

Prayer Book



Spell points used

Base spell cost x 2, Combat

Fortify

(Begin the incant for the spell you are fortifying. Before the spell name, say) fortified. (At the end of the description of the spell's effects, and before "So commands my Lord/Lady," add) Let none counter this magic.

Fortify

This meta-magic prevents the use of any counterspells upon a single Combat spell that you cast. (Defensive spell effects, such as *Magic Absorption*, will still work against the spell.) After casting a fortified spell, the caster will be fatigued for five minutes—fatigued characters are unable to fight, cast spells, or even stand.

Note that *Fortify* is not cast as a separate spell, but is conjoined with the spell to be fortified.

Base spell cost, Combat

Nullify

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Nullify. May thy spell of *(name spell to be nullified)* now be canceled. So let it be done! Initium!

Nullify

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, completely negates the effect of that spell. You may not use counterspells directly on other counterspells (e.g., you cannot nullify a *Reflect*, although you can nullify a spell that was reflected).

Level 9, Touch, Noncombat

Mass Safe Journey

I, _____, a cleric of the _____ circle, bring the power of my god/goddess to bear. I chant the prayer of Mass Safe Journey. For the next hour, may I and these (*state your level*) persons in contact with me be immune to all magics and harm, and be permitted to move about. So commands my Lord/Lady _____. Initium!

Mass Safe Journey

This spell acts as *Safe Journey* but protects the caster plus one additional target per level of the caster. (Material component: gold cloth)

Safe Journey

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

The spell lasts one hour or until the caster wishes it to end.
(Material component: gold cloth)

Level 9, Touch, Noncombat

Resurrect

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Resurrect. Let (*specify deceased*) now be returned from the land of the dead, restored in full here in this world, and brought back to life! So commands my Lord/Lady _____. Initium!

Resurrect

This spell will bring back one person from the dead. They will be completely healed of all wounds, lost limbs, poisons, diseases, spell effects, *Divine Wraths*, etc. (The target will, however, suffer from Resurrection Trauma if its spirit has passed to the afterlife by *Spirit Speed* or if more than 30 minutes have passed since death.)

A body or object is not necessary if the person is recently dead. (Long-dead persons may require a body or relic at the GM's discretion.) However, if the spell is cast without the body present, the resurrected character will appear in basic clothing without any money, weapons, items, or personal effects. (All of these are still physically with the old body.)

A creature may refuse to come back from the dead if it so wishes. When cast on NPCs, this spell may fail at the GM's discretion. Persons revived from the dead will not recall their time as a spirit.

Level 1, Sight, Combat (TOW)

Avert Undead

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Avert Undead upon thee, (*specify undead*). If thy Will be less than (*state your Will*), thou shalt neither approach nor attack me for five minutes. If I advance, thou shalt back off. So commands my Lord/Lady _____. Initium!

Avert Undead

This spell acts as the mage spell *Aversion* but is only effective against undead.

Aversion

Any creature that this spell is cast upon whose Will is less than that of the caster will instantly feel a strong aversion to the caster. The target will not approach or attack the caster and will back off if the caster approaches. This effect lasts for five minutes.

Level 1, Touch, Noncombat

Cause of Death

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Cause of Death upon thee. Let the means of thy death now be revealed to me. So commands my Lord/Lady _____. Initium!

Cause of Death

When cast on a dead creature, this spell causes the target to state to the caster (out-of-game) the cause of the target's death.

Level 1, Touch, Noncombat

Detect Enchantment

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Detect Enchantment upon thee, (*specify target*). Let it now be revealed with a “yes” or “no” whether thou art under any mind-influencing spells. So commands my Lord/Lady _____. Initium!

Detect Enchantment

When cast, this spell causes the target to inform the caster (with a yes or no) whether the target’s mind is being influenced by any spells (i.e., *Suggestion, Charm, Delusion, Interrogate, Truth*). The exact name of the enchantment is *not* revealed with this spell, rather only *whether* the target is under a spell. (If the target is only under non-mind-influencing spells, e.g., *Barkskin*, the answer is no!)

Level 1, Touch, Noncombat

Knit Limb

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Knit Limb upon thee. Let this (*specify limb*) now begin to heal, being fully restored in twenty minutes. So commands my Lord/Lady _____. Initium!

