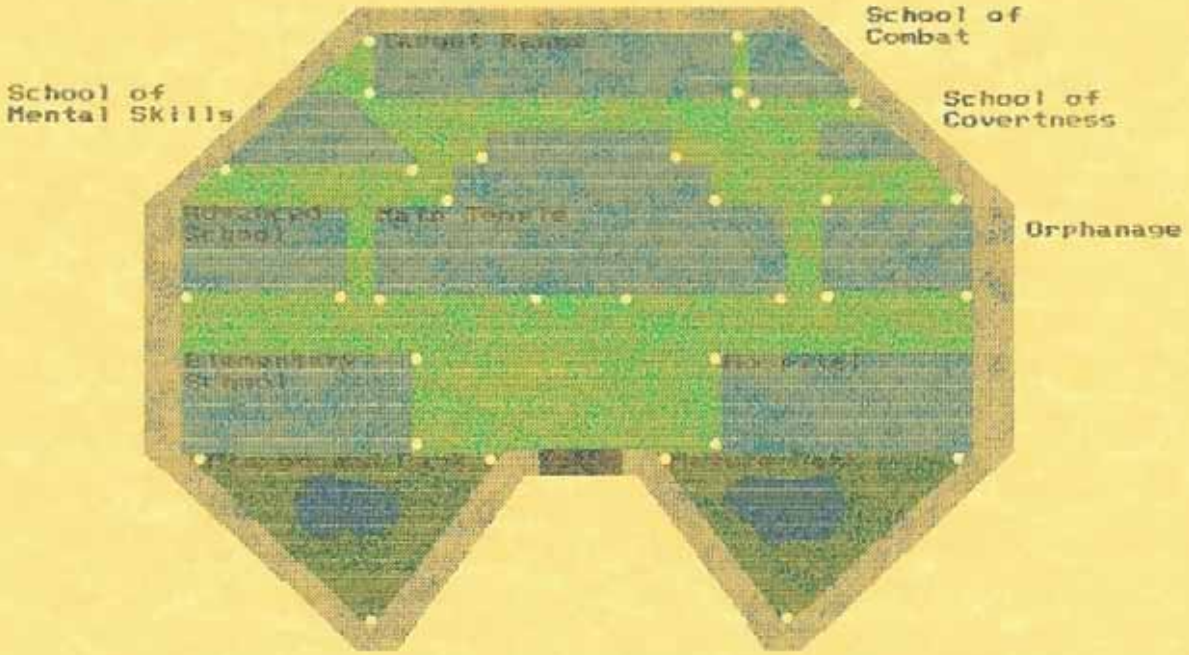
Energion Campaign System

Priest Spells



Serious Role Playing for the Intelligent Adult

Energion Campaign System

Priest Spells

by

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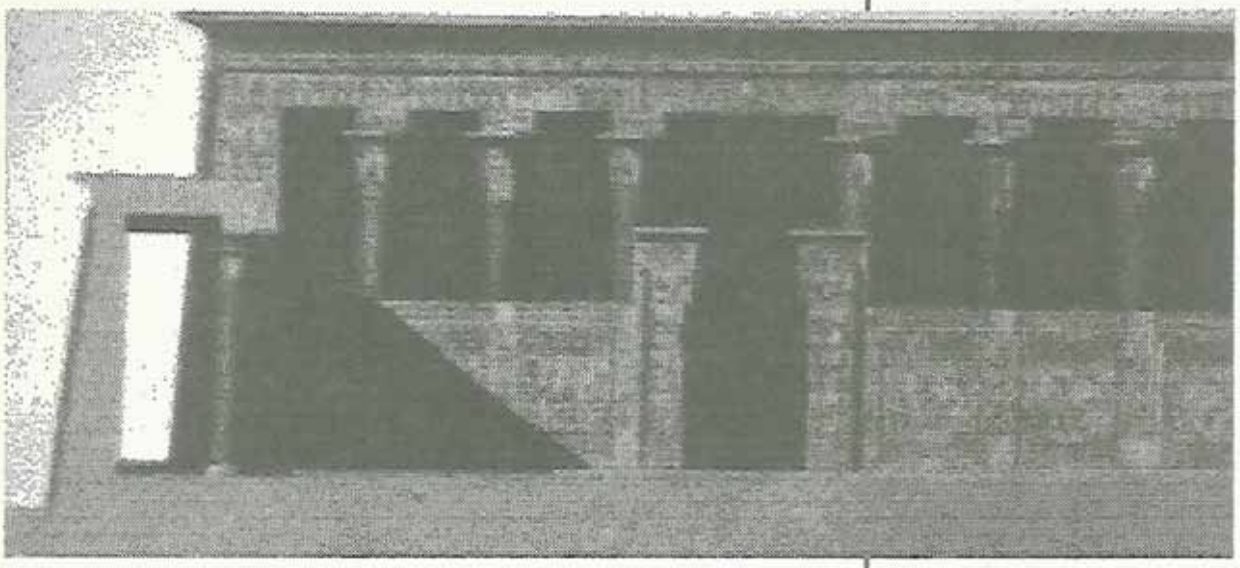
Chapter 1



Philosophy

Rule of the Gods

Gods in Human Affairs

Developing Priestly Powers

Introduction

Introduction

Philosophy

Religions in fantasy campaigns are too often treated as minor matters, with the typical priest of what's-his-name, or just a generic priest, wandering around casting spells that are somewhat different from those of the wizards, but with no commitment to anything and no individual characteristics.

In order to play the role of religions in a campaign, the gamemaster must create the gods and then handle their actions. The Energion religions system is designed to make sure that each religion is unique and that each priest must be fully aware of his or her religion and the duties of the priest. This system may appear a little complicated, but it is actually relatively simple. The material presented in this manual is arranged for easy computerization and a program is included for handling spell lists.

The role of gods in fantasy worlds has been a much neglected topic. As they are giving spells to priests on a regular basis, the gods must be very real and very involved. The fantasy gamemaster must take this into account in playing their role and the role of priests. The basic theory for doing this is contained in the section on the rule of the gods.

Each god is different. Earth religions develop theologies relating to the needs and interest of their worshippers, and this would be even more the case in a fantasy campaign. Because of this, each deity should have an individual list of spells, rituals and other powers to go with the spheres of power. A sun god, moon god and a death god should not have the same capabilities any more than they will have the same aims.

Rule of the Gods

The following general rules are useful for designing powers of religions and for maintaining the balance between religions. These principles should be

adapted to the individual campaign, and form part of the magic theory and cosmology of my campaign. I call these principles the Rule of the Gods.

1. The gods combine to maintain the ordered universe and to keep it from being reabsorbed by primeval chaos.

2. However the first gods came into existence (see creation mythologies), gods now gain power in accordance with the number of worshippers they have. Conversions are therefore very important to any deity.

3. What a god may do is defined by the tolerance of the other gods to his action. The most costly event for a god is direct personal interference. Deities will make every effort to work through their worshippers as this is more cost effective in the long run. The more personal attention a god must pay to an action, the more costly it is; therefore, the more directly the deity must interfere in a decision, the more it costs.

4. Gods divide themselves into spheres of power, also because they may be more cost effective in this way. As a general rule, the more spheres a god maintains control over the greater his or her power. This is not always true, however, as the god may maintain greater or lesser control over any particular sphere.

5. Power of priestly spells or miracles is determined by the sphere of control and political power of the deity.

6. Each deity has a defined subplane, usually of a pantheon subplane (6th dimension) of bounded chaos. Some of these extend into paramaterial in cases where the god claims a particular element of control or a material sphere (sky, ocean).

7. Each deity has servants related to his sphere of control. In some cases, in the past, some of these creatures rebelled, and now live on separate planes. They vary greatly in spheres of control and attitudes, and their territories include some areas which extend into bounded chaos. Their territory as a whole is well protected, but they may be forced into service due to specific curse of their former deities. These have functions as demons, devils, elementals, angels, and other bizarre creatures which have lived on other planes. Certain religions have particular servants of high level who rebelled against their god and thus was thrown down to this place (down is hardly a good description!) and evil doers are automatically considered to worship this adversary (Satan, the Devil, etc.). These creatures are the fodder of a Summoner's life. They may be forced to do a number of interesting and at times unpleasant things with sufficient effort. Some creatures also live voluntarily on these planes. One thing which a summoner must keep track of is the nature of each creature. A voluntary resident may not be forcibly summoned or forced into service. Others require specific knowledge of deity curses.

The Gods in Human Affairs

Gods interfere in human affairs because it interests them for some reason, and because they gain power from the worship of intelligent creatures. Because of the attitudes of other gods engaged in the same game, they try to do so with as little interference as possible. They work through human agents. These human agents may be priests, persons especially dedicated to the religion, or just common worshippers. The things that people do for the gods do not cost the gods in the attitudes of their fellows.

One of the major reasons that the gods deal second-hand in human affairs is that god wars are very costly. Since gods deal with the fabric of the universe in a major way, their combat capabilities are necessarily great, and have a tendency to destroy large areas of the multiverse. Thus, fighting for power occurs in the human sphere. In the long run, many gods hope to get enough worshipper power to be able to take absolute control of the multiverse and make it in their image.

The attitudes and actions of the gods should be played with the long view in mind. These beings are immortal, and so automatically take the long view. Try to simulate the effect of their lack of concern over the momentary accomplishments of their religion. Things which may seem to be a major disaster to the a priest who is taking the short and narrow view, may be merely a minor incident from the point of view of the gods, who take a longer view.

A priest on the spot sees that a great leader of his religion is about to die. He prays to his god for special favors to help him save the leader from death. Is this a cause for more direct intervention on the part of the deity? It depends on the culture and the religion. The martyrdom of a charismatic leader could be a simple example. If a religion and culture have the proper attitudes toward self sacrifice, and consider giving one's life for the cause to be a high value, then a martyrdom may be a very good thing for the growth of a religion.

Religions and Politics

The fact that religions have powers which are repeatable, miracles on demand, means that they will have a significant influence on the affairs of countries. The gods might have various motivations, and their priests certainly will.

For the most part, the priests may be treated simply as individuals with the appropriate powers who have certain political aims. The gods may have other motivations. These motivations will relate closely to the god's desire for more worshippers. Remember, however, that the gods will take a longer view than the average humans, and this should be reflected in the way that they are played.

Developing Priestly Powers

The specific spheres which gods may control will vary, but those necessary to run adventures in the territory partially described in the Basic Manual are listed here. These provide spheres for one pantheon and an opposing religion. The pantheon and god spells are listed under the descriptions of the religions. They are merely an example and contain basic spells to use with the Energion Campaign System.

A priest's spell list should consist of general spells, powers so common that all priests must have them in order to make their religion effective; sphere spells, those spells which are required in order to be perceived as properly controlling a sphere; pantheon spells, which are those spells which characterize a group of gods or a culture which worships them; and spells of the individual god, to include secret powers and trademark spells. It should be difficult to predict exactly what a priest can do.

Special abilities may be handled as zero level spells, which cost no power levels to cast. Handle these sorts of spells very carefully, as they can have a major impact even with small power, since the priest need expend none of his or her daily power when using them.

Unlike the highly technical spells of spellcasters and manipulators, the level of a priest's spells are based on the power. The gods keep a balance in how much power they expend in the multiverse. They try to get as much as possible from individual human action. No spell should exist which requires intervention of the god. Those types of actions can only be taken in special circumstances, if then.

Ceremonies and rituals are religious events which may simply indicate to the deity that his worshippers actually worship him, but which may also have real power. These may be included in the generated spell lists or handled separately. The lists in this book do not contain any ceremonies, but these can be added and coded easily.

The Harar Gods

In the Pareston area, where the sample combat occurs, there are two major opposed religions, that of the Harar pantheon, and the Velanac religion. The majority of the people in Pareston worship the former. In the neighboring country of Ta Ketep, Velanac is the major religion. That country is rather oppressive, and not a particularly nice place to live. There is commerce with them in any case. The following brief descriptions are provided to go with the spell list generation program and spells provided.

The Harar pantheon also includes other gods, but these are not necessary for immediate use. The spheres required for these gods are: 001/War, 002/Fertility, 004/Magic, 008/Air, 011/Knowledge, 012/Justice, 018/Weather, 019/Agriculture, 025/Sun, and 028/Politics. The gaps in the number codes are for other spheres which are necessary for other pantheons. The pantheon code for Harar is 340. Spells with this code are usable by any priest of one of the

gods of this pantheon. The three letter abbreviations after the god names are used to indicate spells castable only by priests of that particular god. This pantheon is loosely based on the Sumerian/Babylonian pantheon of the Ancient Near East, but is not identical.

