

The MANUAL of MYTHOLOGY



Official Game Rules for *Legendary Quest*®
By

John Kirk

Mark Chester * Leroy Hills * Denys Carrico-Bockmon * Mike Patrick
www.legendaryquest.com

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June 14, 2003



A game as highly developed as *Legendary Quest™* could not exist exclusively from the writing and playtesting of only a few authors. Many wonderful suggestions came from others deserving tremendous credit.

Matt "the Orc" Ault, David "Run Away" Bailey, Justin "BAMF" Bailey, Bill "Silver Tongue" Beezley, Blake "Axe-Man" Brandt, James "the Thief" Bockmon, Bob Brown, Mike "the Original" Brown, Dan "Eepster" Budd, Dan "Paranoid" Coppersmith, Gregg "Bundyman" Fiehler, Howard "Horseshoe" Hampton, Rich "Shakespear" Higgason, Tom "Thank you, sir, may I have another?" Hildrich, Darren "Private Eye" Hinesley, Dave "Weasel-Master" Julian, Melissa "Cat Burglar" Kirk, Andy "Please pass the" Mayo, Jason "I've got 5th level Fire Darts!" McDowell, Charles "Parasite" Nickell, Ben "Tyrone" Rhodes, Job "you killed my horse!" Roberts, Sherry "the Wench" Steinberg, Curt "the Evil" Suddarth, Mike "Archmage" Valet, Paul "the Oppressor" White, Brandi "Dark Sorceress" Wilson, and Karl "Frankenstein" Winters contributed years of playing and playtesting *Legendary Quest™*. Thanks go to them for their efforts.

We must also thank John "Gunsmith" Coulborn for his research and suggestions on medieval arms and armor and for introducing us to the wargaming aspects of fantasy role-playing. Without him, we would not have a fine system of detailed combat rules.

A special salute goes to the co-authors of some of *Legendary Quest's* other books: *The Manual of Mythology™* and *The Lexicon of Lore™*. Denys "Crafty" Carrico-Bockmon, Mark "you should have killed me when you had the chance" Chester, Mike "Clavdivs" Patrick, and Leroy "the Eccentric" Hills.

We credit the talented Matthias Baurle for his renditions of the Orc, Halph-Nymph, Elf, Goblin, and Dwarf appearing in this book. We also credit Dover Publishing, from whose compilations we decorate this text.

For all her considerable efforts in pointing out my many flaws without inflicting permanent damage on my sensitive ego, I must thank Genevieve "Word Warrior" Burt, my overworked desktop publisher and editor. Her husband, Marlin "Sheep Wielder" Burt, also expended much effort in preparing the illustrations found in this book, and to him I am indebted. To all the others who have played and enjoyed *Legendary Quest™* for only a short time, thank you for all the much needed support and enthusiasm. For those neglected in these acknowledgments, please forgive our forgetfulness. Be assured the oversight was not intentional. In the rush to complete this work, much could have easily eluded us in the last moments before the final printing.

John Kirk

Leroy Hills

Mark Chester

Denys Carrico-Bockmon

Mike Patrick

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Introduction

Question: What is the difference between death and taxes? **Answer:** You can cheat on your taxes. It is the inescapable and absolute finality of death that terrifies mankind above all other concerns. Man's overriding instinct for self-preservation drives him to endlessly search for a means to dodge the grim reaper's scythe. Needless to say, no verifiable way has yet been discovered to guarantee eternal life. So, almost any idea short of blowing oneself up with a bomb will do. No, scratch that. Any idea will do.

Since mere mortals are painfully aware that they personally have no clue about how to go about attaining everlasting life for themselves, men delegate the task of bestowing this gift onto some higher power, even if that divine power must first be summoned from the steaming mists of divine bovine excrement. The more popular deities are those that demand little in the way of blood-splattering self-destruction from their devotees. Of course, a well-articulated request for the gory butchering of others is quite another story.

This volume contains the religious aspects of Legendary Quest's magic system. It is the book you'll need when playing priests, those characters who provide the mortal realm with the well-articulated requests of the gods. We assume you already own a copy of *The Grimoire of Game Rules*[™], the core rulebook for Legendary Quest. To get an overview of LQ's entire magic system, it is also advisable to possess a copy of *The Lexicon of Lore*[™], the volume that contains LQ's mage spells.

In devising LQ's magic system, we wanted to make the priests as distinctive from mages as possible. Toward this end, priestly magic places a great deal of emphasis on the fact that a priest is the follower of some deity who is, in turn, a member of a particular pantheon in a specific mythology. Consequently, a wide variety of deities coming from a diverse spectrum of mythologies are described herein. Since Legendary Quest focuses on the European and Mediterranean theatre, only those mythologies found in that area are detailed.

If you want to play a priest, you will first need to select a deity, such as Athena. You should speak to your game referee (Overlord) as to which mythologies are available in his campaign. It will do no good to pick Athena if ancient Greece does not fit into the world concept, so try not to whine if your mean, nasty Overlord won't allow you to follow your favorite God. Once you both have agreed on a deity, be sure to carefully read through the god's description and have at least a passing familiarity with the other deities in his or her pantheon.

Please keep in mind that Legendary Quest is a game, not a religious text trying to preach the dictates of some particular religion. If you insist on holding nightly rituals where you and your friends skulk off into the deep woods to dance around a bonfire while endlessly droning out your favorite chants and sacrificing the occasional cat or chicken, please find yourself another role-playing game. Or, better yet, stop role-playing altogether. You will do us all a big favor.

Religion

Ever since the first legend arose about the adventures of gods and heroes, religion directed the moral values of society. Legends relate how gods granted powers to their devoted followers. In this way, the priests influenced others to accept laws passed down from their gods. **Legendary Quest™** easily lends itself to the development and use of these archaic religions. Remember to play and develop religious characters in a spirit of fun and adventure. We present only archaic mythologies to avoid offending conventional religions. **Legendary Quest™** does not condone the actual practice of archaic religious rites. It merely presents these religions to aid an Overlord in “filling out” his world.

With this in mind, the gods provide diversity between the spells and abilities of priests from different religious backgrounds. Diversity of powers from deity to deity comes from several separate spell categories. Each god has his own relative strengths and weaknesses in each of the categories. The classifications are:

Battle	Curses	Divination
Healing	Miracles	Nature
Ritual	Symbol	Wrath

For information on the powers given a character as he increases in levels, see **Piety** under **Skills** in **The Grimoire of Game Rules™**.

The use of wizardry, witchcraft, or other form of Arcane Lore does not recognize a god's will. Therefore, while some pantheons allow their followers to associate with magicians, sorcerers, wizards and witches, no cleric or priest may learn these arts.

For descriptions of the various priestly spells, see the **Religious Spells**.

A Note on the Gods

Although none of the deities presented in this game are all-powerful beings, the strength of even the weakest of them far overshadows the capabilities of the mightiest character. The exact amount of force a god wields is purely academic and truly of no concern to the players of this game. No character has any hope of ever killing a god, PERIOD. In fact, it takes extremely formidable individuals just to amuse them!

The gods of myth depend upon the worship of their followers for their power in much the same way that a priest depends upon his deity for his powers. When a group of humans, elves, or other humanoids gather to pay homage to a god, their prayers and sacrifices send

the worshipped god Manna. This Manna is magical energy generated from the emotions of the devoted followers and the life forces of sacrifices presented on the altar.

Of course, no god would ever admit that he derives his strength from a bunch of fanatical wimpy mortals. To show such weakness would certainly bring about his downfall. Man's very nature will allow him to follow only beings too powerful to control. He dominates or destroys everything else.

This does not mean that a god will simply step out of the clouds whenever worldly events go slightly against him. All the gods understand that such behavior is suicidal. Any deity appearing in the realm of mortals would immediately attract hoards of followers. These new converts must come from the religious bases of other deities. Therefore, the mere presence of one god on earth forces others to battle him just to keep an even footing. Such a situation is extremely dangerous. Just two warring gods calling lightning from the heavens and earthquakes from the underworld could wipe out the very civilization sustaining them. Consequently, the very gods keep each other in line with several understood rules of conduct:

- 1) When a god must “walk the lands of mortals”, he must assume a highly inconspicuous guise.
- 2) A god can present himself in full glory only to his own favored followers. When he does so, it must be a case of extreme emergency to the deity's following, the pantheon's survival, or the world's welfare.
- 3) A god can influence the actions of mortals, their governments, or the direction of history only through his own priesthood. Thus, while a god can direct his high priest to blow a **Trumpet of Doom** to favor one side of a battle, the god cannot blow it himself.
- 4) A god has freedom to choose any punishment he desires for insolent or inappropriate behavior from his priesthood. This punishment may even come directly from the god's own hand. Of course, highly severe or frequent punishments drive followers away, so the gods generally temper their wrath by sending offenders on quests to atone for their offensive ways.

Of course, the gods do not always strictly follow their own laws. In fact, the most powerful gods occasionally disregard them entirely. Zeus, the leader and mightiest god of the Greek pantheon, frequently blasts insolent mortals with bolts of lightning. The other gods of the pantheon turn their backs on this behavior as long as Zeus contents himself with men of no real power or rank.

They would not tolerate the incineration of another's priest. Such action would bring the harshest wrath from the entire pantheon. Even Zeus could not stand against such force (although his priests would argue otherwise).

Religious Magic

So what is going on? How does the religious magic system really work? Does a god personally intervene on a priest's behalf every time he casts a spell? A little thought quickly produces the obvious answer to the last question. If a deity had to kowtow to every minor request of every snotty-nosed acolyte, there would never be anyone left in Asgard or Olympus to hold down the fort. Besides, what's the point of having all that power if you can't ignore your followers with impunity. Who's the boss here anyway?

That's where angels enter the picture (or devas, daimons, devils, valkyries, or whatever). It is the divine servants of a deity that perform almost all the magical interventions in the mortal realm on the deity's behalf. Usually, the deity has no idea when one of his clerics performs a minor miracle or two. The more powerful gods even have two or three levels of spiritual "management" to handle their mortal affairs and so are even further removed from their followers' requests.

Obviously, all of this overhead has its price. All those flowing white gowns must be dry-cleaned and pressed, all those wings must be groomed, and all those halos must be polished to a fine sheen. And halo polish isn't getting any cheaper. So why do they deal with all the hassle? Why not just let all those puny mortals go about their puny business and dispense with all the layers of

management? The answer to that question is simple: Manna.

As mentioned above, those puny mortals are the deity's only source of power. From the god's perspective, granting their follower's requests is purely a business arrangement. As long as a mortal delivers more Manna to the god than it costs him in overhead and "cost of goods," he is going to continue dealing with that mortal. The deity may even advance the mortal a "line of credit," provided he has a good credit history. Of course, every business has its image to uphold. If a priest steps too far out of line with the god's dictates, he may have his "wages" garnished or entirely withheld.

Basically, a priest must perform in one of two ways. Either he must attract enough followers to support his Manna habit, or he must act as the deity's agent in worldly affairs in such a way as to allow other priests in the cult to attract new followers and retain old ones. Either way, every priest must hold his own weight or suffer the consequences.

So how does an Overlord know whether a priest is performing his duties satisfactorily? For the most part, the Overlord doesn't have any clear guidelines. Most players take the "agent in worldly affairs" tack and set out adventuring to perform heroic acts of good (or evil) that act as advertising. As long as the deeds are sufficiently heroic, fall within the deity's behavior boundaries, and occasionally fulfill some holy (or unholy) mission, the Overlord can assume the priest is doing fine.

The Celtic Mythos

The Celtic mythos provides one of the richest, most diverse pantheons of any ancient religion. The beginnings of the religion brought us the Druids of ancient lore. Later, in the waning of the mythos' strength, the Celtic folklore evolved into the tales of elves, dwarves, fairies, and many of the other “spirits” that fantasy brings us. The heroic tales of King Arthur on his quest for the Holy Grail evolved from the epochs of the Celtic gods. In short, this mythos defies any easy method in relating its diversity and impact on modern fantasy. Nevertheless, the task must be attempted if only to hint at the myriad ways that this lore shaped *Legendary Quest*™.

The Early Nature Worshipers

The Celtic Mythos originated in Germany as a people who worshipped the forces of nature. They rarely gave their “gods” a concrete form. Instead, the religion revolved around four basic cults. These were worshippers of Height, Water, Trees, and Animals. The priests of these cults, known as Druids, did not attach themselves to any particular deity. Instead, they followed the many spirits belonging to the group of their cult. A Druid of the Water Cult, for example, would pray to spirits of the creeks, rivers, and lakes of his area. A priest of the Tree Cult would make sacrifices to the oak, elm, spruce, and whatever other trees he found in the countryside. The Druids worshipped literally hundreds of these spirits, all closely resembling one another.

Animal Cult

Alignment: Neutral Neutral Neutral

Weapon: Spear

Holy Symbol: Horse, Raven, Bull, or Boar

Priests of the animal cult worship a multiplicity of spirits who protect the myriad animal species living in the forests. In this sect, the horse, raven, bull, and boar are particularly sacred.

The druids of the animal cult often depict muscular three horned bulls in their art. The bull symbolizes force and the power to beget. The art also depicts a mythical serpent having the head of a ram. This powerful beast is invariably shown combating fierce gods and evil spirits.

The spirits of the animal cult include: Artio (bears), Brannovices (boars), Lugoves (birds), Rhiannon (mares), Taurisci (bulls), and more.

Priesthood Responsibilities

Priests of the tree cult are *Reviewed* in wielding and throwing *Spears* and are trained in the talents of

Swimming and *Skinning Animals*. Finally, priests of this sect are *Reviewed* in the skill of *Training Animals* and *Rural Stealthing*.

Height Cult

Alignment: Neutral Neutral Neutral

Weapon: Staff

Holy Symbol: Mountain

The cult of heights holds any height, especially mountain summits, as divine. Their worship is largely due to the observation that much of the life-giving water that feeds the forests and its dwellers is provided by the snow-melt runoff of the highest peaks. Without the mighty mountains to feed the streams, the rivers would run low. Without the sacred water, life would soon perish.

The spirits of the height cult include: Dumias (the “Puy de Dome” mountain), Garrus Deus (the “pic de Ger”), and more.

Priesthood Responsibilities

Priests of the tree cult are *Reviewed* in the use of *Staff* and are trained in the talents of *Swimming* and *Tumbling*. Finally, priests of this sect are *Reviewed* in the skills of *Rural Stealthing* and *Climbing Walls*.

Tree Cult

Alignment: Neutral Neutral Neutral

Weapon: Staff and sickle

Holy Symbol: Mistletoe

This sect of druidic lore worships the multitude of arboreal gods that dwell within trees. The tree cult is believed to be descendant from the druidic water cult. One of the main goals of the water spirits, after all, is to fertilize and replenish the forests. As such, the trees and forests were celebrated and revered by these druids. The cult grew so popular that this “offshoot” sect came to symbolize the bulk of druidic lore. In fact, modern literature barely acknowledges the existence of the other druidic cults. The sect found its home mainly in ancient Gaul (the general area occupied by France in modern days for those of you that are geographically challenged).

The spirits of the tree cult include: Abillio (apple tree), Abnoba (the Black Forest), Arduinna “Dianna” (the Ardennes), Buxenus (box tree), Fagus (beech tree), Robur (Robur oak), and more.

Priesthood Responsibilities

Priests of the tree cult are *Reviewed* in the use of *Staff* and *Sickle* and are trained in the talents of *Swimming* and *Creating Wooden Weapons*. Finally, priests of this sect are *Reviewed* in the skills of *Rural Stealthing* and *Passing*

Without a Trace. They are highly encouraged to obtain the Nature spell **Holly Grove**.

A priest of the druidic tree cult performs no religious rituals without oak leaves to sacrifice as offerings to the supreme oak. These druids believe that mistletoe growing on a tree demonstrates the presence of the tree's god. This holy mistletoe is gathered during a special ceremony, in which a white robed druid of high rank climbs the tree after sacrificing two white bulls. The priest then cuts the mistletoe with a gold sickle, allowing it to drop on a white cloth.

Water Cult

Alignment: Neutral Neutral Neutral

Weapon: Staff

Holy Symbol: Water Spring

The druidic water cult holds springs, rivers, creeks, and fresh water lakes as sacred. The priests of this sect believe that the holy task of water is to unify and fertilize all aspects of nature. Life itself could not exist without water's refreshing and life-giving gifts. To align themselves with the water's holy work, anything deemed worthy of support by the mother water must also be respected. The trees and animals of the forests should be protected and cherished, as they are the end product of the water's nourishment. Likewise, the mountains that feed and provide streams of crystal pure water must be revered.

The spirits of the water cult include: Bormanus (hot springs), Deva (rivers), Epona (fertilizing soil), Icaunus (the Yonne river), Luxovious (the waters of Luxeuil), Nemausus (citadel of Nimes), Rhenogenus (the Rhine river), and more.

Priesthood Responsibilities

Priests of the water cult are *Reviewed* in the use of *Staff*. They are trained in the talents of *Swimming* and *Locating Water* and are *Reviewed* in the skills of *Creating Herbal Balms* and *Rural Stealthing*.

The Transition

The Celtic domain expanded vigorously over the generations. It grew throughout Gaul, Northern Europe, and the British Isles. Burial sites were found as far as the Ukraine. Rather than forming a unified nation, the Celtic peoples were made up of many tribes.

Around 390 BC, a great change took place in the Celtic religion. The Celts seized Rome and spread throughout Hungary, Greece, and Asia Minor. In doing so, they made contact with the Roman religion, which introduced the idea of much more powerful individualized gods than

the Celtic religion had promoted to that date. Instead of the thousands of Mountain, Water, Animal, and Tree spirits, the Romans concentrated their worship on a relatively few deities. This idea slowly took hold in the Celtic religion. Some of the Roman gods were incorporated into the pantheon while more emphasis was placed on other, individual "spirits." Out of this transition grew two distinct pantheons. The most wide spread pantheon was popularized in most of the Celtic tribes throughout Europe and Asia. Nevertheless, the British Isles, virtually isolated from the rest of the world due to the surrounding seas, developed its own group of deities.

The Island (British) Celts

The mythology of the Island Celts has much in common with the continental mythology. Many of the same gods appear in both mythologies. Nevertheless, the relative importance of each drastically changes as the concerns of the tribes change in the transition from continent to island.

As might be expected with an island culture, the Celts on the British Isles saw "reality" closely tied with battles between the sea and land. The mythology of the Island Celts reflects this concern. Many of their legends deal with the skirmishes between the goddess Dana and her offspring, representing the earth, and Llyr and his sons, representing the stormy seas. Dana and Llyr, though rivals, are believed to be related.

Due to the British Isle's isolation, the pure druidical cults survived much longer on the islands than on the mainland.

The Battle of Moytura

Tradition relates how the British Isles were inhabited by the Fir Bolg and Fomorian Giants before the Celts first arrived. The Tuatha De Danann, Dana's people, arrived from their western islands of Mag Mell "Plain of Joy" and Tir Nan-Og "Land of Youth." On these islands time passes so slowly that a visitor staying overnight will find himself returning home a century or more after his departure. At this point in history, the Tuatha De Danann were human, they had not yet taken on the elvish form of their descendants.

The Tuatha De Danann brought with them many powerful talismans. Among these were Ludd's sword, Lug's lance, Dagda's cauldron, and the Stone of Fal (Stone of Destiny), a magic stone that cried when the rightful king of Ireland sat on it.

An account of the actual battles fought between the giants and the Tuatha De Danann reads like a soap opera.

The Tuatha De Danann sought to reclaim the British Isles. They joined in their first battle with the monstrous giants at Moytura “the Plain of Pillars” in the present county of Mayo in Ireland. During the battle, Lludd, the king of the Tuatha De Danann, lost his right hand and fell from power. Because he could no longer wield his powerful sword (and because a king is supposed to be flawless), Lludd acceded his throne to Bress, the son of the Fomorian king. Diancecht, the divine healer, crafted a silver hand to replace the one Lludd lost. Thus, Lludd earned the nickname “Of the silver hand.” Even though the hand moved at Lludd's command, it was not articulate or powerful enough to properly wield his magical sword.

The Tuatha De Danann and the giants formed a marriage alliance between Bress and Bridget, Dagda's daughter. Bress, though, proved a tyrannical dictator. He imposed outlandish taxes on his subjects and enforced harsh work schedules.

During Bress's reign, Diancecht's son Miach perfected the healing talents he inherited from his father. In fact, he discovered a way to re-graft Lludd's severed hand. In a fit of jealousy over an act he could not accomplish, Diancecht killed Miach. Lludd, again capable of wielding his sword, recaptured the lost throne.

Bress fled Lludd's wrath and regrouped the giants to prepare for further war. In the ensuing wars, the giants were defeated at great expense. Gwydion was cast down and Lludd was struck dead by Balor “Of the wicked eye,” a giant who killed with a fatal glance. Balor, in turn, lost his eye when struck by a bolt from Lug's magic sling. (The Overlord may want to “interpret” Gwydion's and Lludd's deaths as severe but temporary losses of power.)

At this point, the strength of the Tuatha De Danann fades quickly. As time passes, legends altered these people from human to fairies and elves. Dana, seeing her religious base dwindling, apparently transformed her followers into the longer lived elves. In this way, she saved much of her fading power. For more information on the Tuatha De Danann, see **Light Elf** in **The Bestiary** section of *The Tome of Traps, Terrors, and Treasures™*.

The Tuatha Pantheon

Dagda (Efficacious god)

Alignment: Neutral

Weapon: Club or Maul

Holy Symbol: Harp

Dagda, actually an abbreviation of Dagodevos, is the chief of the Island gods and brother to Dana. Also called Ruad Ro-fhessa (“Lord of Complete Knowledge”), Dagda

is master of every talent, skill, or art. He is a great magician, a deadly warrior, and a cunning artisan. Known as Math by the Welsh, Dagda is revered as the master of life and death and the dispenser of plenty.

Dagda's visage directly contradicts his mastery of the arts. He is usually shown as an exceptionally ugly man having a pot belly and a coarse appearance. He wears the garb of a peasant: a short hood and tunic with rawhide sandals. Dressed in this unkempt outfit, Dagda carries a huge club. This club is so enormous, eight men would normally be required just to lift it. The monstrous club leaves a furrow when dragged along the ground, so Dagda transports it on a wheeled cart on long journeys. With one end of his club, Dagda can kill nine men at a time. With the other, he can restore them to life.

Dagda owns a magic cauldron from which may be drawn enough food to feed the entire world. He also possesses two miraculous pigs. One of the two is always roasting and ready for consumption while the other fattens itself for the next feast. A masterful magician and bard, Dagda summons the very seasons with music from his harp. Dagda is so good a musician that his harp literally plays itself. The music's mood and tempo determines the season. Melancholy music brings the fall while bright and cheerful music summons spring and its abundant activity.

Priesthood Responsibilities

Priests of Dagda are *Reviewed* in the use *Clubs* of all sizes and *Maul*. In addition, they are trained in the talent of *Playing Instruments* with which they are expected to learn to play the harp. Finally, Dagda requires all of his priests to obtain the Battle spell **Dagda's Club** as quickly as possible.

Diancecht (“The Divine Healer”)

Alignment: Social Lawful Good

Weapon: As the healer of the gods, Diancecht does not wield a weapon himself. Preferring to subdue rather than slay, his priests train in the use of clubs and staves.

Holy Symbol: Water Spring

Diancecht is the divine healer. He wards off all sickness and presides over the health of the tribes. His aid can often be obtained by bathing in the waters of his fresh water springs. Diancecht has two sons: Cian and Miach.

When Lludd lost his hand in the battle of Moytura, Diancecht crafted a silver hand and grafted it to the severed wrist. Although truly magical, the hand was not strong enough to allow Lludd to wield his mighty sword. Diancecht's son, Miach, bested him several years later when he restored Lludd's original hand. In a fit of jealous rage, Diancecht killed his son. Later, tormented by his impetuous reaction, Diancecht strove to atone by

perfecting his healing arts. His greatest triumph took the form of a magical spring, which could actually bring dead warriors back to life. Unfortunately, Fomorian spies defiled this miraculous place with evil cursed stones.

Diancecht often disguises himself as Borvo, Bormo, and Bormanus, spirits of the ancient Water Cult. He is also the gods Grannos “Brilliant,” Belenos “Sparkling,” and Toutiorix “Protector and King.” Diancecht takes the Gallic form of the Roman god Apollo. His is often associated with Sirona, goddess of astral nature.

Priesthood Responsibilities

All of Diancecht’s priests are trained in the talents of *First Aid* and *Minor Surgery* and are *Reviewed* in *Creating Herbal Balms*. They are encouraged to enhance their healing arts by gaining the class *Apothecary*. Diancecht requires his priests to obtain the Healing spells **Restore Limb** and **Diancecht’s Healing Spring** as quickly as possible.

Morrigan (“Queen of Ghosts”)

Alignment: Antisocial Unlawful Evil

Weapon: Morrigan does not actually wield any mortal weapons in combat. Rather, she assumes a multitude of horrible and monstrous forms, which she uses to rend and mutilate her terrified foes.

Holy Symbol: Hideous Mask

Morrigan is a bloodthirsty goddess of war. She appears in a ghostly hideous guise to warriors fated to die horribly as they leave for their final battle. Although it may appear unseemly to the modern ethic to promote a woman as a goddess of battle, to the Celtic mind-set the image of a female warrior had a natural fit. Women were often found battling their enemies on the Celtic fields of warfare in defense of their lands. The Celts were the ultimate equal-opportunity enthusiasts.

Morrigan always enslaves the survivors of her defeated enemies to build ever more impenetrable fortresses. She is sometimes depicted as a trinity of battle goddesses by her priesthood. Her various aspects are Badb “Raven,” Macha “Battle,” and Nemain “Panic.”

Priesthood Responsibilities

As Morrigan’s priests do not possess her remarkable shape-shifting talent, they train in the use of *Spears* and *Bastard Swords* and are *Reviewed* in their use. In addition, her priests are trained in the art of *Backstabbing* and are required to obtain the Curse spell **Morrigan’s Malaise** with all due haste. She encourages her priests to further enhance their warring prowess by gaining additional fighting classes. Any enemy defeated by a priest of Morrigan must either be slain or enslaved. The heads of fallen enemies are her most prized sacrifices.

The Pantheon of the Tuatha De Danann

(Dana and Her Children)

Dana (“Earth Mother”)

Alignment: Social Lawful Good

Holy Symbol: Starry Heavens

Dana is Dagda’s sister and the mother of much of the Island Celtic pantheon, the Tuatha De Danann. Lludd, her son, was the first king of these “people of Dana.” She is the consort of Beli, who corresponds to Cernunnos of the Continental Celtic mythos. Dana is worshipped by poets (for inspiration), by blacksmiths (as the mother of Govannon and the bringer of wealth), and doctors (to preside over childbirth).

As the power of the Tuatha de Danann faded, their legends changed from tales of mighty human warriors to those of elves and faery creatures. From these intricate stories arose the epic saga of King Arthur and his noble round table. Lludd’s sword became known as the mighty blade Excalibur. Dana’s brother Dadga transformed into the mysterious and powerful magician Merlin. Dana’s other children became Arthur’s honorable knights. Dagda’s magical cauldron containing unlimited nourishment was identified with the Holy Grail, which was the focus and goal of the entire heroic quest.

Priesthood Responsibilities

As the creator and protector of the Celtic elves and faeries, she is highly revered by them. Dana’s priests study the art of wielding scythes and sickles and are *Reviewed* in their use. In using these weapons, her followers symbolically reap the deity’s harvest. Her priests are also trained in the talent of *Gardening* and are *Reviewed* in the skill of *Navigating*. Dana expects her priests to obtain the Miracle spell **Dana’s Faery Knoll** after obtaining sufficient experience.

Amaethon (“God of Agriculture”)

Alignment: Social Unlawful Good

Weapon: Scythe or Sickle

Holy Symbol: Wheat

Amaethon is Dana’s third son. More than any other god, Amaethon seems to have inherited his mother’s “green thumb.” He is attributed with the ability to produce crops where none can be grown. He has succeeded in plowing fields that cannot be plowed and tilled soil that cannot be tilled. Because of this, Amaethon is viewed as the Celtic patron of agriculture.

Amaethon’s unlawful nature, however, does occasionally land him into difficulty. One time he stole a dog whelp, lapwing bird, and roebuck from Arawn, the prince of the

Welsh underworld. His greed brought about the Battle of the Trees. In this conflict, Amaethon reveals his awesome power to transform countless trees into fearsome arboreal warriors. He won the battle, but only with help from his brother Gwydion, who guessed the name of Bran the Blessed from the alder twigs he owned.

Priesthood Responsibilities

Amaethon's priests are trained in the talent of *Gardening* and are *Reviewed* in the skill of *Remedying Ailments*. His priests are *Reviewed* in the use of *Scythe* and *Sickle*. They are highly encouraged to obtain the Nature spells **Amaethon's Arboreal Army** and **Cornucopia**. Sacrifices to the deity are generally in the form of wheat or young pure bred dogs.

Arianrod (Of the Silver Wheel)

Alignment: Social Lawful Neutral

Holy Symbol: Silver Wheel

Arianrod is the only daughter of Dana. She is remarkably beautiful and so is considered the divine guardian of the corona borealis. The Welsh call this glittering wonder "Caer Arianrod" which means "Castle of Arianrod."

Arianrod's brother, Gwydion, forced her to yield to his incestuous desires. Together, they conceived Lug and Dylan. This act made her fail a test in demonstrating her virginity. In fact, the embarrassed Arianrod gave birth to her twin sons during the chastity test! Fearing for his life, Arianrod's first son, Dylan, plunged into the sea immediately after birth and escaped Arianrod's wrath. However, Lug was not so lucky. Arianrod placed a curse on Lug that he would never have a name or wield any weapon unless she herself bestowed them on him. In addition, he would never have a wife. Her curse was foiled, though, when Gwydion tricked her with an illusion of vast armies marching against her. Believing she had no alternative, she gave arms to Lug to prepare him for battle. Arianrod is thus attributed as being the first victim of the April Fool, as Lug received his arms on the first day of that month.

Priesthood Responsibilities

Religious followers of Arianrod begin as Acolytes and thereafter enter the Priesthood. Priests of Arianrod are required to select the Miracle spell **Spectral Wonder** at their earliest opportunity. When forced into combat, her priests use staves with which they are *Reviewed*. In addition, her priests are *Reviewed* in the skill of *Navigating*. Proper sacrifices to the deity are usually crafted from silver.

Govannon ("Smith of the Gods")

Alignment: Social Lawful Good

Weapon: One-Handed Hammer

Holy Symbol: Hammer and Anvil

Govannon, whose characteristics greatly resemble those of the Roman god Vulcan, is the god of blacksmiths. As one of Dana's sons, Govannon provides the Celtic people with necessary weaponry and tools. Govannon himself crafted many of the wondrous weapons and artifacts used by his fellow gods.

A great engineer, Govannon is credited as the original architect of the characteristic tall round towers used in many fortresses. He is also regarded as the architect of many of the first Christian churches.

Viewed as a trustworthy, hard working fellow, Govannon has been given the responsibility of brewing the "beer of immortality." It is this beer that supposedly keeps the gods youthful and strong.

Priesthood Responsibilities

The priests of Govannon are *Reviewed* in the skill of *Smithery*. They are strongly encouraged to pick up the *Smithy* class and advance to *Armorer* and *Master Armorer*. Govannon requires his priests to obtain the **Miracle** spells **Immunity to Flame** and **Govannon's Beer** as soon as they are able. Sacrifices to the deity normally take the form of clever artifacts crafted by his followers.

Gwydion ("God of Civilization")

Alignment: Neutral Lawful Good

Weapon: Clubs of all sizes.

Holy Symbol: Silver Chain

Despite his incestuous love-affair with his sister Arianrod, Gwydion is revered as a dispenser of kindness and protector of the arts. Greatest of Dana's offspring, Gwydion has an impressive reputation in battles of all sorts, be they verbal, physical, or magical. His castle "Caer Gwydion," meaning "Castle of Gwydion," is the Milky Way.

His nearest equivalent in the Continental Celtic gods is Ogma although his adventures tend to parallel those of the Nordic god Odin. Like Odin, Gwydion has a consort who bears a child rejected by the other gods in the pantheon. Gwydion and Odin lose their sons under exactly the same circumstances. Paralleling Odin further, Gwydion creates human beings by bestowing animate life on plants.

Gwydion became the champion of the Tuatha De Danann at the battle of Moytura. Even though Celtic literature strongly promotes this talented deity, his worship was largely restricted to the section of the British Isles North-West of Wales.

Priesthood Responsibilities

Priests of Gwydion are *Reviewed* in the use of clubs of any size. They are also trained in the talents of *Artistry* and *Etiquette*. Silver chains are common sacrifices to the deity.

Lludd (“Of the Silver Hand”)

Alignment: Social Lawful Good

Weapon: Bastard Sword

Holy Symbol: Silver Hand

Known as Nuada in Ireland, Lludd is one of Dana's sons. As the king of the Tuatha De Danann, Lludd lost his right hand in the battle of Moytura. Diancecht crafted a silver hand to replace it, thus giving Lludd his nickname. Though wondrous, the magical silver hand did not have the necessary might to wield Lludd's powerful sword correctly. Several years afterward, Diancecht's son was able to restore Lludd's original hand, returning his fighting prowess and thereby restoring his throne.

Lludd had his favorite town, Caer Ludd, named after him. This town eventually evolved into the city of London. Ludgate Hill, in London, supposedly serves as his tomb. It is believed that St. Paul's cathedral replaced a temple dedicated to Lludd at the top of this hill.

Priesthood Responsibilities

Priests of Lludd are *Reviewed* in wielding *Bastard Sword* and in using the skill *Disarming Opponents*. They are also trained in the talent of *Weaponry Care*. Lludd usually accepts sacrifices of silver and requires his priests to obtain the Miracle spell **Lludd's Silver Hand** as soon as possible.

Lug (“Long Hand”)

Alignment: Social Unlawful Neutral

Weapon: Lug owns a magic lance that dances in the air in his defense. Moving under its own volition, the lance strikes any being threatening Lug. In addition to his lance, Lug possesses a beautiful sling. Mortals can sometimes see this dazzling weapon when he puts it down to admire the radiance of the sun after a rain shower. It is the rainbow. Lug used this weapon to put out Balor's deadly eye. In addition, Lug was given a magical sword and a powerful war-horse by Manawydan.

Holy Symbol: Goat and Cock

Son of Arianrod and Gwydion, Lug is a god of numerous talents. In fact, he is also called “Semholdanach,” meaning “polytechnician” or “many skilled.” He is the unchallenged master of both peace and war. He is a smith, poet, carpenter, harpist, historian, wizard, and champion. Lug has a divine consort named Rosmerta.

The Celts consider Lug the creator of all of the useful arts and the protector of routes and travelers. In negotiations and all money matters, Lug is supreme.

Lug is usually portrayed as a beardless young man with winged feet. He wears a petasus, a crown of leaves, and carries the caduceus, a winged staff encircled by two serpents. Other than these accouterments, Lug's images either lack all clothing or are robed in simple short togas. Often, the horned serpent worshipped by the ancient druidic Animal Cult lurks nearby Lug's images. The radiance given off by Lug's beauty is so great that no mortal can bear to look at him.

A bronze statue, known as Dumaitis, stands 130 feet tall in the temple of Mercury Arvernus (one of Lug's many other names). It is said that Zenodore, a great sculptor, took 10 years to complete this work. Associated with the Roman Mercury, Lug has had many places named after him throughout Europe. Among these are Mercury, Mercueid, Mercoeur, Mirecourt, and Montmartre.

Priesthood Responsibilities

Priests of Lug are *Reviewed* in using *Bastard Sword*, *Spear*, and *Sling*. In addition, his priests are trained in the talents of *Artistry* and *Reading and Writing*. Priests of Lug must choose one of the **Miracle** spells **Brilliant Aura** or **Spectral Wonder** as soon as they attain sufficient power. In addition, they must take either **Wing Foot** or **Godspeed** as soon as possible.

⊃ **Associated Legend:**

When Lug asked to join the Tuatha De Danann, he was asked what unique skills he could offer to the clan. Lug explained that he was a carpenter but he was told that the Tuatha De Danann already had a carpenter. Lug then stated he was a smith, but again he was told that he was not unique in that regard either. Lug continued by explaining that he was also a warrior, a musician, a historian, and on and on. At every new claim Lug was rebuked and refused admittance. Finally, when he had exhausted every talent that he possessed, Lug asked if any member of the renowned Tuatha De Danann possessed all of these skills. To this, Lludd could not answer yes as the list of skills was truly unique in their entirety. Lludd then admitted Lug into the fold as a master of many skills.

The Pantheon of Llyr and His Sons

Llyr (Of the Half Tongue)

Alignment: Antisocial Unlawful Neutral

Holy Symbol: Half of a tongue

Llyr, god of the seas, is known by his followers as “Llediaith” meaning “Of the half-tongue.” He earned this name from his stuttering and faltering speech. Llyr is finally immortalized by Shakespeare as King Lear. Llyr has two sons, Bran and Manawydan.

Priesthood Responsibilities

Llyr requires his priests to obtain the **Wrath** spells **St. Elmo's Fire**, **Thunderbolt**, and **Create Storm**, the **Miracle** spell **Calm Storm**, and the Curse spell **Llyr's Stutter** as soon as they attain the requisite power. All of his priests are trained in the talent of *Swimming* and are *Reviewed* in *Seafaring Lore* and wielding *Trident*. Animals are sacrificed to the deity by drowning.

Bran (“the Blessed”)

Alignment: Social Neutral Evil

Weapon: Fists (Pummeling) and Two-Handed Sword

Holy Symbol: Cauldron

Son of Llyr, Bran is the god of Annwn, the Celtic underworld. He was revered as a great hero to the Britains but held little sway in Ireland. Bran is a giant much too large to fit into any palace or ship. In fact, if his body were stretched across a river, it could be used as a bridge for an army and its cavalry.

Bran's underworld domain, Annwn, is a kingdom combining both heaven and hell. It contains areas of light beautiful countryside overflowing with laden fruit trees and flowering meadows and houses regions of darkness and dismal shadow. “Sinners” of the Celtic religion are sent to the shadow regions after death to contemplate their sins for eternity. The “faithful” Celtic followers enjoy perpetual celebrations.

Bran owns a magic cauldron in which the dead may be brought back to “life.” Those restored to life in this way, however, have a rather glazed look and forever lose their ability to speak. They are, in fact, undead. It is believed that in the hands of a truly good deity, the cauldron could actually bring the dead back to life.

Dana's sons frequently enter Annwn to steal this cauldron. Each time, Bran commands the countless dead to surround his treasures and defend his empire. Not even the gods can stand against such a force. Fortunately, his legions are unable to leave their ghastly abode.

Although immortal, Bran was defeated in battle when wounded by poisonous arrows in his foot. The poison gave him so much agony that he begged his comrades to cut off his head so that the pain of his body would be severed from his brain. Even though they begrudgingly acceded to his wish, his head continued to talk throughout its eighty-seven year journey to its burial chamber. It is said that the head was buried under White Hill in London. Even buried, Bran's head kept the island protected from invasions. Nevertheless, King Arthur exhumed it and made the Saxon conquest possible.

In even later lore, Bran became known as St. Bran the Blessed who brought Christianity to Britain. He was also known as Brandegore or Sir Brandel in medieval tales.

Priesthood Responsibilities

Bran requires his priests to obtain the **Battle** spell **Strength** and the Ritual spell **Bran's Black Cauldron** as soon as they are able. All of his priests are *Reviewed* in wielding *Two-Handed Sword* and in the skills of *Pummeling* and *Identifying Poisons*. His priests all must vow never to use poison of any form and often sacrifice arrows to the deity.

Manawydan (“White Head”)

Alignment: Antisocial Unlawful Evil

Weapon: Bastard Sword

Holy Symbol: Flaming Helmet

Known as Manannon in Ireland, Manawydan is Bran's brother and Llyr's son. This god is an unequaled husbandman and an extremely capable shoemaker. He built his fortress, Annoeth, on the Gower Peninsula. The entire castle is constructed of human bones.

Manawydan is a powerful three legged wizard. His head is crowned with a flaming helmet, his chest is covered by a breastplate invulnerable to any blow, he wields a sword which slays any enemy it touches, and his shoulders are draped with a cloak that makes him invisible. On land, he rides a steed, which travels as fast as the wind. Over sea, he sails a huge ship, which travels at its master's bidding without the need of sails or oars.

Sailors worship Manawydan as “Lord of the Capes” while merchants revere him as founder of their trade. Together with his father Llyr and his brother Bran, Manawydan is a god of storms and waves.

Manawydan, surnamed Barr-Find in Ireland, evolves into the helmsman Barin, who takes King Arthur to Avalon. Even later, he becomes Saint Barri, the patron of Irish fishermen.

Priesthood Responsibilities

Manawydan requires his priests to obtain the **Battle** spell **Invulnerability**, the **Divination** spell **Reveal Invisibility**, and the Ritual spell **Manawydan's Tower of Bones** as soon as they are able. Although Manawydan does not allow his priests to practice the arts of Arcane Lore spellcasting, he does encourage his priests to associate with those that do. His priests are all *Reviewed* in *Navigating* and wielding *Bastard Sword*. All are also trained in the talent of *Swimming*.

*The Pantheon of the Fomorians*Balor (Of the Wicked Eye)

Alignment: Antisocial Unlawful Evil

Weapon: Balor himself generally uses the power of his single eye as a potent weapon. When pressed, he deals deadly blows with his fists.

Holy Symbol: A single blood-shot eye.

Balor is a large man of great physical strength. As a child, Balor peeked into the secret rituals of the ancient Druids as they prepared their toxic charms and potions. The fumes from the brew poisoned one of his eyes so badly that its gaze killed anyone it looked upon. The eyelid covering the deadly swollen orb is so heavy that Balor is attended by four men in battle whose task it is to lift the eyelid with the aid of sticks. The process of lifting the eyelid is arduous and difficult. However, once the eyelid is open, Balor's glance is a powerful weapon. This potent ability is used to good effect against Lludd in the Battle of Moytura.