Knit Limb

This spell acts as *Heal Limb*, but it takes 20 minutes before the limb is usable. In all other respects (stopping bleeding in the limb, restoring consciousness, and being undispellable) this spell acts just like *Heal Limb*.

Heal Limb

This spell will heal one wounded limb on the target. It will not help other wounded limbs, a wounded torso, poison, spell effects, or lost limbs.

Level 9, Sight, Combat (TOW)

Mass Curse

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Mass Curse upon you, (*specify targets*). (*Read one of the following, or replace these with up to three approved afflictions instead.*)

You are cursed with Weakness. You do no damage in brawls, and anytime you are hit with a weapon, you fall backwards (per the Slip spell). This spell effect lasts until dispelled.

—or—

You are cursed with Peacefulness. You will never initiate an attack with either spell or weapon. You will only use force in self-defense and can never sap someone. This spell effect lasts until dispelled.

So commands my Lord/Lady _____. Initium!

Mass Curse

This spell acts as *Curse* but affects one target per level of the caster, provided the targets are all near one another. All targets of this spell suffer the same curse affliction.

Curse

This spell allows the caster to call a curse down upon one individual, giving that person a disadvantage or other affliction. (If the curse gives the target a disadvantage, it will take full effect even if the target has the “opposite” skill of disadvantage; for example, someone with Exceptional Strength who is cursed with Weakness loses all the benefits of Exceptional Strength and gains all the penalties of Weakness.)

This spell is cast as a Curse type spell. The standard afflictions cause either Peacefulness or Weakness (per the disadvantages of those names), and last until dispelled.

Level 9, Sight, Combat

Divine Wrath

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Divine Wrath upon thee, (*specify target*). Let the full wrath of my deity now be brought forth upon thee!

(*Read the following or replace this with up to three approved afflictions instead.*)

The heavens rumble and the earth shakes. Thou art enveloped in a bright burst of divine energy. Thy very nerves scream in pain as the concentrated anger of the divine tears thee apart from the inside. Thy very flesh glows white as the energy streams out of thy tortured soul. Over the next minute, all thou canst do is scream and writhe in pain; thereafter thou art consumed, and thou shalt die. Once begun, no magic can prevent thee from being destroyed. Only resurrection (or a Miracle) will bring thee back to life.

So commands my Lord/Lady _____. Initium!

Divine Wrath

This spell calls down the fierce wrath of the caster's deity upon the target. This creates a curse whose effects are best described as "a fate worse than death." This curse may not be removed by any means except death and resurrection, unless otherwise stated in the curse.

Certain large or powerful beings can withstand this spell, but the enormous effort will cost them six hits of natural protection.

This spell is cast as a Curse type spell. The standard affliction kills the target painfully and prevents *Restore Life* from working.

Level 1, Touch, Noncombat

Mana Gift

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Mana Gift. Let thee now receive (state your level) spell points, while I lose the same number. So commands my Lord/Lady _____. Initium!

Mana Gift

This spell transfers spell points, of a number equal or less than the caster's level, from the caster to the target, who must be a willing spell caster of the same type (mage, cleric or mystic) as the caster. This spell will not allow the target to have more than their maximum number of spell points; any extra spell points given are wasted.

Level 1, Touch, Noncombat

Revive

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Revive. Let this unconscious form now rise, wide awake. So commands my Lord/Lady _____. Initium!

Revive

This spell will wake the target up from sleep and normal unconsciousness (such as from brawling, subdual, or sapping). It will heal all subdual damage, and "reset" the number of Brawling hits the target can take. It will also lift the effects of all *Stun* spells.

It will not revive the target from fatigue or from unconsciousness due to wounds (the target would instantly become unconscious again).

Level 1, Touch, Combat

Spirit Speed

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Spirit Speed. Let thee now be banished from this world, to proceed to the next one. (*Touch spirit.*) So commands my Lord/Lady _____. Initium!

Spirit Speed

This spell forces any spirit of the recently dead, plus normal wandering spirits, to depart the mortal plane. The spirit must immediately go out-of-game and depart for good. The spirit may not speak with its killers, etc. The target will suffer from Resurrection Trauma if later restored by spell or Miracle.