Baraq BAR 018/Weather, 001/War, 008/Air, 028/Politics

Baraq is the head of the Harar pantheon, and is a civilization oriented deity. His priests advocate justice through order, and support lawful authority. They can be flexible, and will bend rules for the good of society, but are very careful in all cases of this type of activity.

Esher ESH 019/Agriculture, 018/Weather

Esher is the most popular peasant god, due to his agriculture aspect. His priests work among the peasants, blessing fields, and giving advice on the growing of crops. Most of them are of peasant origin.

Hadar HAD 025/Sun, 012/Justice, 011/Knowledge

Hadar is the Harar god of the sun. His worship is included in the Ecumenical Temple, which is an organization of various sun religions of different origin but similar theology. The other religions involved are not important, as Hadar is the major branch of that religion in Pareston.

The Twins YER 001/War, 002/Fertility, 004/Magic, 026/Lunar, 030/Selenar

The twins are goddesses of War (Yarik) and Magic (Era) along with their respective heavenly bodies (the two moons of Energion), and the support for love and fertility. Their worshippers are generally adventuresome warriors and wizards. They may also be worshipped separately.

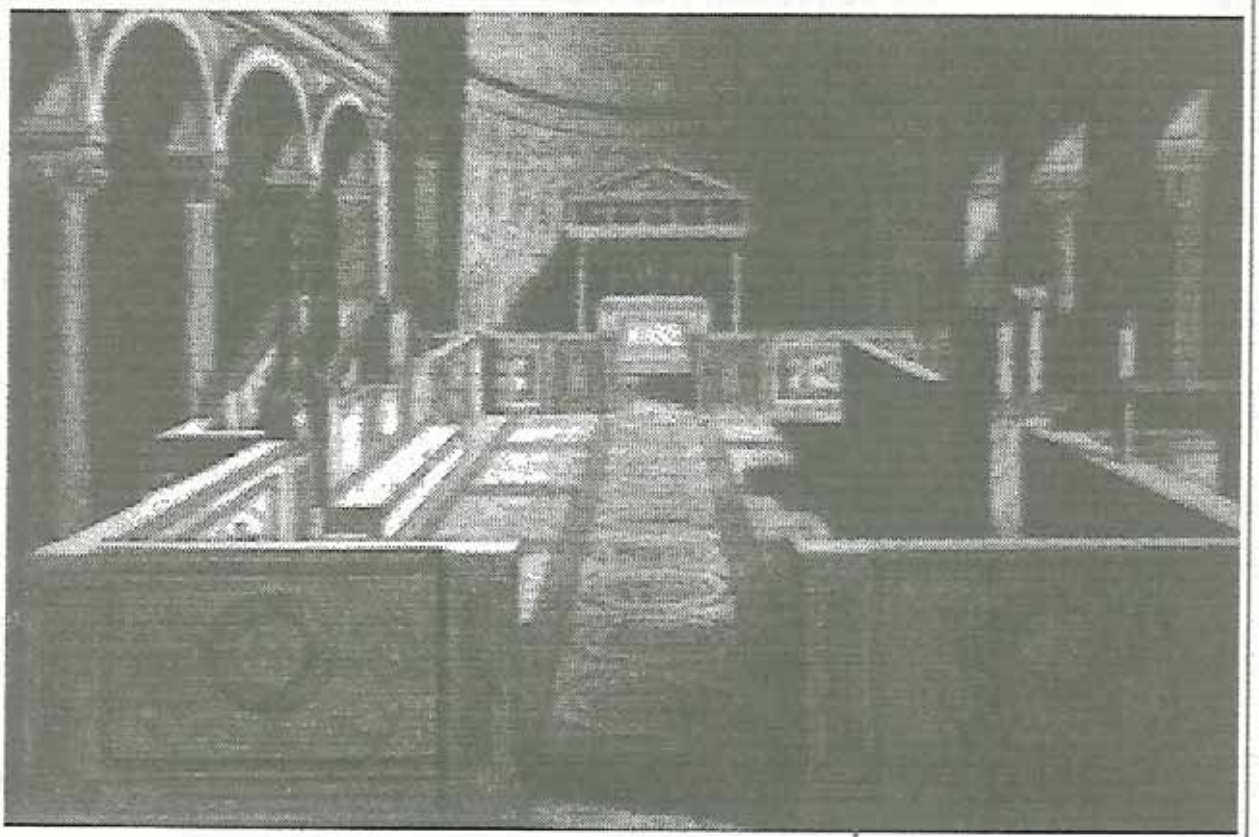
Opposing Gods

The major opponent of these deities in the area is Velanac, who has a variety of subordinate organizations. The organization in this area is one of Martial Artist/Assassins. Their priestly spheres are 013/Death, 017/Covert, and 014/Evil Snakes. No campaign can be quite complete without an evil snake cult! The god Velanac is described as follows:

Velanac VEL 013/Death, 017/Covert, 014/Evil Snakes

Velanac priests work to undermine the overall order of society, though they do not preach that view openly. They often help the peasants, and enforce laws both to maintain their own power, and to give an impression of actions other than their real aims. They are opposed firmly to the government of the Duchy of Pareston, and hope to undermine it, then invade the territory. They have a number of snake related spells.

Chapter II



General Spells
War
Fertility
Magic
Air
Knowledge
Justice
Evil Snakes
Covert Activities
Death
Weather
Agriculture
the Sun
Luna
Politics
Selene
Harar Pantheon
Velanac

Spell Lists

Spells

General Spells (000)

The following spells are general spells, which are required simply to make priests viable characters in your campaign. Some of the effects of these spells may be duplicated by ones designed for sphere or pantheon, in which case they should not be available to the priests concerned.

For purposes of the program listing provided, these spells are coded with a "#000" indicating that they are available to all priests. Those who are planning to use a version of the program may see the program listing and documentation for the specific handling of the various spell codes. For anyone not planning to use that program, those codes after a back slant bar (\) are spheres which are not permitted to have the spell indicated. Everyone else may. This usually means that they have a replacement on their sphere list. The sphere codes are all expanded at the beginning of their spell list.

The following codes are included in this general list, even though the spheres are not further expanded or the gods described. These are left here for illustration, as suggestions for your own future development, and to allow this list to mesh better with planned products further describing the Energion universe. The codes noted are: 003/Healing, 005/Fire, 006/Water, 020/Disease, ERL/Erlion, and PER/Perlina. Both of the deities listed have the relatively rare sphere of Travel, and so get a separate version of the spell. Any gods which you decide to describe for your campaign may have replacement spells for certain of these general ones, usually indicating better control of the sphere. If so, they should not get the general spells.

Abbreviation usage follows:

c=creature
cd=centimeter diameter
I=instantaneous (Duration)
I=item (Effect Area)
k=kilometer
kr=kilometer radius
m=meter (Range or Effect Area)
mr=meter radius

m=minute (Duration or Casting Time)
P=permanent
pln=plane
r=radius
s=second
S=self
spec=special
T=touch
V=variable
w=week
wk=week
y=year

Special notation usage: **1mr*l>5** means a one meter radius of the target point per level of the spell over five. This notation is used to avoid need for parentheses in limited space.

#000\011.004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divination	0-5	T	I	spec	1m	

Description: Requires the use of a device capable of indicating three states (yes, no, no knowledge) which will be chosen by religion. Will answer 1+level questions from the caster.

#000\004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Make Holy Item I	0	T	P	1I	15m	need dedicated item

Description: This ritual allows the priest to make a holy item with a single stored spell. The item ceases to be magical when that single effect is accomplished, but does last until discharge. Any spell which the priest can cast may be attached to the item without regard to level. Discharge time is 1 second. The spell must be inactive. A maximum of 5+your priest level may be in existence at a single time.

#000\013.003

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Minor Cure	0	S	1h	S	10m	applied by touch

Description: Allows the caster to heal 4 points of physical damage which a target has received recently. May be done only once per target per day. The spell will take effect on any one person/creature (priest's choice) touched after the casting as long as it is within the duration time.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Request Item	0-10	T	V	V	V	

Description: This is a procedure whereby a priest can make special items which do not fit into the standard categories for priestly items. It is favored for any important item which may have a publicity effect, or for minor items with limited applicability. The priest must prepare the item normally, then carefully request effects in accordance with his/her deity's sphere(s) and

inclinations. The item will either be granted or refused as a whole, and deity reactions will be checked if it is refused.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Suppress Magic		0-10	3d	10s	2m^3	7s

Description: This spell is similar to anti-magic field in that it suppresses all magic in the area of effect at a 10% base, with the standard variables. It has standard variation in effectiveness according to target. Rules for contests between opposing magic fields are explained in the Magic and Mental Skills Manual.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
View Magic		0-10	T	5m	1c	1m

Description: Allows the priest to see where magic is located. Any priest properly trained can also distinguish the general type/source of the magic. Additional levels are useful to punch through protection at a 10% improvement per level.

#012.017.028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Voice Scramble		0-10	T	1m*l+1	spc 10s	2-22c

Description: Scrambles communications between the number of creatures touched during the casting allowing only those touched to comprehend. This may be broken by a Descramble spell at 50% +/- level variable.

#012.017.028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Voice Descramble		0-10	T	1m*l+1	1c	10s

Description: Allows the person touched to have a 50% +/- level variable chance of understanding scrambled speech.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Ward vs Opponents		0-10	T	1-11h	1c	5m

Description: Gives +10% avoidance rolls against a creature of opposing ethos. There is also a 90% chance with standard level differential of preventing physical contact with a creature who is both opposed to the caster's ethos and who is also in current contact with another plane.

#000\003.013.020

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cure Diseases		1-5	T	I	1c	5m

Description: Gives a base 90% chance of healing a disease whether natural or magically caused. Natural diseases will be rated in terms of difficulty from 1 to 5, one being approximately a common cold and 5 being pneumonic plague. Magical diseases are based on the level used to create them. The standard +/- 10% per spell difference level variable applies.

#000\013.003

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal	1-5	S	1h	S	10m	applied by touch

Description: Allows the caster to heal 1 through 5 d10 of physical damage suffered by the target. Amount of damage is determined by spell level. The spell may be activated against any one target up to the duration time.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Holy Swift Action	1	T	1d	HS	1m	only on Holy Symbol

Description: This spell allows the priest to partially cast, and attach some of his/her spells to his/her holy symbol so that they can be cast later in the same day by a 1 second verbal trigger. All material components of the spells are consumed at the time the trigger is established, and if the spells are not used by the end of the duration they fade away. Spells so attached can be of any level, and 1 may be so attached for every 4 levels the priest has attained. Certain spells, generally those which require other components such as divining rods or ritual casting times do not work.

#000\013.014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Remove Foreign Substance	1-10	T	I	2m^3	5m	

Description: Allows removal of foreign substance, such as poison, from the target's body. Base chance is 100%, with a 10% penalty against poisons of greater complexity. Note that if you do not use a system of poison complexity levels for your campaign you should establish a single level for this spell, probably second or third.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Banish Magic	2-10	10d	I	V	5s	

Description: This spell sends magical energy back to its home plane momentarily, destroying the continuity of magic in the area. It is 50% base effective in accomplishing this, with 10% bonus or penalty per level of difference in spell strength. It requires that the priest know the type of magic in the target spell. Special variable: +10% if in deity's sphere.

#005.006.018.017.004.013.020\003

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Special Weapon I	2-10	T	2-10m	1I	1m	Dur variable

Description: Affects the priest's holy weapon with the following results:

1. Fire, +5 pts fire damage
2. Water, +5 pts dehydration
3. Weather, +5 pts electrical
4. Assassin/Thief, silent weapon
5. Magic, +5 pts disintegration
6. Disease/death, +5 pts necromantic effect

Other effects may be established for other spheres.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Awareness	3-10	T	10m*l	1c	2m	30-100m radius

Description: Surrounds the priest with a field of warning against persons or items which either affect the environment significantly (walking) or may be detected (falling rocks included). The priest will not be surprised and may take a one second reaction.

#000\ERL.PER

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Dimension Travel	3-10	T	I	1c	5m	

Description: Performs 5 to 40 points of dimension travel. When placed on a door, it will phase the next person who passes through the area. Planar travel is explained further in the Magic and Mental Skills Manual.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Language	3	T	20m	2c	2m	

Description: Allows one creature to speak a language known by the other one for the duration of the spell.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Holy Item II	3-10	T	Spec	1I	1wk	

Description: Allows making of an item with charges, maximum levels of spells contained are 15 levels per spell level. Addition of one level allows creation of a rechargeable permanent item, otherwise the item lasts until it is exhausted.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mark of Blessing	3	T	1w*l	1I	10m	

Description: With this spell, a priest inscribes a character with a special ink (or appropriate chisel, etc) on a device appropriate to the religion which then becomes blessed. Other persons touching the device may be made uncomfortable depending on religion:

This is a special case in which an avoidance roll, not normally allowed for touch spells, will indicate no reaction unless some damage is taken. This spell is used by many temples for temple coinage.

