

# The Priest

The Priest follows one of the religions of the world of Forever's Destiny. Perhaps they worship one of the Evermorian gods; **Suriya**, Mistress of the Hunt, **Enki**, Mother of Wisdom, **Shamas**, Lord of War, **Shavla-Shapla-Shanla**, the Triple God, Lord of Stealth, or **Enul**, God of Magic. Perhaps they worship **Gymier**, the force of nature, perhaps a foreign god, or an entire pantheon. Whether through faith and devotion, being in the right place at the right time, sheer luck or divine whim, the Priest has the ability to perform miracles on their deity's behalf.

Priests may be reclusive hermits, heavily armoured battle Priests, sinister summoners of the undead, devoted healers, stealthy hunters: in fact, they are as varied as the deities they follow. A Priest's main purpose in life is to further the cause of their deity and protect those who follow them: many adventuring Priests take on a support and healing role when on missions (even those Priests without the ability to cast healing miracles are well-versed in the healing arts).

While a Priest's actions and choices are often influenced by their patron deity's views, that is not to say Priests of the same god will have the same opinion on any matter, or even be of the same alignment.

A Priest's powers are dependent on their patron deity, and may be revoked without warning if the Priest strays too far from their patron's path (although some gods are more tolerant of lapses than others). Similarly, although it is very rare, a Priest may abandon his patron in favour of another, if they feel abandoned by their deity or that their faithful service is not appreciated. This is not without risk, however, as the Priest's former flock will likely turn on him as a heretic, and some gods are known to send spirits of retribution after any who turn away from their worship!

# PRIEST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	SKILL POINTS	STRESS RESIST	CLASS ABILITIES
1	25 : 24	10	6	Single	10	1S / 1D	Discern Nature Of Wounds Utilise Light Armour Utilise Light Weapons Utilise Power For Miracles Utilise Priestly Cantrips Recognise Undead
2	27 : 26	13	12		1	1S / 2D	
3	29 : 28	16	18	+1 Skill	1	2S / 2D	Meditation
4	31 : 30	19	24		1	2S / 3D	Miracle Reversal
5	33 : 32	22	30	+1 Skill	2	3S / 3D	Remove Own Miracle
6	35 : 34	25	36		1	3S / 3D	
7	37 : 36	28	42		1	3S / 4D	Incite Followers Dying Curse
8	39 : 38	31	48		2	4S / 5D	Make Mystic Item
9	41 : 40	34	54		2	4S / 5D	Utilise Greater Miracles
10	43 : 42	37	60	+1 Skill	2	4S / 5D	
11	46 : 45	42	69		4	5S / 6D	
12	49 : 48	47	78		5	6S / 7D	

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A HUMAN PRIEST GAINS 25:2 LIFE POINTS

AN ELVEN PRIEST GAINS 24:2 LIFE POINTS

## Class Abilities and Skills

**Discern Nature of Wounds** – This allows the Priest to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

**Utilise Light Armour** – This allows the Priest to be able to use any Light Armour: Soft Leather (base 2 AC), Fur (base 3 AC) or Rigid Leather (base 4 AC).

**Utilise Light Weapon** – This allows the Priest to be able to use any Light Weapon (although the Priest may also need Missile Skill, Thrown Skill or Blade Tolerance to use the weapon effectively).

**Utilise Power for Miracles** – this is what makes a Priest. Their devotion to their deity has been recognised to the extent that the Priest is able to perform miracles on the deity's behalf. The miracles a Priest can perform are based on their alignment. As a result of this a Priest is one of the few classes where alignment **must** be chosen at first level.

At first level the Priest receives a number of miracle points to spend on miracles (one point per level of miracle which must be spent at first level). The initial number of points available to a Priest is 75 which can be used as the table below shows.

Alignment	Good Miracles	Neutral Miracles	Evil Miracles
Lawful Good	30 – 40	35 – 45	0
Neutral Good	45 – 60	15 – 30	0
Chaotic Good	30 – 45	30 – 45	0
Lawful Neutral	15 – 30	45 – 60	0
Neutral *	0 – 15	60 – 75	0 – 15
Chaotic Neutral	0	45 – 60	15 – 30
Lawful Evil	0	35 – 45	30 – 40
Neutral Evil	0	15 – 30	45 – 60
Chaotic Evil	0	30 – 45	30 – 45

\* Permission is required from a referee to play this alignment. Note only good or evil miracles may be chosen not both.

In order for a Priest to cast a miracle they must spend points of temporary power equal to the level of the miracle being cast. A Priest may cast any miracle of a level up to one higher than their current casting rank (as long as the miracle is on their miracle list). E.g. an 8<sup>th</sup> rank Priest may cast up to 9<sup>th</sup> level miracles. A Priest may never cast their last point of power.

All Priests are limited to using blunt weapons. This is due to oaths taken to the deities upon the Priest taking their initiation into Priesthood. Should a Priest use bladed weapons without gaining the gift granted to them by their deity (by use of skill picks, etc.) then they will explode and be forever spiritually annihilated. This also opens a gateway to the hells and calls undead from there to be unleashed upon the mortal world. (A number of undead of types up to the Priest's level and equal in number to the Priest's level multiplied by their remaining power squared.)

**Utilise Priestly Cantrips** – This allows the Priest to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the cantrips list for details of which are accessible to Priests.

**Recognise Undead** – The Priest is able to recognise undead on sight, this provides no further information about the undead such as a special type or its summoning level.

**Meditation** – if the Priest sits and meditates for 15 minutes they will regain one point of temporary spent power. During this time they may do nothing else. This will not take the Priest above his maximum power limit.

**Miracle reversal** – A Priest has the ability to cast the reverse of their known miracles. E.g. a good Priest has cure serious wounds. They may reverse this to cause serious wounds. Although this may be done at will, there will be consequences: the first time per weekend is usually overlooked by the deities; the second time the Priest loses half of all experience earned on the weekend. Every use thereafter could cost the Priest a level. This ability is not to be used lightly. The effects on the Priest for using this ability will be totally at the referee's discretion.

**Remove own miracle** – This allows the Priest to voluntarily cancel the effects of any durational effect miracles that they have cast some time in the past. No vocal is required and there is no range limitation.

**Incite Followers** – Once per day the Priest may inspire followers of their religion with such stirring and apt words that they are worked up into a berserk state. A number of followers equal to the Priest level may be so inspired (may include the Priest should they so wish).

**Dying Curse** - Should the Priest be slain, their killer will be tainted. The nature of this taint is dependent on the alignment of the Priest;

**Good** (uses good aligned miracles)

The killer will bear a mark on their forehead that is only visible to those of a good spiritual nature (good Priest, paladins etc.) which denotes the fact that they have slain a good Priest. This will also carry a minus 2 dexterity curse.

**Evil** (uses evil aligned miracles)

With their dying breath they may lay a one line worded curse upon their victim, which the victim will be compelled to adhere to (Ref's discretion). For example "With my dying breath I curse you to never again wield a sword!"

**Neutral** (with no access to good or evil miracles)

May chose between the two versions when they gain the ability - not at the point of death.

**Make Mystic Item** – This allows the Priest to make mystic items – Refer to Makes rules handbook.

**Utilise Greater Miracles** – this grants the Priest one free 10<sup>th</sup> level miracle appropriate to their alignment. This is in addition to any 10<sup>th</sup> level miracle they may have chosen using miracle points.

## Priest Skill Picks

TABLE 1	
Apprentice Alchemist	Discern Possession
<i>Apprentice Black Arts</i>	Discern Power
Detect Spirits	Discern Sanity
<b>Devotion</b>	Discern Tolerance
Discern Alchemy	Spiritual Enhancement
Discern Black Arts	Subdue
Discern Bless / Curse	Utilise Incense
Discern Disease	Utilise Shield
Discern Poison	

TABLE 2	
Alchemist	Utilise Medium Armour
Animosity Vs Undead	Utilise Medium Weapon
<i>Black Arts</i>	Reflex 1
<i>Disguise</i>	<i>Shield Mastery 1</i>
Make Gods Charm/Holy Symbols	<i>Torture</i>
Make Holy/Unholy Water	<i>Track</i>
Make Incense	<i>Turn Blow</i>
Utilise Consecrated Weapon	Weapon Mastery 1

TABLE 3	
Abiding Spirit	<i>Physical Deceive Perception</i>
<b>Additional Power Gain</b>	Reflex 2
<i>Animosity</i>	<i>Reflex 3</i>
Body Weaponry 1	<i>Shield Mastery 2</i>
<i>Conceal Lie</i>	Smash
Dodge	Stamina 1
Enhanced Natural Healing	Statement Of Faith
Genuflexion	Strength 1
Harming Focus	<i>Utilise Heavy Armour</i>
Healing Focus	<i>Utilise Heavy Weapon</i>
Enlightenment	<i>Weapon Mastery 2</i>
<i>Perceive Lie</i>	

TABLE 4	
<i>Blade Tolerance</i>	Paragon
<i>Body Weaponry 2</i>	<i>Stamina 2</i>
<i>Cold Rage</i>	<i>Strength 2</i>
Crushing Blow	Testament Of Faith
Cry of the Faithful	<i>Utilise Chivalric Weapons</i>
<i>Enmity</i>	<i>Weapon Mastery 3</i>
Missile Mastery 1	

Skills in **Bold** must be taken at 1<sup>st</sup> rank, or not at all.  
 Skills in *Italics* are only available to those worshipping certain gods (See ref)

### **Italicised Skill Picks, an explanation**

Some of the skill picks in the above table are in *italics* and can be only be taken by a Priest with a valid link between the ability and their main deity.

Some examples of skill picks follow:

- All Priests may pick Strength 1 from Table 3, but they should have a valid reason to pick Strength 2 from Table 4 such as their deity being a god of Strength or War.
- To gain Track from Table 2, their deity should have some connection with Nature.
- A Priest following Shapla, the lord of Shadows, would be allowed to pick Conceal Lie from Table 3.
- A Priest following a deity of Justice would be allowed to pick Perceive Lie from Table 3.
- To wear and use the heaviest Armour and Weapons, a Priest should be dedicated to a deity of War or Battle.
- A Priest may wish to attempt to gain another casting type which would be associated with their deity, for example a Priest of Ariocho would like to gain some Demonology, or a Priest of Shapla some Illusory magics. Such skills are not so easily gained and must be adventured for – if a Priest proves themselves to their Deity perhaps a boon will be granted!

## Skill Descriptions

### Table One

**Apprentice Alchemist** – This allows the Priest to make potions – Refer to Makes rules handbook.

**Apprentice Black Arts** – This allows the Priest to make poisons, acids, etc – Refer to Makes rules handbook.

**Detect Spirits** – By use of this ability a Priest can feel the presence of spirit on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Priest. This ability allows the Priest to know how many spirits or spiritual effects there are on a person or item: it does not give any information about the type of spirit or spiritual effect.

**Devotion** – Because of the great devotion the Priest has shown to their deity during their initiation, the Priest may choose another 5 miracle points of any alignment to which they already have access. This skill may be purchased more than once.  
*This ability must be purchased at 1<sup>st</sup> rank.*

**Discern Alchemy** – This allows the Priest to discern various potions – Refer to Makes rules handbook.

**Discern Black Arts** – This allows the Priest to discern various poisons, acids, etc – Refer to Makes rules handbook.

**Discern Bless/Curse** – This allows the Priest to discern the presence of any blesses or curses on the target and also to gain an insight into their relative power and nature.

**Discern Disease** – This allows the Priest to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

**Discern Poison** – This allows the Priest to discern the presence and nature of any poison which is currently afflicting the target, including poisons with no current physical symptoms.

**Discern Possession** – This allows the Priest to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the possession it may be possible to recognise the type of possession in effect.

**Discern Power** – This allows the Priest to discern the amount of Power in a person, object or spell effect. (E.g. How much power a target has remaining or the amount of power cast into a spiritual miracle.)

**Discern Sanity** – This allows the Priest to discern the amount of Sanity a person has remaining.

**Discern Tolerance** – This allows the Priest to discern the remaining daily tolerance a person has.

**Spiritual Enhancement** – This skill permanently grants the Priest an additional 2 power. This skill may be purchased more than once.

**Subdue** – this allows the Priest to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Priest does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

**Utilise Incense** - By burning specially prepared incense (which may be purchased from the armoury) the Priest may now meditate in order to recover lost temporary power at a rate of one point per minute. The Priest may only regain their power once per mission length in this way.

**Utilise Shield** – This allows the Priest to use Shields of any size.

## Table Two

**Alchemist** – This further enhances the Priest's potion making skills – Refer to Makes rules handbook

**Animosity vs. Undead** – This allows the Priest to berserk at will against Undead. When in berserk the Priest loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow, etc. The Priest gains 6 points of strength and has all normal physical damage taken reduced to ½ after armour. While in a Berserk state the Priest will keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through berserk) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period at the end of the berserk. 1 Sanity is lost per use of this skill.

**Black Arts** – This further enhances the Priest's poison, acid, etc making skills – Refer to Makes rules handbook.

**Disguise** – this skill allows the Priest to chance their appearance. This can include base race changes of approximately the same size and stature as the Priest, hair colour, etc.

**Make Gods Charm/Holy/Unholy Symbols** – This allows the Priest to manufacture symbols of their faith and, if they have a Bless or Curse miracle to also manufacture Gods Charms. (Either +1 dexterity or +1 strength.)

They may only make Symbols or Gods Charms of their own primary Patron, even if they are polytheistic. A maximum of 1 item per 2 levels per weekend can be made by the Priest, in any combination of Symbols and Gods Charms. There is no cost to make these items apart from the power cost of casting the spell. To make Gods Charms last longer than one weekend, the Priest must be able to cast Permanent Bless or Curse.

**Make Holy/Unholy Water** – This allows the Priest who has a Bless or Curse miracle to enchant 2 units of Holy/Unholy water per level per weekend. The liquid detects as spiritual until used. There is no cost to make these items apart from the power cost of casting the spell. To make the water last longer than one weekend, the Priest must be able to cast Permanent Bless or Curse.



**Make Incense** – the Priest may make double their level in incense sticks per weekend. A Priest must be able to Utilise Incense to Make Incense. There is no cost to make incense.

**Utilise Consecrated Weapon** – allows the use of one specific non-blunt weapon (e.g. a dagger, tiger's claws or a garrottes) to be used in religious ceremonies and sacrifices. Should the weapon be lost, shattered, etc a new one must be consecrated - which must be done in a ceremony lasting at least one hour. For every blow struck with the weapon a suitable phrase to the Priest's religion should be uttered.

**Utilise Medium Armour** – This allows the Priest who already has Utilise Light Armour to be able to use any Medium Armour: Ring or Chain Mail (base 6 AC), Scale and Brigandine (base 8 AC).

**Utilise Medium Weapon** – This allows the Priest who already has Utilise Light Weapon to be able to use any Medium Weapon (although the Priest may also need Missile Skill, Thrown Skill or Blade Tolerance to use the weapon effectively).

**Reflex 1** – This gives the Priest one point of dexterity.

**Shield Mastery 1** – This gives the Priest one additional point of dexterity AC when using a shield. This also adds one hit of breaking resistance to a shield in the hands of the Priest. E.g. Shield Mastery 1 means a normal shield would break on a Six, rather than a Five.

**Torture** – This allows the Priest to extract information from an unwilling subject by means of torture. They are able to extract either three one word answers to three closed questions, or it can be used to get one detailed answer to an open ended question. The question must be answered and the answers given must be the truth as far as the subject knows. The subject will die at the end of the torture.

**Track** – This allows the Priest to track known prints or markings. Priests may learn these through study and any known tracks should be recorded by a referee on a track card. Track may also allow a Priest to follow a train of someone who has passed through, depending on the conditions of the area. (See ref.)

**Turn Blow** – This allows the Priest to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

**Weapon Mastery 1** – This gives the Priest plus 6 lps damage with a chosen melee weapon. E.g. a Single-handed Mace

### Table Three

**Abiding Spirit** – Once a day the Priest may invoke this ability and for the next 5 minutes any durational spiritual miracle cast by the Priest has an extended duration of 1½ times the normal duration of the miracle.