Level 1, Touch, Noncombat

Stop Bleeding

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Stop Bleeding upon thee. Let thy wounds now stop bleeding for an hour. So commands my Lord/Lady _____. Initium!

Stop Bleeding

All current wounds on the target stop critically bleeding. After one hour, unhealed wounds resume bleeding. If this spell is cast multiple times on the same target, the target's wounds will resume bleeding one hour after the most recent casting.

Level 2, Touch, Noncombat

Heal Limb

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Heal Limb upon thee. Let this (*specify limb*) now be healed of all wounds. So commands my Lord/Lady _____. Initium!

Heal Limb

This spell will heal one wounded limb on the target. It will not help other wounded limbs, a wounded torso, poison, spell effects, or lost limbs.

Level 8, Touch, Noncombat

Reveal

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Reveal upon thee, (*specify target*). Let the full truth of thy appearance be made clear as well as any enchantments and their natures cast upon thee. So commands my Lord/Lady _____. Initium!

Reveal

This spell reveals all of the details about any enchantments acting on the target creature. It reveals the name of the spells and any details about the spells. It also reveals the true form of the target, if hidden from view by magical spells or magical disguises.

Level 8, Touch, Noncombat (TOW)

Truth

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Truth upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now answer this question truthfully and to the best of thy ability: (*state question*). So commands my Lord/Lady _____. Initium!

Truth

When cast on one subject, this spell lets the caster ask one question that the subject must answer completely and truthfully. No information may be deceptively left out.

Level 8, Sight, Combat (TOW)

Mass Fear

I, _____, a cleric of the _____ circle, bring the power of my god/goddess to bear. I chant the prayer of Mass Fear upon you, (*specify targets*). If your Will be less than (*state your Will*), let your minds now be filled with unspeakable terror, causing you to flee from my presence for five minutes. So commands my Lord/Lady _____. Initium!

Mass Fear

This spell acts as *Fear* but affects one target per level of the caster, provided the targets are all near one another.

Fear

This spell causes the target to flee the caster's presence at the fastest possible rate. Once safely away from the caster, the target may act normally, but may not return near the caster, and will flee again if the caster approaches. This effect lasts for five minutes.

Level 8, Touch, Noncombat

Mass Heal Wounds

I, _____, a cleric of the _____ circle, bring the power of my god/goddess to bear. I chant the prayer of Mass Heal Wounds upon you (*specify targets*). Let you be healed of all wounds. So commands my Lord/Lady _____. Initium!

Mass Heal Wounds

This spell acts as *Heal Wounds* but affects one target per level of the caster, provided the targets are all near one another. The caster must specify the targets during the casting.

Heal Wounds

This spell will heal all wounds on the target. It will not help poison, spell effects, or lost limbs.

Level 2, Touch, Noncombat

Martyrdom

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Martyrdom upon thee. Let (*specify effect to be transferred*) be transferred from (*specify "donor"*) onto thee. So commands my Lord/Lady _____. Initium!

Martyrdom

This spell transfers a single caster-specified harmful effect from a willing target to a willing martyr. The caster must touch the target and then the martyr (either of whom may be the caster) while casting the spell. This will work on any one wound, lost limb, poison, disease, harmful spell effect, or even recent death (provided that both the spirit and the healed (or knitting) body are present), but not on a *Divine Wrath*.

The martyr must not be suffering from an identical or worse effect. The transfer bypasses all natural and magical defenses and immunities, and all time limits stay exactly as they were for the target at the time of the transfer. If recent death is transferred, the martyr's spirit is immediately taken from the mortal plane (as with *Spirit Speed*).

Level 2, Touch, Noncombat

Safe Retreat

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Safe Retreat upon thee and me. Let us now be able to safely escape this danger. So commands my Lord/Lady _____. Initium!

Safe Retreat

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

During the course of the spell the targets may either stand still or retreat from danger. If the targets choose to remain where they are, they should avoid being an obstruction and move out of the way of combat. If the targets choose to retreat, they must proceed to a known safe location without approaching combat or danger including foes, traps, acid pools, etc. If the targets are surrounded by enemies (or other dangers), they must remain where they are since they cannot move through a dangerous zone to escape. (Note: you cannot approach danger, so running between a pair of monsters under *Safe Retreat* is not ok.)