Priesthood Responsibilities

Many ogres and giants as well as a multitude of orcs revere Balor. He requires his priests to obtain the **Battle** spell **Strength** and the **Wrath** spell **Balor's Wicked Eye** as soon as possible. His priests are all *Reviewed* in *Pummeling* and spurn the use of most weapons. However, priests of Balor are trained in proper technique of boulder hurling. The boulder itself symbolizes Balor's great eye as it spells doom to his enemies. Burned sacrifices of fallen enemies are deemed most appropriate for this deity.

Bres (The Beautiful)

Alignment: Antisocial Neutral Evil

Weapon: Bastard Sword.

Holy Symbol: A comely male face.

Bres is the son of Elatha, the Fomorian king. He is an enormous man possessing the number limbs customary to most humanoids as well as a normal human head. As

such, he is deemed the most handsome and virile member of the Fomorian pantheon.

When the Tuatha decided to form an alliance with the Fomorians rather than enter into war, Bres is chosen as ambassador and ruler. He is chosen not only because he is a Fomorian prince, but also because his appearance is far less disturbing to the Tuatha than the other potential Fomorian mates. When he marries Bridget, Dagda's daughter, he assumes the throne of the Tuatha left vacant by Lludd. However, his reign is tyrannical and oppressive. His taxes are excessive and his work schedules beyond reason. When Lludd's hand is restored, Bres is cursed by a Celtic bard with disfiguring boils and cysts and is overthrown by Lludd. At this point, Bres steals away to his underwater palace to plot revenge.

Priesthood Responsibilities

Priests of Bres must all have the proper number of limbs and digits. Because of his power and the fact that he ruled over the race of man, if for only a short time, many ogres and giants as well as a great many orcs revere him. He requires his priests to obtain the **Battle** spell **Strength** and the **Curse** spell **Bres's Disfiguring Boils** as soon as possible. His priests are all *Reviewed* in *Bastard Sword*. In addition, they are trained in the talents of *Holding Liquor* and *Swimming*. Bres desires sacrifices of fashioned silver.

Elatha (The Knowledgeable)

Alignment: Neutral Lawful Evil

Weapon: Elatha wields a pair of enormous maces, one in each hand.

Holy Symbol: Twin heads.

Elatha is king of the Fomorians and is considered their wisest member. His high intelligence is attributed to the fact that he possesses two heads that continually debate and argue with one another. Elatha never loses these discussions.

Priesthood Responsibilities

Ettins, two-headed ogres, two-headed trolls, and a variety of creatures possessing a surplus of noggins worship Elatha. Elatha requires his priests to obtain the **Battle** spell **Strength** and the **Curse** spell **Double Vision** as soon as possible. His priests are all *Reviewed* in wielding the largest *Mace* they can manage in one hand and are *Reviewed* in *Florentine*. In addition, they are trained in the talents of *Beguiling* and *Ciphering* and so are usually given the responsibility of counting the tribe's money. Monetary sacrifices of gold and silver are deemed most appropriate for this deity.

Glen Eitli (the Son of Colin)**Alignment:** Antisocial Neutral Evil**Weapon:** Glen Eitli wields a thick iron flail-club with twenty chains coming from one end. At the end of each chain is a mass of fifty spiked balls. Each of these balls has an evil spell on it that afflicts its wielder's enemies with poison, curses, and disease.**Holy Symbol:** Spiked iron ball.

Glen Eitli is perhaps the ugliest of the Fomorians, having the appearance, stature, and heredity of a Fomorian fathan. He has a single hairy arm coming out of the center of his chest that he uses to wield his terrible flail. A single leg adorned with pulsating blue veins supports his black-skinned body. This single leg gives Glen Eitli a surprisingly good balance and allows him to spring great distances. His head has a solitary eye in the middle of his forehead and a bristly tuft of wiry hair sprouting from the top.

About his waist, this monstrous deity wears a girdle made from the skins of roebucks and deer. His "shoulders" support a mantle of dark blue feathers that are twisted and hard. This outfit has been so matted and stiffened by Glen Eitli's own excretions that it protects him as a nearly invulnerable suit of armor.

Priesthood Responsibilities

Glen Eitli is worshipped by goblin, orcs, and other misshapen faeries as a clever deity that takes his own innate handicaps and transforms them into powerful advantages. Glen Eitli requires his priests to obtain the Battle spells **Glen Eitli's Spiked Iron Balls** and **Invulnerability** and the Curse spell **Rot** as soon as possible. His priests are all *Reviewed* in wielding the largest *Ball and Chain* and *Flail* they can manage. In addition, they are also *Reviewed* in the use of *Cat-o-Nine-Tails*. Finally, his priests are trained in the talent of *Skinning Animals*. Sacrifices of the finest buck skins and feathers are considered most favored by this deity.

The Pantheon of the Continental CeltsCernunnos ("The Horned God")**Alignment:** Neutral Lawful Evil**Weapon:** Grappling, Spear**Holy Symbol:** Wolf, Bear, and Otter

The druids believed Cernunnos to be the forefather of all Celts and is the Lord of Animals. He is often accompanied by a wolf, bear, and otter. Also known as Dis Pater, Cernunnos is depicted with the antlers of a stag ringed with ornate torques. It is not known whether the "Horned God" grows these antlers from his scalp or

merely wears them. His name, Cernunnos, simply means "the horned."

The Horned God is associated with the hunt. He often runs with his pack of ferocious wolves through the countryside. A resounding blast of his hunting horn gives warning of his arrival. A true sportsman, Cernunnos is often portrayed completing the hunt by grappling his prey with his bare hands.

Ruler of the underworld, Cernunnos takes the form of a Gallic Pluto or Hades and was actually worshipped by both the Romans and the Gauls. Not surprisingly, the Horned God sometimes hunts more than boars and stags on his wild woodland jaunts. He may even occasionally seek human prey when tracking the normal forest creatures grows tiresome or his underworld quota falls short.

Cernunnos is occasionally depicted in a form having a bull's or ram's head, serpent legs, and the torso of a man. Lug and Diancecht sometimes attend him in his tasks.

Priesthood Responsibilities

Priests of Cernunnos are *Reviewed* in *Wrestling* and in wielding and throwing *Spear*. In addition, his priests are *Reviewed* in the skill of *Animal Training* with which they train exceptional hunting dogs and wolves. Cernunnos requires his priests to obtain the Nature spell **Cernunnos's Stag Antlers** at their earliest opportunity. Sacrifices to the god usually take the form of game animals slain on sporty hunts.

Diancecht ("The Divine Healer")**Alignment:** Social Lawful Good**Weapon:** None**Holy Symbol:** Water Spring

Diancecht is the divine healer of both the Continental and Island Celts. For more information, see his description under the **Island Celts**.

Earth Mother**Alignment:** Social Lawful Good**Weapon:** None**Holy Symbol:** Crook

The Earth Mother is Cernunnos' consort and represents the forces of the earth. Not much is known about the Earth Mother other than her obvious connection to nature. Nevertheless, she has many of the characteristics of the **Island Celtic** goddess **Dana**. The Overlord should portray the Earth Mother and Dana as two aspects of the same deity.

Epona (“the Mule”)**Alignment:** Neutral Neutral Good**Weapon:** Epona does not engage in battle herself so she does not wield any form of weapon.**Holy Symbol:** Horse

Initially a simple water spirit, Epona became popularized as the equestrian goddess. In fact, this beautiful maiden became the protectress of the Roman cavalry. Epona rides sidesaddle on her mount and usually wears a diadem and long skirt. She is often shown feeding a foal or mare flanking her steed. To indicate the authority she has over the equestrian domain, Epona carries a key to the stables.

At Uffington in Berkshire, an enormous outline of a horse has been carved into the green pastures of the area down to the white chalk that serves as the area's bedrock. Despite the fact that it dates to the Iron Age, the equestrian figure honoring Epona is still quite visible in modern days. The pure-white outline carved into a sea of green is striking when seen from the air.

More than a protector of horses, Epona presides over the fertility of the soil, fed by the waters she controls.

Priesthood Responsibilities

Priests of Epona are trained in the care of horses and are *Reviewed* in the skill of *Horsemanship*. They are also *Reviewed* in the use of *Spear*, wielded both on foot and as a lance from horseback. The most beautiful horses are sent to the temple as sacrifices to Epona. Her priests are required to obtain the Nature spell **Epona's Wild Herd** as soon as possible.

Esus (“Master Lord”)**Alignment:** Neutral Unlawful Evil**Weapon:** Axes of any type**Holy Symbol:** Axe

Esus is the god of woodcutters and all those who use axes. A bloodthirsty deity, Esus always accompanies carnage. His priests hang human victims from trees as sacrifices to his glory. Even the frequently cruel Celtic people describe his alters as "fierce". Esus is associated with a bull, known as Tarvos Trigaranos, which carries three cranes. One crane rides on the head of the bull, the other two stand on the back.

Priesthood Responsibilities

Esus requires his priests to obtain the **Battle** spells **Battle Rage** and **Esus's Bloody Carnage** as soon as possible. Priests are trained in the talent of *Backstabbing* and are *Reviewed* in the skill of *Torturing*. In addition, his priests are *Reviewed* in wielding *Axes* of all sizes. Esus

accepts nothing less than a human sacrifice from his priests. Human and humanoid enemies not slain in battle by his priests must be hung from the nearest tree.

Gobannon (“The Smithy of the Gods”)**Alignment:** Social Lawful Good**Weapon:** One-Handed Hammer**Holy Symbol:** Hammer and Anvil

Gobannon is the god of blacksmiths and a son of Dana. For more information, see his description under **Govannon** in the Island Celts.

Lug (“Long Hand”)**Alignment:** Social Unlawful Neutral**Weapon:** Lance and Bow**Holy Symbol:** Goat and Cock

Lug is the god of trades and skills. For more information, see his description under Island Celts.

Ogma**Alignment:** Neutral Lawful Good**Weapon:** Large Club**Holy Symbol:** Silver Chain

Ogma is the god of eloquence and persuasive discourse. He gave the Celtic people the oghamic alphabet, their universal means of written communication. He is usually depicted as having a silver chain piercing his tongue.

Ogma often walks among his people in the form of a wrinkled old balding man. He dresses himself in lion skins and carries a large club. During these outings, he calls himself Ogmios. Although physically weak, Ogmios is a mental giant. His unmatched eloquence easily rivals the god-like strength of the Roman Heracles.

Priesthood Responsibilities

Ogma requires his priests to obtain the **Miracle** spell **Tongues** as soon as they attain the appropriate level of power. His priests are trained in the talent of *Speaking Foreign Languages* and in *Reading and Writing*. In addition, each priest is drilled in the use of a club of his choice until he is *Reviewed* in its use. Silver is always a proper sacrifice to Ogma.

Taranis (“Thundering”)**Alignment:** Antisocial Unlawful Evil**Weapon:** Spear**Holy Symbol:** Wheel

Taranis is the god of thunder, storms, and lightning. He is the personification of the raw forces of nature and the power it holds over insignificant mortals. His altar is used to make human sacrifices to the deity through burning. His own priests refer to his alters as “no less cruel than that of Scythian Diana”, an extremely evil Celtic spirit. Taranis's emblem is the wheel, for the Celts believed the thundering sound of a chariot wheel granted a warrior strength. Only Taranis could be the source of the wheel's storm-like rumble.

Taranis is usually depicted on horseback, overpowering terrible monsters. This display of power, every bit as flashy as the electrical storms of his domain, symbolizes victory of heaven over earth. Taranis himself represents the dominance of civilization over barbarism. For all his might, Taranis lacks the esteem held by Jupiter in the Roman mythology.

Priesthood Responsibilities

Taranis's priest must obtain the **Wrath** spells **Taranis's Thundering Wheels, Thunderbolt** and **Tempest** as soon as they earn the requisite power to cast them. His priests burn defeated human foes to satisfy their deity's lust for carnage. In return, the priests are *Reviewed* in wielding and throwing *Spears* and are trained in the talent of *Inciting Riots*.

Teutates (“God of the Tribe”)**Alignment:** Neutral Lawful Neutral**Weapon:** Spear**Holy Symbol:** Spear

Teutates is considered by many Celtic priests to be the sovereign god of all the Celts and the supreme ruler of the gods. This reputation is obviously most advanced by his own priests. He also represents the god, guardian, defender, and arbiter of the people. A god of war, to whom gory offerings of human captives were made through drowning, Teutates may be associated with the Roman god Mars. Above all, Teutates is the sovereign of martial glory.

Oddly enough, each tribe has its own Teutates, which is worshipped under a different name. A traveler visiting many tribes, if he were not killed outright, would worship Teutates as Alborix “King of the World”, Caturix “King of Combatants”, Loucetuis “Shining”, Rigisamos “Very Royal”, or any one of dozens of other names.

Priesthood Responsibilities

Teutates requires his priests to obtain the **Divination** spell **Reveal Lies** as soon as they can. His priests drown outlaw human captives as sacrifices. They are *Reviewed* in the skill of *Interrogating*, but are loathe to torture prisoners. In addition, his priests are *Reviewed* in wielding *Spears* in combat.

The Egyptian Mythos

The Egyptian mythology is an incredibly complex one. It has a multiplicity of gods whose powers seem to shift and merge throughout the ages. Despite the numerous temples existing and the plethora of uncovered tombs, little is known about the specific beliefs and customs associated with each deity. The few legends that have been gleaned from hieroglyphic translations had to be pieced together from many sources. Apparently, the legends were so well known, the Egyptians didn't see the need to write them down in detail.

One aspect of the Egyptian religion is clear. The deities obviously originated as simple animal gods whose form had nothing to do with that of men. Over time, however, the gods were depicted more and more with human attributes until they finally evolved into human forms retaining only the heads of the former animal deities. Finally, in Egypt's later periods, the gods were given purely human forms and blended together into mere aspects of the single, all-powerful sun god Ra.

Most of the legends of the Egyptian mythology center around the tension and struggle between Osiris's family (including Isis and Horus) and Set, the god of strife, disorder, and evil. The stories tend to support the Egyptian view of the pharaoh as a god and lend credibility to his supreme rule.

Amun (The Hidden One)

Alignment: Social Lawful Good

Weapon: Amun defends himself with his powerful ram's horns.

Holy Symbol: Ram

Amun is the chief god of Upper Egypt and has a magnificent temple at Karnak. He is considered the king of the Egyptian deities. As the name "Amun" literally means "hidden," his identity and appearance can never be revealed. Amun is often depicted as a human with a ram's head. In other works of art, he is shown to have the form of a human with a double plumed crown. Other artwork displays him having the full form of a ram.

Amun's companion and mate is Maut with whom he fathered their son, Khuns. Amun, Maut, and Khuns form the divine trinity of Upper Egypt.

Priesthood Responsibilities

Amun's priests defend themselves with a shepherd's crooks (staff) in which they are *Reviewed*. His priests are trained in the talents of *Etiquette* and *Artistry*. In addition, his devoted priests are *Reviewed* in the skill of

Animal Training. Finally, his priests are required to obtain the Wrath spell **Amun's Battering Ram** as soon as they attain the required level of power.

Living rams are the preferred sacrifice to Amun in religious ceremonies. These animals are not slain. Rather, they are raised as sacred manifestations of Amun.

Anubis (Lord of the Sacred Land)

Alignment: Neutral Lawful Neutral

Weapon: As a jackal-headed deity, Anubis defends himself with his terrible bite. In human form, he sometimes wields a flail.

Holy Symbol: A Was sceptre, a rod topped with the head of a canine representing the welfare of the dead.

Anubis is the god of the dead and is closely linked with embalming, mummification, and burial. According to legend, Anubis was the deity that actually covered Osiris in his burial wrappings, establishing his domain over burial rites.

Anubis is usually depicted as a jackal or as a human having the head of a jackal. A black statue of Anubis is often placed at the entrance to a burial chamber, tomb, or cemetery to warn thieves and robbers that the canine deity guards the premises.

Priesthood Responsibilities

Anubis treats his guardian duties seriously and demands that his priests do likewise. His priests are trained in the talents of *Holding Liquor*, *Weaponry Care*, and *Skinning Animals*. In addition, they are *Reviewed* in the skill *Animal Training*, which they use to train guard dogs. Finally, his priests are *Reviewed* in the skill of *Setting Structural Traps*. In combat, his priests wield *Flails* or *Staves* with which they are *Reviewed*. Anubis requires his priests to obtain the Ritual spell **Anubis's Black Guardian** at their earliest opportunity. Anubis demands the skins of decapitated animals be hung from tall poles as sacrifice.

Bastet

Alignment: Social Neutral Neutral

Weapon: When in human form, Bastet wields a powerful sceptre. In feline form, she uses her razor claws and teeth to great effect.

Holy Symbol: Kitten or rattle

Bastet is the daughter of the sun god and the wife of Ptah. She is responsible for invoking the protective emotions that all mothers possess for their offspring. She also protects men against the ravages of disease and

malicious spirits. Bastet is the main deity of Bubastis, the capital of one of the lower provinces of Egypt.

This feline deity has a great love of music, dancing, and simple pleasures. She promotes carnival-like religious celebrations that attract throngs of followers seeking escape from their everyday problems.

As a cat-goddess, Bastet often takes the form of a human with the head of a cat or lion. In her right hand she usually carries a rattle or sceptre while her left hand holds a basket or ankh. A litter of kittens occasionally crowds around her feet.

Priesthood Responsibilities

Bastet's priests defend themselves with spiked *One-Handed Maces*, representing the claw's of a cat, in which they are *Reviewed*. Her priests are trained in the talents of *Acrobatics* and *Dancing*. In addition, her priests are *Reviewed* in the skill of *Climbing Walls*. Bastet requires her priests to acquire the spell **Bastet's Cat Eyes** as their first spell after obtaining the ability to cast Divination spells.

Bastet delights in finely crafted statues of cats, which are used to decorate her temples. Her followers commonly own cats that they revere as sacred. Upon death, these animals are mummified and buried with great religious ceremony.

Geb

Alignment: Neutral Neutral Neutral

Weapon: As an earth deity, Geb often defends himself with a variety of weapons made of earth or vegetation.

Holy Symbol: A white fronted goose.

Geb is Nut's brother and husband on whom he conceived his son Osiris. This divine act of conception is often depicted in Egyptian art with Geb, an earth god, reclining on his back against the Earth. His erect phallus points upward toward Nut, a sky goddess, hovering above him while she supports the heavens. Needless to say, he is endowed with a truly god-like ... attribute. These images also promote him as a god of fertility. As Nut's husband, Geb also fathered Isis, Set, and Sepsithys.

As an earth deity, Geb is the protector and promoter of vegetation. He is often presented in artwork having a green hue and occasionally even has plants growing from his fertile skin.

In funeral rites, Geb is presented as a malicious power. The natural forces he controls are eager to consume the bodies of the dead. In this context, he is almost reviled as cannibalistic. Earthquakes are believed to simply be

the laughter of this sometimes beneficent, sometimes malevolent deity.

Priesthood Responsibilities

Geb's priests defend themselves with *Staves* in which they are *Reviewed*. His priests are trained in the talents of *Creating Wooden Weapons* and *Gardening*. In addition, they are *Reviewed* in the skill of *Creating Herbal Balms*. His priests are required to obtain the Nature spell **Geb's Potent Balm** at the first opportunity. Geb requires sacrifices of common tools, utensils, and clothing. In addition, his priests bury the carcasses of slain animals and enemies directly in the ground to feed their hungry master.

Horus

Alignment: Social Lawful Good

Weapon: Horus defends himself with his powerful beak and, in full falcon form, razor sharp *taws*. When in human form, Horus wields a short sword.

Holy Symbol: Left eye or a golden winged sun-disc.

Horus is the son of Osiris and Isis and is the supreme ruler of the living. He is also revered as the god of the heavens and the protector of the pharaoh. As a sky-deity, Horus is usually portrayed as a hawk or as a man with the head of a hawk. His left and right eyes represent the moon and the sun, respectively. The rising of the sun is associated with Horus, who is also worshipped as the god of the east. As such, Horus was sometimes depicted as a golden winged sun-disc.

Even as a child, Horus displayed his overwhelming power by battling crocodiles, snakes, scorpions, and lions. An image of Horus performing these feats is called a *cippus* and is used to heal and to overcome snake bites, scorpion stings, and other dangerous venoms.

As Osiris was murdered by Set before Horus's birth, Horus sought to avenge his father. He battled Set in a long lasting contest in which Horus lost his left eye. Fortunately, the goddess Hathor was able to restore his eye at a later date. The "Eye of Horus" thereafter symbolized healing or "making whole."

Priesthood Responsibilities

Horus's priests defend themselves with *Short Swords* in which they are *Reviewed*. His priests are trained in the talents of *First Aid* and *Minor Surgery*. In addition, his devoted priests are *Reviewed* in the skill of *Animal Training* and use the ability to train falcons, which are considered sacred. Horus demands that his priests obtain the Healing spell **Horus's Cippus** at the earliest opportunity.

Like all Egyptian deities, Horus requests sacrifices of everyday utensils, food, and clothing. Of course, fine craftsmanship and precious materials are favored.

Isis (Great in Magic)

Alignment: Social Neutral Good

Weapon: Isis does not wield any weapon herself when in human form. She may assume the form of a cow to deliver deadly gores with her horns.

Holy Symbol: A pair of upright cow-horns encircling a solar disc.

Isis is the daughter of Geb and Nut, the wife of Osiris, and the mother of Horus. She is worshipped as the perfect wife and mother. She is usually depicted as a mother suckling her child and wearing a headdress consisting of a pair of cow horns surrounding a golden solar disc (representing her divine son). This symbol is also used to represent the royal throne, and thus links the pharaohs to Isis. This motherly deity is also depicted as a cow or as a human with a bovine head.

When Set killed Osiris, dismembered his body, and cast the parts throughout Egypt, Isis faithfully searched the country for her husband's lost pieces. When she finally collected them all, she reconstructed Osiris as the first mummy and breathed life into him with the breeze of her beautiful wings. In performing this heroic act, Isis also conceived her son Horus. Isis is often portrayed as a beautiful woman with large wings hovering over the body of Osiris as she restores his life.

Isis is considered to have a great cunning. In order to learn Ra's true name (and thereby gain absolute power over him), she crafted a deadly viper from the earth and Ra's saliva. When this serpent bit Ra, Isis offered to use her healing powers to soothe the pain. However, she would only fulfill his request if he revealed to her his name. In this way, Isis became "mistress of the gods who knows Ra by his own name." Like any good mother would, she passed on her knowledge and power to her son, Horus.

Priesthood Responsibilities

The priests of Isis are trained in the talent of *First Aid* and are *Reviewed* in the skill *Remedying Ailments*. In combat, her priests wield *Staves* with which they are *Reviewed*. Isis insists that her priests obtain the Miracle spell **Wings of Isis** at their first opportunity. She also requests her sacrifices take the form of finely crafted utensils used by mothers in caring for their children.

Khepri

Alignment: Neutral Neutral Good

Weapon: Khepri defends himself with his powerful mandibles.

Holy Symbol: Scarab

Khepri is yet another Egyptian sun god taking the form of the humble dung beetle. This desert bug lays its eggs in a ball of dung that it then pushes across the desert floor. The Egyptians saw this behavior and ascribed its form and behavior to Khepri. In this manner, Khepri rolls the sun across the heavens on its daily journey. He is swallowed every evening by his mother Nut and emerges the next morning from her womb. In some artwork, Khepri is given the form of a man having the head of the dung beetle.

Since dung beetles were seen to spontaneously emerge from balls of dung, it was believed that Khepri was self created. Indeed, the priests of Khepri believe him to take Ptah's place as the world's creator.

Priesthood Responsibilities

Khepri's priests defend themselves with *Spears* representing rays of sunshine. They are *Reviewed* in both throwing and wielding this weapon. In addition, his priests are *Reviewed* in the skill of *Pricing Uncut Gems*. This beetle god requires his priests to obtain the Symbol spell **Khepri's Scarab** when they attain sufficient power. Khepri prefers sacrifices of uncut gemstones.

Nut

Alignment: Social Neutral Good

Weapon: Nut wields no weapon as she has the eternal task of supporting the heavenly vault.

Holy Symbol: An arched woman or a cow.

Nut is the Egyptian sky-goddess responsible for maintaining the heavens. Every evening Nut swallows the sun and every morning she gives birth to it again. She is the sister and wife of the earth-deity Geb and is the mother of Osiris, Isis, Set, and Nephthys.

Nut is almost always shown as a woman bent forward touching the ground with only her hands and toes. The points at which she touches the ground represent the four cardinal points of North, South, East, and West. The points of light glittering on her beautiful dress produce the multitude of stars in the night sky. She is sometimes shown hovering over her husband Geb as they conceive their son Osiris. Occasionally, Nut is portrayed as a cow but this probably has nothing to do with Geb's opinion of her.

Priesthood Responsibilities

Her priests defend themselves with *Spears* representing the rays of sunshine to which Nut gives birth daily. They are *Reviewed* in both throwing and wielding this weapon. In addition, her priests are *Reviewed* in the skill of *Navigating*. This goddess of the sky demands that her priests obtain the Miracle spell **Nut's Heavenly Gown** at the first opportunity. In religious ceremonies, Nut requests sacrifices of common tools, utensils, and elaborate clothing.

Osiris (“Eternally Incorruptible”)

Alignment: Neutral Lawful Neutral

Weapon: In combat, Osiris wields his powerful crooked sceptre.

Holy Symbol: The Djed Pillar, a rod crossed by three or more bars. This pillar is said to represent Osiris' backbone and is the symbol of stability.

Osiris is the god of death, resurrection, and fertility. He is usually depicted as a fully human mummy whose wrappings leave his head and hands exposed. In his hands, he holds the insignia of the royal family: crook and flail. On his head, he wears the distinctively Egyptian “atef” crown that consists of a tall white domed cap flanked by two plumes.

Osiris is believed to be immune to the decay that death brings and is the god of resurrection. He is also the judge of the dead. To gain eternal life, the deceased must please Osiris. Consequently, they are made to look as similar to Osiris as possible by wrapping the bodies in the same manner that Osiris is clothed.

Osiris is the mate of Isis and the father of Horus. However, the nature of his fatherhood is, certainly, worth mentioning. Osiris was killed and dismembered by Set, who cast the various body parts throughout Egypt. In discovering this, Isis traveled throughout the country gathering her husband's remains. Slowly, she reassembled all of the portions to create the first mummy. It is at this point that she mated with Osiris to beget Horus. Horus battled Set to avenge his father's murder for a period of eighty years. After winning the battle, Horus was declared ruler of the living and Osiris was made ruler of the underworld.

Priesthood Responsibilities

Since Osiris is the ruler of the underworld, his priests are generally given the responsibility of preparing the deceased for burial. Thus, they are educated in the talent of *Minor Surgery*. For important burials, they inscribe portions of the Book of the Dead on the walls of the burial chamber. To provide this service, Osiris's priests are trained in the talent of *Reading Hieroglyphics*. Since this

mummy-god is judge of the dead, his priests are *Reviewed* in the skill of *Interrogating*. In addition, his priests are *Reviewed* in wielding *Maces* resembling his hooked sceptre. Osiris requires his priests to obtain the Symbol spell **Osiris's Royal Crook** and the Miracle spell **Osiris's Sandy Sea** at their earliest opportunity. In religious ceremonies, Osiris requests golden sacrifices and offerings of grain.

Ptah

Alignment: Neutral Neutral Good

Weapon: Staff

Holy Symbol: A staff topped by the head of a dog resting above a three-crossed Ankh symbol. This staff is a potent talisman combining the powers of the *Djed* pillar, *Ankh* symbol, and *Was* scepter. The Djed pillar, representing stability, is normally depicted as a rod with at least three crossbars. The Ankh, representing life, is a simple cross with a loop on top. Finally, the *Was* sceptre, representing the welfare of the dead, is a rod topped with the head of a canine.

Ptah was the first god and the creator of the universe. He is thought to have brought the world into being with the thoughts coming from his heart and the words produced by his tongue. Because of myth, Egyptian priests believe that the act of inscribing an event in hieroglyphic symbols inevitably causes it to occur. As the divine creator, Ptah has a great following among the craftsmen of Egypt.

Ptah is usually portrayed as a mummy with a full body wrap leaving his head and arms exposed. His arms protrude from this funerary attire to hold his miraculous staff. This wondrous staff combines several holy Egyptian symbols into one potent relic. While Ptah has a neatly trimmed straight beard, his head is shaven and he wears a skin-tight skullcap with only his ears exposed.

Like many of the greater Egyptian gods, Ptah is a member of a divine trinity. The other immortals of the trio are the lioness-headed goddess Sekhmet and the lotus-god Nefertem. Imhotep, the god who architected the Saqqara Step Pyramids, is Ptah's son.

Priesthood Responsibilities

Ptah's priests are trained to wield *One-Handed Hammers* with which they are *Reviewed*. In addition, they are *Reviewed* in the skill of *Masonry* and possess the talent of *Artistry*. Ptah demands his priests obtain the Symbol spell **Ptah's Divine Staff** as soon as they attain the requisite power. In religious ceremonies, Ptah prefers sacrifices of finely crafted works of art.

Ra**Alignment:** Social Neutral Good**Weapon:** Ra wields the rays of the sun as his weapon.**Holy Symbol:** Sun-disc

Ra is the Egyptian sun-god and was initially worshipped mainly in Heliopolis (now northern Cairo). He is usually depicted with a human form having the head of a hawk and wearing a sun-disc headdress. When visiting the underworld, Ra is shown as having the head of a ram, similar to that of Amun. This is not surprising, as Amun-Ra (the unification of the two deities) is the Theban manifestation of the sun god. His inscription in Egyptian tombs further reveals his association with the underworld deity Osiris.

Every day, Ra inspects the regions of the world as he travels across the sky in a magical boat. In the morning, Ra has the form of a child. At noon he becomes a fully-grown man. Toward evening, his age continues to progress until he dies at nightfall and enters the underworld. Here he must remain until he is reborn again the following day.

In the later years of the Egyptian realm, Ra becomes the supreme deity. In fact, Ra not only rules the other gods; he actually subsumes their roles and power. The later day Egyptian religion transforms the worship of Ra into a nearly monotheistic mythology. The other Egyptian gods are known only as aspects of Ra. For example, he is known as Amun-Ra, Montu-Ra, and Ra-Horakhty (Horus).

Priesthood Responsibilities

Ra's priests are trained to wield *Short Swords* with which they are *Reviewed*. In addition, they are *Reviewed* in the skill of *Raising Morale* and possess the talent of *Defending with Medium Shield*. Their shields are often adorned with an image of the brilliant sun. Ra requires his priests to obtain the Miracle spell **Ra's Golden Barque** at their earliest opportunity. In religious ceremonies, Ra prefers sacrifices of wrought gold.

Set (Seth, Setekh, Suty, Sutekh)**Alignment:** Antisocial Unlawful Evil**Weapon:** Set wields a staff in the form of a *Was* sceptre.**Holy Symbol:** A *Was* sceptre, a rod topped with the head of a canine.

Set is the Egyptian god of confusion, disorder, and chaos. He rules the regions lying outside the ordered universe and is the patron god of deserts and inhospitable foreign lands. In the perfectly balanced Egyptian universe, Set represents the necessary chaos that balances order.

Set is usually depicted with a human form having the head of a mysterious, unidentifiable animal. His animal head has a long nose and square, upright ears. It is sometimes described as the head of an anteater, but is more likely to be a purely mythical creature. In his full animal form, Set has an erect forked tail and the body of a dog. This mythical creature is called the Typhonian. In other works of art and inscriptions, Seth is represented as some form of despised animal; often a hippo, pig, or donkey. Artists who look favorably upon the evil deity obviously did not create these unflattering images.

Set is the son of Nut, the goddess of the sky. He is the brother of Osiris, Isis, and Nephthys (with whom he formed an incestuous marriage).

Set killed his brother Osiris and was subsequently attacked by Osiris' son, Horus, who sought to avenge his father's murder. During the long battle, Set amply demonstrated his ability to assume the form of the many animals mentioned above. The struggle cost Horus his eye while Set was castrated. It is arguable as to who lost more in the fight, but the other gods eventually decreed Horus to be their king. Obviously the Egyptians had certain misgivings about losing the family's prized jewels.

Priesthood Responsibilities

Set's priests are trained to wield *Staves*, which they often cap with the head of a dog. His priests receive sufficient training to become *Reviewed* in this weapon. In addition, they are *Reviewed* in wielding *Short Sword* and in *Harvesting Venoms*. Finally, they are trained in the talent of *Backstabbing*. Set requires his priests obtain the Symbol spell **Set's Was Scepter** at their earliest opportunity. He also highly encourages his devoted followers to select the Curse spell **Curse of the Mummy**. In religious ceremonies, Set prefers living sacrifices.

Sebek (Sobek, Sobk)**Alignment:** Neutral Neutral Evil**Weapon:** Sebek wields a staff in the form of a *Was* sceptre when in human form and delivers a terrible bite with his crocodile head.**Holy Symbol:** Crocodile

Sebek is a reptile-deity that usually assumes the form of a powerful crocodile. He is normally depicted perched up on an altar or shrine. In his more human aspect, he retains his crocodile head with its powerful jaws and fearsome teeth. To show his divinity, Sebek carries a *Was* sceptre and an Ankh and often wears a horned sun-disc headdress.

Sebek's main center of worship is in Shedyet, also known as Crocodilopolis in honor of the deity. Other temples

devoted to the deity's worship are found all along the Nile. Each of these temples contains a pool housing numerous sacred crocodiles. These animals provide quite an attraction for many pilgrims who wish to see the reptilian deity's worldly form. When these animals die, they are mummified and buried with ceremonies appropriate to their semi-divine nature.

Sebek is the archrival of Osiris and is despised by all temples revering or worshipping that mummy deity. Only Set is hated more for his murderous treachery against Osiris.

Priesthood Responsibilities

Sebek's priests are trained to wield *Staves*, which they often cap with the head of a dog, like Sebek's *Was* sceptre. They use these poles to gently prod and herd their beloved reptilian pets. His priests receive sufficient training to become *Reviewed* in this weapon. In addition, they are *Reviewed* in *Grappling*, which they sometimes must use to overpower a sacred pet without causing injury. Finally, Sebek's priests are trained in the talent of *Swimming*. Sebek expects his priests to obtain the spell **Sebek's Beloved Pet** as soon as they attain sufficient power.

Sebek prefers living sacrifices of crocodiles that are added to the temple's pool. The gift of food for the sacred reptiles is also considered a highly noble gift (as they do have voracious appetites). In addition, finely wrought images of crocodiles are appreciated to adorn the temple's grounds.

Thoth

Alignment: Neutral Lawful Good.

Weapon: As the god of knowledge, Thoth is rarely shown wielding any form of weapon. If he cannot placate his adversaries with words, he will annihilate them with his overpowering magic.

Holy Symbol: A dog-headed baboon or an ibis.

Thoth is the Egyptian god of science, knowledge, wisdom, inventions and literature. One of his main responsibilities is to weigh the hearts of the dead to determine whether they contain any sin. Those passing

the test are given eternal life. Since Thoth possesses all knowledge, he is the chosen arbiter of the gods and is revered as a superb leader. He is ordained to take the divine throne at the end of Horus' rule.

Thoth is represented in Egyptian artwork as an ibis or baboon-headed god. (An ibis is a tall, thin-necked bird having white plumage on the body and black plumage on its neck and wing tips. It has a long, elegant curved beak.) Quite often, Thoth is portrayed as a human with the head of either an ibis or a baboon. In this form, he usually holds a pen and scribal palette on which he writes the names of all the Egyptian pharaohs.

Thoth is also associated with the moon and sometimes wears a headdress made from a disc and crescent moon.

As the keeper of the divine archives, Thoth is the patron of history who meticulously records all of the events of the world. Thoth also created a set of holy books that contain all the knowledge of the world. His followers claim to possess these books in his temple where they learn the formulas to command the forces of nature.

When Osiris was murdered by his brother Set, Thoth remained loyal to Osiris and used his vast knowledge in helping Isis to resurrect her dead husband. He then used his vast power in defending Osiris' son Horus during his childhood. Finally, it is Thoth that judges the combat between Horus and Set and raises Horus to the throne.

Priesthood Responsibilities

Thoth's priests are the most highly educated of the Egyptian priests. They are trained in the talents of *Reading Hieroglyphics* and *Artistry*. In addition, they are *Reviewed* in the skills of *Fast Talking*, *Interrogating* and *Navigating*. A priest of Thoth forced into combat wields a curved *Dagger* (similar in appearance to an ibis beak) with which he is *Reviewed*. Thoth requires his priests to obtain the Symbol spell **Thoth's Rosetta Stone** as soon as they are able.

Although Thoth will not tolerate his priests personally practicing the arcane spellcasting arts, he encourages them to associate with such learned individuals. Thoth prefers intellectual sacrifices from his priests, such as spell scrolls or poems, to enhance his temple's libraries.

The Greek (Roman) Mythos

The mythology of the Greeks (and later the Romans) mirrors their opportunistic lifestyle. It is an optimistic religion filled with dangerous and exciting legends of magic and valor. The main ideal promoted by these various fantastic tales is that of earning fame. To the Greek and Roman mind, nothing is more important than attaining glory and riches. The Greeks sought fame by performing heroic deeds. The Romans pursued it by conquering any civilization encountered. They recognized, however, that the same character traits that push a hero to perform heroic acts also push him to greed and selfishness. A hero's own character often brings about his downfall.

The gods of the Greeks and Romans reflects the view that these ancient peoples had of themselves. They perceived the gods to be a jealous, self-centered group having fickle temperaments. The priests could only hope that their offerings would be sufficient to appease their wrathful masters. Unfortunately, the gods' favor was often short lived.

The Olympian Pantheon

Aphrodite (Venus)

Alignment: Social Unlawful Good

Weapon: Aphrodite's major weapon is her dazzling smile. She does not personally engage herself in combat.

Holy Symbol: The symbols of this beautiful deity include the dove, ram, hare, dolphin, swan, and tortoise. She is also partial to the flowering rose.

As the goddess of love and beauty, Aphrodite's main ability is to invoke strong passion in god and mortal alike. She is described as an extremely comely maiden with long, silky hair and a shapely body. In fact, she is so beautiful that upon gazing at her, no living being wishes to harm her. She is usually depicted as a nude form, since any drapery would only hide her radiant beauty.

Aphrodite is famous for her numerous love affairs. Among them were the mortal Adonis and the gods Ares and Zeus. However, many of these romantic involvements often proved to be disastrous for her lovers and herself.

Priesthood Responsibilities

Aphrodite's priests are almost exclusively female. When pressed, they defend themselves using *Daggers* with which they are *Reviewed*. Her priests are trained in the

talents of *Etiquette* and *Dancing*. In addition, her devoted priestesses are *Reviewed* in the skill of *Grappling* and possess the talent of *Tumbling*—as it were. Aphrodite highly encourages her priestesses to obtain the Miracle spell **Aphrodite's Dazzling Smile**.

≥ **Associated Legend** ≤

Although married to Hephaestus, the blacksmith of the gods, Aphrodite often consorted with Ares. One afternoon they were spotted by Apollo from his chariot. Apollo then informed Hephaestus of his wife's indiscretion. Hearing this, the angry husband decided to punish her. The next morning, he set up an invisible net around their bed then hid in the closet. Aphrodite, believing that her husband had gone off to work, stole Ares into the bedroom. As soon as the lovers embraced, Hephaestus released the net and emerged from his hiding place. He then invited all the gods to come see the guilty pair. Aphrodite and Ares could do nothing else but listen to the laughter.

Apollo

Alignment: Social Lawful Good

Weapon: Bow

Holy Symbol: The symbols of Helios, the golden orb of the sun, which blazes its path across the sky daily, were horses' heads, a crown of seven rays, and a ripened fruit. Apollo's own symbols are the dolphin, raven, stag, swan, wolf, laurel, and lyre.

Apollo has the figure of a great youthful athlete. He has long beautiful golden hair that is usually tied in a large knot above his forehead. He wears a long drapery around his waist, a diadem on his head, and long tresses falling down upon his shoulders. He is generally depicted playing his beloved lyre.

Apollo is the god of light whose brilliance illuminates the dark future. His radiance makes the oracle's predictions and prophecy at Delphi a reality. Apollo is the Grecian god who carries the sun in his golden chariot on its daily journey across the sky. As the sun is timeless, Apollo is the deity of eternal youth and beauty. He is the divine promoter of music and song. He is the protector of the herds, which are warmed and fertilized by his golden rays. He is the god of medicine, whose sunshine encourages the growth of herbs and healing plants. Apollo is the patron deity of the athletic competitions of youth.

Priesthood Responsibilities

Priests of Apollo are *Reviewed* in the use of *Bow*. In addition, his priests are trained in the talent of *Playing Instruments* with which they are encouraged to learn mastery of the lyre. Finally, priests of Apollo are

Reviewed in the skill of *Remedying Ailments* and are trained in the talent of *First Aid*. Apollo requires his most powerful priests to obtain the Symbol spell **Caduceus** at their earliest opportunity. Gold is the preferred sacrifice to this god of golden radiance.

Ares (Mars)

Alignment: Social Unlawful Evil

Weapon: Spear, Short Sword

Holy Symbol: Spear and a burning torch. The dog and the vulture also symbolize him. In addition, the wolf, cock, and woodpecker are sacred to the deity.

Ares is the god of bloodthirsty war and strife. He is the antithesis of his sister, Athena. Where Athena glorifies well-matched and chivalrous combat, Ares revels in the bloodshed and massacre of war. His constant companions are Eris (fatal strife), Deimos (Dread), and Phobus (Alarm).

Ares has a youthful but extremely formidable build and is armed with helmet, shield, and spear.

Priesthood Responsibilities

The clerics of Ares share their god's lust for blood. To prove their devotion, they often sacrifice prisoners that they capture in battle. In return, Ares bestows upon them strength and power. Proper sacrifices consist of a bull, a ram, or a goat. In the earliest of Grecian times, Ares demanded human sacrifices of fallen enemies.

Clerics of Ares should obtain the Battle spells **Ares's Eager Spear**, **Battle Rage**, and **Fortitude** as soon as they are able. They are strongly encouraged to train in the arts of war and bloodletting as Gladiators or Mercenaries. All of his priests are trained in the talent of *Quickdrawing* and are *Reviewed* in the skill of *Disarming Opponents*. In addition, his priests are *Reviewed* in wielding *Short Sword* and in throwing *Spear*.

