtCh Attacks	13 4/1
Constitution	3d8	Bind Stack	Yes Yes

Essentially an obsidian spider 2// across, this eight-legged horror has the ability to spew web nets from its mouth that are able to effectively trap a man-sized creature. Aside from its web attack, it also gets a claw/claw/bite attack, the latter injecting an int(4) poison if a poison save is unsuccessful. Because the Spider Thing's body is made from obsidian, its claws are of the utmost sharpness, rending exposed flesh for 6d6 damage per attack. Its bite does a 6d12 if not parried against. Its base ground movement is 24// and can spin a web balloon which can carry it aloft at the rate of 4//, Mc(E).

If bound into an cutting weapon, the sharpness of the creature's claws translates into a +3 to hit and +2d6 to damage. If bound into a suit of leather armor, the wearer gains the ability to climb walls, and is made immune to all web and rope attacks. Moreover, if the wearer is ever forcibly tied up, a saving throw versus area effect at +4 will enable him or her to break free of the bonds.



Talon Dart

Strength	2d6		Armor Class	2
Intelligence	1d6+3		Hit Points	5d10
Wisdom	1d6+3		Willpower	2d6+2
Dexterity	3d6		BAtCh Attacks	Special 1/1
Constitution	3d6+1		Bind Stack	Yes Yes

In most respects this creature is like a Finger Dart except that the resultant damage is 3d12 per attack. If the demon is bound into a missile weapon, the projectiles generated inflict 1d10 damage each.

Viper Nest

Strength	3d6		Armor Class	0
Intelligence	3d6		Hit Points	7d10
Wisdom	2d6		Willpower	3d6
Dexterity	3d6		BAtCh Attacks	11 10/1
Constitution	3d6		Bind Stack	Yes No

This powerful demon appears as a 2// long shadowy serpent whose innards are a writhing mass of smaller poisonous snakes. The creature flies through the air making a sound reminiscent of oily rain. In any given attack, the Viper Nest can strike out against as many opponents (up to 10) as its 2// length can overlap. It is the squirming vipers within the beast that actually do the damage. If a single opponent is attacked, the damage is 10d10, but if 10 opponents are attacked the damage is 1d10 each. Thus each damage die is divided amongst the targets.

On any individual damage die that results in a maximum damage (i.e. a 10) the victim must also successfully save versus poison or be injected with an Int(3) poison. If a victim is unfortunate to suffer maximum damage from all 10 damage dice in a single attack (i.e. takes 100 points of damage) he or she must make a successful system shock save or immediately become an Undead. If the victim is converted, his BAtCh, hit points, and hit dice remain the same, but all other stats become that of the Undead creature type that he becomes.

If this demon is bound into a cutting or impaling weapon, the device will constantly generate a poison sheen of int(1) poison. Additionally, the weapon can inflict double damage one time per day per Willpower of the demon. Finally, if the weapon attack results in maximum damage, the weapon will secrete an int(3) poison for that round. If the demon is bound into a shield or armor, then the wearer has complete immunity to int(1) poisons and gains a +2 save versus int(2) or int(3) poisons.



Tier 5 Demons

Formerly Class E Demons

Casting time: 2 Rounds

BMS Cost: 4.0

Bone Wrecker

Strength	4d6	Armor Class	-3
Intelligence	3d6	Hit Points	13d12+13
Wisdom	2d6	Willpower	2d6+2
Dexterity	3d6	BAtCh Attacks	7 3/1
Constitution	4d6	Bind Stack	No Yes

Like the Bone Reaver, this creature takes on the form of a giant skeleton Warrior. However, this enhanced version has the maximum hit points and combat rating of a Warrior of 13th level. The Bone Wrecker has the maximum intensity in all six martial arts forms

Clockwork Juggernaut

Strength	3d6+3	Armor Class	0
Intelligence	2d6	Hit Points	10d10
Wisdom	1d6	Willpower	2d6+3
Dexterity	1d6	BAtCh Attacks	10 Special
Constitution	3d6+3	Bind Stack	Yes No

This demon is a much more powerful version of the Clockwork Creature. It is 1// high, 1// thick, and 10// wide. It has a forward motion of 12//, but can only turn 30 degrees each round. The creature can trap one creature per 1// square surface and damage inflicted per round thereafter is identical to the Clockwork Creature's. As a bound demon, its' functionality is similar to that of a Clockwork Creature's except that it can be used to fairly large scale devices (like a drawbridge, for instance.)



Elemental

Abilities of an Earth Elemental:

Strength	3d6+6	Armor Class	0
Intelligence	3d6+2	Hit Points	10d10
Wisdom	3d6+3	Willpower	3d6
Dexterity	2d6	BAtCh Attacks	8 2/1
Constitution	4d6	Bind Stack	Yes No

An Earth Elemental fights with its bare hands and its fist damage inflicts 5d6 damage, while its kicks do 6d6. An Earth Elemental can attack is punch/punch/kick. An earth Elemental is immune to electrical attacks and although it has no empathic sending ability, it does boast an empathic resistance of 40.