The spell lasts five minutes or until the caster wishes it to end. Due to the brief and intense charge of the deity's power, the protection of this spell cannot be dispelled by an ordinary *Dispel Magic* spell. (Material component: gold cloth)

Level 2, Touch, Combat

Soothe

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Soothe. Let thy rising anger be calmed and thy temper soothed, lest a combat should ensue. (*Touch target.*) So commands my Lord/Lady _____. Initium!

Soothe

This causes the target, before a combat, to cease being belligerent and to calm down. During combat, however, this spell is useless.

Level 2, Touch, Noncombat

Speak with Spirit

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Speak with Spirit upon thee, (*specify spirit*). Let thy voice now be summoned forth, able to speak with the living for five minutes. So commands my Lord/Lady _____. Initium!

Speak with Spirit

This spell, when cast on a spirit, lets it communicate with the living for five minutes. Spirits do remember the last few minutes of their lives (such as who killed them—unless they were surprise backstabbed, of course). A spirit under the influence of this spell *can* be affected by *Honesty*, *Interrogate* and *Truth* spells. The spirit can resist these spells with the base Will it had when alive.

Level 3, Touch, Noncombat

Cure Poison

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Cure Poison upon thee. Let all poison be removed from thy system. So commands my Lord/Lady _____. Initium!

Cure Poison

This spell cures the target of all poisons and mild diseases.

Level 7, Area, Noncombat

Mass Safe Circle

I, _____, a cleric of the _____ circle, bring the power of my god/goddess to bear. I chant the prayer of Mass Safe Circle. (*Lay down circle of rope around you.*) May I now become the center of a sphere of force impervious to all matter and spells. So commands my Lord/Lady _____. Initium!

Mass Safe Circle

This spell acts as *Safe Circle* but creates a nine-foot diameter circle and protects the caster plus one additional target per level of the caster.

(Material component: 27 feet of yellow or gold rope)

Safe Circle

This spell creates a three-foot diameter circle around the caster and one additional target, both of whom must be inside the circle at the time of casting. The circle is impervious to spells and attacks going either in or out; nothing outside the circle may enter it. The circle does not move, but remains fixed. If the caster leaves the circle (or dies), it is dispelled. The spell lasts one hour or until the caster wishes it to end. To indicate the *Safe Circle*, the caster must place a nine-foot length of yellow or gold rope on the ground.

(Material component: nine feet of yellow or gold rope)

Level 7, Touch, Noncombat

Restore health

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Restore Health upon thee. Let thee be healed of all wounds, lost limbs, curses, poisons, spell effects, and other ailments. So commands my Lord/Lady _____. Initium!

Restore Health

This will completely heal a willing target of all wounds, lost limbs, poisons, diseases, spell effects, unconsciousness, fatigue, etc. In other words, it will heal almost anything but death or a *Divine Wrath*. In some cases, there may not be enough of the body left to be healed (skeletons, for example).

Level 7, Area, Combat

Mana Vortex

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Mana Vortex. Let the area within the sound of my voice be denied magical power, preventing any spells from being cast within it or into it for five minutes. So commands my Lord/Lady _____. Initium!

Mana Vortex

This spell prevents *all* casting of spells that are of 9th level or lower (whether cast by spell casters, magic items, etc.) in the area of the spell freeze for five minutes. This area surrounds all creatures within the spell freeze who can clearly hear the caster, and is generally considered to extend past them for up to 50 feet. This spell does not dispel or suspend lasting spell effects (i.e., magic swords still do extra damage), and may not itself be dispelled.

This spell affects an area, not individuals. Those who enter the area of the spell freeze may not cast spells; those who leave may resume casting spells, as long as their spells do not affect anything within the area of the spell freeze. *Magic Absorption* and *Spell Immunity* will not protect you from the effects of *Mana Vortex*; you will still be unable to cast while inside the spell area.

Persons inside *Safe* spells may only continue to cast spells as long as they and their spell effects remain inside the zone of safety.

Level 3, Sight, Combat (TOW)

Emotion

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Emotion upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now be filled with (*describe emotion*) for five minutes. So commands my Lord/Lady _____. Initium!