Reactions are: Ally - none
Neutral - mildly uncomfortable
Hostile - noticeable discomfort
Enemy within same pantheon - burning sensation
Special opponent - 1 point damage (burning)

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Dream	4	S	V	S	10m	

Description: Similar to Vision (see Sphere of Knowledge), except that the priest will receive a dream during the next sleep period of greater than one hour, which will contain information relative to his/her request.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Individual Judgment	4-10	60m	I	1c	3s	+1 decimeter radius

Description: This spell brings down a bolt of lightning, fire or other damaging agent from above as appropriate to the priest casting it which does the (spell level-1)d10 of damage. Anyone within 1 decimeter (or touching) will take 1/2 damage.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise I	5	30m	I	1c	5m	

Description: Allows the resurrection of one dead person whose soul is still within the immediate area (10 minutes). Requires consecrated ground.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Scrying Device	5	10m	15s*l	6cd*l	15m	

Description: This spell allows the priest to make a scrying device out of 1 item appropriate to his/her religion. This device may be used to locate objects for which an association may be established, or to observe specific areas not protected or heavily enclosed which may be defined by the priest. This will vary with theology. Details of use vary with religion, but divination may also be accomplished with the device, which will give the opinion of the deity or a servant as to past, future or distant present events. Note that church devices of this sort may never be used for more than the stated duration of this spell at one session even if permanent.

#005.006.013.017.020.004.018\003

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Special Weapon II	5-10	T	5-10m	1I	1m	Dur variable

Description: Creates a weapon totally of the specified material, as listed under Special Weapon I.

#000\011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal Soul	6-10	T	I	1c	1m	

Description: Heals 1-5d10 of soul damage sustained by a target.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Holy Item Call	6	T	6d	1I	2m	associate w/priest

Description: This spell allows the priest to cause one item to be attached to him or her such that it will always return when called for. It takes 3 seconds to summon the item back, but it will return on its own if it is separated from the caster for more than 2 minutes. Items so prepared must be holy, such as holy symbol, sacred weapon, etc.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Instant Raise	6/8	S/T	1d	1c	10m	Rng variable

Description: During the duration, any time the priest receives a killing blow or other form of attack he will be immediately restored to consciousness.

Further healing is the priest's own problem. The only difference between the 6th and the 8th level version is the ability to bestow the spell on someone other than the caster. This spell must be cast on a living target. It must be allowed to function within the same second as death. Once it has accomplished its effect it is expended--the maximum duration is one day, or until discharged.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Multiple Judgment	6-10	60m	I	10md	3s	

Description: This spell brings down a bolt of energy from above as appropriate to the priest casting it which does (spell level-3)d10 of damage to all in the area of effect.

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise I	6	30m	I	1c	5m	

Description: Allows the raising of one dead person whose soul is still within the immediate area (10 minutes). Requires consecrated ground.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise II	6	30m	I	1c	5m	

Description: Allows the raising of one dead person whose soul is still available (within one week of death). Requires consecrated ground.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restore Body I	6	T	I	1c	10m	

Description: Restores a dead and partially rotted body to full form. Requires that the majority of the flesh in coherent form be available. This is excessive trauma to a still living body and will cause death.

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Instant Raise	7/9	S/T	1d	1c	10m	Rng variable

Description: During the duration, any time the priest receives a killing blow or other form of attack he will be immediately restored to consciousness. Further healing is the priest's own problem. The only difference between the 7th and the 9th level version is the ability to bestow the spell on someone other than the caster.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Make Holy Item III	7-10	T	P	1I	8h+	need dedicated item

Description: This spell allows the construction of an item which will have 5-20 effect levels daily (variable with spell level). This may be arranged into usages per day, week, or other time period, with the usages balanced out correctly over the period of a month, or the closest similar time period identified by the religion.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Make Holy Item IV	7	T	P	1I	8h	need dedicated item

Description: This ritual allows the priest to attach one permanent effect to an item which will affect only the item, not the wearer, though this may change the effect of the item if appropriate (A "Dedicate Weapon" could be used in this way, for example.)

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise II	7	30m	I	1c	5m	

Description: Allows the raising of one dead person whose soul is still available (within one week of death). Requires consecrated ground.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise III	7	T	I	1c	30m	

Description: Allows the raising of one dead person whose soul still exists but is on another plane. Requires consecrated ground.

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restore Body I	7	T	I	1c	10m	

Description: Restores a dead and partially rotted body to full form. Requires that the majority of the flesh in coherent form be available. This is excessive trauma to a still living body and will cause death.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restore Body II	7	T	I	1c	10m	

Description: Restores a full body from 10% or more of the material in that body at the time of its death. This will cause death if used on a living creature.

#000

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Bestow Spell Effect	8	T	P	1I	8h	need dedicated item

Description: This ritual allows the priest to attach one permanent effect to a person or item which will affect the wearer or user of the item. Any spell which the priest can cast may be so attached.

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Raise III	8	T	I	1c	30m	

Description: Allows the raising of one dead person whose soul still exists but is on another plane. Requires consecrated ground.

#000\003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restore Body II	8	T	I	1c	10m	

Description: Restores a full body from 10% or more of the material in that body at the time of its death. This will cause death if used on a living

creature. This spell specifically prohibits body part banks. Check your religion or sphere specific spells for other methods of restoring bodies.

#003.032

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restore Body III	8	T	I	1c	1h	

Description: Restores a complete body of a worshipper of the pantheon of the caster to wholeness from nothing. The resulting body will be unwounded.

The Sphere of War (001)

This is a very straightforward sphere, for priests whose religion is designed to encourage the learning and practice of the arts of war. The sphere is neutral as to philosophy. The war priest may be supporting war for its own sake, war in defense of family, or holy war in support of the religion. Spells specific to these purposes should be included in the pantheon and deity spell lists.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Precision	1	T	10m	1c	1m	

Description: Adds the caster's levels in coordination to the target. Physiological limits must be adhered to.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Speed	1	T	10m	1c	1m	

Description: Adds the caster's levels in agility to the target. Physiological limits must be adhered to.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Strength	1	T	10m	1c	1m	

Description: Adds the caster's levels in strength to the target. Strength must not exceed the target's physiological capability.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Command Voice I	2-10	0	1m*l	Spec	1s	

Description: Amplifies the forcefulness of the caster of the spell by 5 points per spell level over first level, thus increasing the forcefulness of commands given while the spell is in effect. All within hearing range are subject to the commanding tone, but are not necessarily compelled to obey. Physiological limits apply.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Command Voice II	3-10	T	1m*l	Spec	1s	

Description: Same as Command Voice I, but the spell may be cast on another person.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Dedicate Weapon	3-10	T	2h*l	1I	5m	

Description: *This spell temporarily dedicates a weapon to a god. It may be used in creating enchanted items (see enchantment). When used on a good quality weapon it will give that weapon the caster's levels in percentage bonus to hit, and (caster's levels+7)/8 in bonus to damage. Damage bonus will be doubled against members of a specifically opposed religion.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Endurance	4	T	I	1c	5m	

Description: When cast upon an exhausted creature (appropriateness of creature is by religion) this spell will allow that creature to continue strenuous activity for the next normal endurance time as though totally refreshed. Normal tiring then continues to take place. This equates to becoming totally rested and then starting effort over. Endurance is discussed in the Basic Rules Manual.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Sustenance	4	T	I	1c	5m	

Description: This spell will alleviate all hunger and thirst in the recipient, satiating the creature as if it had just finished a satisfying meal. This spell duplicates all of the effects of a nourishing meal in the target creature, and supplies sufficient calories for 1 day of fairly strenuous activity. Maximum time for use of this spell is the target's ENBonus days, after which he/she must recover for 1/10th of the time used.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Healing Weapon	4-8	T	1h*l	1I	10m	

Description: This spell places a delayed healing in the cleric's weapon, provided that that weapon is holy to the cleric's god. The healing effect may be activated at any time during the duration at the will of the cleric. Healing will be 1d10 per (spell level-3).

The Sphere of Fertility (002)

This is not necessarily the sphere of orgies and unrestrained sexual activity. It is often the sphere of gods or goddesses in areas where the production of children is important to the culture. It does not have a major impact on adventurers, but is quite important on the local scale.

#002

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Love At First Sight	0	1d	1d	1c	1m	

Description: Enables the caster to make the target fall in love with the first person of the opposite sex that they see. The feeling of love may continue after the duration, depending upon the target and what he or she knows or finds out about the one that they are in love with. Since the anomaly is instantaneous, sophisticated examination of the aura is required to detect the interference.

#002

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Infatuation	1-10	1d*l	1d*l	1c	1m	

Description: Allows the caster to make the target fall in love with a creature of the opposite sex specified by the caster. The target must see the object of the love within one hour of the casting, or the effect will fade. The feeling of love may continue after the duration, depending upon events occurring while under the spell. Since the anomaly is instantaneous, sophisticated examination of the aura is required to detect the tampering. Standard rules regarding mental protection apply.

#002

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Fertility	2	T	1m*sl	1cpl	10m	

Description: This spell adds 50% to the existing base chance for any intercourse so blessed to result in pregnancy.

#002

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Impotence	2-6	T-30d	1w-P	1c	1m	varies directly

Description: Makes the target completely impotent, though he will desire sex normally. Range variations are T 1d 10d 20d 30d; and 1w 2w 3w 4w P.

#002

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Lovesick	4	90m	1w	2c	1m	

Description: This spell is a key mischief item for clerics of love gods. By using a small amount of perfume and incense, and saying a little incantation

which may even be worked into conversation, the cleric may cause any two people to fall in love. This love will last at least a week, and after that the relationship may carry on or grow cold according to the attitudes of the persons involved. The magic anomaly is instantaneous, so only sophisticated examination of the auras will reveal the tampering. The targets must be within 40 feet of each other.

The Sphere of Magic (004)

This sphere belongs to that select group of deities who encourage the practice of the more technical human magic. It is for the religions of spellcasters, manipulators and summoners. Any special view of magic should of course be covered in the individual religion spell lists.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Trigger	0-10	0*T	Spec	Spec	10m	

Description: Allows triggering of magic in an item in a way similar to the Spellcaster/Manipulator trigger. Duration is 3 hrs for the 0 level version and 1 day per level above that. The spell may trigger multiple effects, each new effect costs one level. Triggers may be simple (a blow) [no level cost], Complex (a command word or phrase) [costs one level], or truly complicated (a bizarre sequence of events) [costs three levels]. Effect area and casting time are invariable, but other values are to be calculated as level costs according to the spellcaster system.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mixed Holy Item I	0	T	P	1I	15m	need dedicated item

Description: This ritual allows the cleric to make a holy item with a single stored spell. The item ceases to be magical when that single effect is accomplished, but does last until discharge. Any spell which the cleric can cast may be attached to the item without regard to level. Discharge time is 1 second. The spell must be inactive. If the caster is a priest/mage he/she may place spell levels of the second class in the item as well with the normal mage limitations of matrix size, casting time and spell set-up. A maximum of 5+your cleric level may be made at one time.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Parry Magic	0	T	Inst	1m r	1s	

Description: Parries an incoming spell or matrix, provided that the caster is within the effect area. The parry effectively negates the effectiveness of incoming magic by 5% per parry per spell level and reflects that percentage back to the original caster. For all or nothing spells, it has a percentage chance of reflection, or they function normally.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Reflect Magic	1-10	T	1s	1mr	1s	

Description: Reflects a percentage of incoming spells/matrices back to the source of the magic. The caster of this spell must be within the matrix area of the spell to be reflected. The percentage of magic reflected back is 10%

per spell level. The original spell will function as cast, less the portion reflected, which will function as cast, but at the source of the spell. All or nothing spells have the base percentage chance of reflection, or they function normally.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Resist Magic	2-10	T	24h	1mr	10m	

Description: Allows a suppression of magical effects within the area of effect which reduces the effectiveness of magic by the 10%*levels-1. Spell effects still occur, but they will be reduced in effect in whatever way is possible after the casting parameters have been set, such as reducing the effectiveness of an energy ball. When casting this spell, the cleric may specify a god or pantheon whose magic the spell will not suppress. The caster's magic is not affected.