An Earth Elemental is able to perform summoning magic as if by a fifth level Scaxathrom Priest. Additionally, an Elemental of this type can summon once (per summoning instance) a chanted analog to the Wish-singer's spell song *Song of Crystal Chambers*. An Earth Elemental moves at 9// across land and can burrow underground at a phenomenal rate of 5//. An Earth Elemental is immune to electrical- based attacks and takes only half damage from bludgeoning weapons. Attacks involving sound or harmonic reverberation do double damage. Damage.

If bound into a medallion, the wearer can travel through stone at 5// for up to 1 turn per day. If bound into a wand, staff, or sword, it can emanate a beam one per day that affects a targeted individual as if by a *Song of Crystal Chambers*.

Abilities of an Air Elemental:

Strength	3d6	Armor Class	-2
Intelligence	1d6+12	Hit Points	10d6
Wisdom	3d6	Willpower	3d6
Dexterity	3d6+6	BAtCh Attacks	8 1/1
Constitution	3d6	Bind Stack	Yes 3

An Air Elemental boasts two major attack forms. First, it causes a peripheral damage of 1d6 per round to all creatures within its shockwave radius of 4//. Second, an Air Elemental can, each round, direct tremendous gusts of wind that inflicts 4d8 damage.



Like the Earth Elemental, the Elemental of Air is immune to electrical attacks, but unlike its earthly brother, the Air Elemental has no special empathic resistance.

An Air Elemental is fast and graceful as it glides across the ground reaping its destruction. It has a ground movement of 24// and can take to the air with a flight capability of 36// Mc(A) – a rating equal to that of the Changelings.

To any creature unlucky to be caught within the Elemental's maelstrom proper, the victim incurs 6d10 damage from wind buffeting and decompression and must make a dexterity feat or be cast 5d10+50 feet away in a random direction.

If bound into a hot-air type balloon, it can be commanded to pull aloft a small or medium sided balloon for up to one hour per point of Endurance. If bound into a cloak or cape, it provides flight at 24// Mc(A) indefinitely.

Abilities of a Water Elemental:

Strength	3d6	Armor Class	-1
Intelligence	3d6	Hit Points	10d8
Wisdom	3d6	Willpower	3d6
Dexterity	3d6	BAtCh Attacks	13 2/1
Constitution	3d6	Bind Stack	Yes 4

Of the four Elemental types, a Water Elemental can be said to have the highest and most precise control of its native element. A Water Elemental's attack forms and movements are as graceful and flowing as water itself.

A Water Elemental has many attack forms upon which to draw. Its most common assault is by means of jets of high pressure water that inflicts 3d8 damage upon its victim. A Water Elemental can call upon two such blasts each melee round.

Additionally, a Water Elemental has complete control of all sources of water within a 20// radius. Thus, an Elemental of this type can redirect streams, bring on tidal waves, still the waters, or even cause the water to sink into the ground (cf. the Ranger's power *Abate Flood*).

One of this Elemental's more odious attack forms involves drawing water from its victim's body. When the Elemental invokes this attack, any creature caught within 3// of the Elemental must save vs. system shock or take 2d8 damage; a successful save halves the damage. If a victim loses more than 50% of his or her hit points by this method, that character must make an endurance feat every round to remain conscious.

A Water Elemental has a ground movement of 12//, swims at 24//, and travel underground at 1//. When a Water Elemental travels, its movement is relentless; if need be, the Elemental can slowly seep into any but the most watertight fortification. Additionally, an Elemental of this type that envelopes an air-breathing creature will cause drowning damage each round (see the combat section of drowning)

One final note on Water Elementals. They are able to summon as if by a second level Scaxathrom Priest.



Such summoned creatures are relentlessly obedient to the Elemental.

Water Elementals take double damage from fire and electrical based attacks and 1.5 damage from heat and wind-based attacks. They take half damage from piercing weapons (ex. arrows. and darts.)

If bound into a cannon, it can fire water blasts with a 10// range that inflict 1d12+3. If bound into a helmet, it will allow the wearer to breathe under water indefinitely

Abilities of a Fire Elemental:

Strength	3d6	Armor Class	-3
Intelligence	3d6	Hit Points	10d8
Wisdom	3d6	Willpower	3d6
Dexterity	3d6+3	BAtCh Attacks	11 1/1
Constitution	2d6+3	Bind Stack	Yes No

Possibly the most frightening of all Elementals is that of Fire. The sheer malice and destructiveness of the Fire Elemental is so great that even Name level Scaxathrom Priests are reluctant to call upon these creatures.

One of this Elemental's attacks involves the production of heat shockwaves. Such attacks affect an area 6// in radius, in which all creatures, structures, and vegetable matter takes 4d6 damage (save vs. area effect for half). A Fire Elemental can summon such a shockwave once every three rounds.