Artemis (Diana)

Alignment: Antisocial Lawful Neutral

Weapon: Bow

Holy Symbol: Bear

The twin sister of Apollo, Artemis is linked to the moon. Like her brother, she owns a magical chariot pulled by horses. She uses this chariot to pull the moon across the sky. In relation to the moon, Artemis is a fertility goddess. She is responsible for all aspects of procreation among mankind and animals.

Artemis is also a skillful hunter. Armed with bow and arrow, she chases and shoots down woodland beasts for

sport. She is accompanied by a group of virginal nymphs who share her love of the outdoors.

Despite her friendly relationship with Apollo, Artemis despises the male sex. Men guilty of nothing more than the slight offense of having seen her are mercilessly slain. The one notable exception to this rule was Orion, who she killed quite by accident.

Priesthood Responsibilities

While male hunters and archers are known to pray to Artemis for aid, her clergy are always female. Because of her favorable relationship with Apollo, his priests may also ask for her aid. Both groups are on good terms. Priestesses of Artemis must remain virginal. They are also required to sacrifice stags and bears to her every full moon. Clerics who continually fail to follow these rules are severely punished. Her priests are *Reviewed* in the use of *Short Bow* and are trained in the talent of *Fletching Arrows* and *Gardening*. Finally, her priestesses are required to obtain the Battle spell **Artemis's Biased Quiver** as soon as they are capable of so doing.

Athena (Minerva)

Alignment: Neutral Lawful Good

Weapon: Spear and shield

Holy Symbol: Olive branch, owl, cock, and snake.

Daughter of Zeus, Athena is the goddess of fair combat and wisdom. She is responsible for restoring peace, prosperity, and tranquillity after war. Although she takes the role of a peaceful deity, Athena is a dangerous foe when provoked. She is a powerful warrior capable of defeating whole armies.

Athena presents herself as a virgin of serious countenance. She wears a long full drapery and has the aegis, Medusa's face ringed with a border of serpents, on her breast. She arms herself with helmet, shield, and spear and is often accompanied by an owl.

Priesthood Responsibilities

Clerics of Athena have a strong sense of honor and justice. They frequently give aid to individuals who have been treated cruelly and unfairly. During wartime, priests of Athena condemn excessive cruelty and unnecessary bloodshed. This belief puts Athena's priests in direct opposition to followers of Ares. Both sects oppose each other at every opportunity. Athena's priests are trained in the talent of *Weaponry Care* and are *Reviewed* in the skill of *Defending with Medium Shield*. To aid them in combat, her priests train in wielding and throwing *Spears* in which they are *Reviewed*. Finally, Athena's priests are *Reviewed* in the skill of *Disarming Opponents*. All of her

priests are required to obtain the Battle spell **Athena's Shield** at their earliest opportunity.

Demeter (Ceres)

Alignment: Social Lawful Good

Weapon: Demeter avoids combat.

Holy Symbol: Ear of corn

Demeter is linked to the harvest along with her beloved daughter, Persephone. She is responsible for ensuring the fertility of the soil and a good fall harvest. In the winter, Demeter neglects her duties and mourns the loss of her daughter to the underworld.

Priesthood Responsibilities

Priests of Demeter are *Reviewed* in the use of *Flail* and *Sickle*. In addition, her priests are trained in the talent of *Gardening* and are *Reviewed* in the skill of *Creating Herbal Balms*. Demeter demands that her priests obtain the Nature spell **Demeter's Wintery Sorrow** at their earliest opportunity. Harvested grains, such as corn and wheat, are considered the best sacrifice to this deity.

≧ **Associated Legend** ≧

One afternoon Hades espied Persephone in the fields. Struck by her beauty, he fell in love with her and carried her off to his home. Meanwhile, realizing that her daughter was gone, Demeter went off to search for her. After days of searching, Demeter pieced together that Hades had kidnapped her daughter. In anger, Demeter decided to ignore her duties until Persephone was returned.

Soon Demeter's exile put great strain on world order. Zeus demanded the girl's return but Hades refused the command. He stated that only those who abstained from eating any food while in the underworld could return to the earth. Persephone had taken a bite out of a pomegranate, therefore she had to stay.

Zeus ordered both parties to compromise. Persephone would be allowed to return to her mother for half of the year. The other half she would live with her husband while her mother pined for her company. The four seasons are a direct result of Demeter's changing moods.

Dionysus (Bacchus)

Alignment: Social Neutral Neutral

Weapon: Staff

Holy Symbol: Thyrsus, Grapevine. The pomegranate is also sacred to Dionysus.

Early in life, Dionysus took an interest in the production of wine. He created new ways of producing large yields and tasty vintages. For his efforts, he became the god of wine and represents the dual aspect of its use: gaiety and madness. Likewise, Dionysus is known for his dual personality: friendly one moment -- uncontrollable the next. Dionysus is often seen in the company of the Satyrs, Nymphs, and Maenads. These meetings often turn into wild orgies that his priests mimic in their ceremonies.

Dionysus is a beautiful beardless young man having a nearly feminine aspect. He styles his hair in long tresses, grows small horns from his brow, and dons a wreath of grapevines on his head. Vine tendrils adorn his body and he wears the skin of a stag on his shoulders. Dionysus is also associated with lions and panthers. He either rides one of the beasts or has himself drawn behind one in a cart.

Priesthood Responsibilities

Priests of Dionysus present sacrifices that usually take the form of goats and pigs. His priests are trained in the talents of *Wine Tasting*, *Holding Liquor*, and *Dancing*. To aid them in combat, his priests are *Reviewed* in the use of *Staff*. Dionysus requires his priests to obtain the Miracle spell **Dionysus's Drunken Stupor** at their earliest opportunity.

≧ **Associated Legend** ≧

Son of Zeus and Semele, Dionysus is known as the "twice-born." This name derives from the circumstance of his birth. Hera, Zeus' wife, became furiously jealous of her husband's affections toward Semele, a beautiful mortal woman. Knowing that Zeus would soon offer Semele anything she desired, Hera tricked Semele into asking Zeus to show himself in his full glory.

In order to preserve the honor of his word, Zeus was reluctantly forced to accede to Semele's stated wish. When he displayed himself without his usual disguise, Semele was instantly killed by a thunderbolt, since no mortal can withstand the divine power emanating from his body. At that moment, however, she gave premature birth to Dionysus. Not wishing the infant to perish, Zeus actually sewed Dionysus into his own thigh to nourish him until he was ready for birth. For surviving this ordeal, he came to be called, "twice-born."

Hades (Pluto)

Alignment: Antisocial Lawful Evil

Weapon: Bastard Sword

Holy Symbol: Black Ram

Brother of Zeus, Hades is the ruler of the underworld and the dead. He has absolute control over the souls entering his realm and may even restore a mortal's life, although this is rarely done. On those occasions that he does grant the request, the demanded price is invariably greater than the benefits gained. His home, Tartarus, is a dark, gloomy place with eternal fires of burning lava. Hade's dog, the fierce, three-headed Cerberus, guards the only passage into Tartarus.

Hades is described as a tall, well-muscled man with dark skin. When in a pleasant mood, he is said to be quite handsome. On the other hand, when provoked, he transforms into a beast with fangs and glowing eyes.

Priesthood Responsibilities

Priests of Hades are not overly anxious to sent mortals to the realm of the dead, as they believe nothing can prevent that from happening anyway. However, his priests have a great hatred for any undead encountered as Hades views undeath as trying to cheat him from his due. Any such slain creature would be considered a proper sacrifice to the deity. Hade's priests are *Reviewed* in wielding *Bastard Sword* and in using the skill *Disarming Opponents*. Hades demands that his priests obtain the Ritual spell **Hade's Vigilant Guard** at their earliest opportunity.

Hephaestos (Vulcan)

Alignment: Neutral Neutral Good

Weapon: One-handed hammer.

Holy Symbol: Hammer and anvil.

Hephaestos is the god of fire and the patron god of those industries dependent on fire. As such, he is the god of smithies and pottery. His legs were deformed and lame at birth, and for this crime his mother Hera threw him from Olympus. The unsteady flicker of flame mimics Hephaestos's unsteady posture.

Hephaestos is the personification of volcanic fire and is the creator of volcanic islands. He uses these rumbling pits of bubbling fury to forge powerful artifacts for the gods and their heroes.

Hephaestos is an elderly bearded man having a serious face and wearing a cloth about his waist. He is invariably shown working his beloved forge or hammering on his anvil. His posture is awkward due to his lameness.

Priesthood Responsibilities

Priests of Hephaestos are trained in *Smithery* so they are at least *Reviewed* in this skill and have the talent *Repairing Armor*. They are strongly encouraged to gain the *Smithy* or *Armorer* class to show their devotion to their patron. All of his priests are *Reviewed* in the use of *One-Handed Hammer*. Hephaestos requires his priests to obtain the Miracle spell **Hephaestos's Fiery Hammer** at soon as possible.

Hera (Juno)

Alignment: Antisocial Lawful Evil

Weapon: Spear

Holy Symbol: Peacock

As wife and sister of Zeus, Hera presides over domestic issues. She is often invoked at weddings to bless the ceremony. Hera is also called on to punish those who are unfaithful in their marriages or other commitments. It is for this latter aspect of her duty that she is most known. Hera is believed to bathe herself in a sacred stream every year and so regain her virginity.

Her own husband is highly unfaithful in their marriage as he seems to fall for every pretty smile he encounters. Zeus' lovers and offspring invariably feel Hera's rage at his impropriety.

Priesthood Responsibilities

By nature, clerics of Hera are wrathful and serious. Any action that is deemed to be inappropriate is swiftly punished. Hera's priests are *Reviewed* in wielding and throwing *Spears*. They are also *Reviewed* in the skill of *Interrogating*. Hera requires her priests to obtain the Divination spell **Hera's Peacock Feathers** with all due haste.

≧ *Associated Legend* ≦

One of Zeus's many liaisons occurred with a beautiful woman named Io, who was one of Hera's own priestesses. When Hera found out about the illicit affair, Zeus disguised Io by turning her into a white cow, which he gave to Hera as a gift. With Hera's suspicions aroused, Hera placed a guard, Argos, to watch the bovine. Argos was an ever-vigilant beast with a hundred eyes. At least fifty of its eyes were awake and alert at all times. To enable her escape, Zeus sent Hermes to charm the monster to sleep with his divine music. When Argos finally nodded off, Hermes decapitated him and so freed Io. In memory of her faithful watchman, Hera placed the image of his eyes on the tailfeathers of the peacock.

Hermes (Mercury)**Alignment:** Social Unlawful Neutral**Weapon:** Staff and Wrestling

Holy Symbol: Winged sandals, winged cap, or the caduceus, a short staff having a pair of wings at the top and a serpent spiraling up its length. He is sometimes depicted standing next to a goat or a cock. As Hermes is the god of orators, sacrifices to him generally are the tongues of animals.

From birth, Hermes' creative nature was apparent. He was still in the cradle when he created the lyre from a tortoise shell and bull intestine. His next feat was to construct the pipes of Pan from reeds. For these inventions, the Gods truly thought him a genius. His older brother, Apollo, was especially impressed with the instruments. Apollo even offered to trade his prized herd of cattle (which Hermes had already stolen unbeknownst to Apollo) and his magical caduceus for them. After this trade, Hermes adopted the caduceus as his holy symbol.

Hermes is also a brilliant orator and athlete. Both of these talents earned him the job as a messenger for the gods. Oddly enough, Hermes is also the god of wrestling and his temple supports a wrestling school known as the Palaestra.

Priesthood Responsibilities

All priests of Hermes are expected to keep physically fit. They are required to carry a staff similar to the caduceus as a sign of their devotion. As Hermes is the patron of travelers and messengers, his followers are expected to offer food and shelter to any person who seeks refuge. His priests are *Reviewed* in *Grappling* and in wielding *Staff*. In addition, they are trained in the talent of *Playing Instruments* with which they are expected to learn the use of the pipes or lyre. Finally, Hermes' priests are trained in *First Aid* and are required to obtain one of the the Miracle spells of **Fleet Foot**, **Godspeed**, or **Wing Foot** as soon as possible.

Persephone (Proserpina)**Alignment:** Neutral Lawful Neutral**Weapon:** Persephone does not enter battle herself.

Holy Symbol: Ears of corn, poppies, narcissus, and pomegranate. Proper sacrifices to her include cows and pigs.

Persephone, also known as Kore (the girl), is the daughter of Demeter. She is linked to the rejuvenation of vegetation and its death. As a goddess of plant life, Persephone spends the spring and summer with her mother. Together they make the earth fertile to support

crops. During the other half of the year, Persephone returns to her husband Hades in the underworld, as the Queen of the Dead. While she is away from her mother's side, Demeter's sorrow produces the winter season.

Priesthood Responsibilities

Priests of Persephone have a vast understanding of plant life and the mysteries of death. As such, they are all *Reviewed* in *Herbal Lore* and in *Creating Herbal Balms*. Her priests are *Reviewed* in the *Scythe* as it symbolically represents both the harvest and the underworld. Her priests are required to obtain the Nature spell **Cornucopia** at their earliest opportunity.

Persephone's priests are often invoked to bless the soil to ensure a good harvest. They are often present at funerals to help prepare the deceased for their journey to the underworld.

Poseidon (Neptune)**Alignment:** Social Neutral Neutral**Weapon:** Trident**Holy Symbol:** Trident, Horse, Hippocampus, Dolphin

Brother of Zeus and Hades, Poseidon rules over all bodies of water. Although his kingdom is immense, Poseidon is always trying to enlarge his domain. He often sends strong waves to the coast, trying to break pieces of the land away. As one can guess, this greedy act constantly puts him in dispute with the gods who own these coastal areas.

Poseidon is depicted as having a form of muscle upon muscle. Zeus himself could not hope to compete on a purely physical level with Poseidon, his brother. Poseidon's hair is shown to fall down in thick curls over his temples, matted to his head by the wetness of his watery domain. He usually wears only a light, wispy scarf, which hides none of his impressive features. He is rarely shown without his deadly trident.

Priesthood Responsibilities

Priests of Poseidon are hard working individuals. They are continually erecting statues and new temples to their god. When they are not on land, these clerics are often at sea. Because of their love of sea travel, priests are advised to acquire the Miracle spells **Walk on Water** and **Part Water**. They are all trained in the talent of *Swimming* and are *Reviewed* in *Seafaring Lore*. Finally, all priests are required to learn the use of *Trident* in which they are *Reviewed*. This aquatic deity requires his priests to obtain the Miracle spell **Poseidon's Trident** at their earliest opportunity.

Although Poseidon is chiefly the protector of sailors, people of all trades hold him in high esteem. In Greece,

a yearly celebration is held in his honor. During this celebration, horses are raced down the coastline. The winning horse is then drowned in sacrifice.

Zeus (Jupiter)

Alignment: Social Neutral Good

Weapon: Spear and lightning bolt

Holy Symbol: Eagle, scepter, and lightning bolt. The oak and the olive are also sacred.

Zeus is the god of the sky and the ruler of all other gods. He has control of all the events of the heavens but is most remembered as the creator of storms and wielder of lightning. The mighty eagle, which soars in the heavens above all other creatures, is sacred to this deity.

Mighty Zeus is generally depicted as a thoughtful bearded man sitting upon his throne as ruler of the gods. When he leaves his throne, it is generally to rise in anger against a hated enemy or to punish a deity's crime. When shown in his wrathful fury, Zeus is throwing one of his feared lightning bolts or is driving a chariot attended by other gods.

The most impressive of Zeus' temples is that of Pausanias. Within this temple is a magnificent statue of Zeus fashioned from gold and ivory which stands 40 feet tall. The ivory forms his skin while the gold is used for his hair and robe. It is considered one of the seven wonders of the ancient world.

Priesthood Responsibilities

All of Zeus' priests are *Reviewed* in wielding and throwing *Spears* and are trained in the talent of *Weaponry Care*. In addition, his priests are *Reviewed* in the skill of *Navigating*. All his priests are required to attain the **Wrath** spells **Thunderbolt** and **Zeus's Heavenly Bolts** as soon as they attain sufficient power to cast them. Gold and ivory are always acceptable to Zeus, but the sacrifice of a bull is most appreciated.

The Pantheon of the Nymphs and Fey

Caliope (Heroic Poems)

Alignment: Neutral Lawful Good

Holy Symbol: Stylus and tablets.

Caliope is the Greek muse of heroic poetry and is viewed as the leader of the other eight muses. She is responsible for the accurate recording of noble acts and the appropriate choice of words in describing them. In this capacity, she supersedes Clio's responsibility as simple historian and assumes the role of storyteller. She is normally shown seated holding her writing tablet and

stylus. In other works of art, Caliope is portrayed as a beautiful woman wearing a wreath on her head and holding a manuscript or musical pipe. Caliope, the daughter of Zeus, is the most favored muse of Apollo and actually bore his two sons, Hymenaeus and Ialemus.

Priesthood Responsibilities

Caliope's priests aspire to become bards. They defend themselves using *Clubs* with which they are *Reviewed*. Her priests are trained in the talents of *Reading and Writing* and *Playing Instruments*. Her followers are expected to learn the use of the pipes. In addition, her priests are *Reviewed* in the skill of *Rural Stealthing* (to observe heroic events without affecting them). Caliope requires her priests to obtain the Battle spell **Caliope's Bardic Tale** at their earliest opportunity. Offerings to Caliope commonly consist of wheat, milk, water, and honey. Manuscripts of heroic poetry are esteemed great gifts and highly suitable sacrifices to this muse.

Clio (History)

Alignment: Neutral Neutral Neutral

Holy Symbol: Clepsydra.

Clio is the Greek muse of history and is the daughter of Zeus and the titan Mnemosyne (Memory). She diligently records all of the important human events. Her writings are inscribed on scrolls that are kept in a large cylindrical coffer or chest. She is normally portrayed as a beautiful seated maiden wearing a crown of laurels and holding forth a partly unrolled scroll. At times she is shown holding a clepsydra, a clock using constant dripping of water to measure the passage of time. In still other artwork, Clio is shown playing her trumpet. As one of the eight Greek muses, Clio often accompanies the mighty god Apollo.

Her followers believe that if Clio ever runs out of parchment the end of history will arrive. From that point onward, no important events will ever transpire.

Priesthood Responsibilities

Clio's followers are predominately elvish (or fays to the Greeks). They defend themselves using *Clubs*, with which they are *Reviewed*. These clubs are often fashioned to resemble heavy scroll mounts and are often actually used as such. Her priests are trained in the talents of *Reading and Writing* and *Reading Archaic Languages*. In addition, her devoted priests are *Reviewed* in the skill of *Navigating*. Clio requires her priests to obtain the Miracle spell **Clio's Chronicles** at their earliest opportunity.

Like all the muses, Clio requests sacrifices of wheat, milk, water, and honey. In addition, Clio appreciates fine

written descriptions of contemporary historical events to add to the temple's libraries.

Chiron

Alignment: Social Lawful Good

Weapon: Chiron is an expert marksman with the bow.

Holy Symbol: Lyre

Chiron was an immortal centaur, having the head, arms, and torso of a man down to the waist and the body and legs of a horse. Centaurs before Chiron's birth were brutal and barbaric. However, Chiron became the first truly civilized and learned member of his race. He became renowned for his healing talents and musical abilities. Chiron even tutored and raised the young hero Achilles. Chiron is often depicted strumming his beloved lyre.

Chiron is a true diplomat and always seeks to find peaceful solutions to aggressive situations. In attempting to make peace between the Centaurs and Hercules, Chiron was accidentally struck by a poisoned arrow. The pain was too much for even Chiron's impressive healing talents, so he offered to trade his immortality for the mortality of the titan Prometheus. Thus ended his life. He is still revered and worshipped, however, by members of the centaur race as well as by those who appreciate the benefits that civilization brings and the sacrifices that must be made to achieve it.

Priesthood Responsibilities

Priest of Chiron are *Reviewed* in the use of all *Bows*. His priests are trained in the talents of *First Aid*, *Reading and Writing*, *Reading Archaic Languages*, and *Playing Instruments* and are expected to learn mastery over the lyre. In addition, his priests are *Reviewed* in the skill of *Raising Morale*. He requires his priests to obtain the Healing spell **Chiron's Healing Arrow** at their first opportunity. Sacrifices to Chiron usually include fine instruments and works of art.

Erato (Love Poetry and Marriage)

Alignment: Social Lawful Neutral

Weapon: Bow and arrow.

Holy Symbol: Arrow.

Erato is the Greek muse of marriage and love poetry. She is a common companion of Apollo, and is Zeus' daughter. She brings lovers together to form life-long unions filled with continual happiness. Erato is an attractive young woman wearing a crown of leaves and strumming a large lyre. In some artwork, she holds a wreath of roses and myrtle or a single arrow in one hand and her beloved lyre in the other.

Priesthood Responsibilities

Erato's priests seek the best in life for themselves and those around them. They are trained in the talents of *Gardening* and *Playing Instruments* and are taught the use of the many-stringed lyre. In addition, her priests train in using *Short Bows* as Erato uses this weapon to pierce the hearts of those she afflicts with love. Her priests are *Reviewed* in using this weapon. In addition, they are required to obtain the Miracle spell **Erato's Arrow of Love** as soon as they attain requisite power. Sacrifices to Erato usually contain wheat, milk, water, and honey. She also enjoys a good poem to add to her library's collection.

Euterpe (Music)

Alignment: Social Neutral Good

Holy Symbol: Double flute.

Euterpe is the Greek muse of music. As are all the muses, Euterpe is often associated with the god Apollo and is the offspring of Zeus and Mnemosyne. She is the guiding force behind the love of music and the bliss brought by its creators. She is commonly shown as a lovely maiden playing the double flute or some other melodious instrument.

At one point, Euterpe fell in love with Strymon, Thrace's river-god, and became his lover. By this union she bore Rhesus who was prophesied to make Troy impervious to attack when his horses drank from the waters of Xanthus. Unfortunately, this prophecy became his undoing as he was targeted for execution by Odysseus and Diomedes in the Trojan war.

Priesthood Responsibilities

Euterpe's priests are great musicians. Her priests are trained in the talent of *Playing Instruments* and are taught the use of the double flute, lyre, and one other instrument of the priest's choice. When pressed, Euterpe's priests defend themselves using *Staves* with which they are *Reviewed*. Euterpe requires her priests to obtain the Miracle spell **Euterpe's Soothing Melody** as soon as they acquire the necessary experience.

Sacrifices to Euterpe commonly include wheat, water, milk, and honey. In addition, she can always use a fine new instrument to add to her temple's collection.

Melpomene (Tragedy)

Alignment: Neutral Neutral Neutral

Weapon: Short sword or the club of Heracles

Holy Symbol: Frowning mask.

Melpomene is the Greek muse of tragedy and often entertains Apollo along with her other eight sisters. She

is responsible for promoting the quality of tragic plays and artwork. She is usually depicted as a serious woman with one foot resting on a stone. She holds a script rolled up in her left hand and a sad mask in her right. Melpomene wears a mantle about her shoulders and a robe covering her body. On her head she wears a wreath of cypress. At times she carries a short sword or club.

When Melpomene became the lover of the river-god Achelous she became pregnant with his offspring. She gave birth to the many Sirens whose irresistible song lured many sailors to their deaths.

Priesthood Responsibilities

Melpomene's followers are serious actors who emphasize the ironies of life in their stage work. While they are most proficient at using weapons as mere props in their plays, her priests can actually defend themselves with *Short Swords* and *Clubs*. They are *Reviewed* in both these weapons. Her priests are trained in the talents of *Reading Lips* and *Disguising*. In addition, her devoted priests are *Reviewed* in the skill of *Inspiring Loyalty*. Melpomene requires her priests to obtain the Symbol spell **Melpomene's Mask of Tragedy** at their first opportunity.

Sacrifices to Melpomene often include wheat, water, milk, and honey. In addition, a new tragic play written by one of her followers is considered a great gift to add to the temple's library.

Pan

Alignment: Neutral Unlawful Good

Weapon: Pan uses his pipes to tame most savage creatures. Those he cannot lull and quiet with his music he soundly rebukes with his shepherd's staff.

Holy Symbol: Shepherd's pipes or crook.

Pan is a forest god who taught shepherds to use dogs in protecting their flocks against wolves. He is the diety that protects herdsmen, pastures, herds, and flocks. Oak groves, hills, caves, and tortoises are sacred to Pan.

Oddly enough, Pan is associated with sudden feelings of fear and terror that have no logical cause. Such attacks have come to be known as "Panic fear", in his honor.

Pan's appearance is that of a bearded man with a large hooked nose. He has the ears, horns, and legs of a goat and his body is covered with hair. He carries either a pipe of seven reeds or a shepherd's crook. Pan is often accompanied by nymphs and oreads who dance to his light-hearted music.

Priesthood Responsibilities

Pan has human, elven, cantaur, satyr, and faunish followers. All Panish priests defend themselves with *Staves*, in which they are *Reviewed*. His priests are trained in the talents of *Dancing* and *Playing Instruments* and are expected to learn mastery over the pipes. In addition, his devoted priests are *Reviewed* in the skill of *Rural Stealthing*. Pan requires his priests to gain the Nature spell **Pan's Pipes of Panic** as soon as they attain sufficient experience to invoke the spell.

Sacrifices to Pan often include reeds and tortoise shells.

Polymnia (Song and Oratory)

Alignment: Neutral Neutral Good

Holy Symbol: Laurel wreath.

Polymnia is the Greek muse of song and oratory and is the writer and inventor of myths. In fact, she originated many of the Greek legends. Polymnia is ordinarily shown in a contemplative mood with one finger raised to her lips and her head cocked slightly to one side. She sometimes leans against a pillar with her drapery concealing her arms and a veil covering her face. Her hidden attributes symbolize the buried meaning of most myths. Consequently, Polymnia is viewed as the goddess of somber hymns and poetry. Like all the muses, Polymnia is highly favored by Apollo and is a child of Zeus.

Priesthood Responsibilities

Polymnia's priests are serious storytellers. Her priests are trained in the talent of *Reading and Writing* and *Reading Archaic Languages*. Polymnia's priests are *Reviewed* in the skills of *Inspiring Loyalty* and *Grappling*. Polymnia demands her priests obtain the Miracle spell **Siren's Song** at their earliest opportunity.

Polymnia, like all the Greek muses, requests gifts of wheat, water, milk, and honey. In addition, she appreciates an offering of a new myth or a new written interpretation of an old tale to add to her sizeable collection.

Silenos

Alignment: Social Neutral Good

Weapon: Silenos takes up no arms himself but relies on the brays of his brave and faithful donkey.

Holy Symbol: Drinking cup.

Silenos was the resulting offspring produced by a love affair between a nymph and Pan. He is the protector of springs, streams, marshlands, and gardens. He is also the musician that invented the form of music played on Pan's pipes and that of the double flute. With the aid of

nymphs, Silenos cared-for and nursed the infant Dionysos and later became that deity's faithful companion.

Silenos was the first satyr and, therefore, the eldest and most respected. His appearance is that of a short hairy pot-bellied old man having the ears and tail of a goat. He is commonly depicted in a jovial mood riding his donkey, obviously too intoxicated to walk himself. Invariably, Silenos clutches a drinking cup full of his cherished wine. When its master is threatened, Silenos' donkey brays so loudly that his foes flee in terror.

Priesthood Responsibilities

Silenos is greatly revered by satyrs as the eldest member of their race. In addition, he has followers from most of the lighter faery races. Priests of Silenos are *Reviewed* in the use of *Staff* and commonly ride donkeys. His priests are trained in the talents of *Wine Tasting*, *Gardening*, and *Playing Instruments* and are expected to learn mastery over the pipes. In addition, his priests are *Reviewed* in the skill of *Identifying Elixers*. Silenos requires his priests to obtain the Miracle spell **Dionysus's Drunken Stupor** at their earliest opportunity. Sacrifices to Silenos usually include fine wines and grapes.

Terpsicore (Lyric Poetry and Dancing)

Alignment: Social Neutral Good

Holy Symbol: Cithara

Terpsicore is the Greek muse of dancing and lyric poems. She inspires dancers to move with subtle grace and projected emotion. Terpsicore is commonly depicted as a nimble young female clashing cymbals together. Her robes are thrown up to reveal the energetic movements of her dancing legs. At other times she is shown calmly stroking the cithara, a type of large lyre having a box-shaped resonator. Terpsicore is often portrayed entertaining Apollo along with her eight sisters.

Priesthood Responsibilities

Terpsicore's priests are full of seemingly boundless energy. They are trained in the talents of *Dancing*, *Acrobatics*, and *Playing Instruments*. To give confidence in their coordination, her priests are *Reviewed* in the skill of *Climbing Walls*. Terpsicore's followers use their musical abilities to play the lyre. When pressed into combat, her priests are *Reviewed* in the skill of *Pummeling*. Finally, Terpsicore demands that her priests obtain the Miracle spell **Terpsicore's Graceful Dance** at their earliest opportunity.

Terpsicore appreciates offerings of wheat, water, milk, and honey. New lyric poems written on fine parchment are also considered fine sacrifices.

Thalia (Comedy)

Alignment: Social Unlawful Good

Weapon: Sheperd's crook

Holy Symbol: Laughing mask.

Thalia is the Greek muse of comedy and burlesque who brings forth mirth and laughter. She is most favored by sheperds, herdsmen, and rural farmers. She is usually portrayed wearing a heavy mantle under which lies a robe or tunic. In her right hand she holds the crook of a shepherd while her right hand holds a smiling mask. Like her eight sisters, she is the daughter of Zeus and the Titaness Mnemosyne (Memory).

Priesthood Responsibilities

Thalia's followers are jovial actors who love to entertain and bring a smile to others' faces. When the crowd becomes a little too unruly, her priests defend themselves with sheperd's crooks (*Staves*) with which they are *Reviewed*. Thalia's priests are trained in the talents of *Imitating Voices*, and *Slight of Hand*. In addition, her devoted priests are *Reviewed* in the skill of *Fast Talking*. Thalia demands her priests to gain the Symbol spell **Thalia's Mask of Comedy** as soon as they attain sufficient power to invoke it.

All of the muses, including Thalia, love to receive gifts of wheat, water, milk, and honey. She especially enjoys a new joke or, even better, the written text of a new comedy.

Urania (Astronomy)

Alignment: Social Lawful Good

Holy Symbol: A celestial globe and a compasses.

Urania is the Greek muse of astronomy promoting education in the movements of the stars. She is often depicted seated beside a globe mapping the stars of the heavenly dome. Urania holds a compass in one hand and points toward the heavens. Sometimes she wears a diadem or crown of stars and holds a lyre.

Priesthood Responsibilities

Urania's followers are curious star-gazers devoted to studying the workings of the heavenly vault. On their normally peaceful nightly excursions, trouble must sometimes be averted by force. Because of this, her priests are *Reviewed* in the use of *Short Swords*. Urania's priests are also trained in the talents of *Playing Instruments*, *Ciphering*, and *Map Making*. Her followers are expected to learn the use of the lyre and are *Reviewed* in the skill of *Navigating*. Urania demands that her priests are required to obtain the spell **Urania's Precognition of Luck** at their earliest opportunity.

Urania is fond of sacrifices consisting of wheat, water, milk, and honey. Newly written star charts or plotting equipment are always desired at her temples and would also be accepted as prized sacrifices.

The Norse Mythos

The gods of the Norse were indeed a fierce clan. They reveled in the sport of battle amongst themselves and amongst mortals. More than once, they have resolved an argument with a fight to the death. However, those who could fairly outwit the gods were rewarded for their ingenuity by gifts of poetry, song, or wisdom.

A fighter in the mythos of the Norse looked forward to the day he would die bravely in battle. Then he may be chosen to ride with the Valkyries to Valhalla and fight for the favor of the gods.

The Norse Mythos is unique in its grim outlook. The Nordic gods, contrasting their all-powerful immortal Greek and Roman counterparts, are all fated to death at the time of Ragnarok, the end of the world. In this final battle between the giants and gods, the gods are slain and Midgard, the land of men, is destroyed. Thus, in the Nordic outlook, evil ultimately overcomes good. This one simple fact hangs gloomily over every aspect of Nordic life. The good deeds of all men will eventually lose their meaning. Family, friends, and civilization itself will fall to the same dismal fate. The best that both gods and men can accomplish is to die a brave, glorious death in battle.

The Aesir Pantheon

Balder

Alignment: Social Lawful Good

Weapon: None

Holy Symbol: Mistletoe

Son of Odin and Frigg, Balder is described in the earliest legends as a lustful warlike god. In later times, he became famous for his beauty, wisdom, and gentleness. His beauty is so great, in fact, that no man can look upon him.

Priesthood Responsibilities

The priests of Balder emulate him in all ways. They are noted as being most gentle, never causing strife. They also take great care in their appearance. His priests try and involve their followers with wisdom and knowledge. Sacrifices made to Balder are items that beautify his temples: statues, paintings, and golden altar pieces. His priests are trained in the talents of *Artistry* and *Etiquette* and are *Reviewed* in the use of *Club* and *War Dart*. Balder requires his priests to obtain the Miracle spell **Balder's Beauty** before attaining 5th Piety level.

➤ *Associated Legend* ⚔

The most famous legend of Balder is of his death. As it goes, Balder began to have troublesome dreams that cast him into a terrible gloom. The other gods were determined to find out what was the cause, since Balder was the most merciful of them all they deemed that he shouldn't be troubled so. Odin himself mounted Sleipnir, his six-legged horse, and rode to Hel to find the answer. In disguise he questioned Hel and found that the blind god Hod would kill Balder. Then Hel recognized Odin and would answer him no more.

Upon his return, Frigg, Balder's mother, went far and wide across the world and made each stone, tree, and living animal swear an oath not to harm Balder. Even fire, earth, air, and water swore an oath. Frigg was tireless until she had almost reached home. She neglected to make the mistletoe tree near Valhalla swear the oath since it was so small it couldn't hurt anybody. Loki learned of this discrepancy and made a sharp dart from the mistletoe branch. All of the other gods would amuse themselves by striking Balder with stones and axes, which would not even graze his skin. Loki entered in the midst of these activities. He asked Hod why he was not casting stones at his brother. Hod said that he was blind and had no weapon. Loki gave him the mistletoe dart and guided his hand. The dart shot straight through Balder and he fell dead. Loki made quick his escape and the gods wept.

Fenris (Fenrir to the Norse)

Alignment: Neutral Lawful Evil

Weapon: Since Fenris is an enormous wolf, the only weapon he uses is that of his bite.

Holy Symbol: Large Wolf

Fenris is the offspring of Loki and the giantess Angrboda. His form is that of a wolf so gigantic that when he opens his jaws wide, his chin scrapes the ground while his nose touches the sky. Fated to kill Odin himself on the day of Ragnarok, Fenris is feared by even by the mightiest of gods. He is allowed to remain in Valhalla since Odin fears that casting Fenris out would incite the wolf to violence and bring Ragnarok upon the world. Instead, to keep Fenris from causing too much damage, Odin had the dwarves make a magical tether to bind him.

Priesthood Responsibilities

Those few that worship this evil deity wield *Whips*. In addition, they are *Reviewed* in *Animal Training* and use this ability to train wolves as guardians. He requires his priests to obtain the Miracle spell **Fenris's Upper Hand** at their earliest opportunity.

Forseti

Alignment: Social Lawful Good

Weapon: Two-Handed Axe

Holy Symbol: Golden Axe

Son of Balder, Forseti is known as the bringer of peace. He resides in Glitnir, the hall of gold and silver, passing judgment and resolving strife.

Priesthood Responsibilities

Clerics of Forseti are great lovers of order and peace. Their divinatory skills allow them to find wrongdoers. Their battle skills help apprehend those espied. Forseti is a god who favors gold and silver. Thus, sacrifices made to him consist of finely crafted gold and silver items. Priests of Forseti are *Reviewed* in the skill of *Appraising* and in wielding *Two-Handed Axe*. Forseti demands his priests to obtain the Battle spell **Forseti's Golden Axe** at their earliest opportunity.

➤ **Associated Legend** ⚔

A legend tells of an ancient king that called upon twelve Frisicins (Frenchmen of old) to give an account of their laws. They were unable to satisfy the king and so their executions were summarily ordered. However, they persuaded their captors to be set loose on the ocean in a rudderless boat. As they were going aboard another man of great beauty carrying a golden axe joined them. He steered the craft with his axe and they soon landed on a foreign shore. He threw his axe into the shore and a spring gushed forth. They recognized him as divine and he taught them his laws and the love of gold and silver.

Frigg

Alignment: Social Neutral Good

Holy Symbol: Apple

The wife of Odin, Frigg is the goddess of mothers and bestower of mercy and protection. She owns a magic hawk skin that turns the wearer into a hawk when worn.

Priesthood Responsibilities

The clerics of Frigg are noted for their love of life. They often perform as midwives and heal when they can. Their form of sacrifice is self-sacrifice. They partake on journeys to drought or disease stricken places to make themselves available to those there in need. As Frigg is Odin's wife, her followers are *Reviewed* in wielding and throwing *Spear*. In addition, they are trained in the talent of *First Aid*.

➤ **Associated Legend** ⚔

Perhaps the most pertinent legend of Frigg involves the death of her son Balder. When Odin had returned from questioning Hel and revealed that Balder would die, Frigg caught upon an idea. Her son couldn't be killed if no weapon would hurt him. She traveled through all of the nine worlds and made each and every substance swear an oath not to harm Balder. Fire, water, iron, and all other metals swore the oath. Stones, earth, and the trees swore as well. Even all of the illnesses and every animal swore the oath. The only thing she neglected was the mistletoe, which was too small to harm anyone.

Frigg returned and told the gods of her journey. They tested the plan by throwing a small pebble at Balder. It struck him and he proclaimed that he didn't feel it at all. The gods laughed and soon were trying all things. They threw huge boulders and hew at him with axes, yet not one even grazed his skin.

Loki was present, but slipped quietly away. He changed his form to that of an old woman and hobbled up to Frigg in her hall. Pretending to be lost he asked why everyone was stoning that one poor god. She replied that he was unable to be harmed by the stones. Loki asked if all things were so impotent to him. She replied all, except the mistletoe that was too small to harm anyone. Loki hobbled out and made for the nearest mistletoe. He shaped a dart of its branch and raced back to the sport. There, he prompted Hod, Balder's blind brother to throw the dart at him. Unknowing, Hod did and the dart pierced Balder and he died.

Frigg was distraught. She sent a messenger to Hel to return Balder and she got a reply that if everything would weep for Balder he would be released. So once again Frigg journeyed through the nine worlds and all things wept. At last she came to a giantess on a hill who would not weep, for indeed she was Loki shape-changed. Thus Balder stayed in Hel's grasp and Frigg returned home mourning.

Jormungand (The Midgard Serpent)

Alignment: Neutral Neutral Evil

Weapon: Jormungand is an enormous serpent that attacks with a poisonous bite.

Holy Symbol: Circular Bracelet of Snake Biting its own tail.

Another of Loki's monstrous offspring, Jormungand is the largest of poisonous serpents and is greatly feared by the gods. At his birth, Odin cast Jormungand into the sea to rid Asgard of the menace. The serpent grew quickly, however, and soon became large enough to encircle all of Midgard and bite his own tail. His thrashings are said

to be the cause of great storms. He is noted for his untiring patience and deadly poison.

Priesthood Responsibilities

The few followers of this horrific deity wield poisoned *Daggers* in which they are *Reviewed*. His priests are also *Reviewed* in the skill of *Harvesting Venoms* and often raise large serpents in honor of their deity. His priests are required to obtain the Wrath spell **Jormungand's Serpentine Form** and the Nature spell **Tempest** as soon as they attain the required power to invoke them.

⇒ **Associated Legend**

When the gods came to worry about the terrible offspring of Loki, they banded together and determined what to do with them. Hel was thrown to the land of Niflheim and the Fenris wolf was kept under the eyes of the gods. Odin cast Jormungand far into the sea. There Jormungand grew and grew until he finally circled the ocean floor and bit his own tail. Yet the Guardians of the tree of life had foretold that the Midgard Serpent would kill Thor at Ragnarok. Even Odin is doomed to death at the jaws of Fenris the Wolf.

Heimdall

Alignment: Social Lawful Good

Weapon: Longsword

Holy Symbol: Ram

Heimdall, known as the White God, is linked with the sea and the underworld. He guards the Bifrost Bridge to the gods. This bridge, which we see as the rainbow, is the entrance to Asgard. Heimdall is the perfect watchman. He can hear the grass growing in Midgard and sleeps less than a bird. He is associated with fertility in all levels of moral classes. Heimdall's task is to warn the gods of the giant's attack by blowing Gjall, his horn, which can be heard in all the nine worlds when blown. The sound of his horn will announce Ragnarok, the final battle between the giants and the gods.

Priesthood Responsibilities

Being the watchman of the gods, Heimdall is the favorite god among guards and watchmen of all kinds. Priests of Heimdall take pride in their well-protected temples and are often hired by kings as bodyguards. Sacrifices to Heimdall include the ram, which may be seen on ridges or mountains keenly watching for predators. Heimdall's priests are *Reviewed* in wielding *Longsword* and in using the skill *Disarming Opponents*. Heimdall requires his priests to obtain the Miracle spell **Heimdall's Rainbow Bridge** and the Battle spell **Trumpet of Doom** as soon as they attain sufficient power.

⇒ **Associated Legend**

Although noted for his eternal watchfulness, Heimdall also possessed a knack for finding solutions to any problem. One morning in Midgard, Thor awoke and found his precious hammer, Mjolnir, missing. He sent Loki to search for it. Loki stopped and asked Thrym, king of all giants, if he had seen Thor's hammer. He replied that he had hidden the hammer eight miles deep in the earth and wouldn't return it unless Freyja would be his bride. Loki returned with the news. All of the gods gathered to seek a solution. Heimdall piped up with an idea. He suggested that Thor go in disguise of a bride to Thrym and rescue his hammer. All of the gods roared with laughter. They so much loved the idea they cajoled Thor into it and sent him off all bedecked as a bride should be. Loki attended as a bride's maid.

Upon reaching the hall of Thrym, a great feast was spread and they all ate. Then, to consecrate the marriage, the hammer was placed in the bride's lap. Thor at once grasped it, sprang up, and killed all the giants present. Thus, through Heimdall's brilliance, Thor regained his hammer.