Emotion

This implants in the target one emotion, which may be felt toward a caster-specified object or group. This will not cause the target to act against their nature, although it will produce a visible reaction of some sort. This spell effect wears off in five minutes. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Level 3, Touch, Noncombat

Holy Weapon

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Holy Weapon upon (*specify weapon*). Let this weapon now sear the flesh of the unholy for five minutes. So commands my Lord/Lady _____. Initium!

Holy Weapon

This spell causes the specified weapon to become a holy weapon. A holy weapon acts like a blue-sock magic weapon, but only against undead and unholy beings. Arrows (or other projectiles) fired from a holy bow (or other launcher) will do damage as if they were holy weapons, but will not themselves be enchanted (i.e., they will not be considered holy weapons if picked up and re-used by another launcher).

If it is not possible to color code the weapon gold, its user must state “holy weapon” before striking with it for the spell to have any effect. This spell effect wears off in five minutes.

(Optional material component: gold color coding)

Level 3, Touch, Noncombat

Knit Torso

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Knit Torso upon thee. Let thy wounded torso now begin to heal, being fully restored in 20 minutes. So commands my Lord/Lady _____. Initium!

Knit Torso

This spell acts as *Heal Torso*, but it takes 20 minutes before the target is completely recovered. During this period, the target is fatigued and may not fight, cast spells, walk unassisted, or perform any strenuous activity. In all other respects (stopping bleeding in the torso, restoring consciousness, and being undispellable) this spell acts just like *Heal Torso*.

Heal Torso

This spell will heal the target's wounded torso. It will not help wounded limbs, poison, spell effects, or lost limbs.

Level 3, Sight, Combat

Mute

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Mute upon thee, (*specify target*). Let thee now be struck silent for five minutes. So commands my Lord/Lady _____. Initium!

Mute

This spell renders the target unable to speak for five minutes. The target may not talk or whisper, although mouthing words is allowed. This does not affect the target's ability to cast spells.

Level 3, Touch, Noncombat

Strengthen Will

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Strengthen Will. Let thy defensive Will be strengthened by the power of my deity. Over the next hour, let thy defensive Will be five stronger than usual. So commands my Lord/Lady _____. Initium!

Strengthen Will

This spell increases the target's *defensive* Will by five for a duration of one hour. That is, the target's Will is increased by five when defending against TOW spells, but is unchanged when casting them.

Level 7, Sight, Combat (TOW)

Holy Banishment

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Holy Banishment upon thee, (*specify unholy being*). If thy Will be less than (*state your Will*), be banished from this material world until such time as thou canst find thy way back. So commands my Lord/Lady _____. Initium!

Holy Banishment

This spell is a battle of wills between the caster and the target. It is only effective against undead and unholy beings. If the caster wins the Test of Will, the target is banished from the material plane and is forcibly sent to where it belongs. Purely physical targets, such as reanimated corpses, are normally destroyed outright.

Level 7, Touch, Noncombat

Magic Bandage

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Magic Bandage. Let this plain piece of cloth be enchanted, stopping bleeding and allowing the use of whatever limb it is wrapped around, until removed. So commands my Lord/Lady _____. Initium!

Magic Bandage

This spell causes a specified piece of cloth to become a magic bandage. A magic bandage, while placed on a wounded limb, will in effect "heal" that limb, stopping its bleeding and allowing it to be used normally. However, the limb is not actually healed, and removing the bandage will cause any bleeding, unconsciousness, and/or loss of function to resume. This spell effect wears off in 48 hours or when directly dispelled.

If a bandaged limb is wounded again, the magic bandage must be removed and reapplied to have any effect. Although a magic bandage may be used on different wounded limbs, it will only affect the one limb it is presently wrapped around.

(Material component: a strip of white cloth)

Level 6, Touch, Noncombat

Restore Life

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Restore Life. Though its wounds will not be healed, may this recently fallen body now be restored to life. So commands my Lord/Lady _____. Initium!

Restore Life

This spell will bring someone back from the dead, provided they have been dead for less than 30 minutes and the body and spirit are both present when the spell is cast. It will not work on simply a spirit, no matter how recently it died. It will *not* restore lost limbs or heal wounds, poison, curses, etc. The caster may heal the corpse before casting *Restore Life* so that the target does not immediately die again.