#004\190.028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Suppress Opposing Magic	2-10	3d	10s	2m^3	7s	

Description: This spell is similar to anti-magic field in that it suppresses all magic of a directly opposed pantheon in the area of effect by 10%*levels-1. It has standard variation in effectiveness according to target. Note that "directly opposing" is the technical description of minions of a religion considered specially opposed to the cleric's religion, not someone who happens to be attacking at the moment. This spell does not apply to religions without such a specific enemy.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Augment Magic	3-10	Spec	Spec	Spec	1s	

Description: Augments an existing spell or matrix, increasing the power of the existing spell up to the desired level, up to the maximum cleric spell level that the caster can work. Range is 1 decameter per spell level above 2nd level. Range and duration will vary according to the spell or matrix being augmented.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mixed Holy Item II	3-10	T	Spec	1I	1wk	

Description: Allows making of an item with charges, maximum levels of spells contained are 15 levels per spell level. Addition of one level allows creation of a rechargeable permanent item, otherwise the item lasts until it is exhausted. If the caster is a priest/mage he/she may place spell levels of the second class in the item as well with the normal mage limitations of matrix size, casting time and spell set-up.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mathematical Comprehension	4	S	1h	S	5m	

Description: Allows full remembrance of past activities in full concept form so as to allow the practically instantaneous repetition of any calculation the caster has made in the past. This will allow a sort of automation of

repetitive formulae. Note that unless specifically reviewed at the time (all steps can be remembered if desired), previously done incorrect calculations will simply be repeated in the same form.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Anti-magic Leech	7-10	30m	90d	2m^3	5s	

Description: This spell will attach itself to a magic item and radiate a suppression field thus reducing the effectiveness of the item for the duration unless it is removed. It attaches to the outside of the item, and cannot affect the magic contained inside except to prevent its use. The suppression field reduces the effectiveness of that single item by the SpellLevel-1.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mixed Holy Item IV	7	T	P	1I	8h	need dedicated item

Description: This ritual allows the cleric to attach one permanent effect to an item which will affect only the item, not the wearer, though this may change the effect of the item if appropriate (A "Dedicate Weapon" could be used in this way, for example). Any spell which the cleric can cast may be so attached, including mage spells.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Bestow Spell Effect	8	T	P	1I	8h	need dedicated item

Description: This ritual allows the cleric to attach one permanent effect to a person or item which will affect the wearer or user of the item. Any spell which the cleric can cast may be so attached, including mage spells.

#004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Magic Reflection	8-10	0	1 s	1m r	1 s	

Description: Reflects 100% of incoming magic from the intended target, returning 80-100% of the incoming magic back to its source, and randomly reflecting the remainder of the magic. All or nothing spells have a percentage chance of being reflected back to the source, or they simply go away.

The Sphere of Air (008)

This sphere regards the control and use of the element of air.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light	0	1d	10m	10mr	1m	spherical

Description: Brings the amount of light provided by anything from starlight to full sunlight into the area of the sphere. The light is diffuse, being created on the spot in the area of effect, and is freely variable at casting time, but not after. It will radiate outside of the area of effect according to circumstances.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Air Reading	0-10	S	10m	spec	10s	EA 10kr*l

Description: Allows reading the impressions of the "spirit of air." Knowledge will vary with distance (per 1/10 of EA) and with time (per 10 years). Maximum time is 10+level*10 years.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Analyze Air I	0	0	1 min	1d3	10 sec	

Description: This spell is a simple yes/no divination - is the air breathable and safe for any type creature (specified during the casting).

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Detect Atmospheric Pressure	0	0	1 min	1d3	10 sec	

Description: Determines the existence of, and measures atmospheric pressure (relative to home plane atmosphere).

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Invisibility	0-10	T	1m+10m*l	1c	10s	

Description: Causes the air to refract visible light around the target creature, making it invisible. An additional spell level will cause invisibility across the entire broadband spectrum. Light is also duplicated and directed to the target creature's eyes, allowing it to see normally while being invisible to others.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Summon Air	0-10	0	Inst	Spec	10m	EA: 1m3+2m3*lvl

Description: Summons elemental air to the caster. The summoned air will always be "fresh", and compatible with the atmospheric requirements of the caster.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Wind Wall	0-10	1d*1	10m	spc	3s	1m x 2+2m2*1

Description: Creates a wall of high winds increasing from 10kph at 0 level to 110 kph at high level. This wall will prevent missile fire from being accurate (automatic fail when archer is unaware, -20 to -220 to hit chances otherwise). Other effects will occur according to the circumstances.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Communicate via Air	1-10	1pln	1m*1	1m3	1m	

Description: Allows two magically defined areas of air to be joined via the air elemental spirit so that a person on either end can communicate through them. The physical sounds are carried, the communication is not mental. Any person scrying into the area of either end of the link may be able to listen in, and since the items must not be isolated from the air spirit, it is impossible to prevent this.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Fly	1-10	1d*1	10m*1	1c/ob	1m	

Description: Causes the air surrounding the target creature or object to pick it up and carry it through the air, giving the power of flight. If cast upon another creature, the caster may relinquish control to the target, or may choose to remain in control himself. If cast upon an unwilling target, a successful area-effect avoidance roll will allow the target to dodge the spell. Maximum liftable weight for a creature is the creature plus anything the creature is carrying; maximum weight for an inanimate object is 100 KG per level. Acceleration is 1 meter per second per second per level, to a maximum velocity of 10 meters per second per level.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light II	1	10d	20m	20mr	30s	spherical

Description: Works as Light with the parameter changes noted.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light III	2	20d	30m	20mr	10s	spherical

Description: Works as Light with the parameter changes noted.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Analyze Air II	3	0	1m	1d3	1m	

Description: Analyzes the composition of air within the area of effect, providing detailed information on all elements or gases within the air and the relative percentage of each element or gas.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Contact Elemental Spirit	3	30m	10m	1c	5m	

Description: Allows contact with a specific spirit associated with a location. The only way to determine if a spirit is actually there is to cast the spell. Mental conversation is possible.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light IV	3	60d	30m	30mr	10s	spherical

Description: Same as Light with parameter changes noted.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Wind Armor	3-10	T	5m	1c	5s	

Description: Creates a very thin area of high wind around the target creature, leaving out certain parts of the anatomy (hands, feet, for example) as necessary for functioning. The sound is dampened. The armor begins as base armor type (10 points better than force field) and each level above 3rd is worth +10 bonus to armor value.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light V	4	120d	30m	30mr	5s	spherical

Description: Same as Light with the parameter changes noted.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light VI	5	T	1y	30mr	1h	spherical

Description: Will cause natural light to project in a sphere around a properly dedicated object. It acts in all other respects as a Light spell. It is used in many temples in the dedication of ritual objects.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Purify Air	5	0	I	10d3	10m	

Description: "Purifies" the air within the area of effect, removing any harmful impurities and altering the composition of the air to conform to the atmospheric requirements of the caster.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Transport via Air	6-10	T	I	spc	5s	

Description: Allows the caster to move from one defined area of air to another over any distance as long as the square area of each area is large enough for him/her to stand in and neither is isolated for scrying purposes. For each additional level the caster may take an additional person along. Note that the air on each end must either be hermetically sealed or be defined as an object by magical means.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Air Breathe	0-10	T	1-11h	1c	10s	

Description: Allows the caster to breathe normal air. Fast transit will be handled in accordance with the circumstances. This spell is specifically designed for clerics of underwater type creatures.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Desiccate	0-10	4d	I	1m3	5s	EA=1m3+1m3/sl

Description: Removes all moisture from the target area, replacing it with oxygen at sea level atmospheric pressure. Anything which may be displaced by air at that pressure will be displaced. Remember the level penalty for causing an effect within someone's soul. This spell may act on the area around a person even though not having that effect on the person himself.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Define Air Area	5-10	T	1h*l	1m3*l	5m	

Description: Allows definition of a certain area of air as an object. The air must be contained while the cleric is casting, but once casting is finished, the specific air (normal atmospheric composition) molecules will remain together allowing them to hold enchantment.

#008

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Suffocate	5-10	1d*l	5m	1c	5s	

Description: Constricts the targets lungs so he will be unable to take in air. The matrix continues, so dispelling the magic may be adequate in the early stages.

The Sphere of Knowledge (011)

This sphere is used by religions which either advocate the gaining of knowledge from the gods or study and learning by humans. Specific spells relating to those goals are left to the individual religion lists.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divination	0-10	T	I	spec	1m	

Description: Requires the use of a device capable of indicating three states (yes, no, no knowledge) which will be chosen by religion. Will answer 1+level questions from the caster.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Duplicate Document	0/2/4	T	spec	1doc	1m	

Description: Duplicates the contents of a document onto suitable blank material. The 0-level base version copies the next document which the caster reads, using ink. If the caster attempts to copy material which he/she does not fully understand, the resulting copy will be correspondingly blurred and garbled. Two variations may be used, each costing 2 extra spell levels. The first variation allows direct error-free instantaneous copying of a document without requiring the caster to read the material. The other variation allows the document to be engraved into suitable material rather than being written with ink.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Orientation	0	S	1m	S	1m	

Description: Orients the cleric to true north provided there is no magical interference.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Predict Weather	0-5	S	I	S	10m	

Description: Allows accurate prediction of the weather barring magical intervention from 1 day at 0 level to 1+1day*spell level otherwise.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Summarize Documents	0-10	T	1m+15m*l	1c	10s	

Description: Gives the recipient a mental card-catalog style summation of any documents touched within the duration.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Dictation	1-10	T	1h*l	1doc	1m	

Description: Temporarily enchants a document to automatically record dictation directed towards it by the caster. Writing will simulate the caster's best handwriting; spelling, punctuation, and grammar will be as thought by the caster. This spell is write-only; the only editing possible is overstriking. However, this spell may be combined with Edit Document to provide total control.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Edit Document	1-10	T	1h*l	1doc	1m	

Description: Allows the caster to edit and rearrange the contents of the target document. By itself, this spell allows only cut-and-paste editing. However, this spell may be combined with Dictation to provide total control.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mental Protection	1-10	T	3h*l	1c	5m	

Description: Blocks mental attacks on the brain in accordance with magical law.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Truth Divination	2	1d	10m	1c	1m	

Description: This spell will determine whether the target believes he/she has told the truth in answer to questions during the duration. There is no avoidance roll if taken willingly.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Direction	3	S	V	S	5m	

Description: This is a sort of serendipity spell, asking the god for direction just prior to an action such as looking for a specific piece of information in a book. It has varying effects according to circumstances.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Preserve Document	3/5	T	Perm	1doc	5m	

Description: Protects the target document from all normal age & decay processes. The 5th level version also protects the document from the priest's highest castable level in damage points per second.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal Document	4	T	Inst	1doc	1m	

Description: Repairs all damage to the target document; fixes tears, removes stains, rejuvenates aged materials, etc. Will not recreate parts which have been completely destroyed, but will perfectly restore any part which still holds ink in a meaningful pattern. Any fragments of the document to be reattached must be arranged so as to touch in the proper places. If the

fragments are scrambled, each fragment will be restored in place, resulting in scrambled text.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal Soul	4-10	T	I	1c	1m	

Description: Heals 1-7d10 of soul damage sustained by a target.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Dedicate Instrument	5	T	Perm	1ins	1h	

Description: Dedicates an appropriate scholarly or scientific item to the cleric's deity. The item will then resist the priest's highest castable level in damage points per second, and will become subtly "helpful" in various ways when used in the pursuit of knowledge. For example, a chemist's beaker would resist accidental tipping or spilling, liquids would resist splashing and sloshing, and the inside would become frictionless so as to always empty completely and not need cleaning. A telescope would resist smudging and dirtying of the lens, track perfectly, and focus sharply on the first try. The item need not adhere to mage item enchantment standards, but must be of relatively high-quality construction and precision.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Learn Language I	5	T	1d	1c	1h	lasts until learned

Description: Allows the target to learn one language in its spoken form during the 24 hour period following. One must have either a text or an instructor. The learning is permanent. This form of learning does not solve problems of reference, etc, and does not eliminate accents.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Locate Person I	5	10k	I	S	10m	

Description: This spell allows the cleric to locate a missing person providing he/she has a description. If an object owned by or related in some way to the target is available it will punch through low level non-detection type spells. If the caster of the non-detection spell is higher than the cleric attempting to locate the person there is a chance of 50% +/- 5*spell level difference (detection blocking versus detection) of successfully punching through.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Amnesia	6	1d	I	1c	10s	lasts until healed

Description: Causes the target to forget who he/she is and all but reflexive skills. Must be healed by soul healing magic or proper treatment.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Damage Soul	6-10	T	I	1c	10s	

Description: Does 1-5d10 of soul damage to a target.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Research Aid	6	S	1m*l	S	V	

Description: This spell allows the cleric to ask one question per level relating to research. These questions must not be designed to replace the research process, but rather to aid, e.g. where to get research materials, who to talk to, etc. It may be tried only 1 time per week.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Drain	6	10d	V	1c	10s	

Description: Will drain 500 training points of the primary skill of the target by unraveling the experience as recorded in the soul. This requires soul healing to restore. Five hundred points will be healed by each point of hit point healing used.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Vision	6	S	V	S	10m	

Description: Immediately following the prayer the cleric will receive a vision concerning the information he/she was seeking. The knowledge gained will depend on the cleric's standing and the attitude/knowledge of the deity.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Common Tongue	7	T	30m	60-c	2m	vary CT by EA

Description: Allows all persons touched during the casting time to speak a common language, specified by the caster. The fewer people included, the less the casting time at 2 seconds per target.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Learn Language II	7	T	1d	1c	1h	as LL I

Description: Allows the same level of language learning as Learn Language I, except that the target may also learn to read/write the language. The difficulties with reference and cultural understanding will remain, however.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Partial Amnesia	7	1d	I	1c	10s	

Description: Allows the specification of a specific part of the memory of the target in causing amnesia. The specification must fit some knowledge possessed by the target or the spell will be useless.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Heal	7	T	I	1c	10m	

Description: Heals traumas of the soul which did not result in destruction of the knowledge, i.e., restores blocks.