Hel

Alignment: Antisocial Lawful Evil

Weapon: Dagger

Holy Symbol: Rotting Corpse

Daughter of Loki and Agrboda, Hel is the keeper of the dead in the land also called Hel. Hel's face, neck, shoulders, arms, back, and breasts are all pink. From her hips down, though, she is rotted black and green.

As it was known in the past, Loki and his kindred would be the cause of Ragnarok, the end of the world. Thus, the gods decided to bind them until Ragnarok came. Odin cast Loki's monstrous serpent offspring, Jormungand, into the sea. Fenris the Wolf was bound with a dwarven chain. Hel, Loki's daughter, was cast into the underworld. Odin decreed as she fell that she should look after the dead and share her food to whoever came to her.

Hel built herself a home in the underworld, Eljudnir. The home of the dead lay within it. Garm, a huge and terrible hound, guards the gates. Inside is her room. Here is her plate called Hunger, her knife Famine, her bed Illness and her bed hangings Glimmering Misfortune. Hel lives her life in this gloomy palace until Ragnarok.

Priesthood Responsibilities

Assassins and the most evil scum of humankind are the followers of Hel. They seek to further the domain of Hel by increasing the number of souls there. Main sacrifices to Hel are, of course, humans, especially priests of other gods! As such, priests of Hel are encouraged to obtain the Assassin class and are severely punished if they show any form of mercy. All of her priests are *Reviewed* in the skill of *Creating Toxic Poisons* and in wielding *Daggers*. Priests of Hel are instructed to obtain the Curse spell **Hel's Dagger of Famine** as soon as they attain sufficient experience.

Idun

Alignment: Social Neutral Good

Holy Symbol: Golden Apple

Idun is the goddess of youth, fertility, purity, and death and is the wife of Bragi. Idun is not mentioned much in the legends of the Norse. Nevertheless, she fulfills a very important role. Idun is the keeper of the golden apples of youth. These miraculous apples allow the gods to avoid the effects of aging. Idun is an unusually carefree and untroubled goddess, seemingly out of place in the normally violent Aesir pantheon.

Priesthood Responsibilities

The keeper of the apples of youth, Idun and her followers are carefree and untroubled. They are ready and willing to give healing to those in need, loathing to see anyone or thing in pain. Priests of Idun regularly sacrifice harvests of personally tended fruits to their temple and goddess. Her followers use *Hand-Axes* in the tending of their apple orchards and are *Reviewed* in their use in combat. All of Idun's priests have the talent of *Gardening* and are *Reviewed* in the skill of *Creating Herbal Balms*. Idun requires her priests to obtain the Healing spell **Idun's Golden Apple** as soon as they attain sufficient experience.

Loki

Alignment: Neutral Unlawful Evil

Weapon: Dagger

Holy Symbol: Shape changing figure of many forms

Loki is the mischief-making god. He is called by many names: Sly One, Trickster, and Sky Traveler. Loki is also known as the Shape Changer, since he apparently has the ability to assume any form desired. Legends have him transforming into a tiny stinging fly and taking on the aspect of an ancient giantess. He is the major cause of strife among the gods and grows progressively more and more evil. His greatest fame, though, comes from his thieving ways.

Priesthood Responsibilities

The followers of Loki should have a vindictive and mischievous mind and quick and agile bodies. As Loki was the greatest thief, thieves flock to him as their god. He accepts sacrifices of stolen goods, especially when the loss of the item has caused the victim much anguish and strife. Priests of Loki take no guff and always plan revenge on real or imagined wrongs. Loki has all of his priests trained in the art of *Disguising* and are *Reviewed* in *Opening Locks*. His priests are encouraged to take up thieving professions such as *Cutthroat* or *Burglar*. When his priests have attained sufficient experience to gain the Miracle spell **Loki's Tiny Disguise**, Loki demands they do so.

≥ **Associated Legend:**

The legend that best shows Loki's multifaceted personality deals with Thor and his wife Sif. One night, Loki silently crept into the bedchambers of the thunder god, Thor. There beside him lay Sif, his beautiful wife whose golden hair was the acclaim of the gods. With unimaginable dexterity, his sharp knife moved and Sif was shorn of her tresses. He piled the glowing golden hair on the ground and, smiling gleefully, crept out as silently as he came.

The next morning Sif sobbed as Thor held the hapless Loki by the scruff of his neck. Thor knew that Loki was the only one who was capable of the heinous deed. As Thor's mighty fist closed around his throat, he gasped that he would set things aright. He promised Thor that he would get the dwarves to restore Sif's hair. Thor grumbled but allowed Loki to go get the dwarf's aid.

Loki went down to the middle land and came to the cave of the dwarven brothers of Ivaldi. He explained his plight and promised the grace of the gods if the dwarves would help. The dwarves saw no hardship in this and began to stoke their forge. Soon they were turning out fine long wavy hair of gold that moved with the wind.

While the dwarves had the forge stoked, they made yet two more prizes for the gods. First they produced Skidbladnir, Freyr's ship that could hold all the gods. They produced Gungnir, a magic spear thereafter used by Odin that never missed its mark.

Loki gave thanks for these and left their forge. His mind ever working, Loki had another idea. His swift feet soon took him to the forge of two other dwarves, Brokk and Eitri, another two dwarven brothers. Therein he bet them that he would give his head if they could produce items finer than the ones he now carried. The dwarves agreed, seeing if they succeeded, they would be rid of Loki and get the other treasures as well.

The dwarves set to work furiously and soon Eitri pulled the magic boar Gullinbursti, Freyr's boar of magical light, out of

the fire. Next, Eitri placed another block of gold in the forge. His brother Brokk kept the bellows moving. While Eitri hammered, a fly landed on Brokk's neck and stung him fiercely. Even so, he kept the bellows going and Eitri pulled Draupnir, Odin's magical armband, from the flames. As he hammered, the fly returned and stung Brokk once on each eyelid, drawing blood. Brokk stopped the bellows to wipe his face as Eitri pulled a hammer from the fire. The handle was very short due to Brokk's faulty work. Of course, the fly was none other than Loki himself. The hammer was Mjollnir, Thor's massive hammer that always returns to its thrower. Loki declared that only the gods could judge between the items. The dwarves had no choice but to go to Asgard.

Upon reaching Asgard, they were all received well. Even better received were the items. It was then decided that Brokk and Eitri had indeed bested the other craftsmen. They started to go for Loki to claim their dues, but he said that he had only promised his head, not his neck, so they couldn't behead him. Then, the wily dwarves sewed his lips together with a thong to shut his sly mouth. As the Trickster ran out of Asgard howling, the gods and dwarves laughed. Loki listened, dreamt of revenge, and smiled.

Mimir (He who thinks)

Alignment: Neutral Lawful Good

Weapon: Mimir never resorts to combat himself. As the guardian of the Spring of Knowledge, he always convinces aggressors to lay down their arms.

Holy Symbol: Natural Spring or Fountain

Mimir is Odin's uncle and has the responsibility of ruling over the domain of springs, rivers, and lakes. He is the Guardian of the Spring of Knowledge that shares his name. The very root of the tree Yggdrasill plunges into this magical fountain to obtain its nourishment. Without the spring, the tree would not be able to support the universe.

Anyone drinking directly from the spring Mimir guards gains wisdom and knowledge well beyond that of mortal man. Indeed, the intelligence imbued by the miraculous waters is god-like. Odin himself gave up one of his own eyes for the opportunity to drink from the powerful fountain. In so doing, Odin gained the power of prophecy, eloquence, and the knowledge of how to create the Nordic runes. As the guard of so powerful a spring, Mimir is a water-spirit of unmatched power and obviously cannot be tricked or out-riddled.

In the treaty established between the Aesir and the Vanir after the Nordic gods tired of war, Mimir was given to the Vanir as a hostage just as Freyja was accepted from them. This exchange of 'ambassadors' sealed the agreement between the war-loving Aesir and the peace-

loving Vanir. This pact guarantees that the two groups treat one another as equals.

Priesthood Responsibilities

Mimir is worshipped by most of the faery races that appreciate the importance of knowledge and wisdom. Most often his followers are dwarven, gnomish, or elven. His priests are required to obtain the **Divination** spells **Augury** and **Mimir's Farseeing Reflection** as soon as possible. As Mimir's priests lack his powerful eloquence, they are *Reviewed* in the use of *Trident*. In addition, they are trained in the talents of *Swimming*, *Reading and Writing*, and *Locating Water*. Finally, priests of Mimir are *Reviewed* in the skill of *Interrogating*. Typical sacrifices to Mimir include fish and golden items engraved with runes.

Odin

Alignment: Neutral Neutral Good

Weapon: Spear

Holy Symbol: Wolf, Eagle, Raven

Odin is the father of Thor and the first of the Aesir. Often called the Allfather, One-eyed, Father of Battle, or the Terrible One, he reigns over the regimes of battle, death, and poetry. He owns a magic armband named Draupnir, and a magic spear named Gungnir.

Odin became the One-eyed god, as he gave one of his eyes to the tree of life. He hung upside-down from the tree, pierced by a spear, as an offering to learn the runes of magic to make him wise. Upon receiving the knowledge, the three Norns took one of his eyes in recompense and set him free.

He became the god of poetry when he rescued the mead of poetry from the giants. This magical brew was made from the blood of Krasir, the god of wisdom and poetry who was killed by jealous dwarves. Odin kept the mead and doled it out to those poets who showed their devotion.

Lastly, Odin is the god of death since his word is ultimate in battle. All battles, won or lost, are done so by choice. He often favors one clan, but sooner or later they are beaten. When the clerics are questioned, they answer, "even the gray wolf watches the gods". This is a direct association with Ragnarok -- the end of the world where Odin himself will be swallowed by the wolf Fenris.

Innumerable legends surround the Allfather. He most often is pictured as an old man in a broad-brimmed hat wearing a blue cloak and carrying a spear. His two ravens are named Thought and Memory. Followers of Odin see ravens on a battlefield as a good omen. The Berserks, insane fighters following Odin, dress

themselves in wolves skins to gain favor from the god. It is said that Odin points his spear over the battlefield in the direction of the side that would lose. Thus, it is customary to fling a spear over your enemy's head to bring good luck.

Those who died valiantly on the field of battle are taken to Valhalla by the Valkyries. Valhalla is not a bright place, but a dark hall of many doors. It is filled with mail, shields, and weapons and is haunted by wolves and eagles.

The Valkyries are messengers and maids of Odin and have names such as Shaker, Mist, Axe Time, Raging, Warrior, Might, Shrieking, Host Fetter, Screaming, Spear Bearer, Shield Bearer, and Wrecker of Plans. These maidens can take forms ranging from that of a giant to that of a hideous monster. Their favorite form is that of the comely maidens with wings.

Sleipnir, Odin's eight-legged steed, is the offspring of Loki in mare form and a stallion named Svadilfari. Sleipnir was the fastest of all steeds in the world and could carry a living god or mortal to Hel and back safely.

Odin's spear, Gungnir, made by the dwarven brothers Brokk and Eitri, never misses its target. His magical golden armband, Draupnir, drops eight identical gold rings every ninth night. He adds these to his already formidable treasure. Followers of Odin take this as a sign that no limit of people who followed Odin will ever be without his protection.

Priesthood Responsibilities

The main ideal of the followers of Odin is that they die bravely in battle to earn a place in Valhalla. They are always superstitious and invoke Odin's name before a battle. His priests are *Reviewed* in wielding and throwing *Spears* and in the skill of *Horsemanship*. When a priest of Odin attains sufficient power to invoke the Divination spell **Odin's Premonition of Battle**, he is required to choose the ability as his next piety spell.

Followers of Odin are encouraged to become Berserks. Some of the more devoted priests of this warrior god become true Berserks and wear a gold ring around their necks to show their love for the god. These Berserks are granted a battle rage that allows them to kill many foes unscathed. The Berserks go without armor since they believe Odin will protect them. The very best Berserks are allowed to wear helmets showing an eagle's beak, the special sign of Odin. The Norse community honors and supports these special fighters as the very best warriors in the land. After a battle, the followers of Odin sacrifice their dead foes to the god for continued good fortune in battle.

Thor

Alignment: Social Lawful Neutral

Weapon: War Hammer, throwing or hand held

Holy Symbol: Silver Hammer

Son of Odin and Earth, Thor is the god of sky and thunder. He enforces law and order amongst mortals. Thor owns a wondrous hammer named Mjollnir. This hammer, when thrown, streaks across the sky in a flash of lightning and a crash of thunder. It returns after striking its target. Because of a flaw in the heavy hammer's construction, its handle is so short that only Thor himself is strong enough to lift and wield it. Mighty Thor is often depicted driving his chariot drawn by two goats with his hammer raised high above his head.

Priesthood Responsibilities

The clerics of Thor are most likely to show their love of their god on a battlefield rather than in a temple. Their temples are rough and functional, showing arms and mail on their walls, especially the war hammer. Their holy symbols often have a nail driven into it to simulate the flint of Thor's head. An image of Thor appears in huge size in the temples. Over the altars, animals are slain to appease this god's blood thirst.

Priests of Thor are *Reviewed* in wielding all sizes of Hammers and in throwing *One-Handed Hammer*. They train in the talent of *Weaponry Care* and are required to obtain the Battle spell **Thor's Thundering Hammer** at their earliest opportunity.

≥ *Associated Legend* ≤

As the guardian of the gods against the giants, Thor decided to go to Utgard, home of the giants to reduce them a few in number. Loki said that one so dumb should have a companion to keep him from trouble. Thor gazed at him and thanked him for volunteering to accompany him. The next day Thor harnessed his two goats, Tannghost (tooth grinder) and Tanngrisni (cat tooth), and sped off to Utgard. As night neared, they saw a glade with a curious hall in it. They decided to rest there to keep the rain off their heads. They entered the massive hall and travelled to a side hall where they rested. Their sleep was broken by thunderous roaring outside in the night.

In the morning, they ventured out and were greeted by the sight of an immense sleeping giant. He awoke and Thor, startled by his height, jumped back and asked who he was. The giant replied Skymir (Big Bloke). Skymir offered them company to Utgard and they agreed. Skymir picked up the provisions and carried them off as Thor and Loki struggled to keep up. As night neared they rested and the giant fell promptly asleep. Thor tried to loosen the pack for supper, but couldn't open the tightly sealed pack. This angered him

so that he struck the giant four times in the head and only managed to make him stir in his sleep. Thor was incensed. In the morning, Skymir pointed the way to Utgard and took off to a range of far-off mountains.

Thor and Loki traveled on and finally came to the gates of Utgard. They entered and came to the ruler, Utgard-Loki, and his following of giants. Thor greeted him and asked fare and mead as a traveler would. Utgard-Loki laughed and said that they would have to show their skills to eat with his retinue of followers. He turned to Loki and asked what he could do. Loki, being very hungry, said he could out-eat any giant present. A huge trencher of meat was brought and he sat down opposite of Logi, a giant of huge appetite. At a shout they started eating. Loki ate everything but bones, yet Logi ate meat, bones, and even the trencher itself. Thus, Loki lost his test.

Utgard-Loki turned to Thor and questioned him. Thor said that he could out drink any giant there in the hall. The giant handed him a horn of mead and told him the one who could empty it in one drink was a good drinker. Thor lifted the horn, yet couldn't drain the liquid. Thor threw down the horn in disgust. He shouted that he could wrestle any giant there and win. Utgard-Loki laughed and brought out his old crone mother. He asked her if she would wrestle Thor. She threw her stick aside and Thor leapt upon her. She was far stronger than she seemed and soon forced Thor to one knee. Utgard-Loki called a rest. He suggested that if Thor was so strong he could lift his cat off the floor. Thor agreed and placed his hand under the cat's stomach. As he tried to raise the cat, it arched its back and Thor stretched more. Soon he was at his full height and the cat had yet to lift one paw off the earth. Utgard-Loki called halt and proclaimed that Thor and Loki made well at the table. Then they slept on the padded floor.

When they awoke, the great hall was gone and only Utgard-Loki remained. He told Thor and Loki that he had used magic to protect himself. He told Thor that when he had struck at Skymir, he actually hit a mountain and bashed it to the ground. He told Loki that he ate against wildfire itself and that's why he lost. He then told Thor that the horn of mead was connected to the sea, and the cat was the world-serpent. The giants were afraid. Last he told Thor that the old crone was old age herself that all men must fall to in the end.

As Thor listened he grew angry. Utgard-Loki told him that he would use magic again to protect the giants from the gods. Just as Thor was about to strike him, Utgard-Loki vanished. Thor and Loki turned and retraced their steps home.

Tyr

Alignment: Social Lawful Good

Weapon: Bastard Sword

Holy Symbol: A Runic Symbol 'T'

Son of Odin, Tyr is considered the bravest of all the gods. Although he is a god of war, he resides over law and order. He was given this responsibility after proving his unequalled sense of honor when binding the wolf Fenris. In this test, he willingly lost one of his hands.

Priesthood Responsibilities

Tyr's followers strive to maintain their god's image of bravery. They never flag in the face of the fiercest enemy. He gives his followers the love of law and order. His name is often invoked before a battle to give the warriors good luck. Typical sacrifices to Tyr include wild wolves. Tyr's priests are *Reviewed* in the use of Bastard Swords, which they wield with one-hand in deference to their deity's handicap. In addition, they are *Reviewed* in the skills of *Disarming Opponents* and *Interrogating*. Tyr demands the Battle spell **Tyr's Unflinching Courage** be obtained before his priests obtain 5th Piety level.

≧ **Associated Legend:**

The gods convened and decided that Loki's evil offspring, the Fenris wolf, should be bound to keep it from harming both gods and mortals. Tyr was the only one brave enough to approach the enormous wolf.

The gods decided to chain Fenris. They created a powerful chain, named Laeding, and challenged Fenris to break it. Fenris agreed and allowed himself to be bound by the chain. Fenris strained and the chain sprang from his body.

The gods built a new chain, named Dromi. Dromi was larger than the biggest anchor chain and could only be lifted by the gods themselves. They again approached the wolf and proclaimed, "If you can break this, your strength will be known in all the nine worlds." Fenris eyed the powerful Dromi but believed himself stronger. He allowed the gods to wrap Dromi around him. He strained and rolled around, arched his back and bulged his muscles and Dromi shattered. The gods left fearfully.

Odin decided they needed a magic fetter. He sent Freyr's servant Skimir to the dwarves to make one. Skimir left and found the grotto of the dwarves. He promised them immense amounts of gold if they would do Odin's bidding. They agreed and soon the fetter was made.

Skimir returned with the fetter and presented it to the gods. They skeptically looked at the thin silken ribbon and asked what it was made of. Skimir replied that the dwarves made it of the sound of a cat moving, a woman's beard, the roots

of a mountain, the sinews of a bear, the breath of a fish, and the spittle of a bird. The gods agreed to try it.

Once again they approached the wolf and challenged him to break the ribbon they called Gleipnir. Fenris knew that magic abounded in the ribbon, but he didn't want to be accused of cowardice. Thus, he said that if one of the gods would place his hand in the wolf's mouth, he would allow them to wrap the ribbon around him. Tyr volunteered his right hand and Gleipnir was wrapped around Fenris.

Fenris strained and rolled and strained, but to no avail. Then he clamped down his teeth and Tyr cried out in pain as his hand was severed. Thus, the Fenris wolf was bound. Tyr kept his word and left his hand in the mouth of the wolf. Tyr was cheered for his bravery and the vow to keep his word.

The Vanir Pantheon

Freyja

Alignment: Social Neutral Neutral

Weapon: As supreme ruler of the Valkyries, Freyja wields any form of sword.

Holy Symbol: Golden Boar

Daughter of Njord and sister to Freyr, Freyja is linked with the earth and the underworld. She was taunted at times for her unseemingly readiness to take any god or supernatural being as her lover. She is entranced by gold and owns a golden boar named Hildisvini. Ceremonies to her were used as divination but were also used to cause death and injury.

Freyja has a rich palace in the sky called Folkvang. There she receives dead heroes and gives them seats in her great banquet hall. She accompanies Odin to battlefields and demands half of the fallen warriors, which she receives at her estate with great enthusiasm. She is the first of the Valkeries and their absolute commander.

Priesthood Responsibilities

Freyja is the goddess who started the practice of divinatory ceremonies. A priest of Freyja wears a headdress made up of skins of many animals. Incantations are sung and spirits reveal the answers to questions. Sometimes, the ceremonies are carried out to harm Freyja's enemies. Typical sacrifices to Freyja include killing wild boars on her altar. Her priests must select a single sword type for use in training. In this weapon, the priest is drilled until he is *Reviewed* in its use. In addition, Freyja's priests are trained in the talents of *Animal Skinning* and *Reduced Encumbrance in Breastplate Armor*. Freyja requires her priests to obtain the Curse spell **Freyja's Golden Necklace** as soon as

they attain a sufficient level of experience to invoke the curse.

≥ **Associated Legend:**

Freyja's lust for gold is one of her most famous traits. Indeed, one day as she walked along a small path in the world of men she heard the tapping of hammers from a dark cave. She entered the cave and followed the sound of the hammers until she found the fore-room of four dwarves. Their names were Alfrigg, Dvalin, Berling, and Grerr. Upon the fiery forge lay a magnificent necklace of writhing gold bands. She gazed upon it and desired it for her own. The four dwarves also gazed at the goddess and her awesome beauty. She offered to buy the necklace, but the dwarves refused. They had enough of their own gold. However, they had their own idea. If Freyja would lie with each of them for one night, the necklace would be hers. Though she had a huge distaste for the dwarves, her lust for the necklace was greater. She consented.

Of course, news such as this couldn't escape the notice of Loki who promptly told Odin. Odin ordered Loki to retrieve the necklace. Having done so, Loki returned it to Odin. Freyja came to Odin in search of the necklace. To punish her unfaithfulness, he made her stir up hatred among men. She had to cause war and have dead men rise to fight again. To this she consented, once again to regain the necklace of the Brisings.

Freyr

Alignment: Social Lawful Good

Weapon: Freyr owns a magical longsword named Tyrifing that dances in the air and fights under its own volition. This remarkable sword can never be defeated and, once unsheathed, must draw blood. Unfortunately, in the time of Ragnarok, Freyr is fated to be killed by his own weapon.

Holy Symbol: Golden Longship

Son of Njord and twin brother to Freyja, Freyr is described as one who dispensed peace and plenty to men. He is often invoked at weddings to complete the ceremony. A fertility god, Freyr is lord of the sun, rain, and harvests. Freyr owns a golden boar named Golden Bristles, a golden ship named Skidbladnir, and a magic sword that fights giants on its own accord.

Priesthood Responsibilities

The clerics of Freyr are very interested with the workings of nature and the animals therein. They much appreciate the horse for its noble manner, strength, and beauty. Sacrificing horses to Freyr is common. In the spring, horse owners appear and the horses fight one another. The winner of the fights is then sacrificed to Freyr to insure a good harvest. His priests are *Reviewed* in the

skills of *Animal Training* and *Horsemanship*. Freyr requires his priests to obtain the Battle spell **Freyr's Gamboling Sword** at their earliest opportunity.

➤ **Associated Legend** ⚔

It so happened that one day Freyr was in Valaskjalf, the hall of Odin. Seeing Odn absent, Freyr stole the opportunity and sat upon the high seat Hlidskjalf. Anyone sitting on this throne can see all of the worlds at once. His eye was drawn to a shining spot in the land of the giants. What he espied was Gerd, the beautiful daughter of the giant Gymir. Freyr was at once struck by her and desired her for his own. But all of the gods would never allow a union between a god and a giant. Thus, Freyr spoke to no one and sat in his hall longing.

Njord noticed his son's sadness and sent Skirnir, Freyr's shining servant to him to find out the problem. Freyr told Skirnir all and asked him to go and woo Gerd for him. Skirnir agreed and left with Freyr's horse and sword. Through the magic in Freyr's steed he was able to reach the land of the giants before nightfall. The hounds at the gates rose a mighty sound and Gerd wondered at the commotion. She allowed Skirnir to enter and speak. He offered her the eleven apples of youth and even Draupnir, Odin's own armband, yet she refused to meet with Freyr. Skirnir took out Freyr's magic sword and threatened her very life, yet still she refused. Finally, Skirnir took out his own magic staff and started to pronounce a terrible curse on Gerd. The curse held longing, raving, and lust. He withheld his curse and Gerd finally agreed to meet Freyr and be his wife. Thus, one of the earth was joined with the sky and they were fruitful.

Njord

Alignment: Neutral Neutral Good

Weapon: Two-Handed Axe

Holy Symbol: Fish

Father of Freyr and Freyja, Njord is the head of the fertility gods. He gives help in fishing and sailing through his power over wind and sea.

Priesthood Responsibilities

The fishers of the sea worship Njord. They pray to him for fair seas and good catches. The priests of Njord favor the sea more than land and are frequently asked aboard ships to bless them and their owners. The choice of the catch is typically sacrificed to Njord. Golden cups and vessels thrown into the sea also serve as acceptable sacrifices. His priests are *Reviewed* in wielding *Two-Handed Axe* and are trained in the talent of *Swimming*. Njord requires his priests to obtain the Nature spell **Njord's Fair Winds** at their earliest opportunity.

➤ **Associated Legend** ⚔

A giant by the name of Thiazi caught the Trickster (Loki) himself and made him hand over the gods' magic apples of youth. Loki managed to steal them back and race back to Asgard with Thiazi on his tail. As they neared Asgard, Thiazi was killed in a great fire set by the gods.

Skadi, Thiazi's daughter, waited for her father's return. Days passed and she decided that he had met an ill end with the gods. Bristling with mail, sword, and anger, she approached Asgard. The gods, wishing no more bloodshed, asked her what they could do to repay the death of her father. She had her father's riches, so instead she chose to take a husband from the gods. Odin relented, but stipulated that she must choose her husband from only seeing his feet. Skadi agreed, and shielding her eyes she chose the most handsome pair of feet believing they belonged to Balder, the most beautiful of the gods. When she looked up she saw Njord, the god of sea and wind. Nevertheless, the marriage was set.

They soon ran into trouble. Njord couldn't bear to be away from the sea and Skadi couldn't bear to be away from her mountaintop fortress. They tried sharing time in each location, but the distress was too great. They decided to live apart thereafter. Njord stayed at his hall, Noatun, and Skadi returned to Thrymheim.

The Pantheon of the Nordic Dwarves

In Nordic legends, the original dwarfs were created from the larvae that fed off Ymir's rotting body. As such, they must remain underground, as they are highly susceptible to sunlight. The first golden ray to touch one of these powerful dwarfs will instantly turn him into stone. Despite these handicaps, the dwarfs are highly revered by giants and gods alike for their unmatched skill in mining and fashioning metal.

Alvis

Alignment: Antisocial Neutral Neutral

Weapon: Hammer

Holy Symbol: Ring of gold

In Nordic legends, dwarfs and giants are keepers of secret knowledge and skills. Alvis is the smartest, wisest, and most educated of all dwarfs. He knows the solution to any riddle and all the names by which all things are known in the entire world.

Like all of the Nordic dwarfs, Alvis is highly susceptible to sunlight. He lives in an immense cavern underneath a great hill where he spends his days in study and at work at the forge.

Priesthood Responsibilities

The priests of Alvis emulate him in all ways. His priests try to learn wisdom and knowledge. Books, scrolls, and great works of art are often sacrificed to Alvis to beautify his temples and improve his libraries. His priests are trained in the talents of *Reading and Writing*. They are *Reviewed* in the skills of *Smithery* and in the use of *One-Handed Hammer*. Alvis demands his priests obtain the Divination spell **Alvis's Insightful Phrase** at their earliest opportunity.

≥ **Associated Legend** ≤

One evening Alvis tramped up from out of the dwarven underworld to Thor's castle in order to find Thrud, Thor's daughter. In dealing with the gods in the past, Alvis had been promised Thrud's hand in marriage if he would forge weapons and treasures for the gods. Alvis decided it was time to claim his due. When he entered the castle Bilskirnir, he met a ragged looking man whom he addressed. Despite Alvis' great knowledge, he did not recognize the beggardly fellow to be Thor. Alvis' antisocial nature got the best of him and he exchanged some rather clever and aggravating insults with the thunder god.

Thor finally identified himself and swore that his daughter would never marry so foul and hideous a creature as the pale-faced Alvis. However, since Alvis apparently had a legitimate claim, Thor challenged Alvis to a scholarly contest to win his consent. Since Alvis claimed to possess all knowledge, Thor challenged Alvis that if he could answer all of his questions about anything in the world, he could have his daughter's hand in marriage. Alvis agreed.

Thor asked Alvis to state all the names for the land stretching around all the worlds. Alvis listed every one.

Thor asked Alvis to provide the names given to the sky in all lands throughout the world. Alvis easily gave Thor the names.

Thor asked Alvis to give all the names for the moon hanging in the night sky in all the lands throughout the world. Again, Alvis succeeded.

The contest continued for hours as Thor dreamed up ever more difficult questions. Alvis answered them all and grew ever more anxious as he knew he was about to win his beautiful prize. Unfortunately, as Thor was asking his last question, the first rays of sunlight broke over the horizon. Alvis faced the sun in terror as the sunlight instantly turned him into stone.

Thor smiled.

Brokk

Alignment: Neutral Lawful Neutral

Weapon: One-Handed Hammer

Holy Symbol: Needle and thread. (or Awl and leather lace)

Brokk is the brother of the dwarf Eitri. Odin and his kindred consider Brokk and his sibling to be the Nordic world's greatest smithies. With Eitri at the forge and Brokk at the bellows, the two brothers forged Thor's hammer Mjollnir, Odin's ring Draupnir, and Freyr's golden boar Gullinbusti. These treasures were completed despite Loki's interference, in large part due to Brokk's stamina.

Priesthood Responsibilities

The priests of Brokk sacrifice items deftly crafted from gold and silver. His priests are trained in the talents of *Repairing Armor* and *Weaponry Care* and are *Reviewed* in the skill of *Smithery*. In addition, his priests are *Reviewed* in wielding *One-Handed Hammer*. Brokk's priests are encouraged to improve their smithery skills by gaining the *Smithy* and *Armorer* classes. In addition, Brokk demands his priests to obtain the Ritual spell **Brokk's Dwarven Armor** as soon as they attain sufficient experience and gain the skills required to utilize it.

≥ **Associated Legend** ≤

During the crafting of Thor's hammer, the evil god Loki assumed the form of a fly and repeatedly stung Brokk on his eyelids to distract him. However, Brokk continued his steady work completely ignoring the terrible pain inflicted by the evil Shape-Shifter for most of the work. He paused only once to quickly wipe the blood and tears from his eyes. It is fortunate that his break was so short, as even this brief respite caused the handle of Thor's hammer to be crafted much shorter than originally planned.

In crafting these wonderous treasures, Brokk and his brother were acknowledged as having created the most impressive gifts to the gods. The prize for the contest was Loki's head, which Brokk promptly demanded in payment. However, as the agreed prize did not include Loki's neck, Brokk was foiled in his attempt to permanently rid himself of the evil Trickster. In frustration, Brokk had to content himself with sewing Loki's lips shut.

Eitri

Alignment: Social Neutral Neutral

Weapon: One-Handed Hammer

Holy Symbol: One-Handed Hammer

Eitri is Brokk's brother and, along with his brother, is considered the greatest smithy in the Nordic world. With his brother Brokk at the bellows, Eitri forged Thor's hammer Mjollnir, Odin's ring Draupnir, and Freyr's golden boar Gullinbusti.

Priesthood Responsibilities

Eitri demands sacrifices of finely crafted weapons. His priests are trained in the talents of *Altering Armor* and *Repairing Armor* and are *Reviewed* in *Smithery*. In addition, his priests are *Reviewed* in wielding *One-Handed Hammer*. His followers are encouraged to enhance their smithery abilities by gaining the classes *Smithy* and *Armorer*. He also requires his priests to obtain the spell **Eitri's Dwarven Weapon** as soon as they attain the skills necessary to use it.

Ivaldi

Alignment: Social Neutral Good

Weapon: Crossed Hammer and Pick

Holy Symbol: Pick

Ivaldi is considered the father of the dwarves. He is a superb smithy who employs his sons in even his greatest works. With their help, he forged Odin's spear Gungnir, Freyr's boat Skidbladnir, and Sif's golden hair.

As the father of the dwarfs, he is also regarded as their main protector and educator. Although Ivaldi is not the greatest smithy or the greatest miner, he is a master of all the dwarven arts. He has passed his knowledge and skill down to his children so that they may shape the world.

Priesthood Responsibilities

The priests of Ivaldi see their main duty as protecting the dwarven people and honor. They teach honesty and hard work as the means to prosperity and riches. Sacrifices to Ivaldi include finely crafted golden items and rare uncut gems. His priests are *Reviewed* in the skills of *Prospecting* and *Smithery*. In addition, they are *Reviewed* in the use of a single hammer and pick of their choosing. Ivaldi encourages his priests to learn the *Smithy* and *Armorer* trades. He requires his priests to obtain the Ritual spell **Ivaldi's Dwarven Shield** as soon as they attain sufficient experience and gain the skills necessary to utilize it.

The Slavonic Mythos

The Slavonic mythology is a difficult one to adequately describe. It lacks any truly unifying force since it never developed into a fully mature religion. Rather, like the ancient Druids of the Celtic mythos, the Slavonic people lived in a world filled with countless local gods and spirits. The realms of many of the Slavonic deities did not extend any further than a nearby forest. Perhaps more than any other mythology, the Slavs based their beliefs on faeries and simple folklore. Nevertheless, the religion did show some few signs of maturing. Belief in a very small number of local gods began to spread into the surrounding country. It is these somewhat amorphous deities that are described here.

Surprisingly, the peasantry did not share the beliefs held by the nobility of the Slavic regions. Likewise, the gods of the peasants were deemed too simple and crude for the Slavonic nobility to trifle with. Thus, the mythos slowly gelled into two distinct pantheons.

The Pantheon of the Slavonic Nobility

Pyerun (Perun)

Alignment: Neutral Lawful Neutral

Weapon: Lightning bolt (bow) and Two-Handed Sword.

Holy Symbol: Lightning bolt.

Pyerun is the god of war and the thunderbolt who is commonly worshipped by princes and those closely associated with them. Since the mighty oak tree commonly attracts lightning strikes from the heavens, Pyerun is also considered the god of oaks.

Pyerun is an angry, vengeful god who judges offenses to his temple with a tyrannical hand. Although he displays both good and evil tendencies depending on his mood, he always remains highly lawful. In fact, Pyerun's name is often invoked to seal oaths taken by Slavonic nobles. His punishments are never dealt randomly or without cause but are often harsh in the extreme. Many of his enemies are slain as human sacrifices. Their blood is used to fertilize the grounds of his temples.

In Slavonic art, Pyerun is depicted as a man having a silver head and a golden mustache. He rides a beautiful winged black stallion. Like the Grecian Pegasus that it resembles, Pyerun's steed flies through the air at great speed. At times, Pyerun is drawn behind in his mighty war-chariot.

Priesthood Responsibilities

Pyerun's priests are always chosen from the fiercest warriors. They must be nobility: generals and princes. If a character is not born a prince or other high noble, his only chances of obtaining priesthood in Pyerun's order are to marry into the royal family or attain the rank of *General*.

His followers do not show delight in the human sacrifices brought to the temple, but faithfully meet out the sentences lawfully given to Pyerun's enemies. Pyerun also desires sacrifices of oak sculptures to adorn his temples.

His priests are *Reviewed* in shooting *Great Bow* and in wielding *Two-Handed Swords*. In addition, Pyerun's priests are *Reviewed* in the skill of *Horsemanship*. Pyerun requires his priests to obtain the Wrath spell **Pyerun's Crackling Quiver** at their earliest opportunity. In addition, he highly encourages his priests to obtain the Nature spell **Summon Winged Horse**.

Svantovit (Strong Lord)

Alignment: Antisocial Lawful Neutral

Weapon: Bastard Sword.

Holy Symbol: Bull's horn brimming with wine.

Svantovit is the war-god of the Slavonic nobility responsible for his people's victories in battle. His larger temples commonly house a standing army containing up to three hundred armed troops ready for battle. Among these soldiers are often included a number of cavalymen, as Svantovit has a fondness for equestrian beasts. In fact, a white horse is usually stabled in all of his temples and is handled with the same reverence as the deity's holy relics.

In Slavonic art, Svantovit is portrayed as an enormous human having a head with four faces. In addition to the normal face in the front of his head, he has two additional ones on the sides of his head and one more spare at the back. In his right hand Svantovit holds a bull's horn that is filled with wine. If the coming harvest will be bountiful the horn will be brimming. In lean years his horn runs low. A huge sword hangs from his belt and he commonly holds a saddle and bridle.

Priesthood Responsibilities

Svantovit's followers continuously prepare themselves for war. His priests are *Reviewed* in wielding *Bastard Swords* and are trained in the talent of *First Aid*. They are also *Reviewed* in the skills of *Horsemanship* and *Animal Training*. His followers are expected to use their skills to train his highly prized warhorses. In addition, his priests are required to obtain the Nature spell **Svantovit's Gleaming Steed** at their earliest opportunity.

Svantovit demands one-third of any booty acquired in battle as his rightful share. His temples consider such sacrifices highly honorable and highly mandatory. Repeatedly failing to provide Svantovit his deserved reward will eventually attract his divine displeasure.

Zorya (Aurora)

Alignment: Neutral Neutral Good

Weapon: Two-Handed Sword.

Holy Symbol: Golden gate.

Zorya is a nearly unique Slavonic diety in that she appears in both the peasant and noble pantheons of the Slavic people. Zorya is a relatively gentle guardian of the gates to Dazbog's golden palace. It is she that opens the gates to allow Dazbog passage on his daily journey across the sky. Likewise, at dusk, Zorya is the goddess that closes the gates after Dazbog returns to his abode. Zorya is given the honored responsibility of tending to Dazbog's stable of horses.

When pressed into battle, Zorya wields the sword of her father, Pyerun. She wears a breastplate and helmet and rides a powerful black war-horse. A veil indicating her virginal nature covers her face.

Zorya also has the responsibility of guarding a ferocious dog that is chained to the Little Bear (Small Dipper) constellation. The world will end in terrible destruction when the massive iron chain binding the beast breaks.

Since Zorya has so many responsibilities, she is sometimes portrayed as two or three separate divinities, each named Zorya. There is Aurora of the Morning (Zorya Utrennyaya), Aurora of the Evening (Zora Vechernyaya), and Aurora of Midnight (?). To aid Zorya in her many chores, sister stars named Zvezda Dennitsa and Vechernyaya Zvezda attend her.

Priesthood Responsibilities

Zorya is the protector of all Slavonic warriors, male or female. Her priests are *Reviewed* in wielding *Two-Handed Swords* and are trained in the talent of *Non-Encumbering Movement in Breastplate Armor*. In addition, they are *Reviewed* in the skill of *Horsemanship*, which they prefer to use on the backs of proud black stallions. Zorya demands her priests to obtain the Ritual spell **Zorya's Impervious Gate** as soon as they attain the impressive level needed to invoke the magic.

The Pantheon of the Slavonic Peasantry

Byelobog (The White God)

Alignment: Social Lawful Good

Holy Symbol: Any finely crafted item of pure white may be used to symbolize Byelobog as long as it is of a peaceful and respectful nature.

Byelobog is the peasant's god of creativity, light, and beauty. He is the divine promoter of good deeds and protector of the oppressed. Provider of light and warmth, Byelobog normally resides in the heavens. Although he is sometimes viewed as a solar deity, Byelobog often walks the earth performing benevolent acts for the fortunate travelers and peasants that encounter him. He is never seen at night.

As the personification of goodness and light, Byelegog is the sworn enemy of the Black God, Chernobog.

Byelobog's specific race is unknown, but he is normally portrayed as a kindly ancient man with white hair, a white beard, white skin, and a brilliant white robe. Even Byelobog's eyes are completely white. Every aspect of this deity is of the purest nature.

Priesthood Responsibilities

The human peasantry and many of the gentler faery races worship Byelobog. Each faery race believes this somewhat mysterious deity prefers the form of their particular race.

Byelobog's followers commonly dress themselves in clean white apparel. His priests are taught to defend themselves with simple *Staves*, in which they are *Reviewed*. In addition, they are trained in the talent of *First Aid* and are *Reviewed* in the skill of *Creating Herbal Balms*. They are required to obtain the Healing spell **Byelobog's Poison Antidote** and the Miracle spell **Byelobog's Brilliant Halo** at their first opportunity.

Chernobog (The Black God)

Alignment: Antisocial Unlawful Evil

Holy Symbol: Chernobog may be symbolized by any item of darkest black. Blackened weapons are preferred.

Chernobog is the antithesis of Byelobog. While Byelobog is brilliant white, Chernobog is the darkest black. When Byelobog protects and heals, Chernobog harms. Where Byelobog blesses, Chernobog curses. While Byelobog creates, Chernobog destroys. Where Byelobog illuminates, Chernobog casts shadow.

Chernobog dwells in the dark underworld during the day to escape Byelobog's annoying glare. At night, however, he comes out to wreak as much havoc as he can before

retreating again the next morning. Few mortals that encounter the wandering deity survive. The Slavonic people curse their enemies with the phrase: "May the black god exterminate you!"

Chernobog is portrayed as a youthful but angry man having jet-black skin, black hair, and a black beard. His eyes are dark sable orbs that display no hint of compassion or mercy.

Priesthood Responsibilities

Chernobog's priests, known as the volkhvy, always dress themselves in black. Chernobog is worshipped by most of the viler and more malicious faery races. His priests are *Reviewed* in wielding *Longswords* and are well trained in the talent of *Backstabbing*. In addition, they are *Reviewed* in the skill of *Creating Toxic Poisons*. This dark deity requires his priests to obtain the Curse spells **Chernobog's Dark Aura** and **Chernobog's Potent Toxin** at their earliest opportunity.

Dazhbog (The Sun)

Alignment: Social Lawful Good

Holy Symbol: Horse-drawn chariot.

Dazhbog is the youthful and extremely handsome king of the peasant pantheon of the Slavic deities. As Svarog's son, his reign is unchallenged since he is universally regarded as his father's rightful heir.