The dead person must be willing to return to life and may choose to decline the spell; this will consume the spell points anyway. Persons revived from the dead will not recall their time as a spirit.

Level 6, Touch, Noncombat

Safe Journey

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Safe Journey. For the next hour, may (*specify target*) and I be immune to all magics and harm, and be permitted to move about. So commands my Lord/Lady _____. Initium!

Safe Journey

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

The spell lasts one hour or until the caster wishes it to end.

(Material component: gold cloth)

Level 3, Touch, Combat

Wounding Grasp

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Wounding Grasp. Let thee receive a wound where I touch thee (*touch target*). So commands my Lord/Lady. Initium!

Wounding Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is wounded. If the caster touches the torso, the torso is wounded.

This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

Level 4, Sight, Combat (TOW)

Charm

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Charm upon thee, (*specify target*). If thy Will be less than (state *your Will*), let thee now be filled with friendship and adoration toward me for five minutes. So commands my Lord/Lady _____. Initium!

Charm

This spell lets the caster charm any one sentient creature whose Will is weaker than the caster's. The target will honor and adore the caster and be friendly and helpful, assisting the caster in any reasonable request. This spell ends if the caster orders the charmed target into danger or to do something that strongly conflicts with the target's moral values.

The spell ends after five minutes, and the target will leave the spell with a positive opinion of the caster. If this spell is successful, the target will be unaware that it was cast.

Level 4, Sight, Combat (TOW)

Fear

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Fear upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thy mind be filled with unspeakable terror, causing thee to flee from my presence for five minutes. So commands my Lord/Lady _____. Initium!

Fear

This spell causes the target to flee the caster's presence at the fastest possible rate. Once safely away from the caster, the target may act normally, but may not return near the caster, and will flee again if the caster approaches. This effect lasts for five minutes.

Level 4, Touch, Noncombat

Heal Torso

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Heal Torso upon thee. Let thy torso now be healed of all wounds. So commands my Lord/Lady _____. Initium!

Heal Torso

This spell will heal the target's wounded torso. It will not help wounded limbs, poison, spell effects, or lost limbs.

Level 6, Sight, Combat

Nightmare

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Nightmare upon thee, (*specify target*). Regardless of thy Will, let thee now see before thee a most horrifying vision, causing thee to flee in terror for five minutes. So commands my Lord/Lady _____. Initium!

Nightmare

This spell acts as *Fear* but is not Test of Will.

Fear

This spell causes the target to flee the caster's presence at the fastest possible rate. Once safely away from the caster, the target may act normally, but may not return near the caster, and will flee again if the caster approaches. This effect lasts for five minutes.

Level 6, Touch, Combat

Piercing Grasp

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Piercing Grasp. Let thee receive a wound where I touch thee, regardless of any protection thou hast (*touch target*). Any limb so wounded will be destroyed, requiring regeneration. So commands my Lord/Lady. Initium!

Piercing Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is severed. If the caster touches the torso, the torso is wounded. Severed limbs can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores armor and magical protection, and counts as five hits towards the natural protection of certain large or powerful beings.

Level 6, Sight, Combat (TOW)

Delusion

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Delusion upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee for the next hour have the delusion that (*describe delusion*). So commands my Lord/Lady _____. Initium!

Delusion

This spell lets the caster plant a belief in the target's mind which the target believes implicitly (e.g., "I can fly"). This spell effect wears off in one hour. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Level 6, Touch, Noncombat

Iron Will

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Iron Will upon thee, (*specify target*). Let thee be immune to the next mind-influencing spell cast upon thee. So commands my Lord/Lady _____. Initium!

Iron Will

This spell makes the target immune to the next Test of Will spell that would otherwise affect them. This effect fades after 48 hours.

Level 4, Missile, Combat

Holy Bolt

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Holy Bolt. Any unholy flesh this bolt strikes shall be seared with two wounds (*toss component*). So commands my Lord/Lady _____. Initium!