Abiding Spirit may not be active at the same time as Harming Focus, Healing Focus or Paragon.

**Additional Power Gain** - The Priest begins with a power gain of 3 points per level. Each time the Priest buys this ability they gain an additional initial power, and an additional point of power per level. For example, if a Priest purchases this ability twice they have an initial power of 12 and henceforth have a power gain of five power per level. A Priest starting on 10 initial power may have a maximum power gain of 5 points per level. A Priest starting on less than 10 initial power may have a maximum power gain of 4 points per level.

*This ability must be purchased at 1<sup>st</sup> rank.*

**Animosity** – This allows the Priest to berserk at will against a specific type of adversary. The enemy type must be cleared with a referee. When in berserk the Priest loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow, etc. The Priest gains 6 points of strength and has all normal physical damage taken reduced to ½ after armour. While in a Berserk state the Priest will keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through berserk) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period at the end of the berserk.

**Body Weaponry 1** – This allows the Priest to inflict base 6lps damage with hands and feet. NB. Anyone choosing this skill will be checked for safety in unarmed fighting.

**Conceal Lie** – This allows the Priest to physically confound physical or spiritual detect or perceive lie.

**Dodge** – This allows the Priest to dodge one melee blow per day, this will work on all but the most powerful mystic types. This skill may be purchased more than once.

**Enhanced Natural Healing** – This doubles the amount of natural healing the Priest can use per day.

**Enlightenment** – The Priest's deity grants the Priest a further 10 points to choose any miracles to which their alignment and deity grants them access. This skill may be purchased more than once.

**Genuflexion** - Once per lunar month the Priest may evoke the power of this ability. For the following five minutes (one encounter) they may resist spiritual effects (miracles cast at them, undead effects etc.) with the following restrictions:

1. They may resist a total number of levels of effects equal to their class rank.  
E.g. a 6<sup>th</sup> rank character may resist 6 levels of effects.
2. Genuflexion may only resist effects up to fifth level.
3. All undead effects are considered to be the same level as the undead that is causing them.
4. Rituals count as twice their ritual level; e.g. an evil eye is a first sphere necromantic ritual and hence counts as two levels for the purposes of Genuflexion.

**Harming Focus** – this ability may be picked by any Priest who has harming miracles on their miracle list. By focusing their spirit they may, for 5 minutes per day, cast all harming miracles for 1½ times the harming effect.

E.g. a Cause Grievous cast while Harming Focus is active will deal 54lps damage.

Harming Focus will not increase any power damage dealt by a miracle.

Harming Focus may not be active at the same time as Abiding Spirit, Healing Focus or Paragon.

**Healing Focus** – this ability may be picked by any Priest who has curing miracles on their miracle list. By focusing their spirit they may, for 5 minutes per day, cast all curing miracles for 1½ times the curing effect.

E.g. a Cure Serious cast while Healing Focus is active will heal 18lps.

Healing Focus will not increase any power healing done by a miracle.

Healing Focus may not be active at the same time as Abiding Spirit, Harming Focus or Paragon

**Perceive Lie** – This allows the Priest by reading body language and general posture while they talk to someone to tell if they are being lied to. The conceal lie skill of the likes of Anti Paladins, Spies, etc will foil this skill.

**Physical Deceive Perception** – This allows the Priest to foil Detect lie, Detect race (if suitably disguised), Detect outlaw, Discern wounds, etc. This skill works at the referee's discretion and will not foil any mystical scrying or abilities.

**Reflex 2** – This gives the Priest two additional points of dexterity. Must have Reflex 1 first.

**Reflex 3** – This gives the Priest three additional points of dexterity. Must have Reflex 2 first.

**Shield Mastery 2** – This gives the Priest two additional points of dexterity AC when using a shield. Requires Shield Mastery 1 (giving a total additional three points of dexterity AC). This also adds one more hit of breaking resistance to a shield in the hands of the Priest. E.g. Shield Mastery 2 means a normal shield would break on a Seven, rather than a Five.

**Smash** – This allows the Priest with a suitable weapon, e.g. Axe, Polearm, Mace to break open a door, break a shield, etc (Ref's discretion.) Usable 1 per 4 levels per day. This skill may be purchased more than once.

**Stamina 1** – This gives the Priest +3 lps total body.

**Statement of Faith** - Once per four levels per day the Priest can resist one evil Priestly miracle up to two levels higher than them self. An appropriate religious phrase should be uttered. This skill may be purchased more than once.

*This ability may only be purchased by Good Priests.*

**Strength 1** – This gives the Priest +3 strength.

**Utilise Heavy Armour** – This allows the Priest who already has Utilise Medium Armour to be able to use any Heavy Armour: for example Plate (base 12 AC).

**Utilise Heavy Weapon** – This allows the Priest who already has Utilise Medium Weapon to be able to use any Heavy Weapon (although the Priest may also need Missile Skill, Thrown Skill or Blade Tolerance to use the weapon effectively).

**Weapon Mastery 2** – This gives the Priest plus 6 lps damage with a chosen melee weapon. E.g. A Single-handed Mace for a total of plus 12 lps damage with the chosen weapon type. Requires the Priest to have Weapon Mastery 1 in the same weapon type.

#### Table Four

**Blade Tolerance** – The Priest may now safely use bladed and other non-blunt weapons against any foe.

**Body Weaponry 2** – This allows the Priest to deal an additional 6 lps damage with Body Weaponry. Requires the Priest to have Body Weaponry 1.

**Cold Rage** – This allows the Priest to enter a state of rage against an opponent. A Priest in this state will take only one quarter of all normal physical damage after armour. The Priest gains plus 6 points of strength whilst in cold rage. The Priest may still use all weapon masteries and skill whilst in cold rage. The skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the Priest to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately. This skill is usable once per six levels per day.

**Crushing Blow** – This allows the Priest with a suitably blunt/heavily bladed (axe) weapon, or body weaponry to strike a location and reduce it to 0 lps. This skill is usable 1 per 4 levels per day. This skill may be purchased more than once.

**Cry of the Faithful** – this ability allows a Priest to petition their deity to allow them to cast a miracle while under duress. The Priest may not have enough power remaining to cast the miracle, or they may be prevented from casting in some way because of an impaling effect, rune of pain, cut to bleed, etc (see ref). In these circumstances a Priest may cast a spell from their miracle list of no higher than their level. This spell has zero power cost. Vocals must still be used and no spell which has any permanent, irrevocable or non-power costs can be cast using Cry of the Faithful. This skill is usable once per four levels per day.

**Enmity** – this skill allows the Priest to cold rage against a pre-specified type of opponent. This skill is at will, but you must check with a referee what you are allowed to have enmity against.

**Missile Mastery 1** – This allows the Priest to inflict an additional 6 lps damage with a favoured missile weapon – bow, cross bow, etc.

**Paragon** – this ability allows a Priest to channel miracles of their alignment for a reduced cost for 5 minutes per day. Each miracle of the Priest's alignment cast while in the Paragon state costs one less power than normal. (All miracles still cost a minimum of 1 power.)

E.g. a Lawful Neutral Priest who uses Paragon will cast all Neutral miracles for one power less for 5 minutes.

Paragon may not be active at the same time as Abiding Spirit, Harming Focus or Healing Focus.

**Stamina 2** – This gives the Priest an additional +6 lps total body. Requires Stamina 1.

**Strength 2** – This gives the Priest an additional +6 strength. Requires Strength 1.

**Testament of Faith** - This ability may only be used once per lunar month.

The effects are as follows:

1. The Priest is immune to the touch of evil spirits - no evil miracle or evil summoned creature may touch, damage or affect them.
2. The duration is 15 minutes (unless extended).
3. All summoned evil creatures will shy away from and refuse to look upon the caster. This will also include mindless undead. (zombies skeletons etc)
4. The Priests remaining power is halved (rounding down). The Priest must therefore be on at least 2 power in order to enact Testament of Faith.
5. The duration may be extended at a further cost of 2 power per minute.

*This ability may only be purchased by Good Priests.*

**Utilise Chivalric Weapons** - This gives the Priest one chivalric weapons point per two levels. See Chivalric Weapons Table.

**Weapon Mastery 3** - This gives the Priest plus 6 lps damage with a chosen melee weapon. E.g. A Single-handed Mace for a total of plus 18 lps damage with the chosen weapon type. Requires the Priest to have Weapon Mastery 2 in the same weapon type.

# Additional Priestly Casting Information

## Banishing Spells

All spells that are classed as banishing work in the following way;

The spell will target one type of creature of the pre-specified type.

E.g. Banish Ghast will only have an effect on Ghasts.

Upon pronouncing the vocal the following will apply:

- The creature will be forced to flee from the caster,
- At a distance of 10ft the creature will be able to roam free, but will stay 10ft away of the Priest for the duration. This is not to say it will leave,
- ALL of the pre-specified creature type will be affected by a single casting of the spell (for the duration). E.g. All Ghasts will be forced away by a Banish Ghast miracle.

Should the caster approach a creature who is banished, it will be forced to retreat away. The banishment IS NOT broken by the caster moving closer to the target.

## Control Spells

All spells that are classed as control work in the following way:

The spell will target one creature of the pre specified type.

E.g. Control Zombie will affect one specific Zombie targeted by the casting Priest.

If a control spell is cast upon a creature that is of a lower level/type than the creature specified in the description, it will have full effect but will still cost the full cost to cast.

E.g. If Control Spectre (9<sup>th</sup> lvl) is cast on a Zombie, it will effect but will still cost 9 Power.

If a control spell is cast on a creature that is higher level/type than the specified creature it will have no effect at all.

E.g. If Control Zombie (2<sup>nd</sup> lvl) is cast on a Spectre (12<sup>th</sup> lvl undead), it will have no effect but the Priest will still lose the 2 casting Power.

Upon pronouncing the vocal the caster will gain control of the targeted creature as though he were the creature's summoner (the caster can command the creature fully). The creature will continue to follow the last order he was given, until new orders to the contrary.

The original summoner cannot override the newly acquired control (Ref's discretion), as if all control had been passed to the new controller. A subsequent control spell would need to be cast to gain control of the targeted creature (which *could* be cast by the original summoner).

Control spells have no effect whatsoever on a creature that is a 'returning spirit'.

It is worth noting that some creatures cannot be controlled by a control spell, although this is often dependent on the creature and whom or what summoned the creature...

If the summoner of the creature is killed they are from that point uncontrolled and need not follow any previous instructions.

## Curing Spells

Curing or 'Healing' spells fall into one of two categories; ones that heal damage and ones that remove 'blighting' conditions from the subject. These work as follows (any exceptions are noted in the individual spell descriptions):

### Cures that restore life points to damaged locations

These spells will heal a number of life points damage (indicated in the individual spell description) to the location touched (the caster must use both hands in order to do this) and to the total body of the recipient. The spell's healing can be broken down and split across different locations as long as the divisions are equal, e.g. A *Cure Serious* (12LPs healing) could cure 6 locations for 2 pts, cure 4 locations for 3pts, etc. To do this the caster must touch the location to be cured with both hands and incant the vocal "both here, and here, and here, and ..." while touching each location in turn.

Alternatively, a curing miracle may be used to restore temporary Power damage. The amount of Power that can be restored in this way is indicated in the individual spell descriptions.

N.B. When using Spiritual curing, where there is mention of 'touching' a subject, the curing spell will automatically protect the caster from that which they are curing.

### Cures that remove blighting effects from the subject

These spells all work in different ways (indicated in their individual descriptions), however in general terms they work by cancelling out a specific affect, thus preventing it having any *further* effect from the point at which it is cured. This type of spell also requires the caster to touch the victim with both hands.

## Dismissal

All spells that are classed as dismissal work in the following way; the spell will target one creature of the pre specified type. E.g. Dismiss Zombie will affect one specific Zombie targeted by the casting Priest.

If a dismiss spell is cast upon a creature that is lower level/type than the creature specified in the description, it will have full effect but will still cost the full cost to cast. E.g. If Dismiss Ghoul (5<sup>th</sup> lvl) is cast on a Zombie, it will effect but will still cost 5 Power.

If a dismiss spell is cast on a creature that is higher level/type than the specified creature it will have no effect at all. E.g. If Dismiss Zombie (2<sup>nd</sup> lvl) is cast on a Ghoul (5<sup>th</sup> lvl undead), it will have no effect but the Priest will still lose the 2 casting Power.

Upon pronouncing the vocal one of the following effects will occur:

- If the caster strikes the subject with his hand, the subject is forced to instantly flee to from whence it came (sending it back to its home plane). Should the creature be corporeal undead, the corpse will fall lifeless once more, but the subject is destroyed.
- If the caster does NOT touch the subject the following will occur. So long as the caster holds out the palm of his hand the subject must back directly away from the caster to a distance of 30ft. Whilst in that state the subject may not make any attacks or use any abilities. If the subject should be backed into a solid barrier e.g. a wall, the subject behaves as above (a), forcing it to flee, the corpse falling lifeless once more should it be corporeal undead. If the subject is NOT backed into a barrier, the caster may still strike it with his hand which will produce the same effect described above (or course if the creature in question is fleeing from the caster this may be difficult to accomplish!)

## Raise / Summon Undead

The power to animate the dead and damn their souls for all eternity is amongst the darkest of arts, it is truly evil in nature and learnt only by those with the blackest of souls... It is also a crime under Avmarian law, and anyone caught using these foul miracles is likely to be hanged.

Undead are divided into two main categories, corporeal, and incorporeal. They are summoned using the following rules:

- A dead body is required in order for a corporeal undead to be raised.
- Incorporeal undead do not require a body in order to be created; the spirit is simply summoned directly.
- Once raised as undead, the body's spirit is spiritually annihilated. As such, the body may never again be raised as undead, resurrected, etc.
- Unless controlled to the contrary, the summoned undead is under the command of its summoner.
- Can be commanded to perform any task by their master; they must be within earshot (as an idea of distance) although the instructions need not be spoken aloud.
- Are Immune to Psionics and all Mind Influencing effects,
- Are **always** affected by Holy damage and Holy water, unless their stats (or a spell, item, etc.) specifically states that it protects them from this Undead destroying power.

### Corporeal Undead

- Are completely mindless and will attack the nearest living creature unless commanded otherwise.
- Have Life Sense – this is what they use to attack the living. If a creature is somehow concealed from life sense, but is still moving, they will still be attacked but will be the lowest priority target in the area.
- Are highly restricted in their movement, they can move;
  - Within 30 feet of the point where they were raised.
  - Within 10 feet of the person who raised.
  - Where commanded by their master. After which they will remain within 10 feet of where they find themselves.

### Incorporeal Undead

- Have spirit sight in addition to life sense.
- Are dismissed (destroyed) instantly in sunlight.
- Can move freely but will not enter areas of daylight (for obvious reasons).
- Are intelligent.
- Are not bound by the laws of gravity or matter - they are able to move freely through the air and ground (in fact, any solid inanimate object).
- Cannot use any supernatural abilities whilst they are part way between solid objects and free space. E.g. a spectre that is moving underground *may not* raise his hand above ground in order to level drain someone, he must move so that his is completely above ground in order to do this.



## **Wounding**

Causes, 'Harming' or 'Wounding' spells fall into one of two categories; ones that cause damage and ones that inflict 'blighting' conditions from the subject. These work as follows (any exceptions will be noted in the individual spell descriptions):

### **Causes that inflict damage**

These spells inflict a number of life points damage (indicated in the individual spell description) to the location touched (the caster must use both hands in order to do this) and to the total body of the recipient. Damage inflicted is dependent on the mystic type of the spell.

Alternatively, a harming miracle may be used to cause temporary Power damage. The amount of Power that the victim will lose in this way is indicated in the individual spell descriptions.

### **Causes that inflict blighting effects upon the subject**

These spells all work in different ways (indicated in the individual descriptions), however in general terms they work by causing the subject to suffer from a detrimental condition. This type of spell also requires the caster to touch the victim with both hands.