Dazhbog lives in the East in his golden palace that is situated in an idyllic land of eternally warm weather and great abundance. In his palace is Dazhbog's beautiful throne made entirely of purple velvet and gold. Dawn, Evening, Moon, and Planets are all denizens of Dazhbog's hospitable abode. His messengers can occasionally be seen streaking through the night sky. They are the shooting stars.

Every morning, Dazhbog emerges from his estate in a wondrous two-wheeled chariot. Twelve horses with gleaming white coats and brilliant golden manes draw his diamond chariot across the heavens. These horses continually breathe flames so bright that the eyes of mortals hurt to even look upon the sight.

As Dazhbog drives his chariot every day, he emerges in the East as an extremely youthful and comely man. As the day progresses, Dazhbog continually ages at a rapid pace. As the sun sets, Dazhbog is ancient and ready to die. The world must patiently await his rebirth the following morning.

Priesthood Responsibilities

Dazhbog's priests are *Reviewed* in *Whip*, symbolizing their deity's command over his horses. In addition, they are *Reviewed* in the skill of *Horsemanship*. Dazhbog

requires all his priests to obtain the Miracle spell **Dazhbog's Heavenly Messenger** at their earliest opportunity. This deity prefers sacrifices of gold and diamonds.

Svarog (The Sky)

Alignment: Social Unlawful Neutral

Weapon: Bastard Sword and Bow

Holy Symbol: Silver lightning bolt or golden torch.

Svarog, 'The Bright One', is the Slavonic deity representing the sky itself. He is seen as the most powerful of the peasantry gods. It is Svarog who daily lights the sun's torch that is extinguished nightly by demons lurking in dark shadows. As the renewer of sunlight and the kindler of forest fires with his thundering lightning bolts, he is the paternal parent of the Sun and Fire. In fact, he is the father of all the deities in the Slavonic peasantry's pantheon. After he grew tired of ruling the universe, he betowed his creative genius and might on his children so that they could take up the burden of creation.

Priesthood Responsibilities

Svarog's followers believe that fire is a divine gift bestowed upon man by their beloved diety. His priests are taught to fire all forms of *Bows* and wield *Bastard Swords*. They are *Reviewed* in both. In addition, they are trained in the talent of *Sign Language* and are *Reviewed* in the skill of *Disarming Opponents*. Svarog requires his priests to obtain the Symbol spell **Svarog's Golden Torch** at their earliest opportunity.

Svarogich (Svarozits, Radogost)

Alignment: Social Lawful Good

Holy Symbol: Winged serpent breathing fire carved from wood.

Svarogich is the son of Svarog and is the god of fire. One of his most important responsibilities is to dry the grain harvested by the Slavonic peasants. Svarogich is sometimes portrayed as the 'Fire Serpent'. This beast is a winged dragon-like serpent that spouts fire from its enormous maw.

Svarogich's main temple is made entirely of wood and rests on animal horns. Its walls are carved with intricate carvings and its interior is decorated with many sculptures, many dressed in armor.

Priesthood Responsibilities

Svarogich's priests are *Reviewed* in wielding *Staves* and *Clubs* of all sizes. They commonly wrap the ends of these weapons with oil rags, which they ignite before combat. Although these ordinary flames are not hot

enough to deliver any real damage to opponents, the sparks they produce are believed to attract Svarogich's favor. Those priests attaining sufficient power are highly encouraged by their deity to obtain the Wrath spell **Svarogich's Fiery Serpent**.

Followers of this deity revere fire-breathing dragons as earthly manifestations of their deity. They will never kill these creatures, but are wise enough to avoid their wrath.

In addition, Svarogich's priests are trained in the talent of *Artistry*, which they are expected to use in decorating the temple. Finally, his priests are *Reviewed* in the skill of *Inspiring Loyalty*.

The Sumerian/Babylonian Mythos

The Sumerian and Babylonian mythologies make up some of the earliest recorded belief systems of mankind. As such, the legends answer questions concerning the universe and man's place in it from the viewpoint of an agricultural and herding society. In fact, the term 'Babylon' itself means literally 'Land of Wool.'

The Sumerian and Babylonian beliefs can be viewed in one of two ways. The simplest view keeps these two religions relatively distinct and separate. Another commonly accepted viewpoint blends them into a single mythology which evolved over the course of centuries from a pantheon of countless localized gods to one containing a relatively few broadly accepted deities.

Whichever perspective is taken, there is no doubt of one fact. The gods of the earlier Sumerian peoples were subsumed and incorporated into the later Babylonian religion. This process has a distinct parallel in the Greco-Roman mythology where the Romans basically carbon-copied the religious ideals of Greece. To give the Babylonians credit, they did show a little more imagination than the Romans in their adoption of ancient views. They even added a few of their own powerful deities to the ancient legends.

In order to clarify the origin of each deity, they have been placed in different pantheons. The Sumerian Pantheon, also known as the Anunnaki, corresponds to the earlier Sumerian era while the Babylonian Pantheon details the enhancements the Babylonians made to the religious system. It should be kept in mind that the later Babylonian pantheon did not abandon the earlier beliefs entirely. They merely reinterpreted the roles each deity played on the cosmic stage.

The Sumerian Pantheon

Anu (An)

Alignment: Social Lawful Neutral

Weapon: Anu wields either his might royal sceptre or his potent staff.

Holy Symbol: A tiara placed on a throne.

Anu is the god of the sky who rules the heavens. He is the king of the Sumerian gods and the protector of the pantheon when danger threatens. He is usually depicted wearing a horned headdress representing his royal leadership role. At the feet of Anu's throne are usually presented his accouterments of Sumerian nobility: the sceptre, diadem (crown), and staff of command.

Anu has an army containing a countless number of soldiers. The light of their torches can be seen in the celestial vault. They are the twinkling stars of the heavens. The Milky Way is Anu's own road across the sky and is known as 'Anu's Way'.

With Enlil's rise in popularity, Anu became a rather reclusive deity that avoids mingling in the worldly affairs of men. He never comes down to walk the land of mortals personally. While he infrequently helps mankind directly, he is well known for the aid he gives to other gods and for his influence on the fate of the universe.

Anu is the son of Anshar and Kishar and is the husband of Antu. His children are known as the Anunnaki.

Priesthood Responsibilities

Anu prefers the worship and servitude of female followers to that of males. His priestesses are *Reviewed* in wielding *Staves* and *One-Handed Maces*. In addition, they are *Reviewed* in the skill of *Navigating*. Anu demands his priests obtain the Miracle spell **Anu's Way** at their earliest opportunity. Anu demands frequent animal sacrifices from his followers who use the animal entrails for divinatory purposes.

Enki (Ea)

Alignment: Neutral Neutral Good

Holy Symbol: A goat with a fish tail.

Enki is the god of fresh (sweet) water. The whole world floats on a great body of fresh water, which the Sumerians called *Apsu*. In fact, it is from the *Apsu* that fresh water springs produce their current.

Enki is also the patron deity of wisdom and the creative arts. Carpenters, goldsmiths, metalworkers, and stonecutters especially venerate him. It was Enki that created man from clay with the help of the goddess Aruru and set him upon the earth. When Enlil became enraged with mankind and sought to utterly destroy the entire race, Enki stepped in and argued for restraint. Because of Enki's intervention, a few men were spared from a devastating flood that drowned the entire world.

Also known as the Lord of the Sacred Eye, Enki was revered as an oracular deity who granted the gift of prophecy. He presides over incantations and corrects the other gods when he sees them make a mistake. He is the husband of Ninki and the father of Nanshe and Marduk.

In art, Enki is portrayed as a man pouring water from a vase. At times, the water is shown gushing directly from his shoulders. Other works depict Enki as a goat with the tail of a great fish. His earthly abode is in the holy city of Eridu lying at the southern end of Sumer on the Persian

Gulf. This royal abode is called Ezuab, or the 'House of the Apsu'. Near his palace grows a tree named Kishkanu, which produces foliage made from the precious gold veined blue stone lapis-lazuli.

Priesthood Responsibilities

Priests of Enki are *Reviewed* in the use of *Trident* and *Harpoon* and are trained in the talents of *Swimming* and *Locating Water*. In addition, they are *Reviewed* in the skills of *Masonry* and *Pricing Uncut Gems*. Enki demands his priests obtain the Miracle spells **Enki's Aquatic Form** and **Enki's Water Jug** as well as the Ritual spell **Enki's Clay Golem** as soon as they attain sufficient experience to invoke them. Enki prefers sacrifices of precious uncut gems, especially lapis lazuli.

Enlil (Ellil, Bel)

Alignment: Antisocial Neutral Neutral

Weapon: Enlil's weapons are the hurricane with which he brings about great deluges.

Holy Symbol: Lightning bolt.

Enlil is the Sumerian god of earth and wind and the wielder of hurricanes. Personifying the terrible forces of nature, Enlil is the son of Anu (representing the heavens) and Ki (representing the earth). In fact, when he was born, it was he that separated his parents and lifted up the sky. He then took the earthly world as his domain.

To the Babylonians, he is known as Bel, meaning "Lord" and is the husband of Ninlil. To the ancient Sumerians, Enlil is the husband of Ninkhursag and the father of Nanna, the moon. With his wife's divine milk, Enlil possesses the power to anoint and nourish royalty in the mortal realm. Because of this power, the kings of mortals are merely Enlil's representatives. The kings, in turn, can justly claim a divine ancestry.

Enlil has dominion over the fates of men. It was at Enlil's command that the great deluge was sent which drowned the entire world in a tremendous flood for seven days and nights. In this flood, only the good prophet Utnapishtim and his family was spared.

Priesthood Responsibilities

Priests of Enlil are *Reviewed* in wielding *Pick-Axes*, the most valued tool of Sumerian agriculture. As Enlil rules the realms of earth and rain, his priests are *Reviewed* in the skills of *Prospecting* and *Locating Water*. Enlil requires his priests to obtain the Wrath spell **Enlil's Deluge** at their earliest opportunity. Enlil demands sacrifices of uncut gemstones and milk.

Ishtar

Alignment: Antisocial Unlawful Neutral

Weapon: Ishtar drives a chariot drawn by seven lions. From this impressive transport, she fires her bow.

Holy Symbol: An image of a woman with wide hips and ample breasts dressed in seductive clothing.

Ishtar was one of the most popular of Sumerian deities. She is the goddess of the morning and evening and is represented in the heavens by the planet Venus. To the Sumerians, Ishtar is Anu's daughter and is the goddess of love and passion. In fact, she could be considered the world's oldest promoter of the world's oldest profession. Priestesses of Ishtar are expected to enthusiastically participate in 'sacred prostitution'. Ishtar herself is the consort of the gods. When she descends to earth, 'courtesans, harlots and strumpets' accompany her. It does not take a great archeologist to explain Ishtar's popularity.

With the rise of the Babylonian mythology, Ishtar becomes the daughter of the moon god Nannar and gains more responsibilities. She becomes the 'Lady of Battles' and drives a chariot drawn by seven voracious lions. Her bow in hand, Ishtar slays her enemies without mercy. She delights in sending 'contributions' to her sister Erishkigal, queen of the Babylonian underworld.

Priesthood Responsibilities

Priests of Ishtar are *Reviewed* in wielding *Bows* and in using the skill *Animal Training*. Her priests are expected to use their abilities in training lions for use in combat. In addition, Ishtar trains her priests and priestesses in the talents of *Dancing* and *Etiquette*, which they are expected to use in acquiring donations to the temple. Of course, some "customers" demand more than a simple dance. The size of the 'contribution' will usually dictate the intensity of entertainment.

Ishtar requires her priests and priestesses to obtain the Wrath spell **Ishtar's Ferocious Lion** and the Battle spell **Ishtar's Lion Steed** at their earliest opportunity. She generally demands sacrifices of money but is quite pleased with the gift of a newborn lion-cub.

Nannar

Alignment: Social Lawful Good

Weapon: Nannar wields a crescent-shaped scimitar.

Holy Symbol: Crescent moon.

Nannar is the Sumerian moon-god who sails his heavenly boat across the sky. The ancient Sumerians believed the bright crescent moon to be the image of his divine barque. Nannar is the father of Ishtar, the planet Venus,

and Shamash, the sun. He is an old man having a long flowing beard with the deep-blue hue of lapis lazuli. On his head Nannar wears either a turban or a jeweled diadem.

Nannar is an exceedingly lawful deity who is the enemy of darkness and those lurking in the dark. He considers the illumination of the earth at night one of his most urgent tasks to foil evildoers. Nannar's most important responsibility, however, may be his job of marking time and judging the decisions and actions of the gods.

Priesthood Responsibilities

Priests of Nannar are *Reviewed* in wielding *Scimitar*. In addition, they are *Reviewed* in the skills of *Navigating* and *Interrogating*. Nannar's priests are required to obtain the Divination spell **Nannar's Turban of Vision** and the Symbol spell **Nannar's Crescent Blade** at their earliest opportunities. Nannar requests sacrifices of silver but considers the capture of a notorious thief an even greater prize.

Ninkhursag (Nintu, Ki, Ninki, Ninlil)

Alignment: Neutral Lawful Good

Holy Symbol: The uterus

Ninkhursag is the Sumerian earth-mother goddess known as the 'Lady of the Mountain'. She is the wife of Enlil and is the mother of all, even the gods. The ancient Sumerians believed her to have even given birth to the 'twins' of the earth and sky. Ninkhursag personally nourishes the kings of men with her milk.

Priesthood Responsibilities

Similar to priests of Enlil, Ninkhursag's priests are *Reviewed* in wielding *Pick-Axes*, the most valued tool of Sumerian agriculture. In addition, her priests are trained in the talent of *Gardening* and are *Reviewed* in the skill of *Creating Herbal Balms*. Ninkhursag demands her priests obtain the Miracle spell **Ninkhursag's Nourishing Milk** at their earliest opportunity.

Shamash

Alignment: Social Lawful Good

Weapon: Shamash wields an enormous sword with a serrated blade.

Holy Symbol: A humanoid figure with luminous rays bursting from the shoulders.

Shamash is the Sumerian sun-god who ventures across the sky in his golden chariot. At the beginning of every day, Shamash's minions, the scorpion-men of the east, open great doors in the mountainside to allow Shamash's chariot to pass. Shamash emerges from the mountain in his magical craft to illuminate the earth with his brilliance.

At the end of the day, Shamash approaches the mountains in the west and enters a similar passage in the mountains of the west.

At night Shamash must navigate a torturous and dangerous underground catacomb. Despite the threats, Shamash never fails to arrive back in the east in time to bring the dawn.

Shamash is viewed as a god of great courage and promoter of justice. His warmth pushes away the winter's cold and his radiance vanquishes the darkness of night. Since the sun illuminates and travels over the whole earth, Shamash sees all the evil and unlawful actions of men. Because of this, he has great divinatory powers and judges both men and gods alike.

Priesthood Responsibilities

Priests of Shamash are *Reviewed* in wielding *Two-Handed Sword*. In addition, they are *Reviewed* in the skills of *Horsemanship* and *Interrogating*. He demands his priests to obtain the Wrath spell **Shamash's Pillar of Flame** at their earliest opportunity. Shamash requests sacrifices of gold but, like his father, considers the conviction and sentencing of a criminal the greatest gift that can be obtained.

The Babylonian Pantheon

Adad (Addu, Haddad)

Alignment: Neutral Unlawful Neutral

Weapon: Adad's major weapon is the lightning bolt.

Holy Symbol: A bull or a three-pronged zig-zag lightning bolt.

Adad is the Babylonian god of storms capable of delivering both life and destruction. He summons both deadly thunder and nourishing rain. When floods threaten, Adad is the deity that must be invoked to contain them. He is the son of Asherat, Babylonian god of the seas.

Adad is also recognized for his great powers of prophecy. He is called the 'Lord of Foresight' and is often invoked to predict the bounty of next year's harvest.

Adad is generally portrayed wearing a pointed helmet adorned with horns that curve back to lie on the helmet's surface. He is completely surrounded by black storm clouds, which serve as his garments. He carries a lightning bolt in each hand. At times, Adad is depicted standing on the back of a fierce bull and carrying lightning bolts in each hand.

Priesthood Responsibilities

Adad's priests are *Reviewed* in wielding *Tridents*. In addition, they are trained in the talent of *Swimming*. Finally, his devoted priests are *Reviewed* in the skill of *Finding Traps*. This god of lightning demands his priests obtain the spell **Adad's Stormy Robe** at their earliest opportunity. Adad prefers living sacrifices of the finest bulls in the region.

Marduk

Alignment: Social Unlawful Good

Weapon: Marduk's wields a scimitar, bow, and net.

Holy Symbol: A spade (shovel).

Marduk is the oldest son of Enki who originally began his career as a simple agricultural deity and provider of fertilizing waters. As such, he was responsible for making flowers bloom and fruits ripen. After he defeated the evil dragon Tiamat, however, he was awarded an additional fifty titles and roles. He assumed all of the other gods' rights and privileges. Thus, his power became greatly expanded and his following greatly enlarged. Marduk became the supreme ruler of the Babylonian mythology.

In Babylonian art, Marduk is commonly depicted as a muscular human slaying a winged dragon. Although Marduk is a human deity, he is sometimes represented as a mushrushu. This fabulous creature has the body, serpentine neck and head of a dragon. Its foreclaws are those of a lion while its hind claws are those of a powerful eagle.

Marduk is the builder of the universe and the creator of mankind. He is the greatest healer and greatest wizard. He owns the Tablets of Fate and so guides the lives of men to his whim.

Priesthood Responsibilities

Marduk's priests are *Reviewed* in using *Scimitar*, *Net*, and *Short Bow*. In addition, they are *Reviewed* in the skill of *Raising Morale*. This courageous deity requires his priests to obtain the Battle spell **Marduk's Blade of Dragon Slaying** at their earliest opportunity.

Marduk prefers animal sacrifices and is especially pleased when his followers slay dragons. He does not allow his priests to personally dabble in the arcane arts but he encourages them to associate with others that do, especially good-aligned wizards.

≧**Associated Legend**

In the beginning of time, only Apsu (sweet waters) and Tiamat (salty waters) existed. From the intermingling of these two waters, the gods were born. However, the noisy

gods disturbed the peaceful Apsu who complained of their raucus behavior to mighty Tiamat. As a consequence, Tiamat decided to destroy the gods and restore peace. Upon hearing this dire news, the gods cowered in fear and panic. Enki called upon his son Marduk to lead the gods in the inevitable war. Marduk agreed but demanded that he be made the permanent ruler of the gods and dispenser of fate. As the gods had no alternative, they readily agreed.

Marduk went forth to confront Tiamat, who had given birth to a monstrous army of scorpion men, centaurs, and an assortment of other diabolical creatures. Wielding his terrible hurricane net, Marduk captured the great dragon. When Tiamat opened her great maw to swallow Marduk, he hurled the potent winds into her mouth. The winds were so forceful that she could not close her jaws to end Marduk's life. At this point, Marduk shot an arrow into her bloated belly, which burst from the force of the winds trapped within.

Marduk split Tiamat's body into two portions. One half he lifted up to form the heavens. The other half was left to form the earth. Tiamat's blood drained from her lifeless corpse to form the oceans.

Tiamat

Alignment: Antisocial Unlawful Evil

Weapon: Tiamat's major weapon is her terrible bite and the multitude of monsters to whom she gives birth.

Holy Symbol: Dragon.

Tiamat is the dragon-god of chaos that originally resided in the tempestuous oceans of the primordial sea. At the beginning of time, Tiamat (chaos) and her brother Apsu (order) made up the entire universe. By the intermingling of the two deities, the gods were born. Soon, however, the gods became disruptive and annoyed Apsu, who asked Tiamat to solve the problem. Tiamat was only happy to oblige and decided to annihilate the entire pantheon.

To accomplish her evil task, Tiamat gave birth to an army of monsters. This terrible force contained centaurs, dragons, fish-men, scorpion-men, sphinxes, lizards, and a wide variety of other hideous beasts. The force was without a leader, however. Tiamat gave Kingu, her husband and one of her first born, the Tablets of Fate and promoted him to the status of general.

Fortunately for mankind, Marduk was able to overthrow Tiamat and her hoarde of demons. He split Tiamat in two with an arrow and used her carcass to create the sky above and the land below.

Priesthood Responsibilities

Although few humans revere Tiamat, she is highly regarded by the races decendant from her monstrous

armies. Tiamat's priests view her overthrow as merely a temporary setback. They believe that, even though her corpse was used to fashion the world, Tiamat still lives and is just biding her time for revenge. When Marduk's guard is down, she will spring her trap, close her jaws, and devour the entire world in a single gulp. Only her devoted followers will be spared.

In contempt for Marduk's archery skills, Tiamat's priests are *Reviewed* in shooting *Short Bow*. In addition, they

are *Reviewed* in wielding *Short Swords* and are trained in the talent of *Backstabbing*. Finally, to honor the sea from which their deity arose, Tiamat's priests learn the talent of *Swimming*. Tiamat further demands her priests to obtain the Wrath spell **Tiamat's Aquatic Kindred** at their earliest opportunity.

Priest Spell Tables

Universal Spells

Universal Spell Requirements				
Spell	Mythological Restrictions	Alignments Restrictions	Component Cost (sp.)	Religious Requirements
Exorcism	--	-N	0	Piety: 8
Holy Water	--	+G	*15,000	Piety: 5
Prayer	--	--	SB	Piety: 3
Turn Undead	--	+G	0	Piety: 1

Universal Spells							
Spell	Mana Cost	Casting Time	Casting Requirements	Affected Area	Duration	Range	Luck
Exorcism	--	-N	0	Piety: 8	Perm.	Touch	Neg.
Holy Water	--	+G	*15,000	Piety: 5	Perm.	Touch	None
Prayer	--	--	SB	Piety: 3	SB	SB	SB
Turn Undead	--	+G	0	Piety: 1	SB	SB	Neg.

Battle Spells

Battle Spell Requirements				
Spell	Mythological Restrictions	Alignments Restrictions	Component Cost (sp.)	Religious Requirements
Ares's Eager Spear	Greek	--	0	Piety: 1
Artemis's Biased Quiver	Greek	--	0	Piety: 1
Athena's Shield	Greek	--	0	Piety: 3
Battle Rage	--	--	0	Piety: 5
Caliope's Bardic Tale	Greek	--	0	Piety: 4
Charm of Accuracy	--	--	*50	Piety: 3
Charm of Defense	--	--	*250	Piety: 2
Charm of Quickness	--	--	*10	Piety: 1
Cursed Trumpet	--	--	*500	Piety: 4
Dagda's Club	Celtic	--	0	Piety: 3
Esus's Bloody Carnage	Celtic	+E	0	Piety: 6
Forseti's Golden Axe	Nordic	-AUE	0	Piety: 2
Fortitude	--	--	0	Piety: 1
Freyr's Gamboling Sword	Nordic	--	0	Piety: 3
Glen Eitli's Spiked Iron Balls	Celtic	+E	0	Piety: 2
Heightened Agility	--	--	0	Piety: 2
Invulnerability	--	--	*250	Piety: 3
Ishtar's Lion Steed	Babyl/ Sumer	--	0	Piety: 5
Marduk's Blade of Dragon Slaying	Babyl/ Sumer	-E	0	Piety: 8
Protection from Normal Missiles	--	--	0	Piety: 2
Strength	--	--	0	Piety: 1
Thor's Thundering Hammer	Nordic	--	0	Piety: 3
Trumpet of Doom	Nordic	--	2500	Piety: 12
Tyr's Unflinching Courage	Nordic	--	0	Piety: 1

Battle Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Duration	Range	Luck
Ares's Eager Spear	1	3	VGM	1 Spear	2T+1/L	Touch	N/A
Artemis's Biased Quiver	1	5 mins.	VGM	1 Arrow/L	SB	Touch	None
Athena's Shield	3	10	VM	1 Shield	1/2 H/L	Touch	None
Battle Rage	5	12	VG	Caster	2T/L	0'	N/A
Caliope's Bardic Tale	4	5 mins.	V	1 Individual/L	1/2 H/L	Hearing	N/A
Charm of Accuracy	3	8	VGM	1 Weapon	2T/L	Touch	N/A
Charm of Defense	2	9	VGM	1 Weapon	2T/L	Touch	N/A
Charm of Quickness	1	6	VM	1 Creature	3T+1/L	Touch	N/A
Cursed Trumpet	4	12	VGM	SB	1T/L	Hearing	Neg.
Dagda's Club	3	8	VGM	1 Club	5T+1T/L	Touch	N/A
Esus's Bloody Carnage	6	24	VM	Caster	10M/L	0'	N/A
Forseti's Golden Axe	2	10	VM	1 Axe	2 T/L	Touch	None
Fortitude	1	8	V	1 Creature	10M/L	Touch	N/A
Freyr's Gamboling Sword	3	5	GM	1 Sword	2T/L	Touch	N/A
Glen Eitli's Spiked Iron Balls	2	5	V	1 Ball&Chain	5T+1T/L	Touch	None
Heightened Agility	2	6	VG	1 Creature	1T/L	Touch	N/A
Invulnerability	3	11	VGM	Caster	2T/L	0'	N/A
Ishtar's Lion Steed	5	3	VG	1 Lion	1H/L	Touch	N/A
Marduk's Blade of Dragon Slaying	8	9	V	1 Weapon	5T+1T/L	Touch	None
Protection from Normal Missiles	2	6	VG	1 Creature	1T/L	Touch	N/A
Strength	1	8	VG	1 Creature	2T/L	Touch	N/A
Thor's Thundering Hammer	3	2	VGM	1 Hammer	2T/L	Touch	N/A
Trumpet of Doom	12	1M	VGM	SB	1T/L	Hearing	Neg.
Tyr's Unflinching Courage	1	5	VG	1 Creature	5M/L	Touch	None

Curse Spells

Curse Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Age	--	+E	0	Piety: 6
Babble	--	+E	0	Piety: 3
Bres's Disfiguring Boils	Celtic	+E	*10	Piety: 1
Chernobog's Dark Aura	Slavonic	+E	0	Piety: 1
Chernobog's Potent Toxin	Slavonic	+E	0	Piety: 5
Curse of the Mummy	Egyptian	+E	5,000	Piety: 9
Delay Curse	--	+E	5,000	Piety: 7
Diamond of Despair	--	+E	*100,000	Piety: 12
Dithering	--	+E	0	Piety: 4
Double Vision	--*	+E	0	Piety: 1
Enmity	--	+E	0	Piety: 1
Essence Ebb	--	+E	0	Piety: 1

Curse Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Frailty	--	+E	0	Piety: 5
Freyja's Golden Necklace	Nordic	-G	500	Piety: 7
Gorgon's Gaze	Greek	+AE	*250	Piety: 13
Hel's Dagger of Famine	Nordic	+E	0	Piety: 2
Jinx	--	+E	0	Piety: 5
Llyr's Stutter	Celtic	-G	0	Piety: 2
Morrigan's Malaise	Celtic	-G	0	Piety: 2
Possession	--	+E	0	Piety: 8
Rot	--	+E	0	Piety: 6
Seven Deadly Sins	Greek	+E	0	Piety: 1
Strike Blind	--	+E	0	Piety: 4
Touch of Death	--	+E	0	Piety: 14
Unavoidable Target	--	+E	0	Piety: 4
Zealot's Plea	--	+E	0	Piety: 10

Curse Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Age	6	7	V	1 Creature	Perm.	80'	Neg.
Babble	3	10	V	1 Creature	Perm.	50'	Neg.
Bres's Disfuguring Boils	1	8	VGM	1 Creature	2 Days/L.	60'	Neg.
Chernobog's Dark Aura	1	3	V	Caster	Perm.	0'	None
Chernobog's Potent Toxin	5	5 mins.	VGM	1 Vial	Perm.	Touch	SB
Curse of the Mummy	9	14	VGM	SB	SB	Touch	SB
Delay Curse	7	1H	VGM	1 Curse	SB	Touch	N/A
Diamond of Despair	12	1H	VGM	SB	Perm.	Touch	N/A
Dithering	4	11	VG	1 Creature	Perm.	Touch	Neg.
Double Vision	1	11	VG	1 Creature	Perm.	40'	Neg.
Enmity	1	11	VG	1 Creature	Perm.	80'	Neg.
Essence Ebb	1	5	VG	1 Creature	Perm.	Touch	None
Frailty	5	10	VG	1 Creature	Perm.	50'	Neg.
Freyja's Golden Necklace	7	10	VGM	SB	2T/L	50'	Neg.
Gorgon's Gaze	13	13	GM	SB	SB	Sight	Neg.
Hel's Dagger of Famine	2	8	VM	1 Dagger	5T+1T/L	Touch	None
Jinx	5	8	VG	SB	Perm.	100'	Neg.
Llyr's Stutter	2	8	VG	1 Creature	Perm.	50'	Neg.
Morrigan's Malaise	2	7	VG	1 Creature	2T/L	80'	Neg.
Possession	8	10	VG	1 Creature	SB	Touch	Neg.
Rot	6	8	VG	1 Creature	Perm.	60'	Neg.
Seven Deadly Sins	1	8	V	1 Individual	Perm.	60'	Neg.
Strike Blind	4	9	VG	1 Creature	Perm.	40'	Neg.
Touch of Death	14	10	VG	1 Creature	SB	Touch	None
Unavoidable Target	4	10	VG	1 Creature	Perm.	50'	Neg.
Zealot's Plea	10	20 mins.	V	1 Creature	Perm.	SB	Neg.

Divination Spells

Divination Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Alvis's Insightful Phrase	Nordic	--	50	Piety: 2
Atone	--	--	0	Piety: 1
Atone	--	--	0	Piety: 3
Bastet's Cat Eyes	Egyptian	--	*500	Piety: 1
Clairvoyance	--	--	0	Piety: 3
Commune	--	--	30,000	Piety: 11
Death Perception	--	--	0	Piety: 3
Divine Guidance	--	--	*10	Piety: 5
Divine Sight	--	--	0	Piety: 3
Empathy	--	-AE	0	Piety: 1
Foresight	--	--	0	Piety: 8
Heightened Perception	--	--	0	Piety: 1
Hera's Peacock Feathers	Greek	--	*20	Piety: 4
Magic Sight	--	--	0	Piety: 1
Mimir's Farseeing Reflection	Nordic	--	0	Piety: 8
Nannar's Turban of Vision	Babyl/Sumer	--	*50,000	Piety: 8
Odin's Premonition of Battle	Nordic	--	500	Piety: 6
Reveal Foes	--	--	0	Piety: 3
Reveal Illusion	--	--	0	Piety: 2
Reveal Invisibility	--	--	0	Piety: 1
Reveal Lie	--	--	0	Piety: 1
Sapphire of the Seraphim	--	--	75,000	Piety: 12
Urania's Precognition of Luck	Greek	-E	500	Piety: 6

Divination Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Alvis's Insightful Phrase	2	1M	VM	1 Item	Inst.	Touch	None
Atone	1	1M	V	1 Individual	Inst.	Touch	None
Augury	3	1M	VGM	Caster	Inst.	0'	None
Bastet's Cat Eyes	1	5	VM	Caster	1/2 H/L	0'	N/A
Clairvoyance	3	2M	VG	Caster	1T/L	10'/L	None
Commune	11	1H	VGM	Caster	SB	0'	None
Death Perception	1	7	VG	Caster	1H/L	10'/L	None
Divine Guidance	5	8	VGM	Caster	10M/L	1mile/L	None
Divine Sight	3	10	VG	Caster	2T+1T/2L	0'	None
Empathy	1	9	VG	Caster	1/2 T/L	80'	None
Foresight	8	1M	VGM	Caster	Inst.	0'	None
Heightened Perception	1	3	V	1 Creature	5T+1T/L	Touch	N/A
Hera's Peacock Feathers	4	1M	VGM	SB	1/2 H/L	Touch	N/A
Magic Sight	1	6	VG	Caster	1T/L	Sight	None
Mimir's Farseeing Reflection	8	1M	VGM	SB	1 H/L	None	SB
Nannar's Turban of Vision	8	12H	VM	1 Turban	Perm.	Touch	N/A
Odin's Premonition of Battle	6	10M	VGM	1 Creature	SB	None	N/A

Divination Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Reveal Foes	3	10	VG	Caster	1T/L	100 yards	None
Reveal Illusion	2	3	VG	Caster	5M/L	0'	None
Reveal Invisibility	2	4	G	Caster	1T/L	80'	None
Reveal Lie	1	10	V	Caster	1M/L	Hearing	None
Sapphire of the Seraphim	12	10H	V	1 Sapphire	Perm.	Touch	N/A
Urania's Precognition of Luck	6	10M	VGM	1 Creature	SB	Touch	N/A

Healing Spells

Healing Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Apogean Rejuvenescence	Greek/Babyl/Sumer	+G	0	Piety: 7
Byelobog's Poison Antidote	Slavonic	+G	100	Piety: 5
Chiron's Arrow of Healing	Greek	+G	0	Piety: 5
Diancecht's Healing Spring	Celtic	+G	0	Piety: 6
Horus' Cippus	Egyptian	+G	10,000	Piety: 8
Idun's Golden Apple	Nordic	+G	500	Piety: 6
Lay on Hands	--	-E	0	Piety: 1
Mend Bone	--	+G	0	Piety: 2
Neutralize Poison	--	-E	0	Piety: 1
Panacea	--	+G	0	Piety: 3
Plea of Salvation	--	+G	0	Piety: 3
Restore Blood	--	-E	1	Piety: 1
Restore Limb	--	+G	0	Piety: 8
Restore Mobility	--	-E	0	Piety: 4
Restore Sanity	--	+G	0	Piety: 5
Restore Sight	--	+G	0	Piety: 2
Saving Grace	--	+G	0	Piety: 5
Vim and Vigor	--	-E	0	Piety: 1

Healing Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Apogean Rejuvenescence	7	11	VG	1 Creature	Perm.	Touch	None
Byelobog's Poison Antidote	5	1H	VGM	1 Vial	Perm.	Touch	N/A
Chiron's Arrow of Healing	5	5M	VGM	1 Arrow	Perm.	Touch	N/A
Diancecht's Healing Spring	6	5M	VGM	10' Diameter	1H	Touch	N/A
Horus' Cippus	8	6H	VGM	SB	Perm.	Touch	N/A
Idun's Golden Apple	6	10M	VGM	1 Apple	SB	Touch	N/A
Lay on Hands	1	7	G	1 Creature	Perm.	Touch	N/A
Mend Bone	2	6M	VG	1 Bone	Perm.	Touch	N/A
Neutralize Poison	1	8	VG	1 Creature	Perm.	Touch	Neg.(SB)
Panacea	3	12M	VG	1 Creature	Perm.	Touch	Neg.(SB)
Plea of Salvation	3	3	V	Caster	Perm.	0'	N/A

Healing Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Restore Blood	1	10	VGM	1 Creature	Perm.	Touch	N/A
Restore Limb	8	8M	VGM	1 Limb	Perm.	Touch	N/A
Restore Mobility	4	9	VG	1 Creature	Perm.	Touch	Neg.(SB)
Restore Sanity	5	24H	V	1 Creature	Perm.	Touch	Neg.(SB)
Restore Sight	2	12	VG	1 Creature	Perm.	Touch	Neg.(SB)
Saving Grace	5	10	VG	1 Creature	SB	Touch	None
Vim and Vigor	1	12	VG	1 Creature	1 Day / 2L	Touch	None

Miracle Spells

Miracle Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Anu's Way	Babyl/Sumer	--	0	Piety: 12
Aphrodite's Dazzling Smile	Greek	--	0	Piety: 3
Balder's Beauty	Nordic	--	0	Piety: 1
Brilliant Aura	--	--	0	Piety: 1
Byelobog's Brilliant Halo	Slavonic	+G	0	Piety: 1
Clio's Chronicles	Greek	--	0	Piety: 6
Dana's Faery Knoll	Celtic	-E	0	Piety: 8
Dazhbog's Heavenly Messenger	Slavonic	-E	0	Piety: 4
Dionysus's Drunken Stupor	Greek	--	0	Piety: 2
Enki's Aquatic Form	Babyl/Sumer	--	0	Piety: 3
Enki's Water Jug	Babyl/Sumer	--	*5,000	Piety: 7
Erato's Arrow of Love	Greek	--	0	Piety: 4
Euterpe's Soothing Melody	Greek	--	0	Piety: 9
Fenris's Upper Hand	Nordic	--	0	Piety: 2
Fleet Foot	--	--	0	Piety: 2
Glide	--	--	0	Piety: 1
Godspeed	--	--	0	Piety: 4
Govannon's Beer	Celtic	--	500	Piety: 3
Heimdall's Rainbow Bridge	Nordic	--	0	Piety: 5
Hephaestos's Fiery Hammer	Greek	--	0	Piety: 3
Immunity to Flame	--	--	0	Piety: 5
Lift Curse	--	+G	0	Piety: 5
Lludd's Silver Hand	Celtic	-E	100	Piety: 5
Loki's Tiny Disguise	Nordic	--	0	Piety: 6
Nereid's Shell	Greek	--	*5	Piety: 3
Ninkhursag's Nourishing Milk	Egyptian	--	200	Piety: 4
Nut's Heavenly Gown	Egyptian	-E	*500	Piety: 5
Osiris's Sandy Sea	Egyptian	--	0	Piety: 4
Part Water	--	-E	0	Piety: 5
Pearl of Piety	--	--	125,000	Piety: 12
Poseidon's Trident	Greek	--	0	Piety: 3
Ra's Golden Barque	Egyptian	--	0	Piety: 8

Miracle Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Siren's Song	Celtic/Greek/Slavonic	--	0	Piety: 4
Spectral Wonder	--	--	0	Piety: 1
Stick to Serpent	Egyptian/Babyl/Sumer	--	0	Piety: 6
Terpsicore's Graceful Dance	Greek	--	0	Piety: 1
Tongues	--	--	0	Piety: 1
Walk on Water	--	--	0	Piety: 2
Weight of Transgressions	--	-AUE*	50	Piety: 5
Wing Foot	Celtic/Greek	--	*50	Piety: 4
Wings of Isis	Egyptian	--	0	Piety: 4

Miracle Spells							
Spell	Mana Cost	Cast Time	Cast Req.	Affect. Area	Dur.	Range	Luck
Anu's Way	12	1/2 H	V	1 Creature/L	1 Day/L	Touch	N/A
Aphrodite's Dazzling Smile	3	2	VG	SB	2T+1/L	100'	N/A
Balder's Beauty	1	5	G	Caster	1H/L	0'	N/A
Brilliant Aura	1	8	V	Caster	2T+1/L	0'	None
Byelobog's Brilliant Halo	1	3	V	Caster	1M/L	0'	None
Clio's Chronicles	6	10	VG	1 Scroll	10M/L	0'	None
Dana's Faery Knoll	8	10	V	SB	1 Day/2L	100'	N/A
Dazhbog's Heavenly Messenger	4	1M	V	SB	SB	100 Mi/L	N/A
Dionysus's Drunken Stupor	2	8	GM	1 Creature	5T+1/L	60'	Negates
Enki's Aquatic Form	3	5	VG	1 Humanoid	1 Day/L	Touch	N/A
Enki's Water Jug	7	1H	VGM	1 Jug	Perm.	Touch	N/A
Erato's Arrow of Love	4	1M	VGM	1 Arrow	SB	Touch	Neg.
Euterpe's Soothing Melody	9	12	VGM	SB	1T/L	Hearing	Neg.
Fenris's Upper Hand	2	2	G	Caster	Inst.	Touch	Neg.
Fleet Foot	2	4	VG	Caster	1T/L	0'	N/A
Glide	1	1	V	Caster	SB	0'	N/A
Godspeed	4	5M	VG	1 Creature	1H/2L	Touch	N/A
Govannon's Beer	3	5M	VGM	1 Mug of Beer	SB	Touch	N/A
Heimdall's Rainbow Bridge	5	3	G	SB	5M/L	Touch	N/A
Hephaestos's Fiery Hammer	3	8	VGM	1 Hammer	1T/L	Touch	None
Immunity to Flame	5	1M	V	1 Creature	1T/L	Touch	N/A
Lift Curse	5	11	VG	1 Curse	Perm.	Touch	Neg.(SB)
Lludd's Silver Hand	5	5	VGM	SB	1M/L	100 feet	N/A
Loki's Tiny Disguise	6	5	G	Caster	1M/L	0'	N/A
Nereids' Shell	3	4	GM	1 Shell	1H/L	Touch	N/A
Ninkhursag's Nourishing Milk	4	1/2 H	G	1 Vial	SB	Touch	N/A
Nut's Heavenly Gown	5	8	VGM	Caster	2T/L	0'	N/A
Osiris's Sandy Sea	4	8	VGM	SB	2H/L	Touch	N/A
Part Water	5	9	VG	SB	5M/L	80'	N/A
Pearl of Piety	12	9H	VGM	1 Pearl	Perm.	Touch	N/A
Poseidon's Trident	3	4	GM	1 Trident	1H/L	Touch	N/A
Ra's Golden Barque	8	12	V	SB	SB	0'	N/A

Miracle Spells							
Spell	Mana Cost	Cast Time	Cast Req.	Affect. Area	Dur.	Range	Luck
Siren's Song	4	2	V	SB	1T/L	Hearing	Neg.
Spectral Wonder	1	11	VG	SB	1T/L	Sight	Neg.
Stick to Serpent	6	11	VGM	1 Stick	2T/L	Touch	N/A
Terpsicore's Graceful Dance	1	10	G	Caster	1H/L	0'	N/A
Tongues	1	6	V	SB	5M/L	SB	N/A
Walk on Water	2	6	G	Caster	1M/L	0'	N/A
Weight of Transgressions	5	8	VGM	1 Creature	SB	80'	Neg.
Wing Foot	6	11	GM	Caster	1T/L	0'	N/A
Wings of Isis	8	3	G	Caster	5M/L	0'	N/A