#011

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Wound	8	1d	I	1c	1m	

Description: Wounds the soul in such a way that the target loses the benefit of experience except for 10% of combat skill which is reflexive.

The Sphere of Justice (012)

These spells are for priests who wish to enforce their view of justice, whatever that may be.

#012

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Playback	2	15m	2m*l	15m^3	1m	

Description: This spell allows the cleric to produce a visual image of recent events within the area of effect. The beginning of the replay may be up to 1 hr per level of the cleric in the past, and the replay may last up to 2 minutes/level. Mental protection, protection from scrying will prevent the individual involved from being seen in the replay, but others will be visible unless covered by an area of effect spell. Disturbance of the area by magical means reduces the effectiveness of the spell.

#012

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Truth Divination	2	1d	10m	1c	1m	

Description: This spell will determine whether the target believes he/she has told the truth in answer to questions during the duration. There is no avoidance roll if taken willingly.

#012

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Locate Person I	5	10k	I	S	10m	

Description: These spells allow the cleric to locate a missing person providing he/she has a description. If an object owned by or related in some way to the target is available it will punch through low level non-detection type spells. If the caster of the non-detection spell is higher than the cleric attempting to locate the person there is a chance of 50% +/- 5*spell level difference (detection blocking versus detection) of successfully punching through. The cleric may choose at what level to cast these spells.

#012

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Locate Person II	7	1pln	I	S	10m	any loct on plane

Description: These spells allow the cleric to locate a missing person providing he/she has a description. If an object owned by or related in some way to the target is available it will punch through low level non-detection type spells. If the caster of the non-detection spell is higher than the cleric attempting to locate the person there is a chance of 50% +/- 5*spell level difference (detection blocking versus detection) of successfully punching through. The cleric may choose at what level to cast these spells.

The Sphere of Evil Snakes (014)

Snake related spells for nasty type people!

#014
Name: Lvl: Rng: Dur: EA: CT: Notes:
Neutralize Venom 0-10 T I 2m^3 1m
Description: Allows neutralization of venom of snakes sacred to the religion, and on a normal percentage basis of those of higher level. See the General Spell, Neutralize Foreign Substance for discussion of poison levels.

#014
Name: Lvl: Rng: Dur: EA: CT: Notes:
Rattle 0 20m 5s Audio 1s
Description: Duplicates the rattling sound created by a rattlesnake before it strikes. The caster must specify the location for the rattle, with the effect area being audio range from that point.

#014
Name: Lvl: Rng: Dur: EA: CT: Notes:
Summon Snakes 0-10 1k 10m 1-11c 1m
Description: Allows the cleric to summon from 1-11 snakes (1+level) to his/her aid. These snakes will be local native varieties, and have a 10% chance (variable by locale) of being poisonous. The only concepts which can be communicated to the creatures are those of friend and enemy. They will use their own most natural method of attack.

#014
Name: Lvl: Rng: Dur: EA: CT: Notes:
Venom 1-10 T 7d 2m^3 1m
Description: Allows creation of venom of similar to that of snakes sacred to the religion. If you do not have poison levels in your campaign make a single level for this spell or else establish specific levels for specific types of poison.

#014
Name: Lvl: Rng: Dur: EA: CT: Notes:
Contact Reptile I 3 60m 10m 10c 1m
Description: Allows the cleric mental contact with any living reptiles of animal intelligence. Information received will be in accordance with the creature's knowledge. If the creature is feeling friendly this will allow some suggestions to be made.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Gaze of the Cobra	3	Spec	Spec	1c	1s	

Description: Causes the caster's gaze to be as hypnotic as that of a cobra, forcing the target to maintain eye contact and stand transfixed until the caster breaks eye contact. The target may avoid versus Domination to avoid the effects of the spell. After casting the spell, the caster has 5 seconds to make eye contact with the target, or the spell is terminated. Range limitations are determined by the visual limitations of the caster and the target creature. Duration is the length of time that the caster maintains the gaze. The caster may move about and take other actions while the spell is in effect, even to the point of attacking the target, and the spell will remain in effect as long as eye contact is maintained.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Reptile Familiar	3	30m	P	1c	1m-1h	

Description: This spell allows the cleric to attach a reptile of appropriate type to him/herself as a familiar. The cleric and the reptile can communicate mentally up to the range indicated, and by this means the reptile can take significantly more complicated orders than a normal pet. All other characteristics of the reptile will remain the same. Note that this spell does nothing to help locate the reptile in question.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Reptile Skin	3-10	T	30m	1c	1m	

Description: Gives the caster reptile skin (including appearance) with the armor values of a leather suit. The armor is +10% effectiveness for each level over third.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Venomous Serpent	3-10	120m	2m*l	5m^3	1m	

Description: This spell evokes a force snake, which will attack targets within range at the orders of the cleric. The cleric need only point out each target and then may do other things until he wishes the snake to change target. The snake will bite at the combat level of the cleric, but with 200 ST, AG and CO, and do the spell's levels in dice of damage. The spell evokes a snake which has a head apparently dripping with venom.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Command Reptile I	4	60m	10m	1c	1m	

Description: Allows the cleric mental contact and commanding communication with any living reptile of animal intelligence. This will allow control of the creature.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Conjure Snake I	4-10	3d	Inst	spec	1s	

Description: Conjures a poisonous snake (specified by caster) to the point of the caster's gaze. The snake will bite any creature within it's range, and will hit at a combat level equal to the cleric level of the caster. If the snake does in fact hit, then damage and poison effects will be determined by the type of snake and poison delivered. The snakes will be under mental control of the caster for 2 minutes, after which time they go about their own affairs. Conjures one snake per spell level above 3rd.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Reptile Messenger	4-10	T	1h*l	1c	1m	

Description: Allows the caster to embed a message in the brain of a reptile which may be read with anyone having a contact reptile type spell, and then to send the reptile to any location which the caster desires and can picture to the beast. If the reptile does not arrive at its destination on time, it will cease to travel in that direction and the message will fade.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Contact Reptile II	5	60m	10m	10c	1m	

Description: Allows the cleric mental contact with up to 10 living reptiles of animal intelligence. Information received will be in accordance with the creature's knowledge. If the creature is feeling friendly this will allow some suggestions to be made.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Reptile Form	5-10	T	1h*l	1c	1m	

Description: Turns the target into the form of a reptile specified by the caster. The reversal occurs automatically at the end of the time, or the target may choose to end it earlier, but the spell does not allow easy switching back and forth. The caster may choose a winged form of reptile. The creature chosen must be within 10% of the caster's mass either way unless that animal is a specific totem creature.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Command Reptile II	6	60m	10m	10c	1m	

Description: Allows the cleric mental contact and commanding communication with up to 10 living reptiles of animal intelligence. This will allow control of the creature.

#014

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Conjure Snake II	7-10	3d	Inst	Spec	1s	

Description: Works as Conjure Snake I, but will conjure snakes from other planes (specified by the caster). Conjures one snake per spell level above 6th level.

The Sphere of Covert Activities (017)

These spells are useful both to thieves and assassins as well as investigators. The spells identified as not for Jhi relate to an Energion god who emphasizes human skill in covert activities, and thus gives only spells which enhance use of skills, rather than those which replace them.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Block Magic Radiation	0-10	T	Spec	1c	1m	

Description: Blocks the radiation of all magic for an area of a meter radius from the target creature. The area moves with that creature. At zero level, it will last for 5 minutes, at higher levels one hour per spell level. It may also be cast on an object or area, and will have a 1m^3 area of effect per spell level. See the Magic and Mental Skills manual for further details.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mask Magic Radiation	0-10	T	Spec	1c	1m	

Description: Similar to Block Magic Radiation except that it masks the magic with a field of "white noise" which prevents identification of the magic or detailed viewing. See the Magic and Mental Skills manual for further details.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cover	0-10	Touch	1hr*l	1crea	10 seconds	

Description: Blends the appearance of the creature touched with the background, whatever that may be, effectively adding 10 point of armor protection per spell level. Note that this spell does not provide any armor, it merely adds to the existing armor (if any)

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Invisibility	0-10	T	1m+10m*l	1c	10s	

Description: Causes the air to refract visible light around the target creature, making it invisible. An additional spell level will cause invisibility across the entire broadband spectrum. Light is also duplicated and directed to the target creature's eyes, allowing it to see normally while being invisible to others.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Padded Feet	0-10	Touch	1hr*l	1c	10 seconds	

Description: Muffles all sound within 10cm of the creature touched, effectively

guaranteeing silent movement on any surface under any conditions for the duration of the spell.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sense of Direction	0	S	1h	S	10s	

Description: Gives the caster an exact sense of direction, allowing him or her to keep orientation through multiple turns in whatever environment. Note that the caster must be initially oriented for the spell to work. Will prevent difficulties with base level disorientation fields.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Spectral Vision	0-10	T	1m+10m*l	1c	10s	

Description: Allows the recipient to see using a specific non-visible portion of the electromagnetic spectrum, such as infra-red or ultra-violet. An additional spell level will give the recipient broadband vision across the entire spectrum.

#001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Precision	1	T	10m	1c	1m	

Description: Adds the caster's levels in coordination to the target. Physiological limits must be adhered to.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Speed	1	T	10m	1c	1m	

Description: Adds the caster's levels in agility to the target. Physiological limits must be adhered to.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mental Protection	1-10	T	3h*l	1c	5m	

Description: Blocks mental attacks on the brain in accordance with magical law. Duration is not an adjusted variable.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Silence	1	T	15m	1c	1m	

Description: Silences everything within 1 centimeter to 1 meter of the target (specified in casting). It may also be specified whether the target's mouth and/or ears is covered by the spell, thus whether any form of communication is possible.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Detect Traps	2	50m	30m	1c	1m	

Description: Will faultlessly show any normally concealed traps. Concealment, magical or non-magical will resist this spell, and it may be cast at any level in the standard manner for breaking through defenses.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Disorientation Field	3	6d	1m	5m^2	1s	thin wall

Description: Allows the placing of a paper thin wall of magic which will disorient persons passing through it. It is normally used during escapes under observation, as any person passing through it while following a target will believe that the target has turned in some other way than the way he has turned. The target must not be observable directly after the turn.

#035

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Prevent Location	3	T	5m*l	1c	1m	

Description: This spell prevents location by the Playback and Locate Person Spells, as well as other divinations.

The Sphere of Death (013)

For priests interested in killing things for whatever reason. The sphere code for this is an accident. Really!

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Minor Cure	0	S	1h	S	10m	applied by touch

Description: Allows the caster to heal 2 points of physical damage which a target has received recently. May be done only once per target per day. The spell will take effect on any one person/creature (cleric's choice) touched after the casting as long as it is within the duration time.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Minor Wound	0	S	1h	S	10m	applied by touch

Description: Allows the caster to cause 4 points of physical damage to a target. May be done only once per target per day. The spell discharges on any person the cleric wishes and can touch within the duration.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Neutralize Poison	0-10	T	I	2m^3	1m	

Description: Allows automatic neutralization of poisons created magically by the religion, and a normal percentage chance on any others.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cause Diseases	1-10	T	I	1c	5m	

Description: Will cause a disease either magically or simply transfer a natural disease. Natural diseases are rated from first through fifth level, and other diseases must be rated according to this scale, though they can be of greater difficulty. Level is variable (see Cure Diseases).