### **Duration**

Wounding spells, as touch spells, allow for up to 30 seconds to touch the intended victim, or the spell is wasted.

## Priestly Miracles

1	Detect Evil Protection from Evil	Halt Heal Self Locate Spirit	Blight Detect Good Protection from Good
2	Cure Light Wounds Dismiss Zombie Remove Fear Remove Paralysis Repel Evil	Control Zombie Remembrance Rune of Sleep Spirit of Seeing Stasis	Cause Light Wounds Conceal Lie Curse Repel Good
3	Banish Ghoul/Ghast Bless Cure Serious Wounds Detect Lie Dismiss Skeleton Resist Paralysis	Armour of Life Control Skeleton Deafness Divinations Evade Power Shield Speak with Dead	Cause Disease Cause Serious Wounds Fear Raise Zombie
4	Cure Disease Dismiss Shadow Godsfire Rune of Heartsease	Blast Control Shadow Exhaustive Wave Power Meld Rune of Consciousness Silence Warding from Spirits	Aura Deception Damnation Helsfire Raise Skeleton Rune of Fear
5	Banish Wraith Bless, 24 hour Dismiss Ghoul/Ghast Purify Food and Drink Remove Poison Restore Power Rune of Truth	Blindness Control Ghoul/Ghast Entrapment Power Shield, Major Warding, Minor	Beguilement Poison Summon Shadow
6	Banish Wight Cure Genetic Disease Reveal Truth Sanctify	Discern Aura Power Resistance Repulsion	Desecrate Disrupt Sanity Raise Ghoul/Ghast Rune of Hate Rune of Pain
7	Cure Grievous Wounds Dismiss Wraith Protection from Evil 10ftR Regenerate Sanity Restore Sanity Strike Against Evil	Control Wraith Empower Gate Bar	Cause Grievous Wounds Plague Protection from Good 10ftR Strike Against Good
8	Bless, Permanent Dispel Evil Dismiss Wight Exorcism Regeneration Total Heal Truth Tell	Control Wight Planestep Warding, Major	Dispel Good Possession Summon Wraith Suspended Animation Wither Limb
9	Dismiss Vampire Godsflame Raise Dead	Control Spectre Repulsive Blast Summon Servant	Helsflame Summon Wight Terrify
10	Destroy Evil Resurrection Smite Evil	Gate Rune of Rage	Call Vampire Destroy Good Smite Good Touch of Death

Alphabetical Listing					
Armour of Life	3 <sup>rd</sup> N	Dismiss Skeleton	3 <sup>rd</sup> G	Remembrance	2 <sup>nd</sup> N
Aura Deception	4 <sup>th</sup> E	Dismiss Vampire	9 <sup>th</sup> G	Remove Fear	2 <sup>nd</sup> G
Banish Ghoul/Ghast	3 <sup>rd</sup> G	Dismiss Wight	8 <sup>th</sup> G	Remove Paralysis	2 <sup>nd</sup> G
Banish Wight	6 <sup>th</sup> G	Dismiss Wraith	7 <sup>th</sup> G	Remove Poison	5 <sup>th</sup> G
Banish Wraith	5 <sup>th</sup> G	Dismiss Zombie	2 <sup>nd</sup> G	Repel Evil	2 <sup>nd</sup> G
Beguilement	5 <sup>th</sup> E	Dispel Evil	8 <sup>th</sup> G	Repel Good	2 <sup>nd</sup> E
Blast	4 <sup>th</sup> N	Dispel Good	8 <sup>th</sup> E	Repulsion	6 <sup>th</sup> N
Bless	3 <sup>rd</sup> G	Disrupt Sanity	6 <sup>th</sup> E	Repulsive Blast	9 <sup>th</sup> N
Bless, 24 hour	5 <sup>th</sup> G	Divinations	3 <sup>rd</sup> N	Resist Paralysis	3 <sup>rd</sup> G
Bless, Permanent	8 <sup>th</sup> G	Empower	7 <sup>th</sup> N	Resurrection	10 <sup>th</sup> G
Blight	1 <sup>st</sup> E	Entrapment	5 <sup>th</sup> N	Restore Power	5 <sup>th</sup> G
Blindness	5 <sup>th</sup> N	Exhaustive Wave	4 <sup>th</sup> N	Restore Sanity	7 <sup>th</sup> G
Call Vampire	10 <sup>th</sup> E	Exorcism	8 <sup>th</sup> G	Reveal Truth	6 <sup>th</sup> G
Cause Disease	3 <sup>rd</sup> E	Evade	3 <sup>rd</sup> N	Rune of Consciousness	4 <sup>th</sup> N
Cause Grievous Wounds	7 <sup>th</sup> E	Fear	3 <sup>rd</sup> E	Rune of Fear	4 <sup>th</sup> E
Cause Light Wounds	2 <sup>nd</sup> E	Gate	10 <sup>th</sup> N	Rune of Hate	6 <sup>th</sup> E
Cause Serious Wounds	3 <sup>rd</sup> E	Gate Bar	7 <sup>th</sup> N	Rune of Heartsease	4 <sup>th</sup> G
Conceal Lie	2 <sup>nd</sup> E	Godsfire	4 <sup>th</sup> G	Rune of Pain	6 <sup>th</sup> E
Control Ghoul/Ghast	5 <sup>th</sup> N	Godsflame	9 <sup>th</sup> G	Rune of Rage	10 <sup>th</sup> N
Control Shadow	4 <sup>th</sup> N	Halt	1 <sup>st</sup> N	Rune of Sleep	2 <sup>nd</sup> N
Control Skeleton	3 <sup>rd</sup> N	Heal Self	1 <sup>st</sup> N	Rune of Truth	5 <sup>th</sup> G
Control Spectre	9 <sup>th</sup> N	Helsfire	4 <sup>th</sup> E	Sanctify	6 <sup>th</sup> G
Control Wight	8 <sup>th</sup> N	Helsflame	9 <sup>th</sup> E	Silence	4 <sup>th</sup> N
Control Wraith	7 <sup>th</sup> N	Locate Spirit	1 <sup>st</sup> N	Smite Evil	10 <sup>th</sup> G
Control Zombie	2 <sup>nd</sup> N	Plague	7 <sup>th</sup> E	Smite Good	10 <sup>th</sup> E
Cure Disease	4 <sup>th</sup> G	Planestep	8 <sup>th</sup> N	Speak with Dead	3 <sup>rd</sup> N
Cure Genetic Disease	6 <sup>th</sup> G	Poison	5 <sup>th</sup> E	Spirit of Seeing	2 <sup>nd</sup> N
Cure Grievous Wounds	7 <sup>th</sup> G	Possession	8 <sup>th</sup> E	Stasis	2 <sup>nd</sup> N
Cure Light Wounds	2 <sup>nd</sup> G	Power Meld	4 <sup>th</sup> N	Strike Against Evil	7 <sup>th</sup> G
Cure Serious Wounds	3 <sup>rd</sup> G	Power Resistance	6 <sup>th</sup> N	Strike Against Good	7 <sup>th</sup> E
Curse	2 <sup>nd</sup> E	Power Shield	3 <sup>rd</sup> N	Summon Servant	9 <sup>th</sup> N
Damnation	4 <sup>th</sup> E	Power Shield, Major	5 <sup>th</sup> N	Summon Shadow	5 <sup>th</sup> E
Deafness	3 <sup>rd</sup> N	Protection from Evil	1 <sup>st</sup> G	Summon Wight	9 <sup>th</sup> E
Desecrate	6 <sup>th</sup> E	Protection from Evil 10ftR	7 <sup>th</sup> G	Summon Wraith	8 <sup>th</sup> E
Destroy Evil	10 <sup>th</sup> G	Protection from Good	1 <sup>st</sup> E	Suspended Animation	8 <sup>th</sup> E
Destroy Good	10 <sup>th</sup> E	Protection from Good 10ftR	7 <sup>th</sup> E	Terrify	9 <sup>th</sup> E
Detect Evil	1 <sup>st</sup> G	Purify Food and Drink	5 <sup>th</sup> G	Total Heal	8 <sup>th</sup> G
Detect Good	1 <sup>st</sup> E	Raise Dead	9 <sup>th</sup> G	Touch of Death	10 <sup>th</sup> E
Detect Lie	3 <sup>rd</sup> G	Raise Ghoul/Ghast	6 <sup>th</sup> E	Truth Tell	8 <sup>th</sup> G
Discern Aura	6 <sup>th</sup> N	Raise Skeleton	4 <sup>th</sup> E	Warding from Spirits	4 <sup>th</sup> N
Dismiss Ghoul/Ghast	5 <sup>th</sup> G	Raise Zombie	3 <sup>rd</sup> E	Warding, Major	8 <sup>th</sup> N
Dismiss Shadow	4 <sup>th</sup> G	Regenerate Sanity	7 <sup>th</sup> G	Warding, Minor	5 <sup>th</sup> N
		Regeneration	8 <sup>th</sup> G	Wither Limb	8 <sup>th</sup> E

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## Good

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### 1<sup>st</sup> Level

#### **Detect Evil**

*Level:* 1 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "Spirits I command thee reveal if thou art evil."

*Mind Influencing:* No

*Description:* The Priest must point at his intended victim and invoke the miracle. If the body contains an evil spirit a 'Yes' answer will be received. If the subject does not contain an evil spirit (or the evil spirit is below 3<sup>rd</sup> level) no response will be received by the caster.

#### **Protection from Evil**

*Level:* 1 [Good]

*Duration:* 5 minutes

*Range:* Touch

*Vocals:* "Spirits protect me/him/her from all that is evil."

*Mind Influencing:* No

*Description:* The Priest or person touched gains +1 Dexterity AC when attacked in any way by an evil being, this includes weapons or spells or agents of evil, e.g. an elemental summoned by an evil demonist. This miracle is stackable with Bless.

### 2<sup>nd</sup> Level

#### **Cure Light Wounds**

*Level:* 2 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits aid me I do adjure, heal this flesh with a single cure."

*Mind Influencing:* No

*Description:* This is a curing miracle that heals 6 life points (Or 3 Hits if cast upon a 'monster'). Unlike other Cure Miracles, Cure Light Wounds may be cast by using only one hand, although the healing may not be split over multiple locations nor may it be used to heal Power damage.

#### **Dismiss Zombie**

*Level:* 2 [Good]

*Duration:* Special

*Range:* 10ft

*Vocals:* "Spirit of Undead in zombie likeness hear me, I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Zombies.

#### **Remove Fear**

*Level:* 2 [Good]

*Duration:* Instant / 10 minutes (see below)

*Range:* Touch

*Vocals:* "Be true, be strong, be brave."

*Mind Influencing:* No

*Description:* This may be cast in one of two ways;

1. This miracle will nullify the effects of any Mantic 1 and below or Undead fear effects.
2. If cast pre-emptively it will make the subject immune to the next fear effect (of the types given above) that is cast upon the subject before the duration of the miracle has passed.

#### **Remove Paralysis**

*Level:* 2 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirit hear me I bid thee now be free of all constraint."

*Mind Influencing:* No

*Description:* This miracle will remove the effects of any Mantic 1 and below or Undead paralysis upon the individual affected.

**Repel Evil**

*Level:* 2 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "Spirits of evil hear me I repel thee."

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal all subjects within 30ft of a 120° arc indicated by the caster that hold an evil spirit must move ten feet, directly away from the caster.

N.B. This will also affect any undead of a higher level than a ghastr/ghoul, those undead that are of equal or lower level than a ghastr/ghoul are unaffected.

### 3<sup>rd</sup> Level

**Banish Ghoul/Ghastr**

*Level:* 3 [Good]

*Duration:* 15 minutes

*Range:* 10ft

*Vocals:* "Howling spirit from without begone I command thee go hence."

*Mind Influencing:* No

*Description:* This is an Undead Banishing Miracle that will affect Ghouls and Ghastrs.

**Bless**

*Level:* 3 [Good]

*Duration:* 3 hours

*Range:* Touch

*Vocals:* "Spirits of light come forth and ward thy servant here before thee."

*Mind Influencing:* No

*Description:* After incanting the vocals and touching the recipients head, whomever the Priest has touched gains +2 Dexterity AC for the duration. The recipient should be a member of the Priest's religion, be *Alliance Initiated* to the religion or have some other valid reason to able to take the bless if it is of a different religion (Ref's Discretion.) If the recipient breaks a major tenant of the Priest's religion, the bless may change into a curse.

**Cure Serious Wounds**

*Level:* 3 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits aid me I do adjure thee heal this flesh with thy cure."

*Mind Influencing:* No

*Description:* This is a curing miracle that heals 12 life points (6 Hits if cast upon a 'monster'). Alternatively it may be used to restore 2 points of temporary Power damage.

**Detect Lie**

*Level:* 3 [Good]

*Duration:* 15 minutes

*Range:* Caster only

*Vocals:* "Spirits of truth reveal to me if falsehood has gone between us."

*Mind Influencing:* No

*Description:* After speaking these vocals the Priest will receive uneasy feelings if anyone lies directly to him for the duration. He cannot pry into other conversations.

**Dismiss Skeleton**

*Level:* 3 [Good]

*Duration:* Instant

*Range:* 10ft

*Vocals:* "Spirit of Undead in skeleton likeness here me I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Skeletons.

### **Resist Paralysis**

*Level:* 3 [Good]

*Duration:* 15 minutes

*Range:* Touch

*Vocals:* "Spirits I bid thee render this soul free of all constraint, and free of all those who would lay such against me/him/her."

*Mind Influencing:* No

*Description:* For the duration the recipient will find themselves immune to all Mantic 1 and below or Undead paralysis.

## **4<sup>th</sup> Level**

### **Cure Disease**

*Level:* 4 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits of life at my command come forth and cleanse this afflicted soul."

*Mind Influencing:* No

*Description:* The Priest must then touch the one whom he intends to cure (be it himself or another) on the forehead hence the victim is clear of all diseases spiritual and physical and shall remain so until his next infection.

### **Dismiss Shadow**

*Level:* 4 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirit of death in shadowy form hear me I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Shadows.

### **Godsfire**

*Level:* 4 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "I summon forth the wrath of powers and smite thee now with Godsfire."

*Mind Influencing:* No

*Description:* The Priest must point at his victim and pronounce the vocal aloud; the victim will then take the following damage depending on alignment:

Evil	18 LPs (9 Hits) or 3 Power damage
Neutral	12 LPs (6 Hits) or 2 Power damage
Good	6 LPs (3 Hits) or 1 Power damage

The damage is instant and spiritual. It is **not** at all Fire based, although the effects of this miracle are a visible wreathing in white flame.

### **Rune of Heartsease**

*Level:* 4 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* None.

*Somatic:* All 5 fingers of the casters primary hand touching to begin with, then all spread outwards as if to form a fan shape.

*Mind Influencing:* No

*Description:* This miracle counteracts the effects of any Priestly runes present on the subject.

## 5<sup>th</sup> Level

### **Banish Wraith**

*Level:* 5 [Good]

*Duration:* 25 minutes

*Range:* 10ft

*Vocals:* "Mist filled figure from the grave begone I command thee go hence."

*Mind Influencing:* No

*Description:* This is an Undead Banishing Miracle that will affect Wraiths.

### **Bless, 24 hour**

*Level:* 5 [Good]

*Duration:* 24 hours

*Range:* Touch

*Vocals:* "Spirits of light come forth to ward thy servant here before thee."

*Mind Influencing:* No

*Description:* After incanting the vocals and touching the recipients head, whom ever the Priest has touched gains +2 Dexterity AC for the duration. The recipient should be a member of the Priest's religion, be *Alliance Initiated* to the religion or have some other valid reason to able to take the bless if it is of a different religion (Ref's Discretion.) If the recipient breaks a major tenant of the Priest's religion, the bless may change into a curse.

### **Dismiss Ghoul/Ghast**

*Level:* 5 [Good]

*Duration:* Instant

*Range:* 10ft

*Vocals:* "Spirit of Undead in ghoulish/ghastly form hear me I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Ghouls and Ghasts.