Besides heat shockwaves, an Elemental of this type can single out victims for destruction. Each round, a Fire Elemental can belch forth gouts of gelid flame that stick to its victims causing an initial 7d6 damage; each round thereafter, the victim takes one d6 less damage from fire damage until the flames extinguish themselves seven rounds after the initial exposure. Such fire gouts have a range of 9//.

One final attack mode possessed by the Fire Elemental is the ability to summon as if by a third level Scaxathrom Priest.

A Fire Elemental moves along the ground at 12// and can hover through the air with a flight ability of 3// Mc(A). A Fire Elemental takes double damage from water and cold based attacks. Elementals of this type are immune to electrical damage and take only half damage from piercing weapons. Finally, Fire Elementals take 2d6 damage from holy water.

If bound into a suit of armor, the wearer becomes immune to all fire attacks, but takes double damage from frost or water attacks. If bound into a weapon, it does triple weapon damage in fire attacks up to one time per day per point of Endurance of the bound creature.



Demon Double

Strength	Special	Armor Class	Special
Intelligence	Special	Hit Points	Special
Wisdom	Special	Willpower	3d6
Dexterity	Special	BAtCh Attacks	Special
Constitution	Special	Bind Stack	No 3

A highly enhanced version of the Dark Double, this creature matches the armor class, BAtCh, attack forms, and hit points of its target in every respect. If the target is of a priestly order, the demon is able to cast reversed forms of any power the target is able to access (ex. Cure Minor Injuries becomes Inflict Minor Injuries.)

Finger Spear

Strength	3d6	Armor Class	-1
Intelligence	3d6	Hit Points	9d8
Wisdom	2d6	Willpower	2d6+1
Dexterity	3d6	BAtCh Attacks	9 1/1
Constitution	3d6	Bind Stack	Yes No

The final, most powerful rendition of the Finger Dart, this creature is capable of shedding a 12// radius area effect of flying spear points that do 3d20 damage to any unfortunate who does not make a successful save versus area effect. The creature can fire 2d6 times before returning to the ether. If bound into a missile weapon, the demon will create an unlimited supply of missiles that each inflict 1d20 damage.



Lightning Beacon

Strength	2d6	Armor Class	3
Intelligence	3d6	Hit Points	10d4
Wisdom	2d6	Willpower	3d4+1
Dexterity	3d6	BAtCh Attacks	13 1/1
Constitution	2d6+3	Bind Stack	Yes 3

Like the Hate Beacon, this creature looks like a bean pole and vine 4// tall. From its 4d6 eyes, jagged bolts of lightning lash out, inflicting 8d8 damage each. All of its eyes can fire each round, but each eye can focus on not a single target, and no two eyes can concentrate fire on any one target. The eyes have a two round recycle rate. The range of the blasts is 24//. A saving throw versus magical weapon will halve the damage if the save is successful. If bound into a weapon, the device can emit an 8d8 blast of lightning one time per day per eye of the creature.

Wing Devourer

Strength	2d6+3	Armor Class	-1
Intelligence	1d8	Hit Points	9d6
Wisdom	1d8	Willpower	2d8
Dexterity	3d8	BAtCh Attacks	8 1/1
Constitution	3d6+1	Bind Stack	Yes Yes

A still more potent version of the Wing Jaw, this creature has a 5// wing span, an aerial movement of 48//, Mc(B), and a jaw 1// wide. Any unfortunate creature caught within its skeletal jaws takes 6d20 in crushing/rending damage. If this creature is bound into a cloak, cape, or armor, it gives the wielder unlimited flight capability at 24// with Mc(B), and a burst rate of 48// for up to 3d4 rounds five times per day.



Tier 6 Demons

Formerly Class F Demons

Casting time: 5 Rounds

BMS Cost: 8.0

Bone Destroyer

Strength	2d6+13		Armor Class	-5
Intelligence	3d6		Hit Points	20d12+20
Wisdom	3d6		Willpower	2d6+6
Dexterity	3d6+3		BAtCh Attacks	0 3/1
Constitution	2d6+12		Bind Stack	No Yes

This demon takes is similar to a Bone Wrecker, except that it stands as a skeleton warrior 3// tall, attacks as a 20th level Warrior with maximum hit points, and inflicts triple damage on all attacks.

Clockwork Apocalypse

Strength	1d6+18		Armor Class	3
Intelligence	2d6+3		Hit Points	20d10
Wisdom	1d6+2		Willpower	2d6+6
Dexterity	1d4		BAtCh Attacks	8 Special
Constitution	1d6+18		Bind Stack	Yes No

This demon is a larger version of the Clockwork Juggernaut. The demon is 2// tall, 2// thick, and 50// wide. It can grind up one opponent per 1// square surface area. This demon is incredibly destructive to the environment as it chews up trees, grasses and local fauna as well. If bound into an object, the creature can power some truly gargantuan devices such as battle ships or mining machines.