Holy Bolt

This spell acts as the mage spell *Lightning Bolt* but is only effective against undead and unholy beings. (Material component: a large beanbag or other approved item)

Lightning Bolt

During the spell hold, the caster tosses the material component at the target. The component causes two wounds to the area hit. A limb damaged by a *Lightning Bolt* will require a *Regenerate* (not just a *Heal Limb*) to restore it to use. This spell counts as two hits toward protection (e.g., it cancels out a *Stoneskin* or removes two hits from armor).

(Material component: a large beanbag or other approved item)

Level 4, Touch, Noncombat (TOW)

Honesty

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Honesty upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now answer this question without lying: (*state question*). So commands my Lord/Lady _____. Initium!

Truth

When cast on one subject, this spell lets the caster ask one question that the subject must answer as if under the Honesty disadvantage: the target may never tell a direct lie, but may omit parts of the truth.

Level 4, Touch, Combat

Magic Wall

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Magic Wall. Let a wall of force appear where I indicate, and let nothing pass through it. (*Lay down length of rope to indicate wall.*) So commands my Lord/Lady _____. Initium!

Magic Wall

This spell creates a vertical plane of magical force up to nine feet wide and as high as the closest overhead obstacle. The wall does not move, but remains fixed. If cast in a space smaller than its maximum dimensions, the wall will fill a vertical area up to those dimensions. It will touch floor, ceiling, and walls along its edges without gaps, but will not extend into the floor, ceiling, or walls. If cast in an open space, the wall is too high to shoot arrows or throw spell components or other objects over its top.

The wall is visible as a shimmer, but can otherwise be seen and heard through as empty space. The wall can not be scaled or otherwise climbed, and will not support weight (e.g., you can't lean a ladder on it; the ladder would slide down or fall away). The wall is impervious to spells and attacks in either direction; nothing may pass through the wall except clean air. Sight-range spells are stopped by the wall if the caster can only see the target through the wall.

The wall requires the proximity of the caster to persist; the caster must remain within one step of the wall (that is, able to touch it by moving only one foot), or the wall will vanish. The caster may speak, cast other spells, and otherwise act normally while maintaining the wall. The spell lasts for one hour or until the caster wishes it to end. A caster can only maintain one magic wall at a time.

To indicate the magic wall, the caster must place a nine-foot length of yellow or gold rope on the ground.

(Material component: nine feet of yellow or gold rope)

Level 4, Sight, Combat (TOW)

Mana Block

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Mana Block upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee be unable to cast any spells for five minutes. So commands my Lord/Lady _____. Initium!

Mana Block

This spell blocks a spell caster's ability to cast spells (even pre-cast ones) for five minutes. It affects all forms of spell casting, including Mage, Cleric, and Mystic Magic, and Innate Powers. It has no effect on magic items or the target's ability to use them.

Level 5, Touch, Noncombat

Mass Safe Retreat

I, _____, a cleric of the _____ circle, bring the power of my god/goddess to bear. I chant the prayer of Mass Safe Retreat. May I and these (*state your level*) persons in contact with me now be able to safely escape this danger. So commands my Lord/Lady _____. Initium!

Mass Safe Retreat

This spell acts as *Safe Retreat* but protects the caster plus one additional target per level of the caster. (Material component: gold cloth)

Safe Retreat

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

During the course of the spell the targets may either stand still or retreat from danger. If the targets choose to remain where they are, they should avoid being an obstruction and move out of the way of combat. If the targets choose to retreat, they must proceed to a known safe location without approaching combat or danger including foes, traps, acid pools, etc. If the targets are surrounded by enemies (or other dangers), they must remain where they are since they cannot move through a dangerous zone to escape. (Note: you cannot approach danger, so running between a pair of monsters under *Safe Retreat* is not ok.)

The spell lasts five minutes or until the caster wishes it to end. Due to the brief and intense charge of the deity's power, the protection of this spell cannot be dispelled by an ordinary *Dispel Magic* spell. (Material component: gold cloth)

Level 5, Touch, Noncombat

Regenerate

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Regenerate upon thee. Let this (*specify missing limb*) now be fully restored. So commands my Lord/Lady _____. Initium!

Regenerate

This spell will restore one lost limb completely.