### **Purify Food and Drink**

*Level:* 5 [Good]

*Duration:* 25 min.

*Range:* Touch

*Vocals:* "Let fires of purity cleanse all sustenance here about and before me."

*Mind Influencing:* No

*Description:* This miracle removes any poison or disease from food and drink. It will turn an alcoholic drink non-alcoholic, etc. It will not cure anything alive. The miracle affects every piece of food or drink touched by the Priest over the duration. The vocal need not be incanted each time. The miracle has no effect on Lembas, Unholy water, or similar items, nor on items that occur naturally as a poison, e.g. Poisonous plants. Once purified the food will remain that way and cannot be infected or poisoned again within the duration of the miracle, though it can rot.

### **Remove Poison**

*Level:* 5 [Good]

*Duration:* 25 minutes

*Range:* Touch

*Vocals:* "Spirits of life hear me I beseech thee to cleanse this afflicted soul before thee."

*Mind Influencing:* No

*Description:* This miracle removes any poison in the recipients system be it spiritual, herbal or natural (ref's discretion), if cast upon them at any point before the poison takes effect (typically 30 seconds) of it entering their system. If there is no poison present in their system then the miracle will resist 6LPs (2 Hits to monsters) per level of the caster in poison damage if inflicted within the duration of the miracle. This miracle will not have any effect on a non living subject, e.g. it cannot be used to remove the alcohol from a glass of wine.

**Restore Power**

*Level:* 5 [Good]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits aid you for your power is slight, come from me for I lend you my might."

*Mind Influencing:* No

*Description:* This miracle heals 5 Power damage, the miracle will not allow anyone to go above their maximum Power level. It can never be used to restore more Power than it costs the Priest to cast, e.g. if the Priest is somehow able to cast this miracle for one Power then the recipient will regain one point of Power.

**Rune of Truth**

*Level:* 5 [Good]

*Duration:* 5 minutes

*Range:* 10ft

*Vocals:* None

*Somatic:* Index & middle fingers held parallel in a 'South Westerly' position, move diagonally upwards to a 'North Easterly' finish.

*Mind Influencing:* No

*Description:* This rune when placed upon a person will force them to tell the truth for the duration. The victim is aware that are being forced to tell the truth and have the option to not say anything, however anything they do say will be the truth. This miracle will only affect those who are the same level or lower than the caster.

This miracle will affect subjects who are under the protection of an Aura Deception miracle, as Aura Deception protects against scrying and Rune of Truth is not a scrying miracle.

## 6<sup>th</sup> Level

**Banish Wight**

*Level:* 6 [Good]

*Duration:* 30 minutes

*Range:* 10ft

*Vocals:* Spirit from beyond the barrow deep begone and cease thy unworldly creep, begone Wight I command thee go hence."

*Mind Influencing:* No

*Description:* This is an Undead Banishing Miracle that will affect Wights.

**Cure Genetic Disease**

*Level:* 6 [Good]

*Duration:* Instant

*Range:* Touch

*Vocal:* "By all the spirits of light and health purge this soul of its genetic affliction and cure the body to the spirit."

*Mind Influencing:* No

*Description:* This miracle will cure most genetic diseases (ref's discretion).

**Reveal Truth**

*Level:* 6 [Good]

*Duration:* 30 minutes

*Range:* Touch

*Vocals:* "Spirits of truth I summon thee to see that untruth and falsehood do should not be passed before me."

*Mind Influencing:* Yes (see description)

*Description:* The Priest must cast this miracle upon whom he wishes to interview and suspects may tell lies. At some time after the vocal he must touch the victim with his hand though the area of contact is not specified. From this point onwards, any lie the victim tells will result in a curse (-2 Dexterity AC) the effects of which can be stacked. All questions must be answered, swaying from the truth or refusing to answer will result in the curse stacking effect. The curse lasts one year and cannot be blessed away.

N.B. If the victim is immune to mind influence they cannot be compelled to answer, though if they do and lie they will suffer the curse effect.



### **Sanctify**

*Level:* 6 [Good]

*Duration:* 30 minutes

*Range:* Special

*Vocals:* "Lords to whom I am sworn forever,  
Lend me thy blessing in this endeavour,  
Come in thy majesty to rest on this land,  
And thus shall the flame of goodness be fanned,  
Come forth great power and ward us."

*Mind Influencing:* No

*Description:* This miracle must be cast upon an area such as a room, corridor, land feature, etc. The results are:

1. All good beings within the area will receive a 'Protection from Evil' and be healed at a rate of one life point per minute while in the area until the duration expires.
2. Should evil beings enter the area they suffer -1 Dexterity AC and -1 life point per minute in it, and consequently be unable to cast due to the fact that they are taking damage.
3. Should anyone good commit an evil act in the area of such an effect, the sanctify will become a desecrate.

Alternatively instead of being cast on a location this miracle may be cast onto an 'item' if it is of a spiritual evil nature it will be destroyed (Ref's Discretion).

## **7<sup>th</sup> Level**

### **Cure Grievous Wounds**

*Level:* 7 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits of life I adjure thee to staunch these mortal wounds and let this person be healed."

*Mind Influencing:* No

*Description:* This is a curing miracle that heals 36 life points (18 Hits if cast upon a 'monster'). Alternatively it may be used to restore 6 points of temporary Power damage.

### **Dismiss Wraith**

*Level:* 7 [Good]

*Duration:* Instant

*Range:* 10ft

*Vocals:* "Spirit of death in wraithlike form hear me,  
I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Wraiths. In addition, when hearing the first line the wraith is brought to a corporeal state, they are then vulnerable to physical damage.

### **Protection from Evil 10ftR**

*Level:* 7 [Good]

*Duration:* 30 minutes

*Range:* Self

*Vocals:* "Spirits of light I bid thee ward these here against those with evil intent."

*Mind Influencing:* No

*Description:* When casting this Miracle the following effects will occur;

1. All creatures possessing an evil spirit within 10 feet (360 degrees) of the caster will be repelled back ten feet.
2. No evil summoned creature may enter within 10ft of the caster of the miracle.
3. Nothing evil may touch the caster, though they may still strike the caster with weapons etc....
4. The Priest and all good people inside the area also gain +2 Dexterity AC, all neutral people within the area gain +1 Dexterity AC. Any evil creatures in the area are cursed for the duration (-2 Dexterity AC).
5. These benefits are stackable with Bless, Prot. Evil and Sanctify.
2. Should the target of the spell approach such an evil creature such that the creature would come within 10ft the miracle ends immediately

**Regenerate Sanity**

*Level:* 7 [Good]

*Duration:* 3 days (see below)

*Range:* Touch

*Vocals:* "Spirits of life I bid thee now shine forth in this darkened mind."

*Mind Influencing:* No

*Description:* As with most cures both hands must be placed on the forehead of the afflicted person, then incant the vocal. The sanity of the recipient will gradually be restored over a period of 3 days, after which time the miracle will restore 1 point of sanity per caster level. No sanity will be regained immediately.

**Restore Sanity**

*Level:* 7 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits of life I bid thee now shine forth in this darkened mind."

*Mind Influencing:* No

*Description:* As with most cures both hands must be placed on the forehead of the afflicted person, then incant the vocal. The miracle will restore 1 point of sanity per caster level. This miracle costs 1 permanent point of Power, and can never be cast upon oneself.

**Strike Against Evil**

*Level:* 7 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "With all of my spirit I put forth my power here and now to strike evil."

*Mind Influencing:* Yes - Lesser

*Description:* Upon casting the miracle all subjects that possess an evil spirit within 30ft will suffer 12LPs spiritual damage (6 Hits to monsters) and be paralysed (as a Halt miracle) for 10 seconds or until struck (minimum 1 life point damage). Only Good Priests may choose this miracle - it is not available to neutral or (obviously) evil Priests.

## 8<sup>th</sup> Level

**Bless, Permanent**

*Level:* 8 [Good]

*Duration:* Permanent

*Range:* Touch

*Vocals:* "Spirits of light come forth to ward thy servant here before thee."

*Mind Influencing:* No

*Description:* After incanting the vocals and touching the recipients head, whomever the Priest has touched gains +2 Spirit AC for the duration. The recipient should be a member of the Priest's religion, be *Alliance Initiated* to the religion or have some other valid reason to able to take the bless if it is of a different religion (Ref's Discretion.) If the recipient breaks a major tenant of the Priest's religion, the bless may change into a curse.

**Dismiss Wight**

*Level:* 8 [Good]

*Duration:* Instant

*Range:* 10ft

*Vocals:* "Spirit of death from the barrow deep hear me,  
I command thee now begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Wights. In addition, when hearing the first line the wight is brought to a corporeal state.

### **Dispel Evil**

*Level:* 8 [Good]

*Duration:* Instant /1 Second (see below)

*Range:* 15'

*Vocals:* "Spirits of evil, causers of harm, I banish thee now, Dispel Evil"

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal a light will spread around the area equivalent to daylight. It will come slowly (over the course of a second) so incorporeal creatures have time to leave. The light will fade after 1 second. The effects are;

1. All extra-planar evil caught in the effect are banished back to their own plane of existence.
2. All curses, disease, poison, etc. will be removed from any caught in the effect.
3. Mindless undead are banished instantly and will fall lifeless.
4. All planar evil will be blinded for 30 seconds and suffer 36LPs spiritual Damage (18 Hits to monsters).
5. This miracle causes the casting Priest to expend one point of Power permanently.
6. This miracle, if cast immediately, will counter the effects of a *Dispel Good* or *Destroy Good*. If this is done, the *Dispel Evil* has no other effects.

### **Exorcism**

*Level:* 8 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "Oh powers of high above, hear the plea of thy servant below,  
Aid now the forces of light, in their struggle against the demons of night,  
Begone oh evil in the name of the good,  
Begone oh evil in the name of power,  
Begone oh evil in the name of truth,  
Begone I command thee it is not yet thine hour  
Begone oh spirits of evil unto thine own appointed place,  
And trouble the brave and true no longer."

*Mind Influencing:* No

*Description:* After the first verse all extra-planar evil spirits and creatures will become paralysed, upon the completion they must depart, and that spirit can never return to the plane from which they were exorcised. For Example a spirit of possession will be banished, as will a restless spirit e.g. Ghost, Banshee, etc. This miracle can also be useful against undead, Spirits of Wounding, in fact any powerful extra-planar being of evil (Refs Discretion).

### **Regeneration**

*Level:* 8 [Good]

*Duration:* 3 days

*Range:* Touch

*Vocals:* "Spirits of life I summon thee to heal flesh and bone, sinew and muscle."

*Mind Influencing:* No

*Description:* This miracle will restore a lost limb. When it is cast all the healing processes within the victim will accelerate to a frightening level, within 3 days the limb will be totally restored in all its former glory. The beneficiary of this miracle will lose 5 points of sanity.

### **Total Heal**

*Level:* 8 [Good]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of life I adjure thee to staunch these mortal wounds and let this person live."

*Mind Influencing:* No

*Description:* This curing miracle heals a number of life points equal to the total body of the person it is cast upon, and all locational damage. If this miracle is cast to restore Power the following restrictions apply;

1. This miracle will restore the recipient to full Power.
2. The casting Priest will lose a number of permanent Power equal to half of the level of the recipient (rounded up). E.g. if cast on an 11<sup>th</sup> level character the Priest will lose 6 Power permanently.
3. This version of this miracle can never be cast on oneself.

### Truth Tell

*Level:* 8 [Good]

*Duration:* 5 min.

*Range:* 15'

*Vocal:* "Soul before me hear my will, I bid you now the truth to tell. If lies will out then moot it be, thine immortal spirit in hell shall sleep."

*Mind Influencing:* No

*Description:* For the duration a single victim is unable to tell lies even when using Conceal Lie, or any similar ability. The victim can choose not to answer but the miracle can be used to compel three answers. This miracle will foil a necromantic or evil Priestly Aura Deception.

## 9<sup>th</sup> Level

### Dismiss Vampire

*Level:* 9 [Good]

*Duration:* Instant

*Range:* 10ft

*Vocals:* "Spirit of death in vampire form hear me the servant of life for I now command thee to begone."

*Mind Influencing:* No

*Description:* This is a dismiss undead miracle (please refer to notes on special miracle types), that will affect Vampires.

A standard vampire can NEVER immune to this spell.

### Godsflame

*Level:* 9 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "I summon forth the wrath of heaven and with that hallowed fire I bid thee now be smitten....Godsflame."

*Mind Influencing:* No

*Description:* The Priest must point at his victim and pronounce the vocal audibly; the victim will then take the following damage depending on alignment:

Evil	36 LPs (18 Hits) or 6 Power damage
Neutral	24 LPs (12 Hits) or 4 Power damage
Good	12 LPs (6 Hits) or 2 Power damage

The damage is instant and spiritual. It is **not** at all Fire based, although the effects of this miracle are a visible wreathing in white flame.

### Raise Dead

*Level:* 9 [Good]

*Duration:* Permanent

*Range:* Touch

*Vocals:* "Spirits of living hear my command,  
I summon my ally from the spirit land,  
To be healed and whole and live again this day,  
To follow the path that is truths way,  
Spirit of ...(true name of dead person)... return,  
Thy time has not yet come."

*Mind Influencing:* No

*Description:* This miracle will restore a dead character back to life, however the following must be observed;

1. The dead body must have Protection from Evil cast upon it or be in the area of a Protection from Evil 10ftR miracle. This is to keep out any non-called evil spirits.
2. Upon finishing this miracle the Priest loses 100 XP.
3. The dead person will be restored to 1 life point, 1 Power and 1 Strength.
  - Also they will have lost 1 full level of ability and two 'res chits'.
  - This miracle will raise good, neutral and evil characters.
  - A person cannot be raised if they are over three days dead or if their body has been tainted. i.e. raised as an undead, at any point been used in evil rituals, etc.
  - The raised person will recover 1power and 1 Strength per hour, but never rise past what the character had originally.
  - Raised people lose all blessings upon their rising, also they lose familiar spirits - if those spirits were bound to the body only. In other words if a spirit is bound to the characters spirit (not his body) it will return upon him being raised. If it was bound to the body only (e.g. a were form) it will depart. (Ref's discretion).

## 10<sup>th</sup> Level

### Destroy Evil

*Level:* 10 [Good]

*Duration:* Instant /1 second (see below)

*Range:* 15'

*Vocals:* "Oh harmers of life, Oh marrers of truth hear me, I command thee to depart."

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal a light will spread around the area equivalent to daylight. It will come slowly (over the course of a second) so incorporeal creatures of the undead have time to leave. The light will fade after 1 second. The effects are;

1. All extra-planar evil caught in the effect are banished back to their own plane of existence.
2. All curses, disease, poison, etc. will be removed from any caught in the effect.
3. Mindless undead are banished instantly and will fall lifeless.
4. All planar evil will be blinded for 60 seconds and suffer 72LPs spiritual Damage (36 Hits to monsters).
5. This miracle causes the casting Priest to expend two points of Power permanently.
6. This miracle, if cast immediately, will counter the effects of a *Dispel Good* or *Destroy Good*. If this is done, the *Destroy Evil* has no other effects.

### Resurrection

*Level:* 10 [Good]

*Duration:* Instant

*Range:* Touch

*Vocals:* "Spirits of living, hear my command,  
I summon my ally from the spirit land,  
To be healed and whole and live again this day,  
To follow the path that is truths way,  
Spirit of ...(true name of dead person)... return,  
Thy time has not yet come."

*Mind Influencing:* No

*Description:* This miracle will restore a dead character back to life, however the following must be observed;

1. The dead body must have Protection from Evil cast upon it or be in the area of a Protection from Evil 10ftR miracle.
2. Upon finishing this miracle the Priest loses 100 XP.
3. The resurrected character returns on full health, abilities and Power. The miracle counts as an Immaculate Total Heal.
  - Also they will have lost 1 full level of ability and one 'res chit'.
  - This miracle will have only effect Good and Neutral characters.
  - A Resurrection will also remove all 'blighted' effects from the recipient, e.g. curse, disease etc...
  - A person cannot be raised if they are over three days dead or if their body has been tainted i.e. raised as an undead, at any point been used in evil rituals, etc.
4. This miracle can be cast on a living person and does not require their True Name to do so. This still costs the Priest 100 XP and Immaculately Total Heals the recipient.