Demogorgon

Strength	25		Armor Class	-2
Intelligence	4d6		Hit Points	40+10d10
Wisdom	4d6		Willpower	4d6
Dexterity	4d6		BAtCh Attacks	3 4/1
Constitution	4d6+1		Bind Stack	No No

A Demogorgon can take on any appearance it chooses. However, it cannot hide its presence or true nature. Often it will appear as a hideous serpentine creature that stands 50' tall and boasts six arm-like appendages that end in viper heads instead of hands or claws. The eyes of a Demogorgon are like black holes with intense red pupils-- seeming to draw light into them. Indeed, whatever form a Demogorgon takes, beams of darkness flash from its eyes like black laser.

First and foremost, a Demogorgon functions as a 7th level Scaxathrom Priest, while attacking as a 17th level Warrior. In melee combat, a Demogorgon can attack with four of its viper heads each round. these heads, when they score a successful strike, inflict int(5) poison and do 1d6+6 damage. A successful save vs. poison negates poison damage. The dark visage of a Demogorgon also inflicts 3d8 damage. A Demogorgon can use this attack mode once per round. A save vs. magical weapon will halve this damage. Additionally, if a Demogorgon inflicts a critical hit against its victim, the recipient of the damage must save vs. system shock or be blinded for 2d4 hours, and then make a panic check or go insane.

A Demogorgon has an empathic rating of 40 and has no compunctions about manipulating or empathically raping its victims. Moreover, a Demogorgon can detect good-aligned Priests at a distance of up to 20//.

A Demogorgon can levitate as if by the innate power Levitate Self (intensity 4.) Moreover, a Demon can fly at 24// Mc A. A Demogorgon can assume vapor form; its armor class remains unchanged, but can be hit only by consecrated weapons. A Demogorgon is immune to fire and electrical damage.



Elemental Lord

Abilities of an Earth Lord:

Strength	2d6+13	Armor Class	-5
Intelligence	2d6+13	Hit Points	12d12
Wisdom	4d6+1	Willpower	3d6+6
Dexterity	2d6+3	BAtCh Attacks	4 2/1
Constitution	2d6+13	Bind Stack	Yes No

An Earth Elemental fights with its bare hands and its fist damage inflicts 5d6 damage, while its kicks do 6d6. An Earth Lord attack is punch/punch/kick. An Earth Lord is immune to electrical attacks and although it has no empathic sending ability, it does boast an empathic resistance of 60.

An Earth Lord is able to perform summoning magic as if by a 9th level Scaxathrom Priest. Additionally, an Elemental of this type can summon once (per summoning instance) a chanted analog to the Wishtinger's spell song *Song of Crystal Chambers*. An Earth Lord moves at 12// across land and can burrow underground at a rate of 8//. An Earth Lord is immune to electrical-based attacks and takes only half damage from bludgeoning weapons. Attacks involving sound or harmonic reverberation do double damage.

If bound into a medallion, the wearer can travel through stone at 12// for up to 1 hour per day. If bound into a wand, staff, or sword, it can emanate a beam thrice per day that affects a targeted individual as if by a *Song of Crystal Chambers*.

Abilities of an Air Lord:

Strength	3d6	Armor Class	-7
Intelligence	2d6+12	Hit Points	12d6
Wisdom	3d6+3	Willpower	3d6+3
Dexterity	3d6+12	BAtCh Attacks	3 1/1
Constitution	3d6	Bind Stack	Yes No

An Air Lord boasts two major attack forms. First, it causes a peripheral damage of 2d6 per round to all creatures within its shockwave radius of 8//. Second, an Air Lord can, each round, direct tremendous gusts of wind that inflicts 8d8 damage.

Like the Earth Lord, the Lord of Air is immune to electrical attacks, but unlike its earthly brother, the Air Lord has no special empathic resistance. An Air Lord is fast and graceful as it glides across the ground reaping its destruction. It has a ground movement of 24// and can take to the air with a flight capability of 64// Mc(A).



To any creature unlucky to be caught within the Elemental's maelstrom proper, the victim incurs 6d12+6 damage from wind buffeting and decompression and must make a dexterity feat or be cast 12d10+50 feet away in a random direction.

If bound into a hot-air type balloon, it can be commanded to pull aloft a small or medium sided balloon for up to one hour per point of Endurance. If bound into a cloak or cape, it provides flight at 36// Mc(A) indefinitely.

Abilities of a Water Lord:

Strength	3d6+3		Armor Class	-5
Intelligence	3d6+3		Hit Points	10d12
Wisdom	3d6+3		Willpower	3d6+1
Dexterity	3d6+3		BAtCh Attacks	7 2/1
Constitution	3d6+3		Bind Stack	Yes No

Of the four Elemental types, a Water Lord can be said to have the highest and most precise control of its native element. A Water Elemental's attack forms and movements are as graceful and flowing as water itself.

A Water Lord has many attack forms upon which to draw. Its most common assault is by means of jets of high pressure water that inflicts 5d8 damage upon its victim. A Water Lord can call upon two such blasts each melee round.