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Poison	1-10	T	7d	2m^3	1m	

Description: Allows creation of magical poisons of appropriate level for use by persons of the religion.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Wound	1-10	S	1h	S	5m	applied by touch

Description: Allows the caster to do 1-10d10 of physical damage to a target

creature. The damage occurs to any target chosen within the duration. Amount of damage is determined by spell level.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cure Diseases	2-4	T	I	1c	5m	

Description: Gives a base 90% chance of healing a disease whether natural or magically caused. Natural diseases will be rated in terms of difficulty from 1 to 5, one being approximately a common cold and 5 being pneumonic plague. Magical diseases are based on the level used to create them. The standard +/- 10% per spell difference level variable applies.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal	2-4	S	1h	S	10m	applied by touch

Description: Allows the caster to heal 1-3d10 of physical damage suffered by the target. Amount of damage is determined by spell level. This spell may be activated on any one target within the duration.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Blindness	3-10	1d/l	1m*l	1c	5s	

Description: Causes the target creature to lose all sight (necromantic attack). Can be cured by a cure disease of appropriate level as well as Remove Blindness.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Deafness	3-10	1d*l	1m*l	1c	5s	

Description: Causes the target creature to lose all hearing (necromantic attack). Can be cured by a cure disease of appropriate level as well as Remove Deafness.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Damage Soul	4-10	T	I	1c	10s	

Description: Does 1-7d10 of soul damage to a target.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Heal Soul	4-10	T	I	1c	1m	

Description: Heals 1-7d10 of soul damage sustained by a target.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Remove Blindness	4	T	I	1c	1m	

Description: Cures magically caused blindness.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Remove Deafness	4	T	I	1c	1m	

Description: Cures magically caused deafness. Deafness from other physical

causes must be cured by other appropriate magic.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Drain	4	10d	V	1c	10s	

Description: Will drain 500 points of training from the target. This requires soul healing to restore. Five hundred points will be healed by each point of hit point healing used.

#013&001

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Killing Frenzy	5	T	5m	1cre	10s	

Description: Compels the creature touched to do everything within his or her capability to kill all living creatures within sight, regardless of friend or foe.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Kill I	6	30m	I	1c	2m	

Description: Allows the cleric to kill a single target. Necromantic avoidance roll applies.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Wound	6	1d	I	1c	1m	

Description: Wounds the soul in such a way that the target loses the benefit of experience except for 10% of combat skill which is reflexive.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Instant Death	7/9	S/T	1d	1c	10m	7th=S; 9th=T

Description: This spell allows the caster to prepare him or herself to deliver a single killing blow. The effect will be instantaneous but must be touch delivered.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Kill II	7	30m	I	1c	10m	

Description: Allows the cleric to kill a single target and also banishes the soul from the local area immediately. Necromantic avoidance roll applies.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Heal	7	T	I	1c	10m	

Description: Heals traumas of the soul which did not result in destruction of the knowledge, i.e., restores blocks.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Kill III	8	30m	I	1c	2m	

Description: Allows the cleric to kill a single target and the soul is then

banished to another plane (arrangements must be made, or this will be bounded chaos). Necromantic avoidance roll applies.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Regrow Body	9	T	1h	1c	1h	

Description: Causes a new body to grow from anything which was once part of that body. This spell may be used for body part banks.

#013

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Destroy the Soul	10	1d	I	1c	1m	

Description: Completely destroys the target's soul. Restoration is only by means of an act of a god.

The Sphere of Weather (018)

This sphere is very fundamental to many primitive religions, and often the gods of weather continue forward to become powerful in other spheres as well.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Lightning Rod	0-10	Spec	1w	Spec	1 hr	

Description: Enables the priest/holy warrior to draw natural lightning to his or her holy symbol and store up to 10 d 10 per spell level for a period of 1 week. The lightning may be released at 1 d 10 per spell level per charge, ranging at 1 decameter per spell level with a trigger time of 1 second. The holy warrior/priest must be within 1 kilometer per spell level of a storm to draw the lightning to his or her holy symbol.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Predict Weather	0-10	S	I	S	1m	

Description: Allows accurate prediction of the weather barring magical intervention from 1 day at 0 level to 1+1day/spell level otherwise.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Weather Adjustment	1-10	spec	3h*l	spec	10m	EA 100 sq km

Description: Allows adjustment of weather level up to 3 h*level in advance. Adjustment may be up to 5 degrees (Fahrenheit) of temperature per level, or a change from clear to overcast to rainy, to storms, to intense storms at the cost of one level. It takes effect at the end of the casting time. Other surrounding areas may be affected according to weather patterns.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Weather Control	1-10	2k	3m*l	spec	5m	60m^2 and above

Description: Allows full control of the weather within the area of effect. This does not necessarily affect the overall weather patterns.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Summon Lightning	2-10	10d	I	1m^2	3s	

Description: Calls a lightning bolt from a severe thunderstorm which will do level-1d10 of damage to anyone in the area.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Summon Lightning II	4-10	10d	I	1m^2	3s	

Description: Calls a lightning bolt from a cloudy sky which will do level-3d10 of damage to anyone in the area.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Summon Lightning III	6-10	10d	I	1m^2	3s	

Description: Calls a lightning bolt from a clear sky which will do level-5d10 of damage to anyone in the area.

#018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cloud Ride	7-10	T	2-8h	1-4c	5m	

Description: Allows the target(s) to ride on an available cloud, which may be either naturally present or summoned via a weather spell. The cloud will continue to exist throughout the duration of the spell, and may carry its passengers at speeds up to 20 KPH per spell level. Winds will have no impact on the passengers, as they will be carried with them.

The Sphere of Agriculture (019)

This is also an important sphere for rural and primitive areas, as well as for well developed areas. Gods of agriculture often maintain their strength throughout the development of a culture.

#019

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Blight Creature I	0	T	I	1c	10s	

Description: Will pass a plant disease of which the caster has a sample on to a creature. It will adapt its effects to the animal form, and will behave for contagion and cure as similarly as possible to the plant disease. It will cost an extra three levels of normal disease control to remove, but will be naturally vulnerable to cure by the Cure Crop Blight spell.

#019

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Blight Creature II	0	T	I	1c	10s	

Description: Will pass a plant disease of which the caster has knowledge on to a creature. It will adapt its effects to the animal form, and will behave for contagion and cure as similarly as possible to the plant disease. It will cost an extra three levels of normal disease control to remove, but will be naturally vulnerable to cure by the Cure Crop Blight spell.

#019

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Bless Fields	0-10	T	Spec	Spec	1h	

Description: This spell is used as a part of a ceremony blessing the crops, and guarantees 10% bonus to full natural growth in accordance with the care given the plants otherwise. The effect lasts for one growing season, and the fields will radiate a dim but identifiable magic. The effect area is 100 meters square per spell level.

#019

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Cure Crop Blight	0-10	T	I	Spec	2m	

Description: Cures a plant of a blight, either natural or magically caused. Area of effect is 1 meter cubed per spell level. If you use a system of disease levels, each higher level of plant blight should cost an extra level to cure.

#019\010

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Detect Outdoor Traps	0	50m	30m	1c	1m	

Description: Will faultlessly show any normally concealed traps. Concealment, magical or non-magical will resist this spell, and it may be cast at any level in the standard manner for breaking through defenses.

#019

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Trap Garden	1-10	T	P	5m2*l	1h	

Description: Will adjust a normal garden and cause the plants in it to be hostile to all but the caster or persons designated by him. The caster may also calm his garden in order to allow others to cross it. Within the limits of plant rooting, the plants will attempt to hinder/injure anyone crossing the garden under other circumstances.

#019\034.018

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Predict Weather	2-6	S	I	S	1m	

Description: Allows accurate prediction of the weather barring magical intervention for 1 day/spell level.

The Sphere of the Sun (025)

This sphere was designed particularly for the Energion campaign where sun worship is a major factor, based on the vision of the sun from the Ancient Near Eastern religions. The sun, due to its traverse of the heavens was viewed as having all knowledge and being able to see and punish all men's evil deeds. It was the guardian of truth and right. These additional attitudes may be reflected by including the spheres of knowledge and justice along with that of the sun. The sun specific spells provide the priest with the specific means of seeking those goals.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunflash	0-10	T	I	spec	5s	EA cone 1+1d*sl

Description: Flashes sunlight in a cone 5 meters long at 0 level or 1d per level otherwise. The cone will be 1 meter wide + 1 meter*spell level wide. All creatures in the area of effect who are looking toward the caster will be blinded for 5 seconds. Any dark dwelling or dark type creatures will take 1 point of damage per spell level. All effects are doubled if the spell is used in darkness with starlight or less.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight	0	1d	10m	10mr	1m	spherical

Description: Brings the amount of light provided by natural sunlight into the area of the sphere. The light is diffuse, being created on the spot in the area of effect. It will radiate outside of the area of effect according to circumstances.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight II	1	10d	20m	20mr	30s	spherical

Description: Works as Sunlight with the parameter changes noted.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight III	2	20d	30m	20mr	10s	spherical

Description: Works as Sunlight with the parameter changes noted.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight IV	3	60d	30m	30mr	10s	spherical

Description: Same as Sunlight with parameter changes noted.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight V	4	120d	30m	30mr	5s	spherical

Description: Same as Sunlight with the parameter changes noted.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunlight VI	5	T	1y	30mr	1h	spherical

Description: Will cause natural sunlight to project in a sphere around a properly dedicated object. It acts in all other respects as a Sunlight spell. It is used in many sun temples in the dedication of ritual objects.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunstroke I	5	120m	I	10md	5s	10m dia sphere

Description: For best effect, this spell should be cast in sunlight, partial overcast (if hiding the sun) indicates 1/2 damage, complete darkness indicates 1/4. It evokes a minute bit of the sun which does 5d10 of damage to all in the area of effect.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sunstroke II	7	120m	I	10md	5s	10m dia sphere

Description: For best effect, this spell should be cast in sunlight, partial overcast (if hiding the sun) indicates 1/2 damage, complete darkness indicates 1/4. It evokes a minute bit of the sun which does 7d10 of damage to all in the area of effect.

#025

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Gaze of the Sun-God	8-10	140m	I	10md	1s	10m dia sphere

Description: For best effect, this spell should be cast in sunlight, partial overcast (if hiding the sun) indicates 1/2 damage, complete darkness indicates 1/4. It evokes a minute bit of the sun which does 8-10d10 of damage to all in area of effect. Damage varies with spell level.

The Sphere of Luna (026)

The Energion planet has two moons, so there are two spheres for spells of moons. The Lunar spells relate to knowledge and light, while those of the lesser moon, Selene, relate to fertility and light.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonflash	0-10	T	I	spec	5s	EA cone 1+1d*sl

Description: This spell may only be used in darkness with no light greater than starlight active in order to have its effect. It flashes moonlight in a cone 5 meters long at 0 level or 1d per level otherwise. The cone will be 1 meter wide + 1 meter*spell level wide. All creatures in the area of effect who are looking toward the caster will be blinded for 5 seconds. Any dark dwelling or dark type creatures will take 1 point of damage per spell level.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight	0	1d	10m	10mr	1m	spherical

Description: Brings the amount of light provided by natural moonlight into the area of the sphere. The light is diffuse, being created on the spot in the area of effect. It will radiate outside of the area of effect according to circumstances.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Orientation	0	S	1m	S	1m	

Description: Orients the priest to true north provided there is no magical interference.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight II	1	10d	20m	20mr	30s	spherical

Description: Works as Moonlight with the parameter changes noted.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight III	2	20d	30m	20mr	10s	spherical

Description: Works as Moonlight with the parameter changes noted.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight IV	3	60d	30m	30mr	10s	spherical

Description: Same as Moonlight with parameter changes noted.

The Velanac Spells

#VEL

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Serpent's Coils	0-10	T	10s	1c	10s	

Description: Following the casting of this spell, the priest has up to one minute to touch a target and say a command word, causing the target to begin to choke as though its chest were being constricted by a large snake. The constriction will cause SpellLevel+1 points of damage per second for the duration of the attack. The target may not perform any actions requiring concentration for the duration of the spell.

#VEL

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Poison Skin I	0-10	S	5m	Self	1m	

Description: Causes the caster's skin to be poisonous to the touch, doing SpellLevel+1 points of damage to anyone who touches it with bare skin. Will combine with a Snake Skin spell to good effect.

#VEL

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Poison Skin II	2-10	T	5m	1c	1m	

Description: Causes the caster's skin to be poisonous to the touch, doing SpellLevel-1 points of damage to anyone who touches it with bare skin. Will combine with a Snake Skin spell to good effect.

#VEL

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Change Shape	5-10	S	1H*L	Self	10m	

Description: Reshapes the caster into any monstrous shape desired, leaving physical and mental abilities the same as long as the new shape can accommodate them. The spell is used by Velanac priests to take on demonic shapes in order to scare and horrify opponents.