### Smite Evil

*Level:* 10 [Good]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "With all of my spirit I put forth my power here and now to smite evil."

*Mind Influencing:* No

*Description:* Upon casting the miracle all subjects that possess an evil spirit within 30ft will suffer 18LPs spiritual damage (9 Hits to monsters) and be paralysed (as a Stasis miracle) for 30 seconds or until struck (minimum 1 life point damage). Only a Good Priest may choose this miracle - it is not available to neutral or (obviously) evil Priests.

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# Neutral

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## 1<sup>st</sup> Level

### **Halt**

*Level:* 1 [Neutral]

*Duration:* 10 seconds

*Range:* 30ft

*Vocal:* "Halt spirit, I bid thee be still."

*Mind Influencing:* Yes - Lesser

*Description:* The Priest must gesture or point at the intended target then incant the vocal. If they are affected then the victim will stand paralysed for 10 seconds or until struck (minimum 1 life point damage).

### **Heal Self**

*Level:* 1 [Neutral]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits aid me I do adjure thee heal me with a single cure."

*Mind Influencing:* No

*Description:* With this miracle a Priest can heal himself in the same manner to a cure - the miracle only heals 3 life points (2 hits) damage to a location and total body. This can be done in one of two ways;

1. The caster may incant the vocal and NOT touch a location of his body - the result will be that the cure is applied to the casters most damaged location.
2. The caster may elect to apply the healing to a location which is not the characters most damaged. The caster must touch the location in question with one hand.

### **Locate Spirit**

*Level:* 1 [Neutral]

*Duration:* Instant

*Range:* 15'

*Vocal:* "Spirits reveal thy nature, and thou may be found."

*Mind Influencing:* No

*Description:* Will reveal the presence of any spirits within 15', but will not reveal their nature.

## 2<sup>nd</sup> Level

### **Control Zombie**

*Level:* 2 [Neutral]

*Duration:* 10 minutes

*Range:* 30ft

*Vocal:* "Spirit of Zombie it is I who command thee now."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Zombies.

### **Remembrance**

*Level:* 2 [Neutral]

*Duration:* Instant

*Range:* Touch

*Vocal:* "What the mind has forgotten, the Spirit remembers."

*Mind Influencing:* No

*Description:* Allows the recipient to remember the details of a fact or a situation that have been forgotten.

### **Rune of Sleep**

*Level:* 2 [Neutral]

*Duration:* 5 minutes

*Range:* 10ft

*Somatic:* Index finger, moved anti-clockwise to form a σ symbol.

*Mind Influencing:* Yes - Lesser

*Description:* This rune when cast puts the victim to sleep, they simply collapse asleep on the spot. The victim is only affected if they are of equal or lower level than the Priest or have no more than 5 Hits per level of the Priest. The victim is asleep for the duration of the miracle unless woken before this time (no damage necessary). An effort must be made to make them up, e.g. shaking them.

### **Spirit of Seeing**

*Level:* 2 [Neutral]

*Duration:* 10 minutes

*Range:* Touch

*Vocal:* "Spirit that sees come forth and grant thine eyes to me."

*Mind Influencing:* No

*Description:* A Priest must place one palm across his eyes and hold the other in a halt gesture. This embodies a spirit of seeing, and the Priest sees through the spirit's eyes for the duration, granting Spirit Sight in addition to the Priest's normal sight. Spirit Sight is the ability to see spirits, whether those spirits are inside a living being, inside an object or roaming bodiless. Spirits appear as follows:

1 <sup>st</sup> - 4 <sup>th</sup> level	1 - 12 Hits	Small
5 <sup>th</sup> - 7 <sup>th</sup> level	13 - 20 Hits	Medium
8 <sup>th</sup> - 10 <sup>th</sup> level	21 - 35 Hits	Large
11 <sup>th</sup> - 12 <sup>th</sup> level	36 - 80 Hits	Huge
13 <sup>th</sup> - 14 <sup>th</sup> level	81 - 149 Hits	Unrateable
15 <sup>th</sup> + level	150 + Hits	Blindness

If the Priest sees the latter it hits his mind with such force that he will be physical and spiritually blinded and the miracle will end. The blindness will last a number of minutes equal to the level of the subject that causes the blindness minus the casting Priest's level. Ref's discretion.

### **Stasis**

*Level:* 2 [Neutral]

*Duration:* 30 seconds

*Range:* 30ft

*Vocal:* "Stand, by my power thou art held."

*Mind Influencing:* No

*Description:* The Priest must gesture or point at the intended target then incant the vocal. If they are affected then the victim will stand paralysed for 30 seconds or until struck (minimum 1 life point damage). This is spiritual in effect.

## **3<sup>rd</sup> Level**

### **Armour of Life**

*Level:* 3 [Neutral]

*Duration:* 15 minutes

*Range:* Touch

*Vocals:* "Spirits at my command, I bid three protect me/him/her from all that is Undead."

*Mind Influencing:* No

*Description:* Bestows +3 Spiritual AC (stackable) upon the recipient specifically if attacked by an Undead creature. This AC works to avoid Undead effects such as Strength Drain, Paralysis, Level Drain, etc

**Control Skeleton**

*Level:* 3 [Neutral]

*Duration:* 15 minutes

*Range:* 30ft

*Vocal:* "Spirit of Skeleton hear me it is I who command thee now."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Skeletons.

**Deafness**

*Level:* 3 [Neutral]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Spirit I command thee to the twilight world without voice."

*Mind Influencing:* No

*Description:* The Priest must point at his chosen victim and pronounce the vocal. The result is the victim is deaf to all physical sound for the duration. Spell casting is difficult under such duress and will be reduced to half effect and duration due to inadequate vocalisation.

**Divination**

*Level:* 3 [Neutral]

*Duration:* Instant

*Range:* Special

*Vocal:* "Spirits that are lost reveal where thou may be found."

*Mind Influencing:* No

*Description:* This miracle will reveal the whereabouts of any one spirit with whom the Priest is familiar, be it friend or item. In order to be familiar with a spirit the Priest needs simply to have been in its presence, Ref's discretion.

The answer will come in the form of a location name. It will only reveal the spirits location, no other details will be gained, the 'person' may even be dead.

**Evade**

*Level:* 3 [Neutral]

*Duration:* 15 min.

*Range:* 30ft

*Vocal:* "Great spirits conceal me from the hearts and minds of others."

*Mind Influencing:* Yes

*Description:* The miracle causes the caster's actions, movements, voice and presence to be completely ignored by the target individual regardless of intent.

The following will apply;

1. This spell affects only one target and cannot be cast more than once at a time. I.e. It cannot be recast on another target while still affecting one individual.
2. While the miracle is in effect the casting Priest cannot in any way interact with the recipient by questioning directly, casting a spell at them or attacking. Should any of these occur the miracle is broken. The actions of any other present do not affect the miracle in any way.
3. Once used against an individual it cannot be recast on that target for 24 hours.

**Power Shield**

*Level:* 3 [Neutral]

*Duration:* 15 minutes

*Range:* Self

*Vocal:* "Spirits at my command I bid thee ward me against those who would see me harmed."

*Mind Influencing:* No

*Description:* The effects of this miracle are twofold;

1. The caster will now absorb the next 18 points of pure spiritual damage (during the duration of the miracle) and thus take no damage; this is irrespective of whether it is the touch of undead, miracle, etc.
2. Also this miracle will shield against all Power damage for the duration.



**Speak with Dead**

*Level:* 3 [Neutral]

*Duration:* Special

*Range:* Touch

*Vocal:* "Spirit in adversity answer me these questions three."

*Mind Influencing:* No

*Description:* A Priest after speaking these vocals may speak with one dead comrade or monster, he may ask three questions receiving yes or no answers. The questions must be answered as truthfully as possible.

## 4<sup>th</sup> Level

**Blast**

*Level:* 4 [Neutral]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Spirit hear me I bid thee be blasted."

*Mind Influencing:* No

*Description:* This miracle causes 15 LPs spiritual damage (8 Hits to monsters).

**Control Shadow**

*Level:* 4 [Neutral]

*Duration:* 20 minutes

*Range:* 15'

*Vocal:* "Spirit of shadow hear me it is now I who command thee."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Shadows.

**Exhaustive Wave**

*Level:* 4 [Neutral]

*Duration:* 5 seconds

*Range:* 30ft, 120° arc

*Vocal:* "Spirits hear and feel thy burden in full."

*Mind Influencing:* No

*Description:* All those victims within range are suddenly struck by a massive wave of exhaustion. All such affected are robbed of 3 points of strength for the duration. Once the duration has expired the victims may pick themselves up and continue with their actions. Any spells or attacks aimed at a victim will end this spell's effect.

**Power Meld**

*Level:* 4 [Neutral]

*Duration:* Special (Instant & 20 minutes)

*Range:* Touch

*Vocal:* "Powers aid me for my spirits are slight come from he who would lend me his might."

*Mind Influencing:* No


*Description:* A Priest must touch a willing target with both hands. After incanting the vocal and expending 4 Power the Priest draws all of his ally's Power except 1 (instant effect). The Power thus gained can be used as if it were the Priest's own, all unused Power drains away at the end of the duration (20 minutes).

**Rune of Consciousness**

*Level:* 4 [Neutral]

*Duration:* 20 min.

*Range:* 30ft

*Somatic:* Index finger moved from left to right, then down to form a right angle. Similar to a  symbol.

*Mind Influencing:* Yes

*Description:* This miracle holds an individual conscious. While in effect the person cannot be forced unconscious through either damage or spell use. Sleep potions, venoms and spells have no effect, nor does a Rune of Sleep.

**Silence**

*Level:* 4 [Neutral]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Silence, I bid thee be quiet."

*Mind Influencing:* No

*Description:* The Priest must raise his finger to his lips in a silencing gesture and incant the vocals. The victim of this miracle cannot speak, incant vocals, cry for help or make any other vocal noise for the duration. This miracle will only affect those characters of equal or less level than the Priest and those monsters with no more than 5 Hits per level of the Priest.

**Warding from Spirits**

*Level:* 4 [Neutral]

*Duration:* 20 minutes

*Range:* Special

*Vocal:* "Powers at my command ward me from my adversaries."

*Mind Influencing:* No

*Description:* The Priest can create a warding in the following way;

1. The Priest must then inscribe one line not more than 10ft long.
2. This line can seal a doorway, bridge, etc. It can be made into a full circle or any other joining shape.
3. The line drawn thus must be visible, be it etched in the mud or sketched in chalk.
4. This line henceforth is for the duration a barrier against spiritual beings of lesser level or equal to the Priest (this includes any creature that is considered to have a spirit).
5. It will block any spirits of 3<sup>rd</sup> level or below cast through the warding; i.e. 1<sup>st</sup>-3<sup>rd</sup> level Priestly miracles cannot be cast across the warding.

## 5<sup>th</sup> Level

**Blindness**

*Level:* 5 [Neutral]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Spirit I charge thee see no evil."

*Mind Influencing:* No

*Description:* The victim of this miracle must shut his eyes immediately after the vocal is spoken. For the duration of the miracle he is blinded both spiritually and physically. This miracle will only affect those of equal or less level than the Priest or monsters of 5 Hits per level of the Priest or less.

**Control Ghoul/Ghast**

*Level:* 5 [Neutral]

*Duration:* 25 minutes

*Range:* 30ft

*Vocal:* "Spirit of ghoul/ghast hear me it is me that commands thee now."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Ghouls and Ghosts.

**Entrapment**

*Level:* 5 [Neutral]

*Duration:* 5 minutes/3 days

*Range:* Touch

*Vocal:* "Spirit of Undeath hear me, you shall not be allowed to walk this realm."

*Mind Influencing:* No

*Description:* When cast on a living target (who is lower level than the caster) with an undead returning spirit, this spell prevents the target from utilising their returner for 5 minutes, even if they die. After the 5 minutes are up, the target can then return from the dead if they so wish. However, when cast on a dead target (who is lower level than the caster) with an undead returning spirit who has not yet returned, this spell binds the undead spirit into the corpse and prevents it from rising. After three days the returning spirit departs the corpse along with the target's spirit, as per normal. Spell vocals must be heard by the target.

**Power Shield, Major**

*Level:* 5 [Neutral]

*Duration:* 25 minutes

*Range:* Self

*Vocal:* "Spirits at my command I bid thee protect me from those who would do me harm this day."

*Mind Influencing:* No

*Description:* The effects of this miracle are three fold;

1. The caster will now absorb the next 36 points of pure spiritual damage (during the duration of the miracle) and thus take no damage, this is irrespective of whether it be the touch of undead, miracle, etc.
2. Also this miracle will shield against all Power damage for the duration.
3. This miracle may be stacked with power shield.

**Warding, Minor**

*Level:* 5 [Neutral]

*Duration:* 25 minutes

*Range:* Special

*Vocal:* "Allied spirits at my behest ward me in this evil nest, ward me from my foes."

*Mind Influencing:* No

*Description:* The Priest can create a warding in the following way;

1. The Priest must then inscribe one line not more than 12' long.
2. The line drawn thus must be visible, be it etched in the mud or sketched in chalk.
3. This line henceforth is for the duration a barrier against spiritual beings of a single alignment (Good, Neutral or Evil), this includes any creature that is considered to have a spirit.
4. Should anything fitting this description attempt to cross the warding they will bounce back 10 feet. This includes any weapons held by a creature with a neutral spirit. Any weapon that is no longer connected to a spirit (e.g. a shot or an arrow) will pass through.
5. The first creature (and only the first) who attempts to cross the warding (of the 'forbidden' alignment) will set off a detonation and suffer 30 life points damage (15 Hits to monsters).

## 6<sup>th</sup> Level

**Discern Aura**

*Level:* 6 [Neutral]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "With my power in my stave I command thy soul laid bare."

*Mind Influencing:* No

*Description:* This miracle will reveal all spiritual information about the subject, it will effectively replicate all spiritual scrying. E.g. It will combine discern curse/bless, disease, possession, beguilement, poison, damnation, power shield, sanctify, sanity, if under the influence of a rune, fear, paralysis, number of Power, size of spirit, alignment, level of undead, desecration, blindness, deafness, dumbness, current life points etc...

The subject must either be willing or be of equal lesser level than the caster. If the subject is under the effects of an Aura Deception Miracle the answer received will always be "Aura Deception".

**Power Resistance**

*Level:* 6 [Neutral]

*Duration:* 30 minutes

*Range:* 30ft

*Vocal:* "Power endure me against thy might this I demand as is my right."

*Mind Influencing:* No

*Description:* On casting this miracle the Priest causes an absorption shield to come into effect around him. Similar to a power shield, but instead of absorbing damage this miracle absorbs Power used in miracles cast against him;

1. The shield will absorb 6pts of Power e.g. 2 halts and a stasis after which it would have 2 points left.
2. If a miracle is cast at the Priest and would exceed his power resistance, the miracle takes full effect.
3. The Priest cannot choose what Power is absorbed simply the next 6 points.
4. The miracle will not absorb Power from druidic miracles, witches spells, etc.

**Repulsion**

*Level:* 6 [Neutral]

*Duration:* Instant

*Range:* 15' radius

*Vocal:* "Spirits hear me I repel thee."

*Mind Influencing:* No

*Description:* This will repel all beings with a spirit 20ft directly away from the Priest. The following restrictions apply;

1. Should a repulsed being be up directly against a wall, their spirit will be repelled and their body remain.
2. It takes 1 minute per 10ft of such separation for the spirit to find the body.
3. During separation the body falls lifeless - but if struck the spirit will locate the body immediately due to 'seeing the pain' and the de-animated body will awaken immediately.

## 7<sup>th</sup> Level

**Control Wraith**

*Level:* 7 [Neutral]

*Duration:* 35 minutes

*Range:* 30ft

*Vocal:* "Spirit of wraith hear me it is now I who command thee."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Wraiths.