Additionally, a Water Lord has complete control of all sources of water within a 40// radius. Thus, an Elemental of this type can redirect streams, bring on tidal waves, still the waters, or even cause the water to sink into the ground (cf. the Ranger's power *Abate Flood*).

One of this Elemental's more odious attack forms involves drawing water from its victim's body. When the Elemental invokes this attack, any creature caught within 6// of the Elemental must save vs. system shock or take 3d8 damage; a successful save halves the damage. If a victim loses more than 50% of his or her hit points by this method, that character must make an endurance feat every round to remain conscious.

A Water Lord has a ground movement of 12//, swims at 32//, and travel underground at 2//. When a Water Lord travels, its movement is relentless; if need be, the Elemental can slowly seep into any but the most watertight fortification. Additionally, an Elemental of this type that envelopes an air-breathing creature will cause drowning damage each round (see the combat section of drowning)

One final note on Water Lords. They are able to summon as if by a fourth level Scaxathrom Priest. Such summoned creatures are relentlessly obedient to the Water Lord.

Water Lords take double damage from fire and electrical based attacks and 1.5 damage from heat and wind-based attacks. They take half damage from piercing weapons (ex. arrows. and darts.)

If bound into a cannon, it can fire water blasts with a 15// range that inflict 2d12+3. If bound into a helmet, it will allow the wearer to breathe under water indefinitely.

*Abilities of a Fire Lord:*

Strength	3d6		Armor Class	-8
Intelligence	3d6+3		Hit Points	10d10
Wisdom	3d6+3		Willpower	3d6+4
Dexterity	3d6+6		BAtCh Attacks	5 1/1
Constitution	3d6		Bind Stack	Yes No

Possibly the most frightening of all Elementals is that of Fire. The sheer malice and destructiveness of the Fire Elemental is so great that even Name level Scaxathrom Priests are reluctant to call upon these creatures.

One of this Elemental's attacks involves the production of heat shockwaves. Such attacks affect an area 10// in radius, in which all creatures, structures, and vegetable matter takes 6d6 damage (save vs. area effect for half). A Fire Lord can summon such a shockwave once every other round.

Besides heat shockwaves, an Elemental of this type can single out victims for destruction. Each round, a Fire Lord can belch forth gouts of gelid flame that stick to its victims causing an initial 7d10 damage; each round thereafter, the victim takes one d10 less damage from fire damage until the flames extinguish themselves seven rounds after the initial exposure. Such fire gouts have a range of 18//.

One final attack mode possessed by the Fire Lord is the ability to summon as if by a sixth level Scaxathrom Priest.

A Fire Lord moves along the ground at 15// and can hover through the air with a flight ability of 6// Mc(A). A Fire Lord takes double damage from water and cold based attacks. Elementals of this type are immune to electrical damage and take only half damage from piercing weapons. Finally, Fire Lords take 2d6 damage from holy water.

If bound into a suit of armor, the wearer becomes immune to all fire attacks. If bound into a weapon, it does quadruple weapon damage in fire up to one time per day per point of Endurance of the bound creature



Unmasked Demon

Strength	2d6+12	Armor Class	0
Intelligence	1d6+19	Hit Points	20d12+20
Wisdom	1d6+18	Willpower	4d6
Dexterity	1d6+12	BAtCh Attacks	0 2/1
Constitution	1d6+15	Bind Stack	No No

A demon appears as a very pale winged human. Its wings have silver feathers laced with black mottling, giving them a slightly diseased look. A demon has short cropped midnight black hair, and the irises of their eyes match their wing feathers. A typical demon is outfitted in black leather armor that extrudes a faint black aura of dark power. They appear armed with a scimitar and a parrying dagger.

A Demon functions as a 10th level fighter while retaining all the abilities of a 13th level Scaxathrom Priest. A Demon can summon any creature that is less powerful than itself. A demon has normal ground movement of 12//, but it has great prowess in the air. With a flight capability of 48// Mc(B), they would pose a great threat in aerial combat. Furthermore, a Demon has an empathic rating of 75, and has no compunctions about inflicting empathic rape against its victims. Additionally, a Demon can become incorporeal and attempt to take over its target by means of spiritual possession. In such an event, the general resistance table should be used for adjudicating spirit combat.

If a Demon loses in spirit combat, it is immediately sent back to the ether world and the Priest who summoned it is rendered unable to summon another demon for a period of one week.

If a Demon wins in its bid for spiritual possession, then the Demon takes over many of the cognitive processes of its victim and will remain within the victim until it is removed forcibly by means of spirit combat or *Remove Possession*.

A Demon in corporeal form takes 3d6 damage from holy water and takes double damage from silver or holy weapons.



Use of Blood in Binding Rituals

Because all demons ultimately serve the Evil One, they seek to destroy that life which is made by the True One. Summoned demons only obey their summoner because they know that the soul of the summoner has been pledged to the Evil One for eternal servitude beyond death. It is also this reason that the physical manifestations of demons are always malevolent.