Level 5, Touch, Combat (TOW)

Dispel Magic

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Dispel Magic. I remove from thee any mind-influencing magics cast on thee by one whose Will is less than or equal to (*state your Will*), plus all other magics cast upon thee. (*Touch target.*) So let it be done! Initium!

Dispel Magic

This spell removes the lasting effects of all non-TOW spells affecting the target (including beneficial spells such as *Stoneskin*, *Strengthen Will*, and *Wraith Form*). It will remove the lasting effects of all TOW spells (such as *Mana Block*) that were cast with a Will less than or equal to the caster's Will. It will *not* cancel out *Safe Retreat* spells, *Mana Vortex*, or any other "immune to magic" spells or effects. This spell has no effect on most magic items.

Level 5, Touch, Noncombat

Heal Wounds

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Heal Wounds upon thee. Let all thy wounds now be healed. So commands my Lord/Lady _____. Initium!

Heal Wounds

This spell will heal all wounds on the target. It will not help poison, spell effects, or lost limbs.

Level 4, Touch, Combat

Poisoned Grasp

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Poisoned Grasp. With this touch, let thy bloodstream be stricken with poison (*touch target*). So commands my Lord/Lady _____. Initium!

Poisoned Grasp

During the spell freeze, the caster attempts to touch the target. If the caster succeeds, the target is poisoned.

Level 4, Area, Noncombat

Safe Circle

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Safe Circle. (*Lay down circle of rope around you.*) May I now become the center of a sphere of force impervious to all matter and spells. So commands my Lord/Lady _____. Initium!

Safe Circle

This spell creates a three-foot diameter circle around the caster and one additional target, both of whom must be inside the circle at the time of casting. The circle is impervious to spells and attacks going either in or out; nothing outside the circle may enter it. The circle does not move, but remains fixed. If the caster leaves the circle (or dies), it is dispelled. The spell lasts one hour or until the caster wishes it to end. To indicate the *Safe Circle*, the caster must place a nine-foot length of yellow or gold rope on the ground.

(Material component: nine feet of yellow or gold rope)

Level 5, Sight, Combat (TOW)

Command Undead

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Command Undead upon thee, (*specify undead*). If thy Will be less than (*state your Will*), let thee now follow this command for the next hour: (*state two-word command*). So commands my Lord/Lady _____. Initium!

Command Undead

This spell acts as the mage spell *Command* but only works on undead.

Command

This spell lets the caster issue any two-word command of the form “[verb] [object]” that the target must perform if the target’s Will is lower than the caster’s. For example, the caster might order “Stay here,” “Kill them,” or “Obey me.”

This will affect any creature regardless of language difficulties. This spell will not cause instant death.

Profane words or concepts will result in a spell fumble. (Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

This spell effect wears off in one hour, whether or not the command has been completed.

Level 5, Sight, Combat

Curse

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Curse upon you, (*specify target*). (*Read one of the following, or replace these with up to three approved afflictions instead.*)

You are cursed with Weakness. You do no damage in brawls, and anytime you are hit with a weapon, you fall backwards (per the Slip spell). This spell effect lasts until dispelled.

—or—

You are cursed with Peacefulness. You will never initiate an attack with either spell or weapon. You will only use force in self-defense and can never sap someone. This spell effect lasts until dispelled.

So commands my Lord/Lady _____. Initium!

Curse

This spell allows the caster to call a curse down upon one individual, giving that person a disadvantage or other affliction. (If the curse gives the target a disadvantage, it will take full effect even if the target has the “opposite” skill or disadvantage; for example, someone with Exceptional Strength who is cursed with Weakness loses all the benefits of Exceptional Strength and gains all the penalties of Weakness.)

This spell is cast as a Curse type spell. The standard afflictions cause either Peacefulness or Weakness (per the disadvantages of those names), and last until dispelled.

Level 5, Touch, Noncombat

Determine Enchantment

I, _____, bring the power of my god/goddess to bear. I chant the prayer of Determine Enchantment upon thee, (*specify target*). Let it now be revealed what spells thou art under. So commands my Lord/Lady _____. Initium!

Determine Enchantment

The spell allows the caster to determine what, if any, enchantments are on a particular person or creature. This will give the name(s) of the spells affecting the target, but not details. For example, it will reveal that the target is under a *Suggestion*, but will not reveal what that suggestion is.