**Empower**

*Level:* 7 [Neutral]

*Duration:* 35 Minutes

*Range:* Self / Touch

*Vocal:* "Spirits at my command, imbue me with thy power."

*Mind Influencing:* No

*Description:* One single non-enchanted weapon gains +0 Spiritual damage for the duration. This is an enhancement bonus. The weapon only gains this benefit in the hands of the caster.

**Gate Bar**

*Level:* 7 [Neutral]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Gate Bar"

*Mind Influencing:* No

*Description:* A finger is to point to the gate to be closed and the vocal spoken aloud, this will then closes the gate as it is formed, the following apply;

1. This affects ALL gates except those opened by a creature of Deific power or those that are considered technological (e.g. intercontinental gates).
2. This must be cast within 2 seconds of the gate being called.
3. It will only affect the one gate it is called against and will not stop another being immediately opened after it.

## 8<sup>th</sup> Level

**Control Wight**

*Level:* 8 [Neutral]

*Duration:* 40 minutes

*Range:* 30ft

*Vocal:* "Spirit of Wight hear me it is now I who commands thee now."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Wights.

**Planestep**

*Level:* 8 [Neutral]

*Duration:* Instant

*Range:* Self

*Vocal:* "Planestep"

*Description:* Quite simply this miracle allows the Priest to travel to another plane he takes all equipment he is holding at the time of casting but nothing animate can be taken.

1. The Priest appears on the target plane in the exact location that he left the previous plane i.e. no movement occurs when he shifts.
2. The Priest may travel to any plane to which he is familiar (Ref's Discretion).
3. A separate casting of the miracle is required to return to the casters plane of origin.
4. The caster instantly leaves the 'starting' plane.
5. When 'arriving' on any given plane, the caster will suffer from a 2 second 'phase in' - after casting the miracle the caster will for two seconds, during which time the following apply:
  - He may not act on either plane (e.g. move, speak, etc..).
  - He will suffer only half effect from physical damage, however the damage will not interrupt the 'phasing' process.

**Warding, Major**

*Level:* 8 [Neutral]

*Duration:* 40 minutes

*Range:* 30ft

*Vocal:* "Allied spirits at my behest ward me in this evil nest. Ward me from my foes."

*Mind Influencing:* No

*Description:* The Priest can create a warding in the following way;

1. The Priest must then inscribe one line not more than 12' long.
2. The line drawn thus must be visible, be it etched in the mud or sketched in chalk.
3. This line henceforth is for the duration a barrier against spiritual beings of a single alignment (Good, Neutral or Evil), this includes any creature that is considered to have a spirit.
4. Should anything fitting this description attempt to cross the warding they will bounce back 10 feet. This includes any weapons held by a creature with a neutral spirit. Any weapon that is no longer connected to a spirit (e.g. a shot or an arrow) will pass through.
5. The first three creatures (and only the first three) who attempts to cross the warding (of the 'forbidden' alignment) will set off a detonation and suffer 60 life points damage (30 Hits to monsters).
6. It is possible for the same Priest to cast an additional Major Ward within 10ft of an existing one, in order to bar a second alignment from passage. No more than two alignments may ever be bared in this way.

## 9<sup>th</sup> Level

**Control Spectre**

*Level:* 9 [Neutral]

*Duration:* 40 minutes

*Range:* 30ft

*Vocal:* "Spirits of spectre hear me it is now I who command thee."

*Mind Influencing:* No

*Description:* This is a control undead miracle (please refer to notes on special miracle types), that will affect Spectres.

**Repulsive Blast**

*Level:* 9 [Neutral]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Powers that I wield, powers of the lore, repulse these my enemies, and so aid me once more."

*Mind Influencing:* No

*Description:* Then the Priest must throw out his clenched fist towards his enemy. The enemy is then struck by a wave of power. Effects are as follows:

1. The victim of this power is physically thrown 30ft. This is a *Repulsion* effect.
2. The victim suffers 24 pts spiritual damage (12 Hits to monsters).
3. Finally the victim must stand paralysed for 30 seconds or until struck (minimum 1 life point damage). This is spiritual in effect, but does not apply if the spirit has been repulsed from the body.

**Summon Servant**

*Level:* 9 [Neutral]

*Duration:* 45 minutes

*Range:* Zero

*Vocal:* "Friend of my fathers, from the ancient days, send me your servant from your far place."

*Mind Influencing:* No

*Description:* This miracle summons an Astral Servant who will obey all commands given by the Priest. The servant has the following properties.

**Astral Servant**

1. The Servant has 20 Hits vs. pure Spirit (or higher forms of Spirit) only.
2. The ability able to Planestep at will.
3. Is visible only to spiritual sight, though the caster can always see it.
4. Does 12LPs Spirit damage with each hand.
5. The Priest may have only one astral servant at any one time, in fact the Priest summons the *same* servant each time he casts the miracle. If the servant dies rather than returning home, it may not be summoned again until the following day. If the servant is re-summoned after being summoned previously on the same day and *not* killed then it returns on full stats.
6. Is intelligent and may communicate freely with the caster, generally the relationship will be cordial, but if the Priest abuses the relationship (e.g. frequently sending it off to a gruesome death, etc.) it may become more and more resentful.
7. If the servant is somehow permanently killed it takes the Priest a full month to contact a new one.

**Planestep**

*This ability allows the Astral Servant to travel to another plane. It takes all equipment it is holding at the time of casting but nothing animate can be taken.*

1. *The Servant appears on the target plane in the exact location that they left the previous plane i.e. no movement occurs when he shifts.*
2. *The Servant may travel to any plane with which he is familiar, (Ref's Discretion).*
3. *A separate use of this ability is required to return to the plane of origin.*
4. *The Servant instantly leaves the 'starting' plane.*
5. *When 'arriving' on any given plane, the Servant will suffer from a 2 second 'phase in' during which time they may not act on either plane (e.g. move, speak, etc...)*

## 10<sup>th</sup> Level

**Gate**

*Level:* 10 [Neutral]

*Duration:* Instant

*Range:* Immediate

*Vocal:* "Gate"

*Mind Influencing:* No

*Description:* This miracle creates a major transport 'Gate' which will transport up to 12 people. All restrictions for this type of transport apply. See section on gates for further details.

**Rune of Rage**

*Level:* 10 [Neutral]

*Duration:* 1 encounter or 5 minutes

*Range:* Touch

*Somatic:* Index finger moved in a south westerly direction, then right, then north westerly. In order to form a triangle shape.

*Mind Influencing:* Yes

*Description:* By use of this miracle the Priest can cause one of two effects to occur;

1. He can cause one willing target (or himself) to enter Cold Rage as per the skill.
2. The Priest can cause a number of willing targets (which can include himself) equal to or less than his level to enter Berserk as per the skill.

In both cases the targets must either be willing or be of equal or less level than the Priest casting the miracle.

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# Evil

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## 1<sup>st</sup> Level

### **Blight**

*Level:* 1 [Evil]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "With the spirits of death I blight thee."

*Mind Influencing:* No

*Description:* This miracle will cause the victim to suffer from -1 Dexterity AC for the duration. The victim must be pointed at for this miracle to take effect. The effect of this miracle may be stacked with curse or damnation but not both.

### **Detect Good**

*Level:* 1 [Evil]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Spirit I command thee reveal if thou art good."

*Mind Influencing:* No

*Description:* The Priest must point at his intended victim and invoke the miracle. If the body contains a good spirit a 'Yes' answer will be received. If the subject does not contain a good spirit (or the good spirit is below 3<sup>rd</sup> level) no response will be received by the caster.

### **Protection from Good**

*Level:* 1 [Evil]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "Spirits protect me from all that is good."

*Mind Influencing:* No

*Description:* This miracle provides +1 Dexterity AC vs. attacks from good characters, either by spells, miracles or weapons etc... An evil Priest will only cast this miracle on himself.

## 2<sup>nd</sup> Level

### **Cause Light Wounds**

*Level:* 2 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of death I bid thee inflict harm here."

*Mind Influencing:* No

*Description:* After casting the miracle the Priest must touch his intended victim with his open palm (only one hand is required for this miracle). The miracle will cause 6 LPs damage to the location touched (3 Hits to monsters).

### **Conceal Lie**

*Level:* 2 [Evil]

*Duration:* 10 minutes

*Range:* Self

*Vocal:* "Spirits of darkness conceal for me my falsehood that goes between us."

*Mind Influencing:* No

*Description:* This miracle will deceive physical and spiritual scrying that is attempting to determine truth, and thus give no answer to all lies given. However it will have no effect against the 'Reveal Truth' or the 'Truth Tell' miracles.

### **Curse**

*Level:* 2 [Evil]

*Duration:* 24 hours

*Range:* 30ft

*Vocal:* "Spirits of darkness come forth and mar this spirit before thee."

*Mind Influencing:* No

*Description:* This miracle will cause the victim to suffer from -2 Dexterity AC for the duration. The negative AC of this miracle will NOT be stacked with any Damnation though they will both be in effect.

**Repel Good**

*Level:* 2 [Evil]

*Duration:* Instant

*Range:* 30ft radius

*Vocal:* "Spirits of good hear me I repel thee."

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal all subjects within 30ft of a 120° arc indicated by the caster that hold an good spirit must move ten feet backwards, directly away from the caster.

### 3<sup>rd</sup> Level

**Cause Disease**

*Level:* 3 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of death I bid thee inflict pestilence here."

*Mind Influencing:* No

*Description:* After being touched by the Priest the victim is then diseased. This disease will gradually cripple and eventually kill the victim.

1. After 15 minutes he will become unable to fight and cast spells.
2. After another 45 minutes the victim will go into a coma this lasts 2 more hours before death.
3. Dying by the disease is a spiritual death therefore spiritual annihilation - the victim cannot be raised or resurrected and cannot return.
4. The disease is not contagious in any way.

**Cause Serious Wounds**

*Level:* 3 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of death I bid thee inflict serious harm here."

*Mind Influencing:* No

*Description:* After casting the miracle the Priest must touch his intended victim with his open palm. The miracle will cause 12 LPs damage to the location touched (6 Hits to monsters). Alternatively the miracle may instead be used to cause 2 Power damage.

**Fear**

*Level:* 3 [Evil]

*Duration:* 15 minutes

*Range:* 30ft

*Vocal:* "Spirit behold thy nemesis, and be thee now afeared."

*Mind Influencing:* Yes

*Description:* This causes a single target who is of equal level or lower than the Priest (5 hits per level) to be feared. The Priest must hold up his hands in a halting gesture at his victim who then be forced to flee directly away from the Priest by the most direct route until a distance of not less than 30ft is reached. Once outside this distance the victim may opt not to flee, but must stay outside that distance for the duration and will not attack or cast at the Priest. If the casting Priest backs a victim into a dead end and encroaches the 30ft then the victim will berserk through fear against the Priest.



### **Raise Zombie**

*Level:* 3 [Evil]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Spirits at my command I summon thee forth in the form as a zombie I bid thee arise."

*Mind Influencing:* No

*Description:* This is a Raise Undead miracle (please refer to notes on special miracles) that raises a Zombie.

The zombie has the following characteristics.

#### **Zombie**

1. Zombies are corporeal undead.
2. Each of the zombies locations can effectively be considered a separate creature, whilst they are all attached to each other, each has its own number of Hits and each can operate independently even if all of the other locations have been disabled or removed. This is commonly referred to as having 'Zombie Locations'.
3. If the zombie takes damage that is not targeted at a specific location, e.g. a rune blast, then the Hits are distributed across all of the zombies remaining locations.
4. 4 Hits per location plus 1 per two levels of the summoning Priest.
5. Damage as per weapon used - typically 6LPs damage with a normal single handed weapon, or 6LPs with their bite or hands.
6. The body used to create a zombie must be no more than 7 days dead.
7. Zombies are very slow ambling creatures, they move at approximately half the speed of a normal human, even when fighting.
8. Zombies are mindless undead and have no inclination towards good or evil, they are simply automatons. As such their alignment is neutral.

## **4<sup>th</sup> Level**

### **Aura Deception**

*Level:* 4 [Evil]

*Duration:* One Hour

*Range:* 30ft

*Vocal:* "Spirits of evil let deception prevail and all fools pay for it."

*Mind Influencing:* No

*Description:* Once cast and in effect, either on the caster or another recipient, the wearer of the deception cannot be accurately scryed by any spiritual or physical means. Any attempt at scrying will return the answer most beneficial to the caster. E.g. A detect evil will reply no answer, as will a detect lie (unless being used offensively, see below). A reveal truth will not function and the deception will foil a detect undead, as well as attempts to detect Power, necromancy etc.

This miracle may also be cast offensively as a blight upon a victim. In this way for the duration, any detects will show up with negative effects, e.g. Tomas peasant on trial before High Table can be made to appear evil, to be lying, to be a necromancer etc. If cast offensively in this way the Priest loses one point of Power permanently.

This miracle is always foiled by a truth tell.

### **Damnation**

*Level:* 4 [Evil]

*Duration:* Special

*Range:* 30ft

*Vocal:* "Damned you'll be for so I decree."

*Mind Influencing:* No

*Description:* A potent curse which has the following effects;

1. -2 Dexterity AC permanently.
2. -2 Spiritual AC vs. evil spiritual miracles only.
3. The spirit is sentenced to hell on death

*Damnation* can only be removed by the casting Priest, a *Permanent Bless* miracle or the *Salvation* ritual.

### **Helsfire**

*Level:* 4 [Evil]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "I summon forth the fires of hell and smite you now with helsfire."

*Mind Influencing:* No

*Description:* Upon clearly and audibly pronouncing the vocal, the miracle causes damage to the target dependent upon the alignment of the target:

Good	18 LPs (9 Hits) or 3 Power
Neutral	15 LPs (8 Hits) or 2 Power
Evil	12 LPs (6 Hits) or 2 Power

The damage is instant and spiritual. It is **not** at all Fire based, although the effects of this miracle are a visible wreathing in white flame.

### **Raise Skeleton**

*Level:* 4 [Evil]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Spirits at my command I summon thee forth arise in the form of a skeleton."

*Mind Influencing:* No

*Description:* This is a Raise Undead miracle (please refer to notes on special miracles) that raises a Skeleton.

The skeleton has the following characteristics.

#### **Skeleton**

1. Skeletons are corporeal undead.
2. 6 Hits plus two per level of the Priest casting the miracle.
3. The skeleton is affected by blunt and/or Spiritual damage.
4. Damage as per weapon used - typically 6LPs damage with a normal single handed weapon, or 6LPs with their hands or bite.
5. The body used to create a skeleton can be of any age.
6. Skeletons are mindless undead and have no inclination towards good or evil, they are simply automatons. As such their alignment is neutral.

### **Rune of Fear**

*Level:* 4 [Evil]

*Duration:* 15 minutes

*Range:* 30ft

*Somatic:* The index finger is used to draw out a 'U' shape.

*Mind Influencing:* Yes

*Description:* This is exactly as the *Fear* miracle, but being a Rune does not require vocals.

## **5<sup>th</sup> Level**

### **Beguilement**

*Level:* 5 [Evil]

*Duration:* 25 minutes

*Range:* 30ft

*Vocal:* "Spirit behold me I am the embodiment of all that you revere."

*Mind Influencing:* Yes

*Description:* For the duration one victim will see the caster as all that he has cherished in life, this person before him will become his ideal and his role model. Naturally he will never harm his hero and will try to please his new friend, casting any miracles or spells desired or fighting on their behalf. Despite the attitudes of the beguiled they will not directly harm themselves or other real friends, nor will they hand over personal property etc. The victim will remember his beguilement once it has worn off.

### **Poison**

*Level:* 5 [Evil]

*Duration:* Special

*Range:* Touch

*Vocal:* "Spirits of death bring venom at my calling and harm this person here."