In the binding of demons to physical objects, the Evil One himself must be appeased, and it is the shedding of human blood that the Evil One takes as payment. The type and quantity of blood sacrifice depends on the power and classification of the bound demon.

➤ Class "A" Demons:

No blood is needed to bind these creatures. In the infernal world, demons of this low a power are considered expendable.

➤ Class "B" Demons:

The summoner must cut a single shallow (not life-threatening) incision into each wrist using a consecrated bronze dagger and then smear his blood on the recipient object.

➤ Class "C" Demons:

The summoner must shed 2d4 hit points worth of his own blood and drain blood into a bronze font. Before the blood congeals, he must then sprinkle dried/powdered blood taken from a child on the surface of the liquid. The recipient object must then be dipped into the blood and then be allowed to dry.

➤ Class "D" Demons:

The summoner must prepare a human sacrifice. The victim must be strapped to a demonically consecrated altar and have his heart and eyes cut out with a bronze dagger. The recipient object must be thoroughly smeared with the heart before the severed organ stops beating. Once done, powdered blood from a child must be sprinkled upon the device and then be allowed to dry.

➤ Class "E" Demons:

Same as above but the human sacrifice must be a child.

➤ Class "F" Demons:

The Scaxathrom Priest must shed 4d8 hit points of his own blood and collect it in a bronze font. Then he must prepare an adult human sacrifice (who is a *willing* victim and who openly pledges his soul to Scaxathrom) as well as a child sacrifice. Once the victim has had his heart removed, his bonds must be cut and he must be able to rise up and slit the throat of a child before he loses consciousness. The blood from the murdered child is then added to the font, along with the severed heart of the willing victim.

The recipient object is dipped in the coagulating mass of blood and organs.



Effects of Weapons on Demons

Generally, the more powerful a demon is, the more supernatural a weapon is needed to damage its material form. The chart below displays the damage inflicted from various weapon types.

Table: Weapon damage by type against Demons						
Weapon	A	B	C	D	E	F
Mundane	1x	1x	1/2	1/4	0	0
Blessed	1x	1x	3/4	1/2	1/4	0
Silver Alloy	3/2	1x	1x	3/4	1/4	0
Silver	2x	3/2	1x	1x	1/2	1/4
Consecrated	2x	2x	3/2	3/2	1x	1x

Demonic Fear Effects

Only Cavaliers are immune to fear. Other character classes must save versus Sleep/Charm when approaching more closely than 1// per Willpower point of the demon. The chart below shows the saving throws needed according to character class. Constructs are also immune to demonic fear.

Table: Fear Saves Against Demons				
Character Class	C	D	E	F
Barbarian	+3	+1	+0	-1
Cavalier	N/A	N/A	N/A	N/A
Gunslinger	+3	+2	+1	0
Mathematician	0	-1	-3	-5
Paladin	+2	+2	+1	0
Priest	+3	+2	+1	0
Protector	+3	+2	+1	0
Ranger	+1	0	-2	-4
Shaman/Necro	+4	+4	+3	+2
Thief, et all	-2	-3	-5	-7
Warrior	0	-1	-3	-4
Wishsinger	0	0	-1	-2



Creating Undead

Scaxathrom Priests have the power to reanimate the corpses of the dead. This is usually accomplished by infusing the body with a weak demonic force. The limiting factor in Undead creation is the level of the Priest and his spirit point capacity.

○ Undead Characteristics

With the evil magic of the Scaxathrom Priests, a corpse can be remade into a creature of Unlife; eternal. The Priest must decide what qualities his creation will possess. The attributes the Priest may determine are hit die quantity, hit die type, Willpower, spiritual points, special powers, and resistance.

➤ Hit Die Quantity and Type

It takes less spiritual points to create a simple Undead creature than it does a very powerful one. Because the likelihood of turning Undead is partly based on the quantity of hit dice possessed by the creature, many Scaxathrom Priests maximize hit dice while economizing on hit die size. Thus a creature with 7d4 hit points is just as difficult to turn as a creature whose hit points are 7d10. However, the 7d4 creature requires much less in the way of the Priest's spiritual resources. The table below shows the spiritual point cost per hit die and by hit die type.

Table: Undead Creation - Hit Die/Type Costs			
Hit Die Qty	B-M-S Cost	Hit Die Type	SP / HD
1 to 3	1/8	1d3	1
4 to 5	1/4	1d4	3
6 to 7	1/2	1d6	4
8 to 10	1	1d8	6
11 to 15	2	1d10	7
16+	4	1d12	10

Thus a 7 HD creature whose hit die was a 1d6 would cost: 1/2 point of Body-Mind-Spirit and 28 spiritual points. Of course there is such a thing as too much economizing; an Undead creature with 15d3 hit points would be about impossible to turn, but almost any Warrior worth his merit could easily destroy the creature with a simple sword or club.

➤ Willpower and Spirit Points

Whereas ordinary, living people are made comatose when their Willpower is brought to zero, Undead are actually destroyed from such a loss. Thus it behooves a wise Scaxathrom Priest to imbue an Undead creation with enough Willpower to withstand a few Gunslinger Rebukes. Undead are slain if their Willpower is completely depleted.