#VEL

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Change Other Shape	5-10	T	1H*L	1c	10m	

Description: Reshapes the target into any monstrous shape desired, leaving physical and mental abilities the same as long as the new shape can accommodate them. The spell is used by Velanac dedicated persons to take on demonic shapes in order to scare and horrify opponents.

The Sphere of Politics (028)

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Parry Magic	0-10	0	Inst	1mr	1s	

Description: Parries an incoming spell or matrix, provided that the caster is within the effect area. The parry effectively negates the effectiveness of incoming magic by 5% per spell level, and reflects that percentage back to the original caster. For all or nothing spells, it has a percentage chance of reflection, or of functioning normally.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Mental Protection	1-10	T	3h*l	1c	5m	

Description: Blocks mental attacks on the brain in accordance with magical law. Duration is not an adjusted variable.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Ease of Speech	2	S	1h	S	1m	

Description: This spell allows the caster to speak freely without impediment. This does not provide knowledge to form the content of the speech. This may be treated as 20% advantage in forcefulness or attractiveness (cleric's choice) during the time of the speech.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Resist Magic	2-10	T	24h	1mr	10m	

Description: Allows a suppression of magical effects within the area of effect which reduces the effectiveness of magic by the number of levels -1. Spell effects still occur, but they will be reduced in effect in whatever way is possible after the casting parameters have been set, such as reducing the effectiveness of an energy ball. When casting this spell, the cleric may specify a god or pantheon whose magic the spell will not suppress.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Confusion	3-10	2d*l	10m	5c*l	5s	

Description: Will cause all targets to forget why they are where they are and try to find something else to do. Hostile actions taken against them during this time will negate the spell by directing their action.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Truth Divination	3	T	10m	1c	1m	

Description: This spell will determine whether the target believes he/she has told the truth in answer to questions during the duration. There is no avoidance roll if taken willingly.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Communication	4-10	1pln	2m*l-3	1c*l-3	1m	

Description: Allows the specified number of creatures to communicate via the spirit of the most appropriate element. The persons so connected must not be isolated magically from all elements. The communication may be overheard by scrying the appropriate element in the appropriate area. (See Voice Scramble/Descramble.)

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Protection	4	S	1m*l	S	3s	

Description: This spell provides complete protection from any creature which has a current connection to another plane in order to sustain life etc. That type of creature will be unable to touch the caster. It also provides +16% defense adjustment and magic avoidance adjustment from any attacker. NB: the spell may never be cast on anyone other than the caster.

#028\190.004

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Suppress Opposing Magic	4-10	3d	10s	2m^3	7s	

Description: This spell is similar to anti-magic field in that it suppresses all magic of a directly opposed pantheon in the area of effect by 10%*levels-3. It has standard variation in effectiveness according to target. Note that "directly opposing" is the technical description of minions of a religion considered specially opposed to the cleric's religion, not someone who happens to be attacking at the moment. This spell does not apply to religions without such a specific enemy.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Language	5-10	T	1h*l	S	1m	

Description: Allows the cleric to speak and understand any one language for the duration well enough to conduct political negotiations in it. Circumstances of the casting must be properly settled by the caster.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Locate Person I	5	10k	I	S	10m	

Description: These spells allows the cleric to locate a missing person providing he/she has a description. If an object owned by or related in some way to the target is available it will punch through low level non-detection type spells. If the caster of the non-detection spell is higher than the cleric attempting to locate the person there is a chance of 50% +/- 5*spell

level difference (detection blocking versus detection) of successfully punching through. The cleric may choose at what level to cast these spells.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Restrict the Area	5-10	T	1h*l	spec	3m	10m*Level÷20^3

Description: Allows restriction of scrying and other forms of magical spying from the cubic area specified. Physical security is not included. Variations must be balanced in the fashion of mage spells where allowed. Chances of breaking this spell are based on standard magical laws.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Psionic Damper	6-10	1m*l>5	1m*l>5	Spec	1m	1 meter rad*lvl>5

Description: Temporarily dampens/reduces all psionic expenditures within the area of effect by 10 points-per-second per spell level over 5th level.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Teleport	6	T	I	1c	1m	

Description: Transports the target to any point on one plane.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Anti-magic Leech	7	30m	90d	2m^3	5s	

Description: This spell will attach itself to a magic item and radiate a suppression field of the base level of the cleric, thus reducing the effectiveness of the item for the duration unless it is removed. It attaches to the outside of the item, and cannot affect the magic contained inside except to prevent its use.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Common Tongue	7	T	30m	60-c	2m	vary CT by EA

Description: Allows all persons touched during the casting time to speak a common language, specified by the caster. The fewer people included, the less the casting time at 2 seconds per target.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Power	7	T	I	1c	1h	

Description: Increases one target stat by the caster's levels. Normally may only be performed on prime stats and only once on each. There are a number of exceptions to this rule, usually stated in terms of the needs of the religion.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Divine Vision	7-10	S	V	V	10m	

Description: Allows the cleric to ask for a vision on a specific subject. The higher the level of the spell version cast the greater the quantity of information. The quality and form of the knowledge will depend entirely on the religion.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Locate Person II	7	1pln	I	S	10m	any loct on plane

Description: These spells allows the cleric to locate a missing person providing he/she has a description. If an object owned by or related in some way to the target is available it will punch through low level non-detection type spells. If the caster of the non-detection spell is higher than the cleric attempting to locate the person there is a chance of 50% +/- 5*spell level difference (detection blocking versus detection) of successfully punching through. The cleric may choose at what level to cast these spells.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Soul Heal	7	T	I	1c	10m	

Description: Heals traumas of the soul which did not result in destruction of the knowledge, i.e., restores blocks.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Teleport/Phase	7	T	I	1c	1m	

Description: Transports the target to any point on any plane, provided the destination is not blocked.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Teleport II	8	T	I	5c	1m	

Description: Transports the target to any point on one plane.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Teleport/Phase II	9	T	I	5c	1m	

Description: Transports the target to any point on any plane, provided the destination is not blocked.

#028

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Common Negotiation Language	10	T	24h	24m^3	10m	

Description: Provides a common language which all in the area of effect can read, write and speak in accordance with their educational levels in their native tongues. Their comprehension will be adequate for the finest detail needed for negotiation. These spells normally may be interfaced from two different religions to guarantee accuracy.

The Sphere of Selene (030)

The spells of gentle light and fertility.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Orientation	0	S	1m	S	1m	

Description: Orients the priest to true north provided there is no magical interference.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selen's Grin	0-10	T	I	spec	5s	EA cone 1+1d*sl

Description: This spell may only be used in darkness with no light greater than starlight active in order to have its effect. It flashes Selenar light in a cone 5 meters long at 0 level or 1d per level otherwise. The cone will be 1 meter wide + 1 meter/spell level wide. All creatures in the area of effect who are looking toward the caster will be blinded for 5 seconds. Any dark dwelling or dark type creatures will take 1 point of damage per spell level.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light	0	1d	10m	10mr	1m	spherical

Description: Brings the amount of light provided by natural light of Selene into the area of the sphere. The light is diffuse, being created on the spot in the area of effect. It will radiate outside of the area of effect according to circumstances.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light II	1	10d	20m	20mr	30s	spherical

Description: Works as Selenar Light with the parameter changes noted.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light III	2	20d	30m	20mr	10s	spherical

Description: Works as Selenar Light with the parameter changes noted.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light IV	3	60d	30m	30mr	10s	spherical

Description: Same as Selenar Light with parameter changes noted.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light V	4	120d	30m	30mr	5s	spherical

Description: Same as Selenar Light with the parameter changes noted.

#030

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Selenar Light VI	5	T	1y	30mr	1h	spherical

Description: Will cause natural moonlight to project in a sphere around a properly dedicated object. It acts in all other respects as a Selenar Light spell. It is used in many moon temples in the dedication of ritual objects.

Harar Pantheon Spells

Hadar, Shamash and Sol are all variant names of the sun deity. Esher and Avodh are alternate names for the agriculture deity.

#BAR

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Baraq's Obscured Vision	0/3	1d*l	1m*l	1c	10s	

Description: This spell will obscure the target's vision. At 0 level, this will act as half the effect of total darkness, that is, 50% penalty to hit chances. The third level blinds the target completely. The caster may choose to use blinding white light or complete darkness. The eyes will adapt to the light and appropriately adapt in either case.

#YER

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Courage I	0	0	10m	10mr	10s	

Description: Causes the caster to radiate an intense feeling of courage. All within range are immune to normal fear and resistant (+10%) to magical fear.

#HAD.SHA

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Sol's Smile	0-10	T	1s	LOS	5s	1+1 pnt*l

Description: This spell does 1 point per spell level in damage to all who can see and distinguish it, and who are also persons who would be categorized by Hadar as gross evildoers. The effect falls on all those who can see the cleric's face, which shines brightly. Those subject to the effect normally turn away.

#340\BAR.HAD.SHA

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light	0	1d	10m	10mr	1m	spherical

Description: Brings the amount of light provided by anything from starlight to full sunlight into the area of the sphere. The light is diffuse, being created on the spot in the area of effect, and is freely variable at casting time, but not after. It will radiate outside of the area of effect according to circumstances.

#YER

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Surrender	0-10	0	I	1dr*l	10s	

Description: Causes the target(s) to feel overwhelmed by their opponent(s) and therefore give up the battle as a lost cause. This spell will only affect non-worshippers.

#YAR
Name: Lvl: Rng: Dur: EA: CT: Notes:
Yarik's Battle Fever 0-10 1d*l 1m*l 1+1c*l 1-10m
Description: This spell places a psychotic paranoid rage on the target(s) which causes them to immediately consider all persons their enemies and to attack with their best available options. The specific form of attack will depend on previous character--an assassin might get a distance away and shoot, a spellcaster will cast quick-kill type spells, whereas a warrior will enter into melee. It is entirely possible for the caster to be a target of these attacks if he/she does not take precautions.

#AVO
Name: Lvl: Rng: Dur: EA: CT: Notes:
Avodh's Spear 1-10 T 1m*l 1i 5s
Description: This spell requires one plow, and will turn it into a spear of good quality. The spear will be +3% to hit per spell level-1. It is used entirely as a normal spear.

#YER
Name: Lvl: Rng: Dur: EA: CT: Notes:
Courage II 1-10 T 1d 1dr*l 1m
Description: Causes the target to radiate an intense feeling of courage. All within range are immune to normal fear and resistant (50%+5%*level) to magically induced fear.

#ESH
Name: Lvl: Rng: Dur: EA: CT: Notes:
Esher's Spear 1-10 T 1m*l 1i 5s
Description: This spell requires one plow, and will turn it into a spear of good quality. The spear will be +3% to hit per spell level-1. It is used entirely as a normal spear.

#340\BAR.HAD.SHA
Name: Lvl: Rng: Dur: EA: CT: Notes:
Light II 1 10d 20m 20mr 30s spherical
Description: Works as Light with the parameter changes noted.

#340\BAR.HAD.SHA
Name: Lvl: Rng: Dur: EA: CT: Notes:
Light III 2 20d 30m 20mr 10s spherical
Description: Works as Light with the parameter changes noted.

#340\BAR.HAD.SHA
Name: Lvl: Rng: Dur: EA: CT: Notes:
Light IV 3 60d 30m 30mr 10s spherical
Description: Same as Light with parameter changes noted.

#340\BAR.HAD.SHA
Name: Lvl: Rng: Dur: EA: CT: Notes:
Light V 4 120d 30m 30mr 5s spherical
Description: Same as Light with the parameter changes noted.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight V	4	120d	30m	30mr	5s	spherical

Description: Same as Moonlight with the parameter changes noted.

#026

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Moonlight VI	5	T	1y	30mr	1h	spherical

Description: Will cause natural moonlight to radiate in a sphere around a properly dedicated object. It acts in all other respects as a Moonlight spell. It is used in many moon temples in the dedication of ritual objects.

#BAR

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Baraq's Storm Axe	4-10	1d*l	1m*l	spec	10s	1 weapon

Description: This spell evokes an axe which performs as a normal war axe of the type specified by the caster. The axe appears to be made of lightning and does an extra d10 of electrical damage to the target per spell level. Speed and all other factors are identical to those specified for the real weapon, and the cleric must of course have proficiency.

#BAR

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Baraq's Personal Storm	5-10	1d*l	1m*l	spec	10s	as range

Description: This causes a storm to brew in an exact radius of the caster. Persons not specially protected will be subject to the normal effects of that storm, but the caster will not. Wind range is +15 kph*spell level, and lightning will be included. There is a 10% chance per second that any target standing in the area of the storm will be hit by lightning for 1d10. Missiles fired into the area will suffer -20%*10kph of wind speed to their chance to hit. Loose objects will be moved according to the wind speed.