*Mind Influencing:* No

*Description:* After being touched by the caster the victim is poisoned, which has the following effect;

1. The victim takes damage every minute after the original infection.
2. This will occur six times in total.
3. The damage lost in this way is equal 1 life point per level of the Priest.
4. For every 6 LPs that the victim loses they will also lose one point of temporary Power.
5. Poison damage can only be stopped through use of an antidote potion or a Remove Poison miracle.
6. Poison damage is spiritual, dying from pure poisoning is spiritual annihilation. And hence cannot be resurrected.

### **Summon Shadow**

*Level:* 5 [Evil]

*Duration:* 25 minutes

*Range:* 0

*Vocal:* "Spirits at my command come forth I summon thee now in the form of a shadow."

*Mind Influencing:* No

*Description:* This is a Raise Undead miracle (please refer to notes on special miracles) that summons a Shadow, which has the following characteristics.

#### **Shadow**

1. Shadows are incorporeal undead.
2. Shadows are affected by gravity and cannot move through solid matter.
3. 4 Hits plus one per level of the summoner.
4. Does 3 LPs spiritual damage with each blow.
5. Have 1 Shadowshift per 4 levels of the summoner,
6. Each time the shadow strikes, the victim takes a Strength drain.

#### **Strength Drain (Shadow Ability)**

*If the blow successfully by-passes the victims AC, the following will apply;*

1. The victim temporarily loses 3 points of Strength per Strength drain.
2. The victim can never be reduced below 0 Strength.
3. If reduced to 0 Strength the victim will collapse unable to speak or act. While in this state they will be only partially conscious breathing shallowly but may be aware of what is going on around them.
4. Lasts for 5 minutes.

#### **Shadowshift**

*Using this ability instantly transports the Shadow up to 30ft in the direction desired. The Shadow cannot change facing, but escaping from Glues, Entangle or through non-enchanted walls and doors is possible. The Shadow must be in contact with darkness at the destination point in order for this spell to work.*

## **6<sup>th</sup> Level**

### **Desecrate**

*Level:* 6 [Evil]

*Duration:* 30 minutes

*Range:* Special

*Vocal:* "Spirits of darkness and of the night, come at my calling for such is my right, come to mar the land, the earth, rob it of its truth and happiness and mirth."

*Mind Influencing:* No

*Description:* This miracle must be cast upon an area such as a room, corridor, land feature, etc. The results are;

1. All evil beings within the area will receive a 'Protection from Good' and be healed at a rate of one life point per minute while in the area until the duration expires.
2. Should good beings enter the area they suffer -1 Dexterity AC and -1 life point per minute in it, and consequently be unable to cast due to the fact that they are taking damage.

Alternatively instead of being cast on a location this miracle may be cast onto an 'item' if it is of a spiritual good nature it will be destroyed (Ref's Discretion).

**Disrupt Sanity**

*Level:* 6 [Evil]

*Duration:* Special

*Range:* 30ft

*Vocal:* "Come to take, come to reeve, insanity is all I shall leave."

*Mind Influencing:* No

*Description:* All of those caught within 30ft and the 180 degree arc (indicated by the caster) who can see the caster will lose 10 points of sanity from seeing the ghastly vision that comes on the Priest (it does not affect the Priest who cast the miracle).

**Raise Ghoul/Ghast**

*Level:* 6 [Evil]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Spirits at my command I summon thee forth arise now in the form of a ghoul/ghast."

*Mind Influencing:* No

*Description:* This is a Raise Undead miracle (please refer to notes on special miracles) that raises a Ghoul or a Ghast (depending on the target corpse), which have the following characteristics.

**Ghouls**

1. Ghouls are corporeal undead.
2. 8 Hits plus one per level of the Priest casting the miracle.
3. Deals 6LPs Spiritual damage.
4. Each time the ghoul lands a blow upon a victim it delivers a dose of paralysis toxin.
5. The body used to create a ghoul may be in any condition in order to be raised.
6. May move freely to any distance but will not enter sunlight.
7. Has the ghoul howl ability once per day per four levels of the summoner.
8. Has forearm parry at will (see skill by the same name).
9. Will attempt to paralyse all living targets within about 15-20 feet of it, after which it will spend its time eating its paralysed victims. It will disregard others outside of this immediate area unless they approach.
10. Will regenerate 1Hit per 6LPs flesh eaten.

**Ghoul Paralysis (Ghoul Ability)**

*If the blow successfully by-passes the victims AC, the following will apply;*

1. Prevents the victim from moving (at all) for five minutes, irrespective of any damage taken (i.e. being damaged will not remove the paralysis).
2. The victim can see and hear what is going on around them (bearing in mind that they will be unable to move their head).
3. The paralysis is caused by spiritual toxin; it is therefore considered both spiritual and a toxin. It is not mind influencing.

**Ghoul Howl (Ghoul Ability)**

*Is effectively a single target ranged paralysis.*

1. Has a range of 30 feet.
2. Will cause the target to be paralysed for 30 seconds or until struck for damage.
3. This is a spiritual fear effect. In order to be immune to the effects the subject must be immune to either spirit or fear.

### **Ghast**

1. Ghosts are corporeal undead.
2. Has 15 Hits plus one per level of the caster.
3. Causes 9LPs Spiritual damage with its claws.
4. Each time the ghost lands a blow upon a victim it delivers a dose of ghost paralysing toxin.
5. The body used to create a ghost must be elven.
6. As elemental elves leave no bodies as such the miracle must be cast at the point of death in order to turn them into a ghost, this often involves dealing the finishing blow in the process.
7. May move freely to any distance but fear sunlight though they may be commanded to enter it.
8. Has the ghoul howl ability once per day per 4 levels of the summoner (see Raise Ghoul).
9. The Ghost emits a nauseating aura, Stench of Death.
10. Has both forearm and shin parry at will (see skill by the same name).
11. Will attempt to paralyse all living targets within about 15-20 feet of it, after which it will spend its time eating its paralysed victims. It will disregard others outside of this immediate area unless they approach.
12. Will regenerate 1 Hit per 6LPs of flesh eaten.

#### ***Ghast Paralysis (Ghost Ability)***

*If the blow successfully by-passes the victims AC, the following will apply;*

1. *Prevents the victim from moving (at all) permanently, irrespective of any damage taken (i.e. being damaged will not remove the paralysis).*
2. *The victim can see and hear what is going on around them (bearing in mind that they will be unable to move their head).*
3. *The paralysis is caused by a spiritual toxin, it is therefore considered both spiritual and a toxin. It is not mind influencing.*
4. *Once the ghost is destroyed, all of its victims are released from the paralysis.*

#### ***Stench of Death (Ghost Ability)***

1. *Ghosts emit a putrid smell which sickens those around them, this is highly distracting in a combat situation and thus reduces the Dexterity AC of those around them.*
2. *The aura extends for 5 feet around the ghost.*
3. *The amount of Dexterity AC lost depends upon the characters race as follows;*  
*Elves: -3 Dexterity AC      Dwarves: -2 Dexterity AC      Humans: -1 Dexterity AC*

### **Rune of Hate**

*Level: 6 [Evil]*

*Duration: 1 minute per level of caster*

*Range: 30ft*

*Somatic: Using the index finger draw an X symbol.*

*Mind Influencing: Yes*

*Description: This Priestly rune causes the target to envisage the first person he sees, that is not the Priest who cast the spell, as his mortal enemy and he will do all he can to destroy them as quickly as possible, using all abilities and resources available to him in order to do so. The victim of the miracle will ignore all other opponents in favour of the 'enemy'.*

### **Rune of Pain**

*Level:* 6 [Evil]

*Duration:* 1 minute per level of caster.

*Range:* 30ft

*Somatic:* All 5 fingers of the casters primary held out in a fan shape to begin with, close the hand into a clenched fist as if grasping at something.

*Mind Influencing:* No

*Description:* This Priestly rune causes the victim to suffer intense pain all over their body. The effects of which are as follows;

1. The intense pain is caused by the victim's spirit being attacked by a powerful evil spirit bound into a rune gnawing away at its core from the inside, the physical manifestation of which is bodily pain. This effectively incapacitates them as they writhe around on the floor in agony.
2. The effects last for 1 minute per level of the Priest who cast the miracle.
3. The victim will take 6LPs spiritual damage per minute to the victim's total body.
4. The victim can be saved the pain (and therefore the damage) if rendered unconscious, as the rune can find no conscious mind to torture.
5. Each point of spiritual AC (higher forms of spirit will also effect, e.g. Holy) the victim possesses will protect them from the effects of this miracle for 10 seconds, during which time the rune is eating away at the AC. After the time has expired the victim will be struck by the full effect of the miracle. The time spent resisting the effect does count towards the duration of the miracle.
6. Should the victim be under the effects of a power shield miracle, it will absorb the damage (so far as it is able to) of the rune during which it will counteract the pain effect.

## **7<sup>th</sup> Level**

### **Cause Grievous Wounds**

*Level:* 7 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of death I bind thee to thy cause and inflict thy grievous harm here."

*Mind Influencing:* No

*Description:* After casting the miracle the Priest must touch his intended victim with both hands. It has three possible effects;

1. The miracle will cause 36 LPs damage to the location touched (18 Hits to monsters).
2. The miracle will cause 6 life points damage to each of the victims locations (a total of 42 LPs damage)
3. Alternatively the miracle may instead be used to cause 6 Power damage.

### **Plague**

*Level:* 7 [Evil]

*Duration:* 35 Minutes

*Range:* Touch

*Vocal:* "Spirits of death I bid thee inflict pestilence, and bring down a plague."

*Mind Influencing:* No

*Description:* After being touched by the Priest the victim is then the carrier of a potent spiritual plague. The victim will suffer no ill effect, nor will they discern as diseased. However all who come into physical contact with the victim will contract a crippling and fatal disease. The plague may be removed from the carrier by a simple Cure Disease miracle. Anyone who comes into contact with the carrier will suffer the following effects:

1. After 5 minutes they will begin to become nauseous.
2. After 15 minutes he will become unable to fight and cast spells.
3. After another 45 minutes the victim will go into a coma this lasts 2 more hours before death.
4. Dying by the disease is a spiritual death therefore spiritual annihilation - the victim cannot be raised or resurrected and cannot return.
5. Once cured of the disease the subject will not become re-infected by physical contact with the same carrier.

### **Protection from Good 10ft radius**

*Level:* 7 [Evil]

*Duration:* 35 minutes

*Range:* 10ft radius

*Vocal:* "Spirits of evil come forth to ward thy slaves from the agents of truth."

*Mind Influencing:* No

*Description:* When casting this Miracle a sphere of force materialises around the Priest who can choose between the following effects;

1. All creatures possessing a good spirit within 10 feet (360 degrees) of the caster will be repelled back ten feet.
2. No good summoned creature may enter within 10ft of the caster of the miracle.
3. Nothing good may touch the caster, though they may still strike the caster with weapons etc....
4. The Priest and all evil people inside the area also gain +2 Dexterity AC, all neutral people within the area gain +1 Dexterity AC. Any good creatures in the area are cursed for the duration (-2 Dexterity AC).
5. These effects are stackable with Curse, Prot. Good and Desecrate.
6. Should the target of the spell approach a good creature such that the creature would come within 10ft the miracle ends immediately.

### **Strike Against Good**

*Level:* 7 [Evil]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "With all of my spirit I put forth my malice here and now to strike good."

*Mind Influencing:* Yes - Lesser

*Description:* Upon casting the miracle all subjects that possess a good spirit within 30ft will suffer 12LPs spiritual damage (6 Hits to monsters) and be paralysed (as a Halt miracle) for 10 seconds or until struck (minimum 1 life point damage). Only an Evil Priest may choose this miracle - it is not available to neutral or (obviously) good Priests.

## **8<sup>th</sup> Level**

### **Dispel Good**

*Level:* 8 [Evil]

*Duration:* Instant

*Range:* 15' radius

*Vocal:* "Creatures of good, lovers of life, I banish thee now, Dispel Good"

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal a sickly aura of darkness will spread around the area. It will come slowly (over the course of a second) so incorporeal creatures have time to leave should they chose to. The darkness will clear after 1 second. The effects are;

1. All extra-planar good caught in the effect are banished back to their own plane of existence.
2. All good spiritual effects e.g. blesses will be destroyed.
3. All planar good will be blinded for 30 seconds and suffer 36LPs spiritual Damage (18 Hits to monsters).
4. This miracle causes the casting Priest to expend one point of Power permanently.
5. This miracle, if cast immediately, will counter the effects of a *Dispel Evil* or *Destroy Evil*. If this is done, the *Dispel Good* has no other effects.

## **Possession**

*Level:* 8 [Evil]

*Duration:* Special

*Range:* Touch

*Vocal:* "Spirits of Dominion go forth and enter here to do my will."

*Mind Influencing:* No

*Description:* Similar in nature to a beguile, the Priest must place his open palm on the victims forehead while incanting the vocal. A spirit is summoned that enters the victims body which henceforth co-habits with the victims spirit. It is similar to a wraith's spirit and is intelligent, it also obeys the Priest to the letter. The victim has no power to resist the wraith. Therefore the victim is at the whim of the possessing Priest. When not given instructions the 'wraith' will lose its grip and the victim may go about his business as he wishes, save that he will always follow previous instructions. The following rules apply to possessed individuals:

1. A possessed character cannot cast good aligned spells or miracles.
2. Possession destroys all blessings on the victim.
3. A character who dies whilst possessed cannot be resurrected.
4. 'Detect Evil' will reveal a 'yes' answer along with a true answer.
5. Spirit sight will reveal the presence of two spirits.
6. On the release of the possession, the most common methods of which are 'remove own miracle' or 'exorcism', the victim will remember nothing of the time he was possessed.
7. Possession will only affect characters of lower level than the Priest. Should the victim pass the level of the Priest he will automatically be released.
8. Although a possessed character will hand over wealth, betray or even kill friends, he will never do anything self destructive. If ordered to do so they will simply refuse - the possession is NOT broken.

Possession costs the casting Priest 1 permanent Power per victim until the victim is released. Should the victim be released from the possession by a method other than 'remove own miracle' the Power is lost permanently.

## **Summon Wraith**

*Level:* 8 [Evil]

*Duration:* 25 minutes

*Range:* 0

*Vocal:* "Spirits of Death evil in life come forth now with trouble and strife."

*Mind Influencing:* No

*Description:* This is a Raise Undead miracle (please refer to notes on special miracles) that summons a Wraith, which has the following characteristics.

### **Wraith**

1. Wraiths are incorporeal undead.
2. 9 Hits plus one per three levels of the summoner.
3. Wraiths are only affected by spiritual damage (or higher forms of spirit e.g. Holy) or 'iron or steel' damage.
4. Does 6 LPs Spiritual damage with each blow.
5. Wraiths are able to 'freeze with fear' by touch at will.
6. Can level drain by touch six times ever.

### **Freeze with Fear (Wraith Ability)**

*If the blow successfully touches the victim, the following will apply;*

1. Prevents the victim from moving (at all) for five minutes, irrespective of any damage taken (i.e. being damaged will not remove the effect).
2. The victim can see and hear what is going on around them (bearing in mind that they will be unable to move their head).
3. The paralysis is caused by cold and fear, and is considered mind influence.
4. Immunity to all cold effects grants immunity to this ability

### **Level Drain (Wraith Ability)**

*If the blow successfully by-passes the victims AC, the following will apply;*

1. The victim instantly and permanently loses one full level and all of the life points, skills and abilities associated with that level.
2. As part and parcel of the loss of the level the character loses the associated XP for the level that they have lost.
3. The XP loss is permanent but may be regained through adventuring.



### **Suspended Animation**

*Level:* 8 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of death come forth to cause thy harm here. For with thy power I cease this life and snuff the inner flame."

*Mind Influencing:* No

*Description:* On touching the victim this harming miracle will draw all the life force from the victim and reduce him to 0 life points. The following will apply;

1. The only way a victim may be revived is by receiving a 'Cure Grievous' or higher level curing spell.
2. Otherwise the victim is in suspended animation indefinitely.
3. Discern nature of wounds will reveal death (although this is untrue).
4. The body will not deteriorate and can stay in such a state for thousands of years.
5. While suspended a victim is immune to all other damage than spiritual, although as the victim is (technically) on 0 life points they have their full remaining life points (that they had at the time of Suspension) against spirit damage only. E.g. If at the point of Suspended Animation a character has 13 life points remaining, they will be slain by 14 or more points of spiritual damage.