Nature Spells

Nature Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Amaethon's Arboreal Army	Celtic	--	0	Piety: 4
Animal Charm	--	--	0	Piety: 3
Call of the Wild	--	--	0	Piety: 5
Calm Storm	--	--	0	Piety: 10
Cernunnos' Stag Antlers	Celtic	--	0	Piety: 3
Commune with Nature	--	-E	0	Piety: 10
Cornucopia	--*	-E	*20	Piety: 1
Creeping Vines	--	--	1	Piety: 1
Demeter's Wintery Sorrow	Greek	--	1	Piety: 5
Epona's Wild Herd	Celtic	--	0	Piety: 4
Force of Ages	--	--	1	Piety: 6
Frigg's Feathered Shawl	Nordic	--	*200	Piety: 8
Geb's Potent Balm	Egyptian	--	20	Piety: 1
Holly Grove	Celtic	--	1	Piety: 5
Impassable Forest	--	--	0	Piety: 4
Njord's Fair Winds	Nordic	--	1,000	Piety: 7
Pan's Pipes of Panic	Greek	--	*500	Piety: 4
Rays of Dawn	--	-E	*500	Piety: 3
Sebek's Beloved Pet	Egyptian	--	*1,000	Piety: 4
Stinging Swarm	--	--	0	Piety: 4
Summon Winged Horse	Greek/Slavonic	--	0	Piety: 7
Svantovit's Gleaming Steed	Slavonic	--	*50	Piety: 5
Tempest	--	--	0	Piety: 12
Thunderclap	--	--	0	Piety: 1
Transformation	--	--	0	Piety: 3

Nature Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Amaethon's Arboreal Army	4	8	VG	1 Tree/L	1T/L	60 feet	N/A
Animal Charm	3	24	VG	SB	Perm.	Touch	SB

Call of the Wild	5	12	V	SB	1H/L	SB	N/A
Calm Storm	10	4M	VG	20 mile rad.	1H/L	0'	Neg.(SB)
Cernunnos' Stag Antlers	3	1	G	Caster	1M/L	0'	N/A
Commune with Nature	10	5M	V	SB	1H/L	0'	N/A
Cornucopia	1	3M	VGM	SB	Perm.	Touch	N/A
Creeping Vines	1	8	GM	SB	Perm.	Touch	N/A
Demeter's Wintery Sorrow	5	10	GM	20' rad.	1T/L	80'	SB
Epona's Wild Herd	4	2	VG	1 Horse/2L	1 Day/L	SB	N/A
Force of Ages	6	12	VGM	SB	SB	Touch	None
Frigg's Feathered Shawl	10	SB	VGM	1 Cloak	SB	Touch	N/A
Geb's Potent Balm	1	1M	VGM	1 Balm	SB	Touch	N/A
Holly Grove	5	1H	VGM	5'rad./L	1 Month/L	Touch	N/A
Impassable Forest	4	5	VG	60 yard rad.	1M/L	100 yards	SB
Njord's Fair Winds	7	1M	VGM	200 foot rad.	1 Day/3L	Touch	N/A
Pan's Pipes of Panic	4	10	GM	SB	1d6T+1T/2L	80'	Neg.
Rays of Dawn	3	9	VGM	SB	1T	0'	SB
Sebek's Beloved Pet	4	3	VGM	1 Croc.	2T/L	Touch	N/A
Stinging Swarm	4	10	VG	10' rad.	1T/L	90'	1/2
Summon Winged Horse	9	3	V	1 Horse	1Day/2L	None	N/A
Svantovit's Gleaming Steed	5	3	VM	1 Horse	1Day/2L	None	N/A
Tempest	12	25M	VG	20 mile rad.	5M/L	0'	None
Thunderclap	1	1	G	SB	SB	Hearing	SB
Transformation	3	2	VG	Caster	2T+2T/L	0'	N/A

Ritual Spells

Ritual Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Anubis's Black Guardian	Egyptian	+L	6,000	Piety: 10
Bran's Black Cauldron	Celtic	+E	SB	Piety: 7
Brokk's Dwarven Armor	Nordic	--	SB	Piety: 9 (SB)
Consecrated Relic	--	--	SB	Piety: 7
Eitri's Dwarven Weapon	Nordic	--	SB	Piety: 9 (SB)
Enki's Clay Golem	Babyl/Sumer	--	SB	Piety: 9
Hade's Vigilant Guard	Greek	--	2,000	Piety: 6
Ivaldi's Dwarven Shield	Nordic	--	SB	Piety: 7 (SB)
Manawydan's Tower of Bones	Celtic	-L +E	150,000 + SB	Piety: 13
Oreades' Echoing Grotto	Greek	--	0	Piety: 8
Rusalka Retinue	Slavonic	+E	SB	Piety: 7
Shabti Minion	Egyptian	--	SB	Piety: 5
Venerated Relic	--	--	SB	Piety: 11
Vodyany Vassal	Slavonic	+E	SB	Piety: 7
Zorya's Impervious Gate	Slavonic	--	250,000	Piety: 15

Ritual Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Anubis's Black Guardian	10+SB	2H	VGM	1 Statue	Perm.	Touch	N/A
Bran's Black Cauldron	7+SB	1H	VGM	1 Body	Perm.	Touch	None
Brokk's Dwarven Armor	9+SB	1Day	VGM	1 Armor Piece	Perm.	Touch	N/A
Consecrated Relic	7+SB	1H	VGM	1 Relic	Perm.	Touch	N/A
Eitri's Dwarven Weapon	9+SB	1Day	VGM	1 Weapon	Perm.	Touch	N/A
Enki's Clay Golem	9+SB	1Day	VGM	1 Golem	Perm.	Touch	N/A
Hade's Vigilant Guard	6+SB	1H	VGM	1 Passage	SB	0'	N/A
Ivaldi's Dwarven Shield	7+SB	1Day	VGM	1 Shield	Perm.	Touch	N/A
Manawydan's Tower of Bones	13+SB	8H	VGM	1 Tower	Perm.	Touch	None
Oreades' Echoing Grotto	8+SB	1H	V	SB	Perm.	Touch	SB
Rusalka Retinue	7+SB	1H	VGM	1 Body	Perm.	Touch	None
Shabti Minion	5+SB	1H	VGM	1 Statue	Perm.	Touch	N/A
Venerated Relic	11+SB	2H	VGM	1 Relic	Perm.	Touch	N/A
Vodyany Vassal	7+SB	1H	VGM	1 Body	Perm.	Touch	None
Zorya's Impervious Gate	15+SB	1Month	VGM	1 Tower	Perm.	Touch	None

Symbol Spells

Symbol Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Caduceus	Greek	+G	100,000	Piety: 12
Egyptian Ankh	Egyptian	+G	15,000	Piety: 8
Khepri's Scarab	Egyptian	+G	25,000	Piety: 10
Melpomene's Mask of Tragedy	Greek	--	*1,000	Piety: 4
Nannar's Crescent Blade	Babyl/Sumer	-U	*25,000	Piety: 9
Osiris's Royal Crook	Egyptian	+L	*10,000	Piety: 12
Ptah's Divine Staff	Egyptian	+G	*100,000	Piety: 13
Rune of Caen	Nordic	--	10,000	Piety: 9
Rune of Feoh	Nordic	--	20,000	Piety: 9
Rune of Os	Nordic	--	10,000	Piety: 8
Rune of Rad	Nordic	--	5,000	Piety: 6
Rune of Thoru	Nordic	--	15,000	Piety: 12
Rune of Ur	Nordic	--	10,000	Piety: 10
Set's Was Sceptre	Egyptian	+E	100,000	Piety: 13
Svarog's Golden Torch	Slavonic	--	10,000	Piety: 12
Thalia's Mask of Comedy	Greek	--	*1,000	Piety: 4
Toth's Rosetta Stone	Egyptian	--	0	Piety: 4

Symbol Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Caduceus	12	5 Days	VGM	1 Caduceus	Perm.	Touch	N/A
Egyptian Ankh	8	24H	VGM	1 Ankh	Perm.	Touch	N/A
Khepri's Scarab	10	8H	VGM	1 Scarab	Perm.	Touch	N/A
Melpomene's Mask of Tragedy	4	5	GM	SB	Perm.	60'	Neg.

Symbol Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Nannar's Crescent Blade	9	10H	VG	1 Crescent Blade	Perm.	Touch	N/A
Osiris's Royal Crook	12	5H	VGM	1 Crook	Perm.	Touch	N/A
Ptah's Divine Staff	13	12H	VGM	1 Staff	Perm.	Touch	N/A
Rune of Caen (Perception)	9	10M	GM	1 Rune	Perm.	Touch	N/A
Rune of Feoh (Luck)	9	10M	GM	1 Rune	Perm.	Touch	N/A
Rune of Os (Charisma)	8	10M	GM	1 Rune	Perm.	Touch	N/A
Rune of Rad (Speed)	6	10M	GM	1 Rune	Perm.	Touch	N/A
Rune of Thoru (DT)	12	10M	GM	1 Rune	Perm.	Touch	N/A
Rune of Ur (Physical Strength)	10	10M	GM	1 Rune	Perm.	Touch	N/A
Set's Was Sceptre	13	10H	VGM	1 Sceptre	Perm.	Touch	N/A
Svarog's Golden Torch	12	24H	VGM	1 Torch	Perm.	Touch	N/A
Thalia's Mask of Comedy	4	5	GM	SB	1T/L	60'	Neg.
Thoth's Rosetta Stone	4	20M	VGM	SB	Perm.	Touch	N/A

Wrath Spells

Wrath Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Adad's Stormy Robe	Babyl/Sumer	--	0	Piety: 3
Amun's Battering Ram	Egyptian	--	0	Piety: 3
Balor's Wicked Eye	Celtic	+E	0	Piety: 5
Earthquake	--	--	0	Piety: 12
Enlil's Deluge	Babyl/Sumer	--	0	Piety: 10
Fire and Brimstone	--	--	0	Piety: 8
Fissure	--	--	0	Piety: 13
Flame Tongue	--	--	0	Piety: 1
Flaming Retribution	--	--	0	Piety: 4
Hell Fire	--	--	0	Piety: 3
Ishtar's Ferocious Lion	Babyl/Sumer	--	0	Piety: 2
Jormungand's Serpentine Form	Nordic	+E	0	Piety: 10
Lingering Retribution	--	--	50	Piety: 8
Locust Plague	--	-G	0	Piety: 10
Pyeron's Crackling Quiver	Slavonic	-G	*5,000	Piety: 5
Saint Elmo's Fire	--	--	1	Piety: 1
Scorching Metal	--	--	*10	Piety: 1
Searing Blast	--	--	0	Piety: 3
Shamash's Pillar of Flame	Babyl/Sumer	--	0	Piety: 11
Svarogich's Fiery Serpent	Slavonic	--	*30	Piety: 6
Taranis's Thundering Wheels	Celtic	+E	*1,000	Piety: 4
Thunderbolt	--	--	0	Piety: 4
Tiamat's Aquatic Kindred	Babyl/Sumer	+E	25,000	Piety: 13

Wrath Spell Requirements				
Spell	Mythological Restrictions	Alignment Restrictions	Component Cost (sp.)	Religious Requirements
Zeus's Heavenly Bolts	Greek	--	0	Piety: 5

Wrath Spells							
Spell	Mana Cost	Cast. Time	Cast. Req.	Affect. Area	Dur.	Range	Luck
Adad's Stormy Robe	3	4	VG	Caster	2T+1T/L	0'	SB
Amun's Battering Ram	3	3M	VM	1 Staff	SB	Touch	None
Balor's Wicked Eye	5	9	V	SB	1T/2L	80'	1/2
Earthquake	12	1M	VG	20 Yard rad.	1T	100 yards	SB
Enlil's Deluge	10	2H	VG	1/2 Mi. rad/L	1Day/3L	0'	None
Fire and Brimstone	8	12	VG	20' rad.	1T/L	90'	SB
Fissure	13	12	VG	SB	1T	80'	SB
Flame Tongue	1	8	VG	SB	1H/L	Touch	None
Flaming Retribution	4	11	VG	5' rad.	Inst.	50'	1/2
Hell Fire	3	10	VG	1 Creature	1T/L	60'	Neg.
Ishtar's Ferocious Lion	2	8	VG	1 Lion	1T/L	50'	None
Jormungand's Serpentine Form	10	2	G	Caster	5M/L	0'	N/A
Lingering Retribution	8	10	VGM	30' rad.	SB	0'	1/2
Locust Plague	10	27M	VG	SB	2T/L	1 mile	None
Pyeron's Crackling Quiver	5	10	VGM	SB	5M	0'	None
St. Elmo's Fire	1	5	GM	Caster	5T+1T/L	0'	None
Scorching Metal	1	8	VM	SB	1T/2L	40'	Neg.
Searing Blast	3	4	VG	SB	Inst.	60'	SB
Shamash's Pillar of Flame	11	12	VG	5' rad./L	1T/L	200'	1/2
Svarogich's Fiery Serpent	6	8	GM	SB	2T/L	Touch	N/A
Taranis's Thundering Wheels	4	11	VGM	SB	1T/L	80'	1/2
Thunderbolt	4	10	VG	SB	Inst.	90'	1/2
Tiamat's Aquatic Kindred	13	15	VGM	1 Sea Serpent	1M/L	None.	None
Zeus's Heavenly Bolts	5	4	VG	SB	5M	40 yards.	None

Priest Spells

In all religious spells, the spellcasters are referred to simply as priests. A priest is basically any character possessing the skill of *Piety*. Any such character may obtain a religious spell provided it follows the dictates of his god and he satisfies all of the requirements specified in the spell description. Of course, he can use the spell only by expending the appropriate number of mana points.

Universal Religious Spells

All of the spells in the **Universal Religious Spells** section are available to all priests. They represent the basic powers common to the priests of all historical mythologies. Once any priest attains a sufficient level in *Piety* to cast these spells, they may be used when needed. These spells do not require the spellcaster to choose them as one of their few 'selected' spells.

Like all religious spells, the universal spells require an appropriate mana cost and many possess alignment restrictions. They have a definite, intentional bias toward the side of good. Every religion in history promotes its gods as the creators and protectors of mankind. These spells simply reflect that tendency.

Exorcism

Alignment Restrictions

The caster cannot have a *Neutral* alignment.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: One spirit possessing an area or a living body. Thus, a haunted house may be rid of a ghost or a small child may be purged of a demonic possession.

Casting Time: 1 hour

Duration: Permanent. The host may be re-possessed in the future as normal but is completely safe from an expelled spirit for a period of one day.

Range: Touch

Casting Req.: Verbal.

Luck: The targeted spirit is entitled to a *Luck Roll* with *Willpower Adjustments* to maintain possession of its host.

Spell Description

Exorcism is the act of casting demons, devils, and evil spirits from the body of a possessed person or location. In the invocation of the spell, the priest's powers exert great pressure on the spirit.

Good aligned priests bestow blessings upon the host to bolster his will and thereby regain control. Spirits exorcised by *Good* aligned priests suffer a penalty of -2 on their *Luck Rolls*.

Evil priests curse the demon itself with torturous sensations. Unfortunately, demons are extremely well acclimated to pain. Their entire existence often revolves around the concept of suffering, so driving them out in this manner is not easy. If an evil priest performs the exorcism, the possessing spirit gains a bonus of +2 on its *Luck Roll*.

If the spirit fails its *Luck Roll*, it immediately vacates the host's body (or region). It cannot attempt to re-enter the area or to re-possess the abandoned host for at least 24 hours. Any other available host, however, is fair game.

Holy Water

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The spell blesses one vial of pure fresh water. The area covered by the sprinkled water will vary depending on how it is used. See the spell description for details.

Casting Time: 5 minutes

Duration: The spell charms the water with magical powers that remain potent until used.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The incantations and rituals required in the holy water's production vary from mythology to mythology. However, the requirements basically consist of chants and prayers. In addition, the caster must possess a basin of exceptional quality in which to place the water during the ceremony. It must have a value of no less than 15,000 silver pieces. The basin is unaffected by the spell.

Luck: Once the water touches the intended target, it is entitled to no *Luck Roll*. However, a *Luck Roll* with *Agility Adjustments* is allowed to avoid the water altogether if it

is splashed or sprinkled in an area. See the spell description for details. All *Luck Rolls* are made against a *Luck Threshold* of 15 plus 1 per *Piety* level of the caster. Success indicates the target avoids all contact with the water.

Spell Description

Throughout the ages, water has held a special place in virtually all religions. It is universally recognized as the “giver of life” and “nourisher of the forests.” As such, it is invariably held as a force for good. Fresh water springs and hot springs were seen as miraculous curatives for a variety of ailments. Even the Babylonians, who viewed the salty sea distrustfully and personified it with the evil dragon Tiamat gave special reverence to fresh water, which they named the “Apsu.”

Holy Water enchants a vial of water (equivalent to 1/4 pint) with an aura of goodness and blessing. Although **Holy Water** has absolutely no effect on living creatures, it is a potent force against evil spirits and undead creatures. If such a creature comes in contact with holy water, it may sustain tremendous damage. The water’s power, however, is far different from that of acid or flame. It works simply by blessing everything it contacts. Such a blessing is of no consequence to an evil knight but proves devastating to a demon or zombie.

When an evil spirit or undead creature comes in contact with holy water, it is given an immediate vision of friendship, love, companionship, and loyalty. In other words, it is shown the consequences of goodness. Such a creature cannot help but be weakened in its evil convictions by the experience.

Note that the quantity of holy water that strikes an evil spirit is of no concern. The light touch of a single drop has the same blessing effect as if the creature were doused in holy water. A single vial that is lightly sprinkled over a large area may affect a number of spirits and ghouls. Conversely, using more than a single vial of holy water against a creature has no added affect on any given turn of combat. Of course, a second vial may be used to good effect on subsequent turns.

Any evil spirit or undead creature touched by holy water sustains damage. The amount of damage delivered depends on the quality of the holy water and the conviction of the possessor. If the priest who blessed the water uses it, the holy water delivers damage equal to 2d12 plus 2 per *Piety* level of the caster. If used by another priest of *Good* alignment, the water delivers damage of 1d12 plus 1 per *Piety* level of the caster. Finally, if used by anyone else, the water delivers a mere 1d12 damage. Although the water has no acidic effect, welts and boils will appear where the blessed liquid touches the targetted creature’s skin.

The area covered by the water depends on how it is used:

If the charmed water is used in a sprinkling device, the liquid will spray out in a cone 20 feet long having a 10 foot base diameter. Any creature in the area is entitled to a *Luck Roll* with *Agility Adjustments*. Success indicates the target avoids the effects.

If thrown in a vial, the water will produce a splash having a radius of 5 feet. Any creature caught in the area gets a *Luck Roll* with *Agility Adjustments* to avoid the effects.

If merely shaken directly from the vial, a small quantity of water will spray to a distance of 5 feet and affect only a single creature. The targeted creature is entitled to a *Luck Roll* with *Agility Adjustments* to avoid the effects. Four such sprinkles can be obtained from a single vial and each sprinkle requires a mere two seconds (of course, multiple sprinkles in a given turn on a given creature will have no additional effect).

Some mace-like weapons, commonly known as holy water sprinklers, are designed to splash a quantity of liquid when delivering a blow. Any creature struck directly by one of these weapons loses its *Luck Roll* to avoid the splash. Unfortunately, any liquid delivered in this fashion affects only a single targeted creature and consumes half a vial on every blow. Such weapons have a limited capacity (1 or 2 vials at the most).

Each vial of water so charmed must be treated as a magic item when considering the *Willpower* limitations of its possessor. Once used, the water loses all of its magical power.

Prayer

Alignment Restrictions

Any **Prayer** out of line with the deity’s basic beliefs may bring the full wrath of the god on the priest. In any case, the prayer will automatically go unanswered and the priest may have mana withheld for an indeterminate period.

Religious Requirements

Piety: 3

(A priest will not be granted a religious spell via a **Prayer** whose *Piety* level requirements are not at least 2 levels lower than the priest’s own *Piety* level. If a mage spell is requested, the prayer will be granted only if the highest level Arcane Lore Requirement is at least 2 levels lower than the priest’s *Piety* level.)

Statistics

Mana Cost: The minimum required mana expenditure equals 2 plus the *Mana Cost* of the spell requested. If the requested miracle most closely matches a mage spell, 1 mana point must be spent for every four points of *Stress Factor*. If the requested miracle does not duplicate the effects of any spell that has been detailed elsewhere in this game, the Overlord must use his own judgment on an appropriate *Mana Cost* (without indicating to the player his decision).

Affected Area: A **Prayer** may affect any area deemed appropriate by the Overlord. Usually, the spellcaster will pray for a specific spell. In that case, simply use the *Affected Area* specified by that spell.

Casting Time: A **Prayer** takes only as much time to cast as it takes to specify verbally what miracle is desired.

Duration: A **Prayer's** duration is limited only by the Overlord's judgment. When a player requests a specific spell, use the duration specified in its description.

Range: The range of a **Prayer** is essentially unlimited, provided the caster expends an appropriate amount of Mana points in the request. When a specific spell is requested and received, use the range given by the spell's description.

Casting Req.: Verbal, Material. To obtain his deity's grace, a priest must make a sacrifice. If a magical spell is requested, the sacrifice must have a value exceeding all material components normally needed to cast the spell. If circumstances prevent making an immediate sacrifice, the priest may promise to sacrifice double the amount as soon as possible. Woe be unto he that lies or forgets! If he requests a service not detailed in a spell, the priest must use his judgment about the value of a proper sacrifice. If the Overlord believes the sacrifice insufficient, the favor is denied.

Luck: The allowable *Luck Rolls* for a given prayer are highly variable, depending on the miracle requested. The Overlord must decide who is entitled to a *Luck Roll* and what adjustments apply to it. For prayers requesting a specific spell, simply use the *Luck Roll* requirements given in the spell description. Note that requests for miracles allowing no *Luck Roll* for the target where he would normally be entitled to one are usually ignored. If a given spell could have reasonably been made to allow no *Luck Roll*, its creator would undoubtedly have done so in the first place.

Spell Description

Prayer is not a normal spell. Rather, it is a divine request from a priest to his deity. With **Prayer**, the caster can ask his deity to grant him special favor. The favor may be a magical spell or other reasonable request. Any spellcaster overusing **Prayer** finds himself ignored. His **Prayers** remain unanswered and he may lose mana for a month or longer!

To determine if the deity grants the **Prayer**, the Overlord must make a *Success Roll*. Allow the caster a basic *Success Bonus* equal to his *Piety* level. If the priest wishes to raise his chances of success, he may expend additional mana points. Every additional mana point sacrificed gives an additional +1 adjustment on the *Success Bonus*.

The *Success Threshold* the *Success Roll* must overcome depends greatly on the requested task. The table below lists some examples to help the Overlord in determining appropriate *Success Thresholds*:

Threshold	Requested Task
20	Religious spell in category emphasized by the deity.
25	Religious spell out of emphasized categories of the deity but not against basic dictates.
25*	Non-religious spell following the basic dictates of the deity.

* Add to this basic value a number equal to the highest area level in the *Arcane Lore* from which the spell is taken. For example, a Cleric requests the spell **Dancing Blade**. To cast this spell, a mage must have 1st level in the *Arcane Lore* of *Wind*. Thus, the *Success Threshold* must be raised by 1.

If successful, the **Prayer** works at a *Piety* level equal to the caster's *Piety* level.

EXAMPLE 1: A Cleric of Thor having 9th level in *Piety* prays for the mage spell **Protection from Electricity** to be cast upon himself. Since the material component is a 6 foot length of silver (or gold) wire, he sacrifices 40 silver pieces believing this sufficient (it is). Since **Protection from Electricity** has a *Stress Factor* of 5, the Cleric must spend a minimum of 2 additional mana points above the normal base of 2 (for a total of 4).

At this point, he has a *Success Bonus* of +9 since he is 9th level in *Piety*. He knows that he must overcome a high *Success Threshold*. Specifically, he must beat a *Success Threshold* of $25 + 8 = 33$. The threshold arises from the fact that **Protection from Electricity** requires 8th level in the lore areas of *Rain* and *Water*. Before rolling the dice, he decides to improve his chances and expends another 5 mana points. He has spent a total of 9 mana points, the maximum he can spend on a single

spell at 9th *Piety* level. He now has a total *Success Bonus* of +14. The Overlord rolls a 21 on the thirty-sided die and adds the *Success Bonus* of +14 to obtain a total of 35. Since this exceeds the *Success Threshold* of 33, the cleric gains his request.

EXAMPLE 2: A priest of Odin prays for his deity to mend the broken bone of a fallen comrade. He makes no sacrifice since **Mend Bone** requires none. He expends 5 mana points since **Mend Bone** has a *Mana Cost* of 3. Since Nordic religious philosophy centers very much around facing battle bravely and suffering though adversity without complaint, Odin decides to be offended. A flashing bolt of electricity explodes from the sky in a great clap of thunder striking his unthoughtful follower. Only a few ashes remain.

EXAMPLE 3: The Cleric of Thor, thankful he had prayed for **Protection from Electricity**, begins to pray in his ashen comrade's stead on their mutual friend's behalf. He asks that Thor end his the agony brought about by his comrade's broken bone be ended. Thor drains all of the remaining mana from his follower. Meanwhile, a huge hammer crashes through the clouds down upon the helpless dolt with the broken leg. Two slowly fading chuckles reverberate from above.

Sanctify

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One 10 foot by 10 foot square per *Piety* level of the caster. If a building with multiple stories is sanctified, each level must be blessed individually.

Casting Time: 10 minutes

Duration: Permanent, although the blessing may be purposefully negated. See the spell description for details.

Range: Touch

Casting Req.: Verbal.

Luck: Not applicable.

Spell Description

Sanctify blesses an area to a deity's use so that supernatural spirits opposed to the deity cannot enter. For the **Sanctify** to work, the area (and all areas surrounding it for at least 100 yards) must be completely free of any such spirits to begin with and cannot have been used by an opposing deity in the recent past. Thus, a priest of Hades could not simply walk into a temple of

Athena and quietly sanctify it for the glory of Hades. Similarly, a priestess of Dana would find sanctifying a haunted castle of little use until the castle itself was rid of ghosts and ghouls.

The supernatural entities kept at bay by this spell include elementals, demons, devils, angels, and all forms of undead (whether corporeal or no). Note that the spell does not provide protection against non-spiritual hazards, even if they are wielded by spiritual beings. Thus, a lich is perfectly free to torch a sanctified temple with a scorching spray of magical fire as long as the lich personally remains out of the sanctified area. For this reason, the grounds immediately surrounding a temple are often sanctified as well. Of course, those spirits supporting the deity's cause may enter the area without difficulty.

Sanctification can be purposefully negated by any living person simply by entering and defiling the area. In so doing, each 10 foot by 10 foot square must be individually defiled. For example, a good deity's temple could be defiled by urinating on the floor, unjustly murdering an innocent and scattering his entrails, or by performing other dark rituals. Defiling an evil deity's temple can also be easily accomplished by such acts as sprinkling holy water or the blood of an animal sacrificed to a good deity, peaceful meditation, or a merciful or cheritable act.

Turn Undead

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One undead creature

Casting Time: 1

Duration: The undead must flee for 2 turns per *Piety* level of the caster. Thereafter, the undead must make a *Luck Roll* or be unable to return until the next sunset. All effects of the turning are negated if the caster attacks the turned creature.

Range: See Below

Casting Req.: Verbal, Gestural, Material. The caster must forcefully present his holy symbol and command the targeted undead creature to leave.

Luck: Negates. The undead is entitled a *Luck Roll* with *Willpower Adjustments*.

Spell Description

Turn Undead instills the “fear of god” into unholy creatures of the night. What late-night horror movie watcher can forget the terror in Dracula’s face when confronted with a holy cross? The same kind of fear is felt by any undead when confronted by a pious spellcaster since the main emphasis of religion deals with the issue of life after death. The proffered holy symbol reminds the undead that they have cheated fate and will pay dearly for their transgressions in the end. This fear forces the targeted creature to flee in panic.

Battle Spells

Ares's Eager Spear

Mythological Restrictions

The caster must be a priest of the Greek mythos. Priests of Ares gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One spear.

Casting Time: 3

Duration: 2 turns + 1 turn per Piety level

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must hold the spear he wishes to charm.

Luck: Not applicable

Spell Description

This spell charms a spear to have a thirst for combat. If the caster throws the spear at a target, it will instantly return to the his hand after it strikes a blow or lands on the ground. In addition, the spear always delivers an additional 1d6 damage on every blow, whether it was thrown or held in combat. This added damage may be absorbed as normal by armored opponents.

Artemis's Biased Quiver

Mythological Restrictions

The caster must be a priest of the Greek mythos. Priests of Artemis gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One arrow per Piety level.

Casting Time: 5 minutes

Duration: The arrows remain charmed until fired.

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a number of arrows to hold the charm.

Luck: None

Spell Description

This spell charms a number of arrows to seek out Artemis's favorite prey. If one of the arrows is shot at a creature of the male sex, the archer gains a bonus of +1 on his *Attack Roll* and delivers an addition 1d6 damage if he strikes. The extra damage may be absorbed by armor as normal.

Until the entire group of arrows charmed by a single casting of **Artemis's Biased Quiver** are used, they must be treated as a magic item when considering *Willpower* limitations.

Athena's Shield

Mythological Restrictions

The caster must be a priest of the Greek mythos. Priests of Athena gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One shield.

Casting Time: 10

Duration: 1/2 hour per Piety level.

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell, the caster must possess a shield on which to place the charm.

Luck: None

Spell Description

This spell enchants a shield with a protective charm. When wielded, the shield gains an additional bonus on its *Parrying* ability. The bonus has a value equal to +1 per 3 Piety levels of the caster. Note that this bonus does not necessarily provide the shield's wielder with an increase to his *Defense* equal to the magical bonus (or any increase at all, for that matter). In effect, the bonus will only have an affect if the shield's *Parry* is raised above that of the weapon being wielded in the opposing hand. (see **Using Shields** and **Using Magical Shields** in the **Advanced Combat Rules** of *The Grimoire of Game Rules* for complete details).

Battle Rage**Religious Requirements****Piety:** 5**Statistics****Mana Cost:** 5**Affected Area:** Caster**Casting Time:** 12**Duration:** 2 turns per *Piety* level**Range:** 0'

Casting Req.: Verbal, Gestural. The caster may invoke the spell on himself while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while casting.

Luck: Not applicable**Spell Description**

Battle Rage instills in the caster the anger of his god toward his chosen foe. While the spell is in effect, the caster cannot invoke any other spells. He must continue fighting until all enemies die.

The rage increases the caster's fighting prowess above that of most mortal men. He gains one extra attack with his major weapon in every turn of the spell's duration. In addition, the caster's *Physical Strength* increases by 1 point per 4 *Piety* levels.

Caliopé's Bardic Tale**Mythological Restrictions**

The caster must be a priest of the Greek mythos. Priests of Caliope gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements**Piety:** 4**Statistics****Mana Cost:** 4**Affected Area:** One individual per *Piety* level.**Casting Time:** 5 minutes**Duration:** 1/2 hour per *Piety* level

Range: The spell must be invoked within easy hearing of all involved.

Casting Req.: Verbal.**Luck:** Not applicable**Spell Description**

"**Caliopé's Bardic Tale**, my friends, tells a tale of a fateful trip. Often starting from a tropic port aboard a tiny ship. The mate is a mighty sailor man; the skipper brave and sure. They start their journey thinking it a three hour tour. A three hour tour."

...Or something like that. You'll get better at remembering it as you gain levels in *Piety*.

When invoked, this spell provides those listening with a powerful sense of confidence that they can overcome any odds. This gives all involved a bonus of +1 per 2 *Piety* levels against the effects of fear, weakness, and exhaustion for the duration of the spell.

Charm of Accuracy**Religious Requirements****Piety:** 3**Statistics****Mana Cost:** 3**Affected Area:** One weapon**Casting Time:** 8**Duration:** 2 turns per *Piety* level**Range:** Touch

Casting Req.: Verbal, Gestural, Material. The charm requires the caster to sketch his holy symbol on the charmed weapon with a gold tipped quill. The spell leaves the quill undamaged.

Luck: Not applicable**Spell Description**

Casting this spell on a weapon improves its accuracy in hitting opponents. It gives the wielder an additional +1 on his *Attack Bonus* for every 3 *Piety* levels.

Charm of Defense**Religious Requirements****Piety:** 2**Statistics****Mana Cost:** 2**Affected Area:** One weapon (or shield)**Casting Time:** 9**Duration:** 2 turns per *Piety* level of the caster**Range:** Touch

Casting Req.: Verbal, Gestural, Material. To work this charm, the caster must inscribe his holy symbol on the weapon with a platinum tipped quill. The spell leaves the quill undamaged.

If the caster prepares the required inscription in advance on his own weapon, he may invoke the spell while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while casting.

Luck: Not applicable

Spell Description

This spell increases the parry of weapons and shields. Allow one additional parry bonus for every three *Piety* levels of the caster. Of course, this spell bestows no power to parry non-parryable weapons, such as arrows.

Note that, when used on a shield, this bonus does not necessarily provide the shield's wielder with an increase to his *Defense* equal to the magical bonus (or any increase at all, for that matter). In effect, the bonus will only have an affect if the shield's *Parry* is raised above that of the weapon being wielded in the opposing hand. (see **Using Shields** and **Using Magical Shields** in the **Advanced Combat Rules of *The Grimoire of Game Rules*** for complete details). Of course, similar rules apply if a character wields two weapons simultaneously (see **Wielding Two Weapons Simultaneously** for details).

Charm of Quickness

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 6

Duration: 3 turns + 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal, Material. The spell recipient must wear a small, silver holy symbol that the spell leaves unharmed.

The caster may invoke the spell on himself while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while casting.

Luck: Not applicable

Spell Description

This spell quickens the recipient in taking advantage of openings presented in hand to hand combat. He gains a bonus of 1 for every 3 *Piety* levels on the *Recovery Times* for all Hand-Held, Polearm and wielded Entrapment weapons used in melee. It gives no advantage to those using range weapons or casting spells.

Cursed Trumpet

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: Any creature hearing the blaring note of the horn that recognizes the caster as its enemy.

Casting Time: 12

Duration: 1 turn per *Piety* level

Range: Hearing

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must sound a silver trumpet having a value exceeding 500 silver pieces. The horn is unharmed by the casting.

Luck: Negates. Allow each creature a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects completely.

Spell Description

To invoke **Cursed Trumpet**, the caster blows a resounding note on a war trumpet. Any creature hearing this note that recognizes the caster as an enemy trembles in fear. This trembling and shaking lowers its *Attack Bonus* by 1 point per 3 *Piety* levels of the caster. This penalty is not cumulative if recast.

Dagda's Club

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Dagda gain an additional +1 on their *Piety* level when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One club

Casting Time: 8

Duration: 5 turns + 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must touch the club to be enchanted.

Luck: Not Applicable.

Spell Description

When this spell is cast on a normal wooden club, its size greatly increases. In fact, the weapon's length may actually double! Nevertheless, the weight, balance, and technical skills needed to wield the weapon do not change in the slightest. It may be skillfully handled by any creature capable of wielding the original weapon. When the weapon strikes, it delivers an additional 1d6 damage per 3 Piety levels on every blow! Thus, at 3rd Piety level, the weapon delivers an additional 1d6. At 6th Piety level it delivers an additional 2d6. At 9th Piety level it strikes for an additional 3d6, etc.

Esus's Bloody Carnage

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Esus gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: The caster while wielding an axe.

Casting Time: 24

Duration: 10 minutes per Piety level

Range: 0'

Casting Req.: Verbal, Material. The caster must wield an axe in combat to gain the benefits of the spell.

Luck: Not Applicable.

Spell Description

When this spell is invoked, the caster gains an unholy glee in mayhem and death. Any living creature directly slain by the caster's axe gives him a surge of dark energy which raises his *Physical Strength* by 1 point for the duration of the spell. The more blood he spills, the greater his drive and thirst for battle. This effect has the potential of raising his *Physical Strength* a maximum of 3 points per Piety level.

The magic of the spell does not affect the caster's *Damage Tolerance* but does increase his *Speed* accordingly.

Forseti's Golden Axe

Alignment Restrictions

The caster cannot be *Antisocial*, *Unlawful*, or *Evil*.

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Forseti gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One axe. The powers of the spell are effective only if the caster himself wields the weapon.

Casting Time: 10

Duration: 2 turns per Piety level

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell, the caster must touch the axe to be enchanted. The caster may invoke this spell while he participates in active combat. So, while the spell requires a full turn to invoke, he loses no attacks during the casting and does not suffer the normal *Defense* penalties for spellcasting in combat.

Luck: None.

Spell Description

This spell transforms the axe wielded by the caster into a glittering golden weapon of justice. The weapon behaves as any normal axe of its kind until it touches a creature of *Antisocial*, *Unlawful*, or *Evil* alignment. In such a case, the following effects are felt:

If the axe's wielder is *Social* and the struck creature is *Antisocial*, the axe delivers an additional 1d6 damage.

If the axe's wielder is *Lawful* and the struck creature is *Unlawful*, the axe delivers an additional 1d6 damage.

If the axe's wielder is *Good* and the struck creature is *Evil*, the axe delivers an additional 1d6 damage.

Thus, if the caster is *Social Lawful Good* and he strikes an *Antisocial Unlawful Evil* creature, the axe will deliver an additional 3d6 damage on every blow.

Note that the spell does not bestow on the axe's owner any ability to actually wield the weapon properly. It is up to the weapon's owner to properly prepare himself for battle through vigorous training with the weapon.

Fortitude

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 8

Duration: 10 minutes per *Piety* level

Range: Touch

Casting Req.: Verbal. The caster may invoke the spell on himself while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while chanting.

Luck: Not applicable

Spell Description

Fortitude allows a person's body to ignore its wounded state. Regardless of damage sustained, a character may fight, run, or perform any other action until killed. Thus, a Wizard could cast spells after falling below zero *Damage Tolerance*. A Second Story Man could run away from police after a long fall that would normally leave him unconscious.

Freyr's Gamboling Sword

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Freyr gain an additional bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: A single sword.

Casting Time: 5

Duration: Up to 2 turns per *Piety* level. The spell duration ends if the weapon ever travels more than 20 feet from the caster.

Range: Touch. The sword will venture no more than 20 feet away from the caster.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess the weapon to be charmed. Once the spell is invoked, the caster loses control over the weapon's actions.

Luck: Not Applicable.

Spell Description

This spell enchants the caster's sword to spring into action with apparent vigor. It will dance through the air and attack any creature that threatens the caster with physical harm. Once the spell is invoked, the caster has no control over the sword. It will always fight in an aggressive manner but will stop short of slaying fallen enemies. If numerous enemies encroach upon the caster, the weapon will attack a random target on every blow.

Although any type of sword may be so charmed, the blade has a *Combat Level* and *Attack Bonus* equal to the caster's when wielding the weapon. The bobbing scimitar has a maximum *Speed* of 70 and will always follow the caster wherever he leads. However, if the caster ever outruns the sword by more than the spell's maximum range, it will fall lifeless to the ground.

Glen Eitli's Spiked Iron Balls

Alignment Restrictions

The caster must be *Evil*. In addition, no *Good* individual would knowingly wield a weapon cursed with this spell.

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Glen Eitli gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One ball and chain weapon.

Casting Time: 8

Duration: 5 turns + 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal. To invoke this spell, the caster must touch the weapon to be enchanted.

Luck: None.

Spell Description

When this spell is cast on any ball and chain weapon, its blows become acidic. Any blow delivered by the weapon inflicts an amount of additional acid damage equal to 1d4 per 3 *Piety* levels of the caster. Of course, creatures which are immune to acid damage are unaffected by this spell. The enchantment has no other ill effects on the target but makes the wielder irritable. After all, spikes would make anyone teste.

Heightened Agility**Religious Requirements**

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature

Casting Time: 9

Duration: 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural. The caster may invoke the spell on himself while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while chanting.

Luck: Not applicable

Spell Description

This spell raises the affected creature's *Agility* by 1 point per 3 *Piety* levels of the caster. Successive castings are not cumulative.

Invulnerability**Religious Requirements**

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 11

Duration: 2 turns per *Piety* level

Range: 0'

Casting Req.: Verbal, Gestural, Material. This spell requires the caster to wear a silver helmet inscribed with his holy symbol. Its value must exceed 250 silver pieces. The spell leaves the helm unharmed.

Luck: Not applicable

Spell Description

This spell provides a magical protection similar in affect to normal armor. The caster gains one point of absorption for every 2 *Piety* levels of the caster. Unlike armor, this magical protection does not encumber the caster. Also, **Invulnerability** may absorb the full force of a blow. The caster does not necessarily take a minimum of one point of damage for every blow.

Of course, the spell does not work in conjunction with armor, so if the spell recipient is wearing such protection the largest Absorption rating is used. It does have the advantage of being able to lower the damage of a blow to zero (rather than the normal minimum of 1).

Ishtar's Lion Steed**Mythological Restrictions**

The caster must be a priest of the Sumerian / Babylonian mythos. Priests of Ishtar gain an additional bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: A single lion. In actuality, the spell can affect any large cat (e.g. panther, jaguar, mountain lion, cheeta, etc.)

Casting Time: 3

Duration: 1 hour per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural.

Luck: Not Applicable.

Spell Description

This spell enlarges and strengthens a large feline to serve as the caster's steed. The damage inflicted by each of the creature's attacks is enhanced by 1d8 per blow. In addition, the targetted cat temporarily gains a bonus to its *Damage Tolerance* equal to 1d10 per *Piety* level. This added DT acts as a magical barrier that must be overcome before the lion sustains even a single point of real damage. At the end of the spell duration, if this barrier has not been completely breached, the feline emerges without a scratch.

The spell cannot conjure a beast to act as the caster's steed. Neither does it give the caster any form of control over the feline that he did not already possess. In fact, it

is quite unwise to invoke this spell on any cat that does not already view the caster as its master.

The cat's size enlarges so that its shoulders stand at about the height of a normal riding horse's. While enlarged, its *Speed* increases by 5 points per Piety level of the caster. Its strength is also raised so that it can carry a load of up to 400 pounds. Unfortunately, any load of over 250 pounds cuts the cat's *Speed* in half. Any cat that is friendly to the caster will allow him to climb onto its back and ride. The feline acts as a superb war steed but serves nobody other than the caster in this manner.

Marduk's Blade of Dragon Slaying

Alignment Restrictions

The caster cannot be *Evil*.

Mythological Restrictions

The caster must be a priest of the Sumerian / Babylonian Mythos. Priests of Marduk gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: One bladed weapon (sword, axe, arrow, etc.).

Casting Time: 9

Duration: 5 turns + 1 turn per Piety level

Range: Touch

Casting Req.: Verbal. To invoke this spell, the caster must touch the weapon to be enchanted. If he enchants his own weapon, he may invoke the spell while participating in combat without the penalties associated with spellcasting in battle.

Luck: None.