#340\BAR.HAD.SHA

Name:	Lvl:	Rng:	Dur:	EA:	CT:	Notes:
Light VI	5	T	1y	30mr	1h	spherical

Description: Will cause natural light to radiate in a sphere around a properly dedicated object. It acts in all other respects as a Light spell. It is used in many temples in the dedication of ritual objects.

Spell List Generation Program

The following BASIC listing is for a program to read a series of ASCII files and create a tailored spell list for a particular religion. A sample control file, named "spells.ind" follows.

```
1000 REM PriestList.bas - Energion Priest Spell List Generator
1010 REM Version 1.40, 6-27-88; Copyright   1988 Rick Huebner
1020 REM Reproduction and distribution permitted
1030 REM ************************
1040 REM * Declaration Section *
1050 REM ************************
1060 DEFINT a-z
1070 DIM Lines$(500)
1080 REM ************************
1090 REM * Program Body Section *
1100 REM ************************
1110 REM +--------------------+
1120 REM | Open spells index |
1130 REM +--------------------+
1140 ON ERROR GOTO 3010
1150 CHDIR "Energion:Priests"
1160 ON ERROR GOTO 3020
1170 OPEN "I",#1,"Spells.Ind"
1180 ON ERROR GOTO 0
1190 REM +--------------------------------+
1200 REM | Read pantheon list into memory |
1210 REM +--------------------------------+
1220 GOSUB 2660:NLines=1
1230 LINE INPUT#1,x$
1240 IF LEFT$(x$,1)<>"#" THEN Lines$(NLines)=x$:NLines=NLines+1:GOTO 1230
1250 REM +----------------------+
1260 REM | Choose which pantheon |
1270 REM +----------------------+
1280 NLines=NLines-1:GOSUB 2720
1290 Pantheon$=Lines$(s):PanCode$=LEFT$(Pantheon$,3)
1300 REM +----------------------------+
1310 REM | Read deity list into memory |
1320 REM +----------------------------+
1330 LINE INPUT#1,x$:IF LEFT$(x$,1)="#" THEN 3030
```

```
1340 IF LEFT$(x$,3)<>PanCode$ THEN 1330
1350 NLines=1
1360 LINE INPUT#1,x$:IF LEFT$(x$,1)<>" " THEN 1410
1370 GOSUB 2850:Lines$(NLines)=x$:NLines=NLines+1:GOTO 1360
1380 REM +--------------------+
1390 REM | Choose which deity |
1400 REM +--------------------+
1410 IF LEFT$(X$,1)<>"#" THEN GOSUB 2660
1420 NLines=NLines-1:GOSUB 2720
1430 God$=Lines$(s):GodCode$=LEFT$(God$,3)
1440 Spheres$="000"+PanCode$+GodCode$
1450 REM +--------------------------------+
1460 REM | Read deity's sphere(s) of power |
1470 REM +--------------------------------+
1480 LINE INPUT#1,x$:IF LEFT$(x$,1)="#" THEN 1580
1490 IF LEFT$(x$,3)<>GodCode$ THEN 1480
1500 x$=MID$(x$,4)
1510 GOSUB 2850:GOSUB 2930:sp$=LEFT$(x$,Blank-1):x$=MID$(x$,Blank+1)
1520 IF LEN(sp$)<3 THEN sp$="0"+sp$:GOTO 1520
1530 Spheres$=Spheres$+sp$:IF LEN(x$)>0 THEN 1510
1540 REM +-------------------------------------------------------------+
1550 REM | Display spheres and allow user to add more if necessary |
1560 REM +-------------------------------------------------------------+
1570 GOSUB 2660
1580 CLS:PRINT "Spheres of influence:":PRINT
1590 FOR NLines=1 TO INT((LEN(Spheres$)+44)/45)
1600   FOR s=1 TO 15
1610     PRINT MID$(Spheres$,(NLines*45-45)+s*3-2,3)+" ";
1620   NEXT s
1630   PRINT
1640 NEXT NLines
1650 PRINT:INPUT "Extra spheres to add";x$:Spheres$=Spheres$+x$:PRINT
1660 REM +-------------------------------------------------+
1670 REM | Open output spell list file and write file header |
1680 REM +-------------------------------------------------+
1690 ON ERROR GOTO 3050
1700 OPEN "O",#2,"SpellList."+GodCode$
1710 ON ERROR GOTO 0
1720 PRINT#2,"Pantheon: ";Pantheon$
1730 PRINT#2,"Deity:    ";God$
1740 PRINT#2,"Spheres:  ";
1750 FOR NLines=1 TO INT((LEN(Spheres$)+44)/45)
1760   FOR s=1 TO 15
1770     PRINT#2,MID$(Spheres$,(NLines*45-45)+s*3-2,3)+" ";
1780   NEXT s
1790   PRINT#2,""
1800 NEXT NLines
1810 PRINT#2,"":PRINT#2,""
1820 REM +-------------------------------------+
1830 REM | Find next applicable input spell file |
1840 REM +-------------------------------------+
1850 IF EOF(1)<>0 THEN 2570
```

```
1860 LINE INPUT#1,x$
1870 x=0
1880 FOR s=1 TO LEN(Spheres$)/3
1890   IF LEFT$(x$,3)=MID$(Spheres$,s*3-2,3) THEN x=1:s=LEN(Spheres$)
1900 NEXT s
1910 IF x=0 THEN 1850
1920 REM +-----------------------------------------------+
1930 REM | Open input spell file and write sphere header |
1940 REM +-----------------------------------------------+
1950 SpellCode$=LEFT$(x$,3)
1960 x$=MID$(x$,4):GOSUB 2850:SpellFile$=x$
1970 ON ERROR GOTO 3040
1980 OPEN "I",#3,SpellFile$
1990 ON ERROR GOTO 0
2000 PRINT "Reading '";SpellFile$;"'"
2010 PRINT#2,"***** Sphere ";SpellCode$;": ";SpellFile$;" *****"
2020 PRINT#2,"":PRINT#2,""
2030 REM +-------------------------------------------------------------+
2040 REM | Copy all applicable spells from input file to output file |
2050 REM +-------------------------------------------------------------+
2060 REM Find start of next spell
2070 IF EOF(3)<>0 THEN 2510
2080 LINE INPUT#3,x$:IF LEFT$(x$,1)<>"#" THEN 2070
2090 REM Extract spheres which include and exclude this spell
2100 x$=MID$(x$,2):x=INSTR(x$,"\")
2110 IF x=0 THEN 2130
2120 DoIt$=LEFT$(x$,x-1):Dont$=MID$(x$,x+1):GOTO 2150
2130 DoIt$=x$:Dont$=""
2140 REM Check the deity's spheres to see if this is an applicable spell
2150 CopyIt=0
2160 FOR s=1 TO LEN(Spheres$)/3
2170   REM See if this sphere includes this spell
2180   x=INSTR(DoIt$,MID$(Spheres$,s*3-2,3))
2190   IF x=0 THEN 2390:REM Spell not applicable to this sphere
2200   REM Check for "and" requirement
2210   x2=0
2220   IF MID$(DoIt$,x+3,1)="&" THEN x2=x+4
2230   IF x>1 THEN IF MID$(DoIt$,x-1,1)="&" THEN x2=x-4
2240   IF x2=0 THEN 2330
2250   REM "And" clause found; check if we satisfy it
2260   FOR x3=1 TO LEN(Spheres$)/3
2270     IF MID$(DoIt$,x2,3)<>MID$(Spheres$,x3*3-2,3) THEN 2290
2280     CopyIt=1:x3=LEN(Spheres$)
2290   NEXT x3
2300   IF CopyIt=0 THEN 2390:REM We don't have both "and" spheres
2310   REM This spell is within one of our spheres; now make sure we're
2320   REM not specifically excluded
2330   CopyIt=1:s=LEN(Spheres$)
2340   IF LEN(Dont$)=0 THEN 2390
2350   FOR x2=1 TO LEN(Spheres$)/3
2360     IF INSTR(Dont$,MID$(Spheres$,x2*3-2,3))=0 THEN 2380
2370     CopyIt=0:x2=LEN(Spheres$)
```

```
2380   NEXT x2
2390 NEXT s
2400 REM If this spell applies to this deity, copy it
2410 IF CopyIt=0 THEN 2070
2420 IF EOF(3)<>0 THEN 2510
2430 LINE INPUT#3,x$:IF LEFT$(x$,1)="#" THEN 2100
2440 IF LEN(x$)<79 THEN PRINT#2,x$:GOTO 2420
2450 Blank=78
2460 IF MID$(x$,Blank,1)<>" " THEN Blank=Blank-1:GOTO 2460
2470 PRINT#2,LEFT$(x$,Blank-1):x$=MID$(x$,Blank+1):GOTO 2440
2480 REM +-------------------------------------------------------------+
2490 REM | Finished processing this spell input file; check for another |
2500 REM +-------------------------------------------------------------+
2510 PRINT#2,CHR$(12)
2520 CLOSE #3
2530 GOTO 1850
2540 REM +---------------------------------------------------+
2550 REM | Finished processing all spell input files; all done. |
2560 REM +---------------------------------------------------+
2570 CLOSE #2:CLOSE #1
2580 PRINT:PRINT "Done!"
2590 END
2600 REM **********************
2610 REM * Subroutine Section *
2620 REM **********************
2630 REM +-----------------------------------------------------+
2640 REM | Find next line in spells index which starts with "#" |
2650 REM +-----------------------------------------------------+
2660 IF EOF(1)<>0 THEN RETURN
2670 LINE INPUT#1,x$:IF LEFT$(x$,1)<>"#" THEN 2660
2680 RETURN
2690 REM +-------------------------------------------------------------+
2700 REM | Display list in paged form, and allow user to make selection |
2710 REM +-------------------------------------------------------------+
2720 CLS:LineNum=1
2730 LastLine=LineNum+19:IF LastLine>NLines THEN LastLine=NLines
2740 x$=MID$(Lines$(LineNum),4):GOSUB 2850
2750 PRINT LineNum,x$
2760 LineNum=LineNum+1:IF LineNum<=LastLine THEN 2740
2770 INPUT "Selection (0 for next page)";s
2780 IF s<0 OR s>NLines THEN 2770
2790 IF s>0 THEN RETURN
2800 LineNum=LastLine+1:IF LineNum>NLines THEN 2720
2810 GOTO 2730
2820 REM +-----------------------------------------------------+
2830 REM | Remove spaces and/or commas from beginning of string |
2840 REM +-----------------------------------------------------+
2850 xx=0
2860 xx=xx+1
2870 IF (MID$(x$,xx,1)=" " OR MID$(x$,xx,1)=",") AND xx<LEN(x$) THEN 2860
2880 x$=MID$(x$,xx)
2890 RETURN
```

```
2900 REM +--------------------------------------+
2910 REM | Find first space or comma in string |
2920 REM +--------------------------------------+
2930 Blank=INSTR(x$," ")
2940 xx=INSTR(x$,",")
2950 IF xx>0 AND (Blank=0 OR xx<Blank) THEN Blank=xx
2960 IF Blank=0 THEN Blank=LEN(x$)+1
2970 RETURN
2980 REM +-------------+
2990 REM | Error traps |
3000 REM +-------------+
3010 PRINT "Can't find 'Energion:Priests' directory":END
3020 PRINT "Can't open 'Spells.Ind'":END
3030 PRINT "Can't find data for pantheon '";PanCode$;"'":END
3040 PRINT "Can't open input spell file '";SpellFile$;"'":RESUME 1850
3050 PRINT "Can't open output spell file 'SpellList.";GodCode$;"'":END
```

Sample Index File

```
#PANTHEONS
340,Harar
390,Velanac
#Gods
340 Harar
  BAR, Baraq, God weather, war and head of the Harar pantheon
  ESH, Esher, God of Agriculture and of peasants
  HAD, Hadar, God of sun, justice and knowledge, same as Shamash (Avnel)
  YER, The Twins, Worship of the twins, Yarik and Era
390 Velanac
  VEL, Velanac, Icky, nasty, destructive, loathsome, disgusting
#Spheres
BAR,018,001,008,028
ESH,019,018
HAD,025,012,011
YER,001,002,004,026
VEL,013,017,014
#Files
340,Spells.Harar
390,Spells.Velanac
001, spells.war
002, spells.love
004, spells.magic
008, spells.air
011, spells.knowledge
012, spells.justice
013, spells.death
014, spells.esnake
017, spells.thief
018, spells.weather
019, spells.agri
025, spells.sun
026, spells.lunar
028, spells.politics
030, spells.selenar
000, spells.general
#END
```

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