### **Wither Limb**

*Level:* 8 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Howlers from without wanderers from the grave, Lords of the barrow break bone warp marrow. By the Barrow Lords I warp this...."

*Mind Influencing:* No

*Description:* This harming miracle will cause the limb touched to be withered.

1. The withered limb is useless; the only way to mend it is by cutting it off resulting in 3LPs permanent damage and have it regenerated by an Priest of higher level than the Priest who cast Wither Limb.
2. Only affects limbs.

## **9<sup>th</sup> Level**

### **Helsflame**

*Level:* 9 [Evil]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "I summon forth the fires of hell and smite you now with helsflame."

*Mind Influencing:* No

*Description:* Upon clearly and audibly pronouncing the vocal, the miracle causes damage to the target dependant upon the alignment of the target:

Good	36 LPs (18 Hits) or 6 Power
Neutral	30 LPs (15 Hits) or 5 Power
Evil	24 LPs (12 Hits) or 4 Power

The damage is instant and spiritual. It is **not** at all Fire based, although the effects of this miracle are a visible wreathing in Black flame.

### **Summon Wight**

*Level:* 9 [Evil]

*Duration:* Permanent

*Range:* 0

*Vocal:* "A foe while living a foe once slain, death to men the livings bane, come forth I command thee from dark domain."

*Mind Influencing:* No

*Description:* A complex ritual is required in order to summon forth the Wight;

1. The correct symbol must be inscribed in human blood and the words chanted.
2. A character of at least 2<sup>nd</sup> level must then be sacrificed (not necessarily by the Priest performing the miracle).
3. A Wight will then appear five minutes later.

When it appears the wight will have the following characteristics.

#### **Wight**

1. Wights are incorporeal undead.
2. 12 Hits plus one per two levels of the summoner.
3. It will cause 9LPs Spiritual damage by touch
4. Are effected by spiritual damage only (and higher forms of spirit) and steel.
5. Is able to freeze with fear at will by touch (see wraiths)
6. Is able to Double level drain 9 times by touch (see wraiths)
7. Is able to perform a ghoul howl at will (see ghouls).
8. They are also able to Planestep once per two levels of the summoner although this has a two second disorientation effect upon them regardless of which plane they are shifting to.

### **Terrify**

*Level:* 9 [Evil]

*Duration:* 45 minutes

*Range:* 30ft

*Vocal:* "Spirit behold thy nemesis and be thou now afeared to the bone."

*Mind Influencing:* Yes

*Description:* This miracle will wrack the victim with abject terror causing them to be stood still paralysed for the duration. If the victim is equal or lower level than the caster then the following will apply;

1. The victim is prevented from moving (at all) for the duration, irrespective of any damage taken (I.e. being damaged will not remove the effect).
2. The victim can see and hear what is going on around them (bearing in mind that they will be unable to move their head).
3. A Remove Fear miracle will negate the effects of this miracle.

If the victim is higher level than the caster they will suffer the effects of a fear miracle, as follows;

1. The victim will be feared and flee directly away from the Priest by the most direct route until a distance of not less than 30ft.
2. Once outside this distance the victim may opt not to flee, but must stay outside that distance for the duration and will not attack or cast at the Priest.
3. If the casting Priest backs a victim into a dead end and encroaches the 30ft then the victim will berserk through fear against the Priest.

## 10<sup>th</sup> Level

### Call Vampire

Level: 10 [Evil]

Duration: Permanent

Range: 0

Vocal: "Spirit of Evil come hither at my call, for I do summon the Lord of Darkness, Master of the Undead. In the name of bat, rat, and wolf come forth abomination of hell from thy dark citadel, come forth to mar this land."

Mind Influencing: No

Description: A complex ritual is required in order to summon forth the Vampire, summoning this creature is to say the least risky as this life hating beast is as prone to destroy summoner as victim;

1. The summoner must inscribe a circle of protection in the blood of all those who wish to be protected from the fanged slayer.
2. Once the vocal is incanted the blood of a human virgin of at least 4<sup>th</sup> level must be spilt (killing the victim).
3. Five minutes later a vampire will appear, it cannot enter the circle of protection if inscribed properly.

When the vampire appears it will have the following characteristics.

#### Vampire

1. Vampires do not count as either corporeal or incorporeal undead as described in the special miracle descriptions section.
2. They have Hits and Power as in life (20 Hits and 20 Power as base)
3. Suffer permanent damage from holy water.
4. Are Immune to physical damage.
5. Possess Vampiric Regeneration (see below).
6. Damage dealt is 12 LPs Spiritual damage through physical, spiritual and magical armour.
7. May perform a Double Level drain by touch twice a day (see below).
8. May perform a Vampiric Bite (Physical Double Level drain) by biting its victims 8 times ever (see below).
9. May cast Grav or Anti Grav (see below).
10. May cast beguile at will, though it may only cast it upon one target at any one time. This is physical and spiritual in nature.
11. May assume Gaseous form. (2 power to shift either into or out of a gaseous state.) (see below)
12. May cast Planestep three times per day (see 8<sup>th</sup> level Neutral miracle).
13. Suffer no effects from gravity (i.e. they can walk on ceilings, walls, etc.).
14. Retain all abilities and spell casting that they possessed during life.
15. Can assume Fylgia form (see below).
16. Will not approach within 20 feet of garlic.
17. A blessed holy symbol will repel a vampire back 30 feet once ever, after which the symbol will no longer be effective.
18. A vampire will be incapacitated (put comatose) by having a wooded stake impaled through the heart.
19. A vampire will be permanently destroyed by direct sun light
20. Grave Moss will have no effect.

#### Double Level Drain (Vampire Ability)

*If the blow successfully by-passes the victims AC, the following will apply;*

1. The victim instantly and permanently loses two full levels and all of the life points, skills and abilities associated with those levels.
2. As part and parcel of the loss of the levels the character loses the associated XP for the levels that they have lost.
3. The XP loss is permanent but may be regained through adventuring.

#### Vampiric Bite (Vampire Ability)

1. The victim instantly and permanently loses two full levels and all of the life points, power, skills and abilities associated with those levels.
2. The vampire permanently gains all of the life points, power, skills and abilities that the victim has lost.
3. As part and parcel of the loss of the levels the character loses the associated XP for the levels that they have lost.

**Grav / Anti-Grav (Vampire Ability)**

1. The vampire may cast either version of this ability on either an animate or inanimate object within 30 feet, the effects are as follows;
2. Grav - The gravity around the subject is increased exponentially, this forces the subject prone to the floor unable to move or speak, though they may cast any spell that does not require vocals or somatic.
3. Anti - Grav removes the effect of gravity from the subject which causes them to float wildly into the air, whilst in this state they will not have enough composure to act or cast. The height to which they rise is determined by the vampire.
4. Taking damage does not release the victim.
5. The duration is permanent until released or the vampire is destroyed or rendered unconscious.
6. The vampire may cast this upon one target at any one time. If he should re-cast it at another target whilst it is still in effect on someone else then the previous target will be released.

**Gaseous Form (Vampire Ability)**

1. The vampire is able to turn into/from a cloud of mist at a cost of 2 power.
2. Whilst in this form he is able to move at a slow walking pace.
3. Whilst in this form he cannot be targeted by spells or blows.
4. Is able to remain in this form indefinitely.
5. Cannot cast whilst in this form.
6. Gains no other benefits

**Fylgia Form (Vampire Ability)**

1. The vampire may change his physical form into that of a rat, bat or wolf.
2. He may assume each form once each per day.
3. Upon changing (either to or from Fylgia form) will act as a Total Heal.
4. Cannot wield weapons or cast.
5. Is affected by damage as if he was in his normal form, i.e. he retains the same number of Hits and any immunities gained.

**Vampiric Regeneration (Vampire Ability)**

1. Once slain by a particular damage type (e.g. magic, spirit, necromantic, etc). The vampire regenerates at 3 Hits / minute.
2. After it has regenerated to full health it is now permanently immune to that type of damage.
3. They are NOT immune to non damaging effects (e.g. non damaging spells) of a given type, only the damage.
4. A Vampire can never gain immunity to Holy damage.

*Dealing with Vampires:* Vampires have a great hatred of life and will attempt to destroy all life. However, they are highly intelligent and will not take any stupid or self-destructive acts. They will respect powerful spirit users, such as Good Priests, Paladins, Cavaliers or Inner Flames and realise they must be wary around them and will not reveal their nature if it is currently unknown. Around powerful evil spirit users, such as Evil Priests, Anti-Paladins, Slayers or Reavers they will work with them if their aims coincide for the moment but once they are done they will be happy to destroy their prior allies, or perhaps turn them to the undead if they have shown a similar zeal for the destruction of the living.

**Destroy Good**

*Level:* 10 [Evil]

*Duration:* Instant

*Range:* 15'

*Vocal:* "Oh lovers of life, upholders of truth, hear me I command thee to depart."

*Mind Influencing:* No

*Description:* Upon pronouncing this vocal a sickly aura of darkness will spread around the area. It will come slowly (over the course of a second) so incorporeal creatures have time to leave should they chose to. The darkness will clear after one second. The effects are;

1. All extra-planar good caught in the effect are banished back to their own plane of existence.
2. All good spiritual effects e.g. blesses will be destroyed.
3. All planar good will be blinded for 60 seconds and suffer 72LPs spiritual damage (36 Hits to monsters).
4. This miracle causes the casting Priest to expend two point of Power permanently.
5. This miracle, if cast immediately, will counter the effects of a *Dispel Evil* or *Destroy Evil*. If this is done, the *Destroy Good* has no other effects.

**Touch of Death**

*Level:* 10 [Evil]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of evil come hither at my call for here is a death and a haven for you all. By my power and by my might I demand of you as is my right. A slaying I require, a killing as of old. A death most swift, a body stiff and cold. Now by my power hear me I command that you shall die."

*Mind Influencing:* No

*Description:* This miracle is the ultimate harming miracle, with the following restrictions;

1. All of the vocals must be spoken audibly out loud in order for the miracle to take effect.
2. The effect of the miracle is to cause the victim to die, instantly.

The subject is spiritually annihilated.

**Smite Good**

*Level:* 10 [Evil]

*Duration:* Instant

*Range:* 30ft

*Vocals:* "With all of my spirit I put forth my malice here and now to smite good."

*Mind Influencing:* No

*Description:* Upon casting the miracle all subjects that possess a good spirit within 30ft will suffer 18LPs spiritual damage (9 Hits to monsters) and be paralysed (as a Stasis miracle) for 30 seconds or until struck (minimum 1 life point damage). Only an Evil Priest may choose this miracle - it is not available to neutral or (obviously) good Priests.

# Priestly Cantrips

## **Belay Undead**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* 15ft

*Mind Influence:* No

*Description:* Casting this upon one undead of equal or lower level to the caster will cause that undead to ignore the caster for the duration. If the caster attacks the affected undead it will instantly break the effect.

## **Catch Conceal Them**

*Level:* Cantrip

*Duration:* Instant

*Range:* Self, 15ft Radius

*Mind Influence:* No

*Description:* When cast this cantrip will give a 'yes' or 'no' answer to whether there are any animate beings hidden from the caster within the area of effect.

## **Conceal Spirit**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Self/Touch

*Mind Influence:* No

*Description:* This cantrip can be cast on something or someone to prevent it/them from detecting as spirit for the duration.

## **Elder Sign**

*Level:* Cantrip

*Duration:* Special

*Range:* Touch

*Mind Influence:* No

*Description:* Drawing a symbol on a wall, floor, ceiling, door, etc will block the next shifting attempt which would pass through it. If a being does attempt to shift/transport through and Elder Signed area they will bounce and the Elder Sign will be dispelled. They may try again after 5 seconds.

## **Forget**

*Level:* Cantrip

*Duration:* 30 seconds

*Range:* Other

*Mind Influence:* Yes - Lesser

*Description:* The caster speaks the name of the cantrip followed by a word/name. The person they are speaking with will forget the word/name for the next 30 seconds or until struck for damage.

## **Hide the Spoken Word**

*Level:* Cantrip

*Duration:* Instant

*Range:* Other

*Mind Influence:* Yes - Lesser

*Description:* While talking to one person the caster can pass their hand over their mouth and say one short sentence that the person they are talking with does not hear but anyone else listening may.

## **Last Rites**

*Level:* Cantrip

*Duration:* Instant

*Range:* Touch

*Mind Influence:* No

*Description:* The caster speaks over the body of someone recently deceased to give them Last Rites. Henceforth the willing spirit will move on and the body cannot be raised again in any way.

**Locate Grave**

*Level:* Cantrip

*Duration:* Instant

*Range:* Self, 15ft Radius

*Mind Influence:* No

*Description:* Gives the caster a radar blip of all buried remains within 15ft radius of them.

**Locate Spirits**

*Level:* Cantrip

*Duration:* Instant

*Range:* Self, 15ft

*Mind Influence:* No

*Description:* Gives the caster a radar blip of all spirits within 15ft radius of them.

**Locate Undead**

*Level:* Cantrip

*Duration:* Instant

*Range:* Self, 15ft Radius

*Mind Influence:* No

*Description:* Gives the caster a radar blip of all undead within 15' radius of them.

**Plane Bar**

*Level:* Cantrip

*Duration:* 30 seconds

*Range:* 15ft

*Mind Influence:* No

*Description:* Pointing at a target and calling "Plane Bar" will cause the target's next attempt to mystically leave the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump or Plant Shift as the caster does not leave the plane to move.

**Resist Disease**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Self

*Mind Influence:* No

*Description:* Makes the caster immune to the next Disease attack which they are hit with within the duration. If hit with such an attack, the cantrip then ends.

**Resist Fear**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Self

*Mind Influence:* No

*Description:* Makes the caster immune to the next Fear attack which they are hit with within the duration. If hit with such an attack, the cantrip then ends.

**Resist Paralysis**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Self

*Mind Influence:* No

*Description:* Makes the caster immune to the next Paralysis attack which they are hit with within the duration. If hit with such an attack, the cantrip then ends.

**Resist Strength Drain**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Self

*Mind Influence:* No

*Description:* Makes the caster immune to the next Strength Drain attack which they are hit with within the duration. If hit with such an attack, the cantrip then ends.

**Stagger**

*Level:* Cantrip

*Duration:* Instant

*Range:* 15ft

*Mind Influence:* Yes - Lesser

*Description:* The caster points at their opponent and calls "Stagger". The opponent stumbles and must drop to one knee. They may immediately stand up again.

**Staunch Thirst**

*Level:* Cantrip

*Duration:* Instant

*Range:* Touch

*Mind Influence:* No

*Description:* When cast this cantrip will remove the most powerful natural thirst and restore someone suffering from the heat. Will not counter any spell caused dehydration effects.

**Summon Servitor**

*Level:* Cantrip

*Duration:* Instant

*Range:* Special

*Mind Influence:* No

*Description:* This will advise one currently summoned creature under the control of the caster that they are required to return to the caster. Intelligent and/or poorly controlled creatures may ignore this however.

**Tag Non Corp**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* 15ft

*Mind Influence:* No

*Description:* The caster points at the incorporeal target to be tagged and speaks the cantrip's name. For the duration the caster knows where that incorporeal is. This can be re-cast before the duration ends as long as the incorporeal is still within range.

**Tongues**

*Level:* Cantrip

*Duration:* 1 minute

*Range:* Touch

*Mind Influence:* No

*Description:* For the duration the caster may understand and speak with the target even though they would not normally understand them.

**Trepidation**

*Level:* Cantrip

*Duration:* 30 seconds

*Range:* 15ft

*Mind Influence:* Yes - Lesser

*Description:* This is a minor fear which when cast will cause the victim to attempt to stay clear of the caster for the duration. This can also be cast on an entrance to make other afraid to enter for the duration.