Table: Undead Creation - Willpower Costs		
Creature's Willpower	SP Cost per Point	B-M-S Cost for Category
1 to 4	1	0
5 to 9	2	1/8
10 to 12	2½	1/4
13 to 15	3	1/2
16 to 18	3½	1
19 to 21	4	2
22 or more	5	4

Thus an Undead creature of 22 Willpower would cost the Priest 110 spiritual points and 4 points of Body-Mind-Spirit. It becomes obvious why most Undead that are the creations of Scaxathrom Priests have only minimal Willpower. Additionally, a Scaxathrom Priest cannot make a creature whose Willpower is greater than his own.



Table: Undead Creation - Special Powers Costs		
Type	Description	Willpower Cost
Recovery	Willpower regenerates at 1 point per day.	0
	Willpower regenerates at normal human rates.	1
	Hit Points regenerate at one point per hour	1
	Hit points regenerate at one point per round.	3
Death Magic	Death magic via skin puncture	2
	Death Magic by physical contact	3
	Death magic via line of sight	4
	Death magic via area effect	6
Damage	Extra damage in melee combat	1
	Basic energy weapon (equiv. 1d6 or so)	1
	Potent energy weapon (equiv. 3d6 or more)	3
	Inflicts Poison	1/int
	Inflicts Disease	4
Immunities	Half damage from normal weapons	2
	Quarter damage from normal weapons	3
	Immunity to normal weapons	6
	Reduced damage from one weapon type (ie. bullets, arrows, etc.)	1
	Half damage from silver weapons	5
Attacks	3/2 attack routine	1
	2/1 attack routine	2
	5/2 attack routine	3
Sense	Infravision	1
	Detect good	2
	Detect Priest / Protector / Paladin	3
Spells & Powers	Spell ability (Scax. 2nd level)	3
	Spell ability (Sxa. 4th level)	5
	Spell ability (Scax. 5th level)	8
	Spell ability (per level above 5th. Max level = Priest's level -1)	10
	Have the Undead's victims rise in undeath as a similar creature of 1/4 hit dice and power intensity.	5



➤ Undead Creation Limitations

A Scaxathrom Priest cannot:

- Create an Undead with greater Willpower than his own.
- Create a subservient Undead with more hit dice than the Priest has levels.
- Create a Undead with spell ability equal to his own.
- Create a batch of subservient Undead whose quantity exceeds the Priest's level.
-

➤ Generational Benefit

If a Scaxathrom Priest creates an Undead, that creature is subservient to the Priest.

If that creature creates other Undead, the second generation creatures are agreeable to the Priest, but not subservient.

If a second generation creature creates an Undead, then the third generation creatures will not obey the Priest, but will not attack either.

A Scaxathrom Priest gains no special treatment from a fourth generation creature.

➤ Undead Hit Die limitations based on corpse age

- An ancient corpse (1 year old or more) cannot be turned into an Undead of greater than 4 hit dice.
- If the corpse is less than a month old, it can have up to 6 hit dice.
- A three day old corpse can have up to 8 hit dice.
- For 9-11 hit dice, the Scaxathrom Priest must personally slay the victim.
- For 12-15 hit dice, the Scaxathrom Priest must slay his victim in a ritual ceremony.
- For 16 and higher, same as above, although the victim must be willing, and the resultant creature is allied to

the Priest, but not subservient or under command.

- If all the flesh has rotted off the creature, it can be animated only as a skeleton.
- If only dust remains, it can be animated only as an empty silhouette.



Powers of a Nexus

In many ways, a Nexus is to a Scaxathrom Priest what a Protector is to a Priest of the True One. A Nexus guards the life of the Priest, as well as metes out missions of vengeance against those who would betray the Scaxathrom faith. Thus a Nexus is both bodyguard and assassin.

➤ Requirements:

Faith	12
Constitution	13
Dexterity	13
Intelligence	14

5% experience bonus for either Faith 16+ or Skill 16+; 10% for both. Human Male only; Lawful or Despotic

➤ Skills:

Stealth: 30%

Coward's Blow: 25%

Additional 4d4 points per level.

➤ Class related powers:

Dissociate pain: The character can fight with an unmodified combat value no matter what his health.

Empathic resistance: The Nexus has a 10% plus 1d4% per level chance of blocking out empathic detection, read, and manipulation as well as Sense Presence and related powers.

Shadow Motion: The Nexus has a 5% plus 1d3% per level of blocking Detect Motion Vectors, sonar, and related powers.

Resist poisons: The Nexus has a 30% resistance to chemical and biological poisons.

➤ Weapons/Armor:

A Nexus may use only impaling weapons.

A Nexus may use any armor except plate mail.

➤ Spiritual Powers:

It should be noted that all of the Nexus's spiritual powers are based on illusion. Thus the Nexus is vulnerable to those having the ability to detect and/or dispel illusions.