Spell Description

This spell enchants a bladed weapon to become the bane of dragonkind. The weapon will cut through the toughest dragon scales with ease. In fact, no dragon has the advantage of its protective skin against a weapon charmed with **Marduk's Blade of Dragon Slaying**. Any blow delivered by the weapon automatically foregoes the *Absorption* capabilities of such armor. Even armor worn by a humanoid that is fashioned from dragon's skin is vulnerable to this charm.

Protection from Normal Missiles

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature

Casting Time: 6

Duration: 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Not applicable

Spell Description

This spell causes normal missiles to bounce off of the recipient as though his skin were metal. Each missile hitting him causes 1 point of damage plus *Physical Strength Damage* adjustments. This spell does not affect magical missiles such as the Mage spell **Fire Dart**.

Strength

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 8

Duration: 2 turns per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural. The caster may invoke the spell on himself while he actively participates in combat. No penalties for spellcasting in combat are applied in this case. In fact, he may actually attack with his weapon while chanting.

Luck: Not applicable

Spell Description

This spell bestows unnatural strength upon the recipient. It temporarily raises his *Physical Strength* by one point per 3 *Piety* levels of the caster. Multiple castings are not cumulative.

Thor's Thundering Hammer

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Thor gain an additional bonus of +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: The caster and a single hammer.

Casting Time: 2

Duration: 2 turns per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess the weapon to be charmed.

Luck: Not Applicable.

Spell Description

This spell charms a hammer with abilities similar to Thor's own weapon. It also endows the caster with the ability to throw the hammer, provided he is physically strong enough to wield it normally as a hand held weapon. His *Attack Bonus* with the weapon equals his *Attack Bonus* when wielding it normally. Thus, for medium and large hammers, it equals his *Hand-Held* level with the weapon plus *Vigour* adjustments (aiming so heavy a weapon has far more to do with strength than with dextrous fingers). When the hammer strikes any target, it produces a crash of thunder and a shower of electrical sparks. Like any range weapon, though, *Physical Strength* damage adjustments are halved.

The target sustains an additional 1 point of electrical damage per *Piety* level on every blow (whether the hammer is thrown or not). When tossed at an opponent from a range, the weapon will strike with its pyrotechnic display and return to the thrower's hand via a gentle tumbling arc. It has an effective range of 25 yards and a *Firing Rate* equal to the weapon's normal *Recovery Time*. Thus, small hammers can be thrown much more often than heavy ones.

During its relatively ponderous return trip to the caster's hands after a throw, the hammer may be intercepted. To do so, the itchy-fingered individual must make an *Attribute Check* versus his *Manual Dexterity* against a *Threshold* equal to 5 plus half the caster's *Piety* level. Success indicates he has grabbed it. However, anyone

touching the crackling weapon will automatically sustain electrical damage from lightning bolts dancing across his body (to the tune of 1 point per *Piety* level of the caster every turn). As soon as the hammer is dropped, it will resume its homeward course.

Trumpet of Doom

Mythological Restrictions

The caster must be a priest of the Norse mythos.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: **Trumpet of Doom** affects any creature within hearing distance that recognizes the caster as an enemy.

Casting Time: 1 minute

Duration: 1 turn per *Piety* level

Range: Hearing

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must blow a resounding note on a gilded ram's horn engraved with his holy symbol. The trumpet must have a value exceeding 2500 silver pieces. The magically augmented note destroys the trumpet with its reverberations.

Luck: Negates. Allow each creature a *Luck Roll* with *Willpower Adjustments* to avoid the spell's awesome effects. The *Luck Threshold* that must be overcome equals 15 plus 1 per 2 *Piety* levels of the caster.

Spell Description

Any enemy of the caster sounding a **Trumpet of Doom** quakes at the awesome power of his deity. Anyone hearing this note attacks his comrades in a desperate attempt to appease the angered god.

Tyr's Unflinching Courage

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Tyr gain an additional bonus of +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature.

Casting Time: 5

Duration: 5 minutes per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural. The caster may invoke the spell while participating in battle (or running after a comrade) without the usual penalties for spellcasting in combat.

Luck: None. If invoked on a previously frightened creature, the caster must make a *Success Roll* with *Willpower Adjustments*.

Spell Description

This spell gives the target a total immunity to fear and panic, whether magically induced or otherwise. If cast on an already panicked creature, the caster must make a *Success Roll* with *Willpower Adjustments* against a *Success Threshold* equal to 15 plus the level of the offending magic. Success indicates the spell placates the target's fright. Of course, he will probably first have to catch up with the fleeing ally. (This could prove quite difficult without a good pair of sneakers as the priest does not have the benefit of an adreneline rush.)

Keep in mind that magically frightened spellcasters will normally be unable to invoke spells. So, while the spell is an absolute preventative to fear, an already panicked priest will be unable to invoke the spell on himself or anyone else.

Curse Spells

Age

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One creature

Casting Time: 7

Duration: Permanent. The effects last until the curse is somehow lifted.

Range: 80 feet

Casting Req.: Verbal

Luck: Negates. Allow the targeted creature a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Spell Description

This spell dramatically ages the target. The targeted creature's *Physical Strength*, *Stamina*, *Agility*, and *Perception* all drop by one point per four *Piety* levels of the caster. (No attribute will fall below -2 through the use of this spell). *Damage Tolerance*, *Speed*, *Coordination*, etc. are proportionately altered. Multiple castings are not cumulative.

Babble

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One creature

Casting Time: 10

Duration: Permanent

Range: 50 feet

Casting Req.: Verbal

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This curse causes an individual to babble incoherently even though he believes himself to be speaking normally. Any spellcaster affected by **Babble** must make a *Luck Roll* with *Willpower Adjustments* every time he attempts to cast a spell having a *Verbal* component. Failure indicates the spell is ruined due to his babbling speech. Of course, the caster loses no stress or mana if the spell fails.

Bres's Disfiguring Boils

Alignment Restrictions

The caster must have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Bres gain a bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 8

Duration: The spell progresses for a number of days equal to twice the *Piety* level of the caster. If the curse is somehow lifted, the scarring stops. The *Comeliness* points already lost, however, are not recovered.

Range: 60 feet

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must wear a hideously distorted mask.

Luck: Negates. Allow a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Spell Description

By creating boils, cysts, and festering wounds, this curse permanently scars the target's face. As the wounds inflame and the scars accumulate, the target's appearance slowly deteriorates. He loses one point from his *Comeliness* for every full week of the spell's progression.

Chernobog's Dark Aura

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Chernobog gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster.

Casting Time: 3

Duration: 1 minute per Piety level

Range: 0'

Casting Req.: Verbal

Luck: None

Spell Description

Chernobog's Dark Aura creates a dark gloomy haze emanating from the caster's body. Any creature within 10 feet of the caster having a *Good* alignment automatically sustains 1d6 damage per turn. The damage will be felt only as a general weakening which is regained at a rate of 1 point per hour of rest. Though it may render a foe unconscious, the damage inflicted by the aura cannot kill.

Despite its dark aspects, the haze does not mask the caster's identity or hinder his sight in any way.

Chernobog's Potent Toxin

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Chernobog gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One vial of a toxic poison.

Casting Time: 5 minutes

Duration: The charm remains potent on the dose until used. The poison itself will not deteriorate.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The caster must possess a dose of a poisonous toxin on which to place the charm.

Luck: The magic automatically enhances the toxin. If the target's *Luck Roll* against the poison succeeds, he sustains half damage.

Spell Description

Chernobog's Potent Toxin enhances the effectiveness of a single dose of a poisonous *Toxin*. The amount of internal damage delivered by the poison is increased by 1d6 per Piety level of the caster. In addition, the *Luck Threshold* that must be overcome to avoid the toxin's effects is raised by 1 point per 3 Piety levels.

For example, the caster obtains a single dose of a deadly toxin from an Apothecary who is 5th level in Creating Toxic Poisons. A 5th level poison normally requires the target to make a *Luck Roll* with *Stamina Adjustments* and overcome a *Luck Threshold* of 20. The priest, who is 7th Piety level, invokes **Chernobog's Potent Toxin** on the dark liquid. The spell improves the poison so that the target must now beat a *Luck Threshold* of 23. If the target fails its *Luck Roll*, it sustains the full effects of the original poison along with an additional 7d6 as provided by the spell.

Once charmed the poison dose must be treated as a magic item for purposes of *Willpower* limitations until used.

Curse of the Mummy

Mythological Restrictions

The caster must be a priest of the Egyptian mythos. Priests of Set gain a bonus of +1 on their Piety levels when casting this spell.

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 9

Statistics

Mana Cost: 9

Affected Area: This curse may be cast upon any single undead creature. The undead creature will thereafter seek out and kill those directed by the caster. If the caster commands it to seek out a group, the group can be no larger than one member per 2 *Piety* levels of the curse.

Casting Time: 14

Duration: If the targeted creature is killed before completing its forced quest, its body vaporizes in a billowing grey fog. It will reform again the following night to resume its task, fully revitalized. The curse enables the creature to return in this manner for a number of times equal to half the *Piety* level of the caster.

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must sacrifice 5,000 silver pieces worth of myrrh.

Luck: If the target is unwilling to support this curse, allow it a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effect.

Spell Description

An undead creature affected by a **Curse of the Mummy** will seek out and kill whatever individual or group of individuals the caster directs. The caster does not actually need to state specifically which individuals are to be sought. Rather, he may describe them using generalities such as "anyone removing items from this room".

The affected undead is endowed with an uncanny knowledge of where his prey is to be found. It always travels in a straight path towards its prey using whatever mode of transportation it naturally possesses.

Delay Curse

Religious Requirements

Piety: 7

Statistics

Mana Cost: 7

Affected Area: One curse.

Casting Time: 1 hour

Duration: The curse may wait for centuries to take effect. Once the curse is released, the magic of the spell fades permanently.

Range: Touch

Casting Req.: Verbal, Gestural, Material. In invoking a **Delay Curse**, the caster must sacrifice 5,000 silver pieces worth of frankincense.

Luck: Not Applicable

Spell Description

This spell enables the caster to delay the targeting of a curse until a set event occurs. For example, he could place a delayed **Strike Blind** on the entrance to a crypt

so that the curse takes effect on the first person to open the crypt at a later date.

To use this spell, the caster must cast **Delay Curse** on an area, entrance, or object. He must then immediately cast the curse he wishes delayed at the same location. At this time, he must state the trigger which will eventually release the curse.

Diamond of Despair

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: See Below

Casting Time: 1 hour

Duration: See Below

Range: See Below

Casting Req.: Verbal, Gestural, Material. This spell charms a flawed diamond having a value of at least 100,000 silver piece value.

Luck: Not Applicable

Spell Description

This spell creates an unholy diamond relic attuned to the caster's deity. A **Diamond of Despair** hinders the *Luck Rolls* of the possessor's opponents against any action initiated by him. The amount the *Luck Rolls* are penalized depends on the following criteria:

A follower of the caster's deity possessing the stone lowers his opponent's *Luck Rolls* by 2 points.

If the possessor is an actual priest (has levels in *Piety*), his opponent's *Luck Rolls* are lowered by 1 point per 4 *Piety* levels of the caster at the time the **Diamond of Despair** was cursed.

If the possessor is the individual that actually cursed the diamond, the *Luck Rolls* of his opponents are lowered by 1 point per 3 *Piety* levels of the caster at the time the **Diamond of Despair** was cursed.

Note that the diamond has no effect on *Luck Rolls* against actions initiated by allies of the diamond's owner. Obviously, a **Diamond of Despair** must be treated as a magic item for *Willpower* purposes. Only 1 diamond can be effective on a given individual at a time.

Dithering

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One creature

Casting Time: 11

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Stamina Adjustments* to avoid the spell effects.

Spell Description

Due to an unrelenting nervous tremble, a victim cursed with **Dithering** has his *Manual Dexterity* decreased by 1 point per 3 *Piety Levels*. This naturally affects all functions of *Manual Dexterity*. Spellcasters affected by this spell must make a *Luck Roll* with *Willpower Adjustments* when invoking spells having Gestural components or be unable to complete their spells (no *Stress* or *Mana* is taken for aborted spells).

Double Vision

Alignment Restrictions

The caster must have an *Evil* alignment.

Mythological Restrictions

Priests of the Celtic deity Elatha gain a bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 11

Duration: Permanent

Range: 40 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Spell Description

This curse causes an individual's sight to lose focus and view double images. Any creature affected by the spell loses one point from its *Attack Bonus* for every two *Piety* levels of the caster. In addition, the creature's *Perception* lowers by one point per 3 *Piety* levels.

Enmity

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 11

Duration: Permanent

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell effects.

Spell Description

A victim of this curse has the tendency of making enemies of any creature he meets. When the curse's target encounters another creature, he is allowed a *Luck Roll* with *Comeliness Adjustments* (rolled by the *Overlord*). If he succeeds the encounter will proceed normally. If he fails however, the response of the creature will be of mistrust and hostility. This does not necessarily mean the encountered creature will attack the cursed victim. However, if the creature feels it cannot trust the cursed individual enough to leave him alone (as a territorial creature or a bartender) it may be provoked into combat. Humanoid creatures will usually verbalize their misgivings before leaping into a fray.

Essence Ebb

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 5

Duration: Once cast, the potential of the spell lasts for up to 2 turns per Piety level. The magic of the spell is expended when the caster touches his target. Thereafter, the effects are permanent.

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None. The spell does, however, require an *Attack Roll* on the part of the caster with an *Attack Bonus* equal to the spell level plus *Coordination Adjustments*.

Spell Description

This spell drains the life force from the targetted creature. This spiritual diminishment is felt as a loss of experience points. The number of experience points purged depends on the *Piety Level* of the caster according to the following chart:

Piety Level	E.P. Drained*
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	512

For *Piety Levels* above 10, the drained amount continues to double in a like fashion.

This experience drain does not affect the skills, abilities, or *Character Level* of the victim. However, the drain does represent an E.P. deficit that must be overcome before the character can gain further experience points in the future. Thus, a character having a total of 256 experience points drained from him must keep track of the deficit. The next 256 experience points he earns are immediately lost. They are not applied to his *Total* or

Unspent E.P. and do not affect his *Character Level* in any way.

Multiple castings are cumulative. However, the target's overall experience point deficit cannot have a value exceeding his Total E.P.

Note that the displaced experience points are completely lost. The caster's own experience point total is not affected by the spell in any way.

Frailty

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One creature

Casting Time: 10

Duration: Permanent

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow it a *Luck Roll* with *Stamina Adjustments* to avoid the spell's effects.

Spell Description

This curse weakens the targeted creature. Its *Physical Strength* and *Damage Tolerance* are lowered by 1 point per 3 *Piety* levels of the caster.

Freyja's Golden Necklace

Alignment Restrictions

The caster cannot have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Freyja gain a bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 7

Statistics

Mana Cost: 7

Affected Area: All creatures within range viewing the necklace.

Casting Time: 10

Duration: 2 turns per Piety level.

Range: The caster must initially touch the necklace. The charm only affects creatures within 100 feet of the golden chain. Once the charm is invoked, the caster may handle the item at his discretion without danger of falling under the spell's influence.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a gold chain necklace having a value of no less than 10 gold pieces. The necklace vanishes at the end of the spell duration.

Luck: Negates. Allow every susceptible creature a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This spell charms a golden necklace with an overwhelming aura of gold lust. The lust affects all races that place great value on the yellow metal. An overpowering greed will grip any such creature viewing the bauble and failing its *Luck Roll*.

Any creature affected by the charm will strive to gain immediate ownership of the golden trinket. No barrier and no opponent can dissuade the relentless gold fever. Even the best of comrades will battle one another to win the prize. Of course, once the item is obtained the fever will subside for the claimer until someone tries to pilfer the precious ornament.

Despite the intense yearning induced by the spell, no affected creature will perform an act which would obviously end in its own immediate death. Even so, any non-fatal opportunity to gain the necklace will be taken, regardless of other consequences.

This limitation does not pertain to situations that are *likely* to result in the creature's death. It only applies when the result is *certain* death. For example, a dwarf affected by this spell will not jump off a 100 foot cliff after a tossed necklace. However, the same dwarf may gladly leap into a 20 foot deep spiked pit to win his goal. Of course, the dwarf's current physical condition would play a vital role in any such decision.

Gorgon's Gaze

Alignment Restrictions

The caster must have an *Antisocial* and *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Greek Mythos.

Religious Requirements

Piety: 13

Statistics

Mana Cost: 13

Affected Area: Any living creature meeting the caster's gaze.

Casting Time: 13

Duration: Any creature petrified by the spell retains its rocky state until a restoration spell is used (such as a **Prayer** or **Lift Curse**). Note that changing a creature to stone does not, in itself, kill it. If it is somehow changed back into flesh, the creature can once again live normally. Of course, any damage incurred by the 'statue' of a creature is reflected in its living tissue when restored. Any rocky appendage broken away is permanently lost.

Range: Sight

Casting Req.: Gestural, Material. To invoke this spell, the caster must grasp a highly poisonous viper (which is unharmed by the spell). Of course, a lock of Medusa's hair will suffice if she can be persuaded to part with one of her 'curls.'

Luck: Negates. Anyone meeting the caster's terrible gaze must make a *Luck Roll* with *Stamina Adjustments*. A failed roll indicates the unfortunate victim's flesh immediately petrifies into solid stone.

Any intelligent creature warned of the danger may attempt to avert its eyes from the deadly gaze. Doing so penalizes the creature's *Attack Bonuses* and *Defense* by 5 points when attacking the caster. Even so, any creature attacking him physically or casting a spell in his general direction must make a *Luck Roll* with *Perception Adjustments* against a *Luck Threshold* of 20. Failure indicates that the gaze was met.

Spell Description

This spell appears to transform the caster's eyes into glowing spheres of rock giving him the gaze of a gorgon (as the famed Medusa of Grecian legend). Any living creature meeting the gaze is immediately transformed into solid stone.

A petrified creature feels no effects of age or deterioration. He cannot sense his surroundings or feel anything affecting his body. Of course, if the statue is mutilated enough, such as smashing the head or torso, the stony creature dies.

Hel's Dagger of Famine

Alignment Restrictions

The caster must be *Evil*. In addition, no *Good* individual would knowingly wield a weapon cursed with this spell.

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Hel gain an additional +1 on their *Piety* level when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One dagger.

Casting Time: 8

Duration: 5 turns + 1 turn per *Piety* level

Range: Touch

Casting Req.: Verbal, Material. To invoke this spell, the caster must touch the weapon to be enchanted.

Luck: None.

Spell Description

When this spell is cast on a dagger, its blows become cursed with the touch of famine and starvation. All blows struck by the dagger deliver an additional 2d6 damage. This added damage is not felt in the form of an aggravated wound. Rather, the targetted creature loses one pound of weight per point of additional damage (as if famished). This 'starvation' damage can only be healed by rest or by spells that specifically restore damage caused by malnutrition.

Until the starvation damage is fully healed, the targetted creature will consume twice the amount of food normally eaten. If insufficient food exists to satiate his hunger, the damage will persist without relief.

Jinx

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The **Jinx** centers around one targeted creature. Once the **Jinx** takes effect, however, it is the allies of the creature that suffer the consequences. The target itself suffers no direct penalties.

Casting Time: 8

Duration: Permanent

Range: The initial **Jinxed** individual must be within 40 feet of the caster. Thereafter, the curse affects any ally within 100 feet of the cursed creature.

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* including *Willpower Adjustments* to avoid the spell's effects.

Spell Description

If a creature is successfully **Jinxed**, all *Luck Rolls* made by that individual's allies, but not the individual, are penalized by 1 point per 2 *Piety* levels until the curse is removed. No creature can ever be cursed with more than one **Jinx** at a time.

Llyr's Stutter

Alignment Restrictions

The caster cannot have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Llyr gain a bonus of +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature

Casting Time: 8

Duration: Permanent

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow it a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This curse imposes a slight but noticeable stutter on the spell recipient. While the faltering speech is not hindered enough to prevent effective communication, the target cannot complete even a single sentence without stumbling over the words. For most individuals, this curse is little more than a severe annoyance. For Mages, however, it proves devastating. A creature under this curse's influence may cast no spells containing Verbal components. Magic items requiring fewer than three words to trigger may still be used.

Morrigan's Malaise

Alignment Restrictions

The caster cannot have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic myths. Priests of Morrigan gain an additional +1 on their *Piety* level when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature.

Casting Time: 7

Duration: 2 turns per *Piety* level.

Range: 80 feet.

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

When **Morrigan's Malaise** is successfully cast upon a creature, it becomes lethargic and depressed. The creature will be totally unwilling to participate in combat. It will temporarily overcome its seeming paralysis only when directly attacked. The target will not willingly enter combat to aid a threatened comrade. In fact, it will not even take the effort to warn its allies of imminent danger.

If the creature is directly threatened, it will reluctantly rouse itself to dispatch the danger as quickly as possible. Once the danger ceases, the depression will again cripple the victim until the spell duration ends.

Possession

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: One living creature.

Casting Time: 5

Duration: From the time of invocation, the caster has a number of turns equal to half his *Piety* level to personally touch his target. The spell is expended immediately upon the first contact with any living being. If the spell is successful, the caster's spirit may remain within its new host until the caster wishes to leave, the host dies, or an **Exorcism** is successfully performed.

Range: Touch

Casting Req.: Verbal, Gestural. For the spell to be effective, the caster must touch his target (or his clothing, armor, etc.) with his bare hand.

Luck: Negates. Allow the target a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

Spell Description

Possession transfers the spirit of the caster into the living body of the target. If the caster is himself a living being, his own body becomes limp and paralyzed as long as his spirit is absent. Unless it is somehow sustained magically, the caster's body will eventually die of starvation and thirst but is otherwise unharmed by the spell.

Once the possession is complete, the caster steals control of the new host's body from the resident soul. The host's spirit cannot permanently regain control of his body without outside aid, but may temporarily reemerge when the invader loses consciousness. Every time the caster sleeps or falls unconscious, allow the host spirit a *Luck Roll* with *Willpower Adjustments* against the spell's effects. Success indicates the spirit temporarily regains control of his body for up 1 hour. At the end of the hour, and every hour thereafter, another *Luck Roll* is allowed for control to be retained. On the first failure, however, the invading spirit once again seizes control. No further *Luck Rolls* are then allowed until the caster once again sleeps.

The caster may opt to retain possession of his newly acquired host indefinitely. Unfortunately, the death of the host also means the death of the caster.

While the host and invader can communicate in a verbal mental parlay, neither is able to directly read the other's thoughts or memories.

Rot

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One creature.

Casting Time: 8

Duration: Permanent

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Stamina Adjustments* to avoid the spell effects.

Spell Description

A character cursed with **Rot** becomes infested with the disease *Leprosy*. Consult **Disease** in the **Trauma** section of *The Grimoire of Game Rules* for the appropriate effects.

Seven Deadly Sins

Alignment Restrictions

The caster must have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Greek myths.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One individual

Casting Time: 8

Duration: Permanent

Range: 60 feet

Casting Req.: Verbal

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects completely.

Spell Description

This spell inflicts upon the targeted individual one or more of the following seven deadly sins. To determine which of the sins is inflicted upon the individual, roll a d8 and refer to the following table:

Die

Roll	Sin	Effect
------	-----	--------

1. **Pride** The victim becomes extremely snobbish and haughty. At every opportunity he will longingly gaze at his reflection until forcefully torn away by others.
2. **Anger** The victim becomes extremely testy. He reacts violently to the slightest annoyances and will not listen to reason.
3. **Lust** The victim leers at and suavely suggests midnight rendezvous with every individual of the opposite sex encountered. If nobody accepts the offers, the victim will offer money, favors, magic items, prized heirlooms, or any other possession to fulfill the burning desires.
4. **Envy** The victim suddenly finds interest in the material possessions of comrades and foes. The smallest trinkets and most worthless baubles catch his undivided attention. He attempts to bargain to obtain possession of even the most trivial objects. If an offer is not accepted, he will offer greater and greater bribes for the possession of his sought after toy. If the offer is finally accepted, the victim soon feels cheated and resumes bartering to re-obtain his lost items. Eventually, he barter away all his possessions.
5. **Greed** The victim is overcome by an intense desire to obtain wealth and riches. Any money he sees he immediately claims as his own. If necessary, he will fight even his best friends for possession.
6. **Apathy** The victim becomes extremely lethargic and depressed. He finds interest in little or nothing and will always settle for the easiest course of action. Usually, this means he abandons any quest he is presently working on.
7. **Sloth** The victim loses all interest in neatness and cleanliness. He completely forgets about personal hygiene and the social graces. His manner becomes crude and boorish, constantly blaming others for his own vices and failures.

8. **Special** Roll twice again, disregarding additional rolls of 8.

Strike Blind

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One creature

Casting Time: 9

Duration: Permanent

Range: 40 feet

Casting Req.: Verbal, Gestural

Luck: Negates. Allow a *Luck Roll* with *Perception Adjustments* to avoid the spell effects.

Spell Description

This spell creates a vortex of flashing lights around the targeted creature's head which blind the targeted creature. Sight may be restored only through appropriate magic (i.e. the Healing spell **Restore Sight** or the Miracle spell **Lift Curse**).

An individual struck blind must follow the **Blind Fighting** descriptions in the **Advanced Combat Rules** whenever engaged in melee.

Touch of Death

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 14

Statistics

Mana Cost: 14

Affected Area: One living creature.

Casting Time: 10

Duration: From the time of invocation, the caster has a number of turns equal to half his Piety level to personally touch his target. The spell is expended immediately upon the first contact with any living being.

Range: Touch

Casting Req.: Verbal, Gestural. For the spell to be effective, the caster must touch his target (or his clothing, armor, etc.) with his bare hand.

Luck: None. The caster must make an *Attack Roll* to touch his target. His *Attack Bonus* equals his *Piety* level plus *Coordination Adjustments*.

Spell Description

Touch of Death transfers any physical wounds on the caster's body to a living targetted foe. The damage transferral occurs on a point per point basis from the caster to his target. The amount of damage that can be delivered is limited by three things. First, the caster can transfer only up to a maximum of 3 points per *Piety* level. Second, the caster obviously can only transfer damage that he has already sustained (the spell generates no wounds of its own). Third, the spell transfers only as much damage as is necessary to kill the opponent. Thus, when a 14th Piety level priest uses a **Touch of Death** on an opponent, he may transfer at most 42 points of damage. If he has not yet sustained this much damage or his opponent is killed by a lesser amount, the effects will be appropriately reduced.

The magic of the spell can transfer only physical damage such as that caused by fire, frost, and electrical spells or wounds delivered by blunt or bladed weapons. It cannot transfer the effects of fatigue, illusion, or poison.

Since the spell transfers wounds directly from the caster's body to the target, absorption from armor or magical spells has no effect on the damage. In addition, each transferred wound must be treated individually in determining whether it constitutes a *Critical Blow* (or *Wound* if the *Detailed Combat Rules* are used). See the **Trauma** section in *The Tome of Terrors™* for further details on *Critical Blows*.

Unavoidable Target

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One creature

Casting Time: 10

Duration: Permanent

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Negates. The victim is allowed a *Luck Roll* with *Willpower Adjustments* to avoid the spell effects.

Spell Description

Unavoidable Target seemingly makes its victim the main goal of his enemies' attacks. In fact, an **Unavoidable Target** cast at *Piety* levels between 1-3 doubles the chance, 4-7 triples, and for *Piety* levels of 8 and above quadruples the chance that he will be attacked over other acceptable targets. **Unavoidable Target** will not cause a cursed victim to be attacked who is clearly outside of melee or a spell's *Affected Area*. If he can be engaged, though, the Overlord should then roll randomly among all possible targets while doubling, tripling, or quadrupling the cursed target's chance accordingly.

For example, when a group of four characters (one being the victim affected by a 2nd level **Unavoidable Target**) is attacked, the *Overlord* should roll randomly among all targets while doubling the affected character's chance. The decision here is made by rolling 1d6 and letting numbers 1 through 4 stand for the other characters (1 chance for each character) while attacking the cursed victim on 5 and 6 (double the chance of the others).

Zealot's Plea

Alignment Restrictions

The caster must have an *Evil* alignment.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: One sentient creature

Casting Time: For the spell to work, the target must listen to the caster's theology for a full 20 minutes.

Duration: Permanent. If the caster attacks his new servant or orders him to kill himself or former comrades, the spell is automatically broken.

Range: See Below

Casting Req.: Verbal. After having amiably approached the intended target, the caster introduces himself and begins casually discussing his 'ideologies.' The further the theologian leads the victim, the more the spell binds him.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects. Success means that the targeted victim merely sees the priest as another religious fanatic.

Spell Description

Some priests who have reached this prefer to head their own cults. With this spell, the caster bends others to his will by persuading them to believe in his system of ethics and morality. After listening to the caster's full speech, the victim becomes the 'servant' of his new 'spiritual' leader. He will follow most instruction blindly without question.

Although the new charmed zealot is not a true follower, the charming of respected members of the community can often attract others who are.

Divination Spells

Alvis's Insightful Phrase

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Alvis gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One item.

Casting Time: 1 minute

Duration: Instantaneous.

Range: Touch

Casting Req.: Verbal Material. In invoking the spell, the caster must sacrifice 50 silver pieces worth of some precious metal or gemstone.

Luck: None.

Spell Description

This spell reveals a short phrase describing some aspect of the targetted item to the caster. Generally, the phrase is of only a few words. If the targetted item is magical, the spell may reveal a command word that triggers the item's power or the name of some spell that the item holds. If the item is legendary, the name of its heroic owners may be uncovered. Of course, if the item has a name of its own then this spell is likely to expose it.

Unfortunately, the order in which phrases are unearthed has little pattern or reason. An ancient wand having a long and glorious history and possessing the power of many spells with each triggered by a different command word may prove tiresome to inspect thoroughly.

When a priest first invokes this spell, the Overlord should make a table of all of the pertinent phrases that might be revealed about the item. Every time the spell is cast, he should randomly choose a phrase from this list and verbalize it to the caster. The same phrase may be pried from the item many times.

Atone

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One individual

Casting Time: 1 minute

Duration: Instantaneous

Range: Touch

Casting Req.: Verbal

Luck: None

Spell Description

This spell instructs the caster in actions that must be undertaken to make up for transgressions against his deity. For example, a Cleric of Thor running from an opponent in fear violates that god's teachings. The atonement may be anything from repenting before a statue of the god with a monetary sacrifice to slaying a demigod of opposing alignment. The Overlord decides the difficulty of this task depending on the severity of the 'sin' and the character's power. The caster cannot use this spell to atone for his own sins.

Augury

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 1 minute

Duration: Instantaneous

Range: 0'

Casting Req.: Verbal, Gestural, Material. This spell requires a wooden wand or staff.

Luck: None

Spell Description

With this spell, the caster interprets omens sent by his deity in answer to a question. The question must be answerable with either a simple 'yes' or 'no.' This spell gives no further specific details.

This method of divination is not foolproof. The divining spellcaster must make a *Success Roll* with a *Success*

Bonus equal to his *Piety* level plus *Perception* adjustments. A failed roll indicates he misinterpreted the deity's omen or has failed to see it altogether. A failed roll has a 1 in 6 chance that the caster interprets the omen incorrectly getting a wrong answer. Otherwise, he simply gains no insight at all.

Bastet's Cat Eyes

Mythological Restrictions

The caster must be a priest of the Egyptian mythos. Priests of Bastet gain an additional +1 on their *Piety* level when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster.

Casting Time: 5

Duration: 1/2 hour per *Piety* level.

Range: 0'

Casting Req.: Verbal, Material. The caster must have a cat's eye gemstone worth 500 silver pieces (in deference to Bastet). The gem is unharmed by the spell.

Luck: Not Applicable.

Spell Description

Bastet's Cat Eyes temporarily transforms the caster's eyes into those of a feline. As such, his night vision is superb. He can clearly see shades of grey in nearly total darkness. If a bright light is encountered, the caster is temporarily blinded for 3 seconds but feels no other ill effects. The light has no effect on the spell itself.

Clairvoyance

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 2 minutes

Duration: 1 turn per *Piety* level

Range: 10 feet per *Piety* level

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Clairvoyance allows the caster to see into other rooms and passages that are otherwise blocked from view. He may see anything normally visible from whatever vantage point he chooses. This viewpoint may move once each turn to any point within range for the duration. The chosen vantage point may lie beyond a wall, inside a chest, or around a corner. Of course, the viewed area must be lit for the caster to see normally. However, spells affecting the caster's vision are effective through a **Clairvoyance** spell. Thus, the caster could detect magical auras with the spell **Magic Sight** through a **Clairvoyance**.

Commune

Religious Requirements

Piety: 11

Statistics

Mana Cost: 11

Affected Area: Caster

Casting Time: 1 hour

Duration: The caster may ask questions of his god until he has presented a number of queries equal to half his *Piety* level.

Range: 0'

Casting Req.: Verbal, Gestural, Material. To **Commune**, the caster must sacrifice some valuable item whose value exceeds 30,000 silver pieces. The caster would do well to give more.

Luck: None

Spell Description

This allows a devout priest to converse with his deity and ask questions of him. The deity is not pressured to answer correctly or give any answer at all. He may even be unable to answer, although he probably won't admit it. Gods are not omniscient.

Gods expect extremely good reasons to be contacted in this way. Priests bothering their deities more than once or twice a year with this spell do not live long.

Death Perception

Religious Requirements

Piety: 3

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 7

Duration: 1 hour per *Piety* level

Range: 10 feet per *Piety* level

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Death Perception enhances the caster's sensitivity to the sickly sweet odor that always accompanies the dead and the undead. Whenever a corpse or undead creature comes within range of the spell, the caster is entitled to an *Attribute Check* against his *Perception* on 1d8. Success indicates he smells the light odor of death. The spell does not give any indication where the aroma originates nor does it give the caster the ability to 'see' ghosts and spirits that are otherwise invisible. However, the stench will grow stronger as the living corpse or specter approaches. The same is true as more and more nightmarish creatures enter within the caster's sensory range.

Divine Guidance

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: Caster

Casting Time: 8

Duration: 10 minutes per *Piety* level

Range: 1 mile per *Piety* level

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess an oak divining rod.

Luck: None

Spell Description

This spell finds objects or people by directing an oaken divining rod in the caster's grasp. The divining rod points in the direction of the sought item or person as long as it remains within range of the spell. The spell gives the caster an impression of the approximate distance of the sought target.

When the priest casts **Divine Guidance**, the Overlord must make a *Success Roll* using the caster's *Piety* level and *Perception Adjustments*. A successful roll indicates that the spell works, provided the sought item or person lies within range. If it does not, the caster is informed that the target does not lie within the spell's radius.

The caster can move at a normal rate but cannot cast other spells without canceling the **Divine Guidance**. The only exception involves recasting this spell. In this case, a second *Success Roll* is unnecessary.

Divine Sight

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 10

Duration: 2 turns + 1 per 2 *Piety* levels

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Upon casting this spell, the priest can see objects normally in a 360° arc. This naturally increases his *Perception* by +2. Additionally, *Divine Sight* renders *Backstabbing* and all such similar threats ineffectual. For example, a priest using **Divine Sight** in conjunction with **Reveal Foe** can locate enemies, such as a sneaking cutthroat, all about him.

Empathy

Alignment Restrictions

The caster cannot be *Antisocial* or *Evil*.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 9

Duration: 1 turn per 2 *Piety* levels

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Empathy allows a priest to personally feel the emotions of those around him. He may empathize with one person every turn. The caster must make a *Success Roll* using

his *Piety* level and *Perception Adjustments* on everyone targeted. If successful, the caster feels the frustration, anger, lust, envy, pride, joy and sorrow of those whom he empathizes. This spell does not read exact thoughts, only their general emotional thrust.

Foresight

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: Caster

Casting Time: 1 minute

Duration: Instantaneous

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Foresight answers one question about the near future. When he invokes the spell, the caster must have a definite course of action in mind. The caster 'sees' into the future the eventual outcome of his planned actions. The eventual outcome must lie within 6 hours per *Piety* level from the time of casting.

When the spell is cast, the Overlord must make a *Success Roll* using the caster's *Piety* level with *Perception Adjustments*. Success indicates the caster learns the most likely outcome of his actions. Of course, the Overlord will rarely know the exact fate of the characters. The spell provides only the end link of the most likely chain of events. Failure shows that the caster gleans no useful information.

Heightened Perception

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 3

Duration: 5 turns plus one turn per *Piety* level

Range: Touch

Casting Req.: Verbal

Luck: Not Applicable

Spell Description

Heightened Perception temporarily raises the spell recipient's *Perception* by 1 point per 3 *Piety* levels of the caster. Multiple castings are not cumulative.

Hera's Peacock Feathers

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Hera gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: Two tailfeathers of a peacock.

Casting Time: 1 minute

Duration: 1/2 hour per *Piety* level.

Range: In invoking the spell, the caster must touch both peacock feathers. For the remainder of the spell duration, distance does not limit the charm's effectiveness.

Casting Req.: Verbal, Gestural, Material. The caster must possess two tailfeathers taken from a peacock.

Luck: Not Applicable.

Spell Description

This spell charms a pair of peacock tailfeathers with the divine sight of Hera's faithful watchman Argos. Whenever the possessor of one plume peers into the eye of his feather, he sees the scene at the location of the twin tailfeather. His vantage point is as if his eye were located at the end of the other charmed feather.

Spells that enhance the viewer's sight will work through the twin plumes as normal.

Magic Sight

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 6

Duration: 1 turn per *Piety* level.

Range: Sight

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Magic Sight allows the caster to see the magical aura radiated by magic items, spells, runes, and potions. In addition, he may judge varying intensities of magic. Thus, a wand casting at 12th *Piety* level radiates a brighter magical aura than one that casts at 10th.

Mimir's Farseeing Reflection

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Mimir gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: One pool of water. The spell allows the caster to summon an image of a far-away scene to view a single subject. The targetted subject may be an item, person, creature, or place. Once contact is made, the caster can see the area surrounding the subject in a 20 foot radius. Even if the target moves, the image tracks it until the spell expires. Those standing near the caster may also view the summoned scene.

Casting Time: 1 minute

Duration: Up to 1 hour per spell level. The caster may cancel the spell at any time.

Base: 6

Range: The range of the spell is unlimited.

Casting Req.: Verbal, Gestural, Material. The caster must have seen the subject personally or know its name. The caster can only invoke the spell over the calm waters of a fresh water spring, creek, or river.

Luck: If an intelligent creature is scried, the Overlord must allow the creature a *Luck Roll* with *Perception Adjustments* against a *Threshold* of 20. Success indicates it senses that it is being "watched".

Spell Description

This spell summons an image to a calm body of fresh water such as a spring or brook. The scene is generated as a reflection on the waters, so finding a smooth-flowing stream is essential. The caster may view any distant

person, object or area desired with little risk of failure. Although the spell is not limited by range, it cannot cross dimensional boundaries or scry magically protected areas. In addition, the magic cannot penetrate more than 50 feet of solid rock or one-quarter inch of lead shielding.

Remember that written text, maps, and pictures may be difficult to decipher since their reflected images are always inverted.

Divinatory powers (i.e. **Magic Sight**, **Reveal Foes**) may be used successfully through **Mimir's Farseeing Reflection**. However, no spell can be cast through the pool that directly affects the viewed area. Thus, a priest cannot spy on a far-off enemy and tear him to pieces by calling down lightning bolts from the heavens. Indeed, he cannot even illuminate the dark room in that he sleeps.

Nannar's Turban of Vision

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian Mythos. Priests of Nannar gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: The spell charms a turban to aid the followers of the caster's deity. The headdress aids any such follower that wears it.

Casting Time: 12 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Material. This spell requires the caster to possess a flawless lapis lazuli gemstone having a crescent shaped gold vein and a white silk turban. The gemstone is used as a clasp on the wearer's forehead to hold the turban in place. It must have a value of no less than 50,000 silver pieces.

Luck: Not Applicable

Spell Description

This miraculous spell enchants a turban to enhance the wearer's night vision. The turban itself has the appearance of a normal high quality garment. At night, though, the turban's blue gem seems to radiate a cool glow as if reflecting moonlight. It gives the wearer the following divinatory powers:

Any follower of the Sumerian/Babylonian mythos wearing the turban has his *Perception* raised by 2 points when immersed in the dark of night. At night or in darkness, he has the ability to discern objects within 5 feet as if lit by the light of a full moon.

If the wearer is an actual priest (has levels in Piety) of the Sumerian/Babylonian mythos, he gains enhanced night vision. He sees in total darkness as if the surrounding area were lit by the light of a full moon. This vision extends to a range of 10 feet per Piety level of the caster.

If the wearer is the individual that created the turban, he sees magical auras in darkness. Any magical object viewed by the caster will appear to give off a faint glow as if reflecting moonlight. This aura detection has an effective range of 5 feet per Piety level of the caster.

The abilities are cumulative (i.e. the creator gains the benefits of all three). Obviously, **Nannar's Turban of Vision** must be treated as a magic item for purposes of the wearer's *Willpower* limitations. Of course, only a single turban can be worn.

Odin's Premonition of Battle

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Odin gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One creature.

Casting Time: 10 minutes

Duration: The premonitions obtained from the spell are good for no more than one week's time.

Range: None

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the caster hangs upside down from a tree in recognition of Odin's self-sacrifice in gaining his gift of prophecy. Each casting requires a sacrifice of 500 silver pieces.

Luck: Not Applicable.

Spell Description

This spell gives the caster foreknowledge of the target's future attacks. Specifically, the caster gains insights into what the target's next group of *Attack Rolls* will be. When the spell is used, roll a d30 a number of times equal to

the Piety level of the caster and write down the results. Thereafter, whenever the target must make an *Attack Roll* of any kind, use the next number in the list instead of rolling the dice (and cross that number from the list).

Whether the rolls are good or bad, the target must use all of the numbers on the list before he resumes rolls normally. Of course, if the spell duration expires, any remaining predetermined rolls are simply forgotten.

Reveal Foes

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 10

Duration: 1 turn per *Piety* level

Range: 100 yards

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Reveal Foes allows the caster to sense ill feelings toward him. The foe must be actively pondering his hatred or plans at the time of casting and must be plotting specifically against the caster. If such a foe exists, the caster learns the exact location of his enemy, although the specific nature of the threat remains hidden.