○ Illusions

The list that follows describes the powers of illusion afforded to the Nexus.

➤ Invisibility

Spirit Cost: 15
 Prayer: 4 segments
 Area of Effect: Self
 Range: Internal
 Duration: 2 rounds per level
 Classification: Defense / Illusion

This power enables the Nexus to become invisible to those able to see only in the "visible" light spectrum (i.e.. Humans, Elves, and Changelings). The invisibility is broken when the Nexus makes an attack. Additionally, those using Detect Spiritual Forces, Detect Illusions, and similar powers may be aware of the Nexus's presence.

➤ Inflict Blindness

Spirit Cost: 20
 Prayer: 2 segments
 Area of Effect: One person per two levels
 Range: 6// 90° sector
 Duration: 1 round per level
 Classification: Illusion

The power of blinding is utilized by the Nexus in both offense and defense. In offense, it is handy as an accessory to assassination. In defense, it is handy in foiling pursuers. When the Nexus invokes this power, black lines of force, forming a 90° quadrant of a circular region 6// in radius forms, where the right angle vertex is at the Nexus's feet, bisected in the direction that the Nexus points his hand. From there, it area effect expands upward, creating a shadowy cylinder 6// high. All those caught in the area effect (up to one person per two levels of the Nexus) are blinded for one round per level of the Nexus. A save versus sleep/charm reduces the blindness to a one round duration.



It should be noted that this power does not cause any physical and/or lasting damage to it's victims. At the end of the power's duration, the victims of blindness will recover their sight. Also, because it is an illusionary blindness, it damps normal vision, infravision, ultravision, and low-light vision. It will also blind Protectors, although they get +4 to their sleep/charm save to negate.

➤ Mute

Spirit Cost: 12
 Prayer: 8 segments
 Area of Effect: One person
 Range: 12// line of sight
 Duration: 1 Turn
 Classification: Illusion

A handy tool against Wishesingers and other classes relying heavily on verbal components for their powers, this spell will cause the victim to believe that he or she has lost the power of speech; the victim's throat will feel tight and sore, as if the vocal cords have suddenly become dreadfully inflamed. If the victim tries to speak or sing, only a harsh wheeze will utter forth. A successful save versus sleep/charm will reduce the period of affliction to one round. As will Inflict Blindness, no real damage is incurred by the victim.

➤ Visage of Health

Spirit Cost: 25
 Prayer: 2 segments
 Area of Effect: Self
 Range: Internal
 Duration: Special
 Classification: Illusion

This power can only be invoked in combat. Once invoked, it remains in place until the combat is over or until the Nexus dies – whichever comes first. A particularly demoralizing illusion, this spell allows the Nexus to appear uninjured, regardless of the amount of real damage sustained in battle. Not even his clothes will appear bedraggled. Sword blows will appear to deflect off the Nexus's armor or skin; staves and clubs will feel rubbery upon impact; arrows will appear to shatter upon impact. All in all, this illusion makes the Nexus appear invincible and indestructible.

Of course it is an illusion. The Nexus takes normal damage from any successful attacks. But after the first 1d4 attacks on a Nexus under the guise of Visage of Health, attacking NPC's must make a successful morale check or else flee in terror of what they would see as a relentless and unbeatable foe.

➤ The Cloak of Shadows

Spirit Cost: 40
 Prayer: One round
 Area of Effect: Self
 Range: Internal
 Duration: Four rounds per level
 Classification: Illusion

This spell is a more potent version of Invisibility. Under the Cloak of Shadows, a Nexus is invisible to normal vision, infravision, ultravision, and low-light vision. The Nexus is 60% unlikely to be detected by Sense Presence, and 70% unlikely to be detected with Detect Motion Vectors.

A Nexus under this spell may still attack without canceling the effect. With each attack, however, the Nexus will become visible for 1d4 segments before fading from sight again. It should be noted that Protectors (only) are entitled to a save versus sleep/charm to see though this guise.

○ Summoning Capabilities

Unlike a Scaxathrom Priest, the Nexus does not have any summoning capabilities. However, by virtue of the Nexus' oath of service to Scaxathrom, the Viper Lord has decreed that no summoned demon shall interfere with, or attack, any Nexus unless attacked first.

○ Affecting Undead

A Nexus cannot turn, rebuke, or hold Undead at bay. A member of this class can, however, stun Undead. The Cavalier's turning matrix is used in this case. Stunned Undead remain motionless, standing in place for one round per level of the Nexus. Creatures stunned in this way can still hear and see, but cannot initiate any sort of action.



○ *Attack Routines, Saves, and Hit Dice*

A Nexus is a “general fighter”, and thus advances in combat capabilities as a Ranger. Moreover, since a Nexus must often travel overland and through dangerous territories in order to apprehend traitors and criminals, he also has saving throws equal to that of a Ranger. A Nexus gets a 1d10 Hit Die when advancing in level and gains weapon/nonweapon capabilities at the same rate as a ranger.