Reveal Illusion

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: Caster

Casting Time: 3

Duration: 5 minutes per *Piety* level

Range: 0'

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Reveal Illusion allows the caster to more easily penetrate the trickery of illusions. The magic of the spell

gives the caster a bonus of +1 per 2 Piety levels on any disbelief attempts. Of course, the caster must still explicitly state that he disbelieves an illusion to have any chance of success. As always, the Overlord should make the roll to prevent any clues concerning the illusion's true nature.

Reveal Invisibility

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: Caster

Casting Time: 4

Duration: 1 turn per *Piety* level

Range: 80 feet

Casting Req.: Gestural

Luck: None

Spell Description

Reveal Invisibility allows the caster to see invisible objects or persons. It imparts no ability to find secret doors, traps, or any such normally hidden objects. Nevertheless, it does reveal spells such as **Invisibility**, **Shroud**, **Shadowform**, and **Chameleon's Gambit**. In fact, it discovers any magical spell whose major purpose is to hide others from view.

Reveal Lie

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 10

Duration: 1 minute per *Piety* level

Range: Hearing

Casting Req.: Verbal

Luck: None

Spell Description

This spell reveals the veracity of statements as far as the speaker knows it. Thus, a Cleric could ask a thief if he stole a particular object and would know if the answer given was truthful. This does not mean that if told a lie

the Cleric automatically knows the truth. For example, if an old woman lies about her age, the caster could tell she lied but would not know her actual age.

Sapphire of the Seraphim

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: The spell charms a sapphire to aid the followers of the caster's deity. The gem aids any such follower that possesses it.

Casting Time: 10 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Material. This spell requires the caster to possess a flawless blue sapphire having a value of no less than 75,000 silver pieces.

Luck: Not Applicable

Spell Description

This miraculous spell creates a (un)holy relic from a flawless blue sapphire. This relic is attuned to the caster's deity. The possessor of a **Sapphire of the Seraphim** has an enhanced awareness of his surroundings. This increased awareness is given in the form of bonuses added to his *Perception*. The *Perception* is adjusted based on the following criteria:

Any follower of the caster's deity that possesses the stone has his *Perception* raised by 1 point.

If the possessor is an actual priest (has levels in Piety) worshipping the deity, his *Perception* is raised by 2 points.

If the possessor is the individual that actually blessed the sapphire with this spell, his *Perception* raises by 1 point per 5 *Piety* levels at the time of the gem's enchantment (1st, 6th, 11th, etc).

Obviously, a **Sapphire of the Seraphim** must be treated as a magic item for *Willpower* purposes. Only a single such sapphire is effective at a time for a given individual.

Urania's Precognition of Luck**Alignment Restrictions**

The caster cannot have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Urania gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One creature.

Casting Time: 10 minutes

Duration: The promonitions obtained from the spell are good for no more than one week's time.

Range: None

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest draws out various star charts pertaining to

the individual in question. To succeed, the caster must know the zodiacal sign under which the target was born. The inks involved in casting the horiscope demand the powders of rare gems. Subsequently, each casting requires a sacrifice of 500 silver pieces.

Luck: Not Applicable.

Spell Description

This spell gives the caster foreknowledge of the target's future luck. Specifically, the caster gains insights into what the target's next group of *Luck Rolls* will be. When the spell is used, roll a d30 a number of times equal to the Piety level of the caster and write down the results. Thereafter, whenever the target must make a *Luck Roll* of any kind, use the next number in the list instead of rolling the dice (and cross that number from the list).

Whether the rolls are good or bad, the target must use all of the numbers on the list before he resumes rolls normally. Of course, if the spell duration expires, any remaining predetermined rolls are simply forgotten.

Healing Spells

Apogean Rejuvenescence

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Greek or Sumerian / Babylonian Mythos.

Religious Requirements

Piety: 7

Statistics

Mana Cost: 7

Affected Area: One living creature per 5 Piety levels. Thus, at 7th Piety level, the spell affects two creatures. At 11th Piety level, it affects three, etc.

Casting Time: 11

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the recipient(s) and the caster must be otherwise inactive during the invocation.

Luck: None

Spell Description

When this spell is cast on a creature or creatures, *Damage Tolerance* lost through combat and magic is immediately healed for 8d6 points plus an additional two points per *Piety* level of the caster. Of course, **Apogean Rejuvenescence** can never cause a character's *Damage Tolerance* to exceed normal maximum.

If the *Detailed Combat Rules* are being used and an **Apogean Rejuvenescence** is cast on a character already at maximum *Damage Tolerance*, then all *Wounds* remaining on the target's body will be fully healed (not counting cracked or broken bones, of course).

Byelobog's Poison Antidote

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Byelobog gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One vial.

Casting Time: 1 hour

Duration: Once charmed, the elixer retains its potency indefinitely until used. After the potion is quaffed, the protection remains effective for up to 5 minutes per Piety level.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell must be cast over a vial of fine white wine that has aged a minimum of 20 years. The wine must have a value of no less than 100 silver pieces.

Luck: Not Applicable

Spell Description

This spell enchants a vial of wine with an charm to resist and cure the effects of poison. The potion heals or negates a total amount of poison damage equal to 1d6 per Piety level of the caster. In addition, the drinker gains an additional bonus of +1 per 3 Piety levels of the caster against all poisonous effects.

Of course, the elixer must be treated as a magic item when considering the *Willpower* limitations of its owner.

Chiron's Arrow of Healing

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Chiron gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One arrow.

Casting Time: 5 minutes

Duration: Once charmed, the arrow retains its charm until used. After it is fired, the magic of the spell is expended.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell may be cast over any normal arrow.

Luck: Not Applicable

Spell Description

This spell enchants an arrow with miraculous healing powers. When fired, the arrow heals the physical wounds on its target by an amount of damage equal to 1d12 plus 1 per Piety level of the caster. The spell is only capable of healing flesh wounds. It cannot negate the effects of poison or stress.

Obviously, the arrow inflicts no damage on the target when it strikes. Of course, the arrow must be treated as a magic item when considering the *Willpower* limitations of its possessor.

Diancecht's Healing Spring

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Diancecht gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: Any creature within a 10 foot diameter area submerged in the fresh water spring or stream on which the spell is cast.

Casting Time: 5 minutes

Duration: The full healing effects are delivered gradually over the period of time the creature remains submerged within the water. For full healing effects, this process normally requires a full hour. If the spell was cast by an priest of Diancecht, the healing occurs in half the time.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell must be cast on an free-running natural fresh water source.

Luck: Not Applicable

Spell Description

This spell enchants an area of a clear fresh water spring, creek, or stream. Any creature submerged within the area gain the benefit of Diancecht's healing hand. Those submerged are gradually healed for a maximum of 1d6

per Piety level of the caster. (And yes, they *can* keep their heads above water.)

Healing Grace

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One living creature.

Casting Time: 10

Duration: Permanent

Range: 40 feet

Casting Req.: Verbal, Gestural.

Luck: Not applicable

Spell Description

Healing Grace heals wounds inflicted through combat or magic. The spell recipient heals for 1d12 damage plus an additional 1 point of damage per *Piety* level. This spell never allows a character to rise above his maximum *Damage Tolerance*.

Healing Grace only affects damage caused by physical wounds on living creatures. It cannot heal damage caused by poison, disease, or stress.

If the *Detailed Combat Rules* are being used and a **Healing Grace** is cast on a character already at maximum *Damage Tolerance*, then the spell will heal any single *Wound* remaining on the target's body (not counting cracked or broken bones, of course).

Horus' Cippus

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Horus gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: See the spell description for details.

Casting Time: 6 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a small image of the Egyptian god Horus fighting crocodiles, scorpions, and snakes. The image must be carved from wood or stone and must have a value of no less than 10,000 silver pieces.

Luck: Not applicable

Spell Description

An image of the Egyptian god Horus battling poisonous insects and reptiles is known as a cippus. **Horus's Cippus** enchants one of these images to have miraculous healing powers against the effects of poison. The cippus has several powers as follows:

Any follower of the Egyptian mythology who holds one of these holy relics gains a bonus of +1 per 2 Piety levels of the creator on all *Luck Rolls* against poisons and their effects. In addition, he heals an additional 1 point of poison damage per day.

A devout religious priest following Horus or the diety of the relic's creator becomes immune to the effects of poison as long as he possesses the item.

When the cippus's creator carries the item, he also aids his allies from the harmful effects of poison. Any companion within 10 feet of the priest gains a +1 bonus per 2 Piety levels on all *Luck Rolls* against poison and its effects.

Obviously, the cippus must be treated as a magic item when considering *Willpower* limitations.

Idun's Golden Apple

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Idun gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: The spell charms a single apple.

Casting Time: 10 minutes

Duration: The charm remains potent until the apple is consumed.

Range: Touch

Casting Req.: Verbal, Gestural, Material. This spell requires the caster possess an unblemished apple. During the invocation, the priest must sacrifice 10 gold coins.

Luck: Not applicable

Spell Description

This spell charms an apple to have a glittering golden appearance. When consumed, the apple will negate the effects of magical aging by an amount of 1 year per Piety level of the caster. Unfortunately, this healing process does not alter the effects of normal aging, so you'll eventually die anyway.

In addition, any damage sustained from the effects of malnutrition or starvation will be healed by an amount equal to 2d12 plus 2 per Piety level of the caster.

Of course, the golden apple must be treated as a magic item when considering *Willpower* limitations until eaten.

Lay on Hands

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One living creature.

Casting Time: 7

Duration: Permanent

Range: Touch

Casting Req.: Gestural. Both the caster and the spell recipient must be otherwise inactive for the entire spell's casting time.

Luck: Not applicable

Spell Description

Lay on Hands heals wounds inflicted through combat or magic. The spell recipient heals for 1d12 damage plus an additional 1 point of damage per *Piety* level. This spell never allows a character to rise above his maximum *Damage Tolerance*.

Lay on Hands only affects damage caused by physical wounds on living creatures. It cannot heal damage caused by poison, disease, or stress.

If the *Detailed Combat Rules* are being used and a **Lay on Hands** is cast on a character already at maximum *Damage Tolerance*, then the spell will heal any single *Wound* remaining on the target's body (not counting cracked or broken bones, of course).

Mend Bone

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One broken bone

Casting Time: 6 minutes

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise inactive for the entire time of casting.

Luck: Not applicable

Spell Description

This spell sets and mends a broken bone. The targeted bone regains all of its former functionality and strength. However, the spell does not heal any other damage suffered when the bone was broken. Thus, wounds inflicted when the bone was broken still require mending by other means.

Neutralize Poison

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One living creature or an unused vial of poison.

Casting Time: 8

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must be otherwise unoccupied for the entire time of casting for the spell to work.

Luck: The spell automatically heals poison damage as described in the spell description. Allow the poison's other effects (*Delirium*, *Paralyzation*, etc.) a single collective *Luck Roll*. Failure indicates that all of the poison's effects are negated.

Spell Description

Neutralize Poison negates the effects of poison in the spell recipient's system. If the poison inflicted damage to the recipient, the spell heals 1d12 damage plus one per *Piety* level of the caster. If used on a normal vial of poison, the spell automatically negates the dangerous elixir's potency.

Panacea

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One living creature

Casting Time: 12 minutes

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the spell target must remain otherwise unoccupied for the entire time of casting.

Luck: Negates. For the spell to work, the disease must fail a *Luck Roll* against the *Piety* level of the caster. Allow adjustments on the *Luck Roll* for the *Piety* or spell level of the disease if it is of magical origin (i.e. the spell level of a **Pox** spell). Treat natural diseases as 0 level.

Spell Description

Panacea cures any disease carried by the spell recipient.

Plea of Salvation

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster

Casting Time: 3

Duration: Permanent

Range: 0'

Casting Req.: Verbal

Luck: Not applicable

Spell Description

This spell is designed for the poor priest that needs to beg for divine mercy in the midst of combat. He pleads with his deity to allow him to live a little longer to finish off the scourge he is fighting. **Plea of Salvation** heals the caster's wounds inflicted through combat or magic while fending off his attackers. During this time the caster loses a full turn of attacks, but he maintains his full *Defense*. (Note that losing the ability to attack also prevents the caster from using his attack bonuses to boost his *Defense*.) The caster is healed for 1d12 damage plus one per *Piety* level. This spell never allows a character to rise above maximum *Damage Tolerance*.

Restore Blood

Alignment Restrictions

The caster cannot be *Evil*.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One creature

Casting Time: 10

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. For this spell to work, the recipient must drink one-quarter pint of fine wine.

Luck: Not applicable

Spell Description

Restore Blood replenishes lost blood in the recipient's body. Lost blood is normally taken in the form of *Damage Tolerance* (such as when a **Giant Tick** sucks blood). The amount of blood regained by this spell equates to 1d12 damage + 1 per *Piety* level of the caster. Only lost blood is regained by this spell. It cannot heal actual wounds.

Restore Limb

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: One limb

Casting Time: 8 minutes

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must fashion a lump of clay into the form of the replaced limb.

Luck: Not applicable

Spell Description

This spell reattaches a severed arm or leg. The caster must have possession of the lost limb at the time of casting. If the limb is badly mangled or burned, additional healing spells may prove necessary before casting. **Restore Limb** can only merge the limb to the host's body and renew its life. It does not repair the limb further.

Restore Mobility

Alignment Restrictions

The caster cannot be *Evil*.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One living creature

Casting Time: 9

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise unoccupied for the entire time of casting.

Luck: Negates. Allow the paralysis a *Luck Roll* against the spell's effects. If the paralysis was magically induced, use the normal adjustments on the *Luck Roll* for the *Piety* level or spell level of the magic (i.e. the spell level of a Sorcerer in **Paralysis**). Consider normal paralysis as 0 level.

Spell Description

Restore Mobility reverses the effects of paralyzation.

Restore Sanity

Alignment Restrictions

The caster must be *Good*.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One insane creature

Casting Time: 24 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal. Both the caster and the spell recipient must remain otherwise unoccupied for the entire time of casting.

Luck: Negates. For the spell to work, the insanity must fail a *Luck Roll* against the *Piety* level of the caster. If the insanity was induced magically, use the normal adjustments on the *Luck Roll* for the *Piety* level or spell of the magic (i.e. the spell level of the casting Sorcerer in **Insanity**). Consider insanity caused by normal means as 0 level. If a character is inflicted with multiple forms of insanity, each form must make a *Luck Roll* for every spell casting.

Spell Description

This spell returns sanity to an insane individual.

Restore Sight

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature

Casting Time: 12

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. Both the caster and the spell recipient must remain otherwise unoccupied for the entire casting time.

Luck: Negates. For success, the blindness must fail a *Luck Roll* against the *Piety* level of the caster. If the blindness was induced magically, use the normal adjustments on the *Luck Roll* for the *Piety* level or spell of the magic (i.e. the spell level of a Sorcerer in **Blind**). Consider blindness caused by normal means as 0 level.

Spell Description

This spell returns normal sight to the spell recipient.

Saving Grace

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One living creature

Casting Time: 10

Duration: Up to 1 day per *Piety* level of the caster. Once cast on an individual, the magic of *Saving Grace* remains unused until the recipient's *Damage Tolerance* falls to or below zero. At this point, the target is healed and the magic of the spell fades.

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

The target of a **Saving Grace** spell has the blessing of the caster's deity in his adventures. If the targeted creature ever falls to zero *Damage Tolerance* or less, the magic of the **Saving Grace** is triggered into action. At this point, the physical wounds of the target are healed for 1d12 *Damage Tolerance* points plus an additional one point per *Piety* level of the caster.

This spell may save a character's life in situations where sustained damage would normally have killed the character. A character can never be blessed with more than one **Saving Grace** at a time.

Vim and Vigor

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One living creature

Casting Time: 12

Duration: 1 day per 2 *Piety* levels

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Vim and Vigor increases the spell recipient's *Daily Healing Rate* by 1 point per *Piety* level. Multiple castings are not cumulative. Further, this spell does not affect a character's *Stamina* or any factor dependent on it.

Miracle Spells

Anu's Way

Mythological Restrictions

The caster must be a priest of the Slavonic/Babylonian mythos. Priests of Anu gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: Up to 1 creature per Piety level

Casting Time: 1/2 hour

Duration: Up to 1 day per Piety level.

Range: The caster must initially touch all participants.

Casting Req.: Verbal, Gestural.

Luck: Not Applicable.

Spell Description

Anu's Way gives the caster and his companions access to a heavenly road maintained by Anu. It is the same starry path that can be viewed in the celestial vault every evening known as the "Milky Way." Once the spell is cast and the destination stated, all earthly scenes slowly fade to an absolute black. The only images piercing the darkness are the lights of stars and nebulas. The road itself seems made of countless pinpoints of twinkling light.

The road is capable of transporting the caster and his party between any two worldly locations. The sparkling highway is unhindered by mountain, ocean, or storm. It will provide passage for the travelers to within 1d20 miles of their desired location.

Anu and his armies generally protect the road. However, even Anu cannot guard against all threats. The travellers should be prepared to encounter spiritual beings of both friendly and hostile nature. Demons, ghosts, and elementals are all known to use the trail.

The caster, his companions, and any accompanying livestock must be able to carry their equipment personally. The spell provides access to the road, but does not, itself, move the travellers. Rather, those travelling the road must walk or ride the illuminated path.

The road will always take the travelers in a straight line toward their destination. If any traveller steps off the path at any time before reaching his final destination, he will

find himself re-appearing in the worldly domain. He will have moved a distance corresponding to the amount of time he spent travelling the road.

Those walking on the heavenly path will move at a worldly rate of 75 miles per day. Those riding steeds may move up to 150 miles per day, although they may slow their pace to match those on foot.

Aphrodite's Dazzling Smile

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Aphrodite gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Any living human or humanoid viewing the caster.

Casting Time: 2

Duration: 2 turns + 1 turn per Piety level.

Range: 100 feet

Casting Req.: Verbal, Gestural.

Luck: Not Applicable.

Spell Description

This spell bestows upon the caster a tiny portion of Aphrodite's mind-numbing beauty. Any human or humanoid creature viewing the caster must make a *Luck Roll* with *Willpower Adjustments* or stand in rapt awe while he remains in sight. The *Luck Threshold* that the viewers must overcome may be altered if the caster disrobes. In this case, alter the threshold by an amount equal to the caster's own *Comeliness Adjustment* for all members of the opposite sex.

Of course, those dazzled by the unusual spectacle will immediately snap out of their daze upon sustaining even a single point of damage.

Balder's Beauty**Mythological Restrictions**

The caster must be a priest of the Norse mythos. Priests of Balder gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 5.

Duration: 1 hour per Piety level.

Range: 0.

Casting Req.: Gestural.

Luck: Not Applicable.

Spell Description

This spell temporarily raises the caster's *Comeliness* by 2 points plus 1 point per 3 Piety level.

Brilliant Aura**Religious Requirements**

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster. The produced aura lights a circle around the caster having a radius of 100 feet.

Casting Time: 8

Duration: 2 turns plus one turn per *Piety* level

Range: 0'

Casting Req.: Verbal

Luck: None

Spell Description

Brilliant Aura surrounds the caster with a bright halo of light. The shine highlights the priest so gloriously that anyone looking directly at him experiences pain. Any attack on the caster suffers a penalty on the *Attack Bonus* equal to 1 per 3 *Piety* levels of the caster.

Byelobog's Brilliant Halo**Alignment Restrictions**

The caster must be *Good*.

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Byelobog gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster.

Casting Time: 3

Duration: 1 minute per Piety level

Range: 0'

Casting Req.: Verbal

Luck: None

Spell Description

Byelobog's Brilliant Halo creates an aura of pure white light around the caster. Any creature within 10 feet of the caster having an *Evil* alignment automatically sustains 1d6 damage per turn. The damage will be felt only as a general weakening that is regained at a rate of 1 point per hour of rest. Though it may render a foe unconscious, the damage inflicted by the light cannot kill.

The halo is bright enough to illuminate to a radius of 60 feet.

Clio's Chronicles**Mythological Restrictions**

The caster must be a priest of the Greek mythos. Priests of Clio gain a bonus of +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One scroll.

Casting Time: 10

Duration: The summoned scroll remains in the caster's possession for up to 10 minutes per Piety level.

Range: 0

Casting Req.: Verbal, Gestural. In invoking the spell, the caster states the historical event of interest and simply reaches forth, as if removing a scroll from a shelf.

Luck: None.

Spell Description

This spell summons a scroll containing historical information from the libraries at the temple of Clio, goddess of history. When the spell is invoked, the caster must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. Success indicates the caster obtained a scroll containing the most pertinent information available covering the stated event. The language, accuracy, and detail used by the record are at the Overlord's discretion.

Of course, the spell can only summon records that actually exist in Clio's temple libraries. It does not manufacture new documents, nor does it provide the caster with the ability to read the delivered parchment. It therefore behooves the caster to be well versed in ancient scripts.

Finally, access to the library is by Clio's acquiescence. Intentionally damaging scrolls will quickly attract her attention and displeasure.

Dana's Faery Knoll

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Dana gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: Up to a 50 foot radius area that must be centered at the top of a rounded hilltop, knoll, or mound.

Casting Time: 10. The spell may only be cast at night.

Duration: 1 day per 2 Piety levels.

Range: 100 feet.

Casting Req.: Verbal

Luck: Not Applicable.

Spell Description

The caster may invoke this spell only at night while standing at the top of a small hill. Upon completion of the necessary incantations, a brilliant circular crack rings the entire hilltop. The earth above this crack slowly and quietly rises. It is soon revealed to be supported by magnificent columns surrounding a cheerful and brightly lit court. In the center of the court is found a massive stone table laden with a sumptuous feast. Dainty elves laugh and dance as they invite the caster's guests to their party.

The hosts living in this hilltop refuge, or Sidh as the elves call it, will welcome the caster and up to one companion per Piety level for the spell duration. The mound may be raised and lowered at any time during the night but can only do so once on any given evening. In any case, it must be securely closed by dawn. Anyone remaining in the refuge after it is lowered will be trapped there until the following evening when the mound may again rise. During their stay, the guests experience an increase in their *Daily Healing Rates* equal to one point per Piety level of the caster.

Those housed in the faery palace will be well fed and entertained. However, any food or supplies taken from the court will instantly transform into leaves, twigs, and sticks once removed.

Dazhbog's Heavenly Messenger

Alignment Restrictions

The caster cannot be *Evil*.

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Dazhbog gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell delivers a message to a single specified location or person.

Casting Time: 1 minute

Duration: The spell can deliver any verbal message having a duration of no more than 1 minute per Piety level. The message will be delivered after a delay of 20 minutes per 100 mile distance the messenger must travel.

Range: 100 miles per Piety level.

Casting Req.: Verbal.

Luck: Not Applicable

Spell Description

Dazhbog's Heavenly Messenger summons a meteoric ball of fiery light from the heavens. When the ball strikes the ground it explodes in a harmless shower of sparks. Thereafter, an image appears of a ghostly young male sitting astride a sleek golden-maned white horse. This youth will patiently wait while the caster relays a message. When the message is complete and the caster has stated the intended destination, the equerry will launch into the sky and quickly vanish.

When the rider reaches his intended audience, he will approach with his usual fiery display and verbally relay the given message. As his memory is unailing, the words spoken will be exactly as the caster specified. In fact, his inflections are so perfect, the listener may mistake his voice for that of the caster's.

Once the message is relayed, the rider will again depart in his distinctively comet-like fashion.

Dionysus's Drunken Stupor

Mythological Restrictions

The caster must be a priest of the Greek mythos. Priests of Dionysus and Silenos gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: One creature

Casting Time: 8.

Duration: 5 turns + 1 turn per Piety level.

Range: 60 feet.

Casting Req.: Gestural, Material. In invoking the spell, the caster drinks a small goblet of wine.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to completely avoid the spell's effects.

Spell Description

Dionysus's Drunken Stupor places the targetted creature in an intoxicated mental state. For details on the effects, see **Delerium / Intoxication** in the **Trauma** section of *The Grimoire of Game Rules*.

Enki's Aquatic Form

Mythological Restrictions

The caster must be a priest of the Sumerian / Babylonian Mythos. Priests of Enki gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One humanoid.

Casting Time: 5

Duration: Up to 1 day per Piety level of the caster. The form is immediately lost when the transformed individual leaves the water.

Range: Touch

Casting Req.: Verbal, Gestural. .

Luck: Not Applicable.

Spell Description

This spell changes the physical form of the targetted humanoid. His legs merge and transform into the tail of a great fish, giving great mobility in the water. In addition, his lungs are given the capacity to breathe water. The altered individual can easily be mistaken for a mermaid or merman. Obviously, the 'fish-man' is quite capable of swimming even if he lacks the talents that are normally required for such water activities.

The individual's *Speed* in water is identical to his *Speed* on land. In fact, the magic of the spell makes the polymorphed person highly comfortable in an underwater environment. His combat abilities (i.e. *Attack Bonus* and *Defense*) are completely unaffected.

Of course, some weapons and most forms of armor are useless underwater and may even prove detrimental. The sheer weight of many of these articles will quickly drag the owner to the watery deep if they are not abandoned. In addition, keep in mind that many of the spells learned and practiced by land-dwelling spellcasters are impotent in an aquatic environment.

Enki's Water Jug

Mythological Restrictions

The caster must be a priest of the Sumerian / Babylonian Mythos. Priests of Enki gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 7

Statistics

Mana Cost: 7

Affected Area: One jug or vase.

Casting Time: 1 hour

Duration: Permanent.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The caster must possess a ceramic jug or vase of the finest craftsmanship on which to place the charm. It must have a value of no less than 5,000 silver pieces and must be of sufficient size as to hold at least one gallon of liquid.

Luck: Not Applicable.

Spell Description

This spell enchants a water-bearing vessel with the ability to easily contain a large quantity of pure water. Once charmed, the vessel holds any amount of water up to 5 gallons per Piety level of the caster. As the jar fills, the waterline in the vessel gives an indication of how much water is already held. For example, a jug that is capable of holding 50 gallons but that currently holds only 25 gallons will appear half full.

The vessel's weight will vary depending on the quantity of water it contains, but is gauged against the weight of a single gallon of water. For example, a jug that is half full will have the weight of half a gallon.

Any other liquid placed in the jar will fill the jar normally. If the water is somehow transformed into another liquid (i.e. a bag of lemonaid powder is dumped into the vase), the excess contents will quickly spill over onto the ground.

Of course, the magical jug must be treated as a magic item when considering the *Willpower* limitations of its owner.

Erato's Arrow of Love

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Erato gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One arrow.

Casting Time: 1 minute

Duration: Once enchanted, the arrow retains its potency until fired. The love charm remains effective on the targeted creature indefinitely. Of course, the effects can be negated with some form of magic negation spell.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell may be cast over any ordinary arrow.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This spell enchants an arrow with a powerful love charm. Any living creature struck by the arrow must make a *Luck Roll* with *Willpower Adjustments*. Failure indicates the creature will fall deeply in love with the next being it sees, whether that being is of the same species or not.

The charmed creature will defend its new-found love with its very life. It will dutifully follow the object of its affection and perform any actions it feels are in its love's best interests.

The arrow itself inflicts no damage. Of course, it must be treated as a magic item when considering the *Willpower* limitations of its owner until fired.

Euterpe's Soothing Melody

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Euterpe gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 9

Statistics

Mana Cost: 9

Affected Area: The spell affects any creature clearly hearing the music played by the caster.

Casting Time: 12

Duration: Up to 1 turn per Piety level. The spell's effects will cease as soon as the caster stops playing music.

Range: Hearing. As the melody required by the spell cannot be overly loud, the effects are limited to an effective range of 100 feet unless the acoustical conditions of the environment are greater than normal.

Casting Req.: Verbal, Gestural, Material. The spell may only be invoked in conjunction with the playing of soothing music on a flute or stringed instrument.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* on every turn to avoid the spell's effects.

Spell Description

This spell imbues the caster's music with soothing melodic overtones. The augmented tune is capable of pacifying the most aggressive beasts. Any creature failing a *Luck Roll* against the spell's effects will immediately cease any hostile actions to listen to the music. Once a creature is caught in the spell's hypnotic web, it will remain entranced for the remainder of the spell duration. Of course, the creature's reverie will be interrupted at the first point of damage sustained.

If the caster takes damage while performing, he must make a *Luck Roll* with *Manual Dexterity Adjustments* for every blow sustained or interrupt his music. The *Luck Threshold* that must be overcome for each blow equals the amount of damage sustained in the blow.

Fenris's Upper Hand

Mythological Restrictions

The caster must be a priest of the Norse Mythos. Priests of Fenris gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: Any number of tethers, chains, or ropes hindering the caster's movement.

Casting Time: 2

Duration: Instantaneous.

Range: Touch.

Casting Req.: Gestural. The caster must strenuously pull against the binding tethers.

Luck: Negates. Allow a *Luck Roll* for each tether to avoid the spell's effects.

Spell Description

This spell breaks any chain, rope, shackle, or tether binding the caster. The tether will break at its weakest point if it fails its *Luck Roll*. The binding gains a bonus of +1 on its *Luck Roll* for every 100 pounds of weight it can support. Ordinary rope can generally support 500 pounds while a normal chain can hold 1000.

Fleet Foot

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: Caster

Casting Time: 4

Duration: 1 turn per *Piety* level

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not applicable

Spell Description

This spell triples the caster's normal *Speed* and gives him the fortitude to sustain this pace for the duration of the spell without tiring. Thus, he can escape a dangerous

situation in short order. **Fleet Foot** does not allow the caster extra attacks, initiative bonuses, or other aid.

Glide

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 1

Duration: The caster may **Glide** to the ground from any height. The moment he touches ground, the wings vanish.

Range: 0'

Casting Req.: Verbal

Luck: Not applicable

Spell Description

Glide protects the caster from long falls. When invoked, translucent wings sprout from the caster's shoulders. These catch the priest before hitting the ground provided he falls 20 feet or more. There is not enough time to cast the spell and glide safely in a shorter fall.

Godspeed

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One creature

Casting Time: 5 minutes

Duration: 1 hour per 2 *Piety* levels

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Not applicable

Spell Description

Godspeed allows the recipient to travel at maximum *Speed* without tiring. Thus, a **Godspeeded** horse could carry its rider for hours without exhausting itself.

Govannon's Beer

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Govannon gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: The spell enchants one draught of beer which, when drunk, affects the drinker.

Casting Time: 5 minutes

Duration: The brew's charm remains dormant, but permanent until drunk. At this point, its magic lasts 5 minutes per *Piety* level.

Range: Touch

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must plant wheat and barley seeds and must sacrifice 10 gold pieces.

Luck: Not Applicable.

Spell Description

This spell charms a mug of ale or beer to bestow strength upon the drinker. The beer does not appear unusual, but never grows stale. When imbibed, the beer temporarily raises the drinker's *Physical Strength* by 1 point per 3 *Piety* levels of the caster. The quaffer's *Damage Tolerance* is unaffected. Until it is drunk, the magical brew must be treated as a magic item for *Willpower* purposes.

Unfortunately, the enchanted ale does not bestow eternal youth on the drinker, as does Govannon's personal stock. As a consequence, the spell may be more appropriately named **Govannon's Lite Beer**.

Heimdall's Rainbow Bridge

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Heimdall gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The spell creates a shimmering multicolored rainbow path. This miraculous bridge can support a total of 100 pounds of weight per Piety level of the caster.

Casting Time: 3

Duration: Up to 5 minutes per Piety level of the caster. The spell may be cancelled at any time. If the bridge's weight capacity is ever exceeded, the spell will immediately terminate.

Range: Touch.

Casting Req.: Gestural.

Luck: Not Applicable.

Spell Description

Heimdall's Rainbow Bridge creates a sparkling many-hued pathway supported by nothing but air. The path may be laid flat and used to cross a moat or chasm or made into a gently curving arch that can be used to breach a wall. If laid flat, the bridge extends any distance up to 10 feet per Piety level. If formed into a sweeping arc, it can extend horizontally and vertically any distance up to 5 feet per Piety level.

Hephaestos's Fiery Hammer

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Hephaestos gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: A single one-handed hammer.

Casting Time: 8

Duration: 1 turn per Piety level.

Range: Touch.

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must plunge the head of the hammer into an open flame.

Luck: None.

Spell Description

This spell heats the head of an iron one-handed hammer to a blistering temperature. Once charmed, the hammer's head glows a dull red and produces a low

hissing sound. The magical heat gives the wielder the ability to work metal without the use of a forge.

Metal armor may be repaired with the hammer's use provided the wielder has the appropriate levels in the *Smithery* skill. The spell lasts just long enough for a skilled armorer to repair one point of damage per 2 Piety levels of the caster.

If used to bend metal bars or to bludgeon metal doors, the hammer delivers the same damage as normal. However, the magic of the spell does not allow the targetted metal to absorb any of the damage. So, while a blow of 5 damage to an iron door would normally have no discernible effect, a tool charmed with this spell will make a noticeable dent. If there exists nothing to prevent the weapon's wielder from concentrating his efforts, he make strike one blow every two seconds.

If the hammer is used in combat, it delivers an additional 1 point of fire damage on every blow.

Immunity to Flame

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One creature

Casting Time: 10 seconds

Duration: 1 minute per *Piety* level

Range: Touch

Casting Req.: Verbal

Luck: Not applicable

Spell Description

This spell grants protection from searing heat and roaring flames. Magical or unnatural fires affecting a creature protected in this manner delivers only half its normal damage. Normal flames rage and flicker harmlessly around the recipient of **Immunity to Flame**. Of course, while a dragon's breath or a lava pit may not represent magical flames, they should certainly are not be treated as 'normal' fire.

Lift Curse

Alignment Restrictions

The caster must have a *Good* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One curse

Casting Time: 11

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural

Luck: Negates. Allow any affected curse a *Luck Roll* against the *Piety* level of the caster. Use the normal adjustments on the *Luck Roll* for the *Piety* level of the caster. If the *Luck Roll* fails, the curse is lifted.

Spell Description

This spell removes magical curses. **Lift Curse** does not restore the spell recipient to his condition previous to the curse's effects. For example, if a curse has somehow rotted away a character's arm, this spell stops further rotting but cannot restore the lost arm. Of course, this spell lacks the power to negate a god's personal curse.

Lludd's Silver Hand

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Priests of Lludd gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: This spell summons a single levitating, animated hand apparently made of pure silver.

Casting Time: 5

Duration: Up to 1 minute per *Piety* level. The summoned hand will remain only until it sustains enough damage to dispel the magic.

Range: 0' The hand initially appears directly in front of the caster's face. Thereafter, it must remain within 100 feet of the caster.

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must sacrifice 100 pieces of silver.

Luck: Not Applicable.

Spell Description

This spell summons an animated silver hand that effortlessly glides through the air at the caster's bidding. The caster must provide verbal orders to the hand but does not need to concentrate on its movements. It has a *Speed* equal to that of the caster and a *Physical Strength* 1 per 3 *Piety* levels of the caster.

If commanded into combat, it may *Pummel* its opponent (as the skill) at a skill level equal to the *Piety* level (one attack per turn). Alternatively, if provided a Bastard Sword, it may wield it at a *Combat Level* equal to the *Piety* level. These are the only two forms of attack that the hand can initiate. It possesses the following combat characteristics:

Absorption: 5

Recovery Time: by weapon

Number of Attacks: 1 per turn

Combat Level: 1 per *Piety* level

Damage Tolerance: 10 + 2 per *Piety* level

Attack Bonus: 5 +1 per *Piety* level

Defense: 25 + 1 per *Piety* level

Damage: by weapon + *PS Dam. Adj.*

Note that the hand can never be commanded to perform an *evil* act. If such an order is given, the hand will immediately vanish.

Loki's Tiny Disguise

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Loki gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: Caster

Casting Time: 5

Duration: Up to 1 minute per Piety level. The caster may cancel the spell at any time. In addition, any damage sustained by the transformed caster immediately negates the charm.

Range: 0.

Casting Req.: Gestural.

Luck: Not Applicable.

Spell Description

Loki's Tiny Disguise transforms the caster into a tiny fly. In this camouflaged state, he flies at a maximum *Speed* of 20 and has the following characteristics:

Absorption: 0

Casting Time: 4

Number of Attacks: 1 per turn

Combat Level: 1 per 2 Piety levels

Damage Tolerance: 1

Attack Bonus: 5 +1 per Piety level

Defense: 25 + 1 per Piety level

Damage: 1 (sting)

If the caster is damaged in this state, he immediately resumes his normal form, having suffered the full consequences of the damaging blow.

While in the transformed state, the priest cannot cast spells or even speak. If he desires, the caster can produce a buzzing sound with his newly gained wings.

Nereids' Shell

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Poseidon gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One oyster shell that can support a weight equal to 100 pounds plus 20 pounds per spell level.

Casting Time: 4

Duration: 1 hour per Piety level.

Range: Touch

Casting Req.: Gestural, Material. The caster must possess an oyster shell on which to place the charm.

Luck: Not Applicable.

Spell Description

When **Nereids' Shell** is cast on a common oyster shell, it expands to a diameter of approximately 3 feet and gains miraculous motive capabilities on the sea. When the shell is placed in the water like a boat, it will transport its contents across the sea's rolling waves under the caster's direction. It travels at a *Speed* equal to the caster's.

Ninkhursag's Nourishing Milk

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian mythos. Priests of Ninkhursag gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: drinker

Casting Time: 1/2 hour

Duration: The spell charms the elixer permanently. The magic is expended when the milk is imbibed.

Range: Touch.

Casting Req.: Verbal, Gestural, Material. The caster must possess a vial of milk taken from an unblemished white cow. In addition, the caster must sacrifice 200 silver pieces.

Luck: Not Applicable.

Spell Description

Ninkhursag's Nourishing Milk charms a vial of milk with remarkable nutritious properties. The imbiber of the magical potion will be able to fast for an extended period. He will be able to comfortably live without food or water for a period of 1 day per Piety level of the caster after drinking the magical aid.

Of course, the potion must be treated as a magic item considering the *Willpower* limitations of its owner.

Nut's Heavenly Gown

Alignment Restrictions

The caster cannot be *Evil*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Nut gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: Caster.

Casting Time: 8

Duration: 2 turns per Piety level

Range: 0'

Casting Req.: Verbal, Gestural, Material. The caster must wear a long flowing gown or priestly robe made from the finest silk. The gown must be worth no less than 500 silver pieces. The spell does not harm the garment in any way.

Luck: Not applicable

Spell Description

Nut's Heavenly Gown decorates the caster's apparel with the black sparkling beauty of the night sky. The stars that speckle the garment twinkle only faintly until the caster is affected by magic. At this point, the stars flash and glint brightly as the power of the gown protects the caster. Any magic (helpful or baneful) is reduced in potency by 1 spell level per 2 Piety levels of the caster. Thus, a priest protected by an 8th level **Nut's Heavenly Gown** spell who is blasted by a 7th spell level **Lightning Bolt** sustains the damage of only a 3rd level electrical jolt.

Unfortunately, **Nut's Heavenly Gown** cannot be used in conjunction with other magic protection spells that reduce the spell level of magic (such as the Mage spell **Magic Reduction**). If attempted, the most powerful of the spells takes effect. Obviously, multiple castings of this spell have no cumulative effect.

Osiris's Sandy Sea

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Osiris gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell charms a small boat (barque) making it capable of carrying 150 pounds of weight per Piety level of the caster across a sandy desert floor.

Casting Time: 8

Duration: 2 hours per Piety level.

Range: Touch

Casting Req.: Verbal, Material, Gestural. The caster must stand within the boat as he chants the incantation.

Luck: Not Applicable.

Spell Description

Osiris's Sandy Sea magically charms a boat with the ability to sail across the dunes of a sandy desert. The boat bobs and tilts as the sand surrounding its hull undulates like the waves of a calm ocean. After invoking the spell, the vessel responds only to verbal commands concerning speed and direction as given by the caster. The caster has absolute control over the craft, even able to stop it any number of times. At the end of the spell duration, the barque will gently slow to relinquish its passengers.

The boat travels at a constant *Speed* of 75 (about 15 miles an hour) until the destination is reached or the duration expires. At times, its velocity will take it airborne as it passes over the crest of a dune.

Part Water

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: **Part Water** divides a body of water up to a depth of 50 feet. It provides a 10 foot wide path of dry

passage extending up to a maximum length of 20 feet per *Piety* level of the caster. The path must always lie in a straight line.

Casting Time: 9

Duration: Up to 5 minutes per *Piety* level. The caster may cancel the spell at any time.

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: Not applicable

Spell Description

This spell divides the water of a lake, river, or ocean to allow passage.

Pearl of Piety

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: See Below

Casting Time: 9 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The charmed white pearl must be flawless and have a value of no less than 125,000 silver pieces.

Luck: Not Applicable

Spell Description

This spell creates a holy artifact from a large flawless white pearl. The pearl is attuned to the caster's deity. Its powers vary depending on the possessor's level of devotion to the deity.

A follower of the caster's deity that possesses the pearl has his *Comeliness* raised by 2 points as long as the relic is visible.

If the possessor is an actual priest (has levels in *Piety*) worshipping the deity, his *Comeliness* is raised by 1 point per 5 *Piety* levels of the pearl. (i.e. at 1st, 6th, 11th, etc.) For this power to have effect, the pearl must be worn visibly.

If the possessor is the individual that actually blessed the pearl with this spell, his *Comeliness* raises by 1 point per 3 *Piety* levels when openly displayed. In addition, the pearl may store additional *Mana* points. These *Mana* points may only be added if the caster currently has his

normal maximum and are added to the pearl at a rate of 1 point per day. The pearl may store a maximum of 1 point per *Piety* level of the caster at the time the gemstone was blessed. The caster may draw the extra mana at any time for spellcasting purposes.

Obviously, a **Pearl of Piety** must be treated as a magic item for *Willpower* purposes. Only 1 pearl per customer, please.

Poseidon's Trident

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Poseidon gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: The spell charms a single trident.

Casting Time: 4

Duration: 1 hour per *Piety* level.

Range: Touch

Casting Req.: Gestural, Material. The caster must possess a trident on which to place the charm.

Luck: Not Applicable.

Spell Description

Poseidon's Trident enchants a trident with the miraculous powers needed for underwater exploration. The person holding the charmed trident is able to breathe water as if it were air for the duration of the spell. Unfortunately, this does not give the wielder the ability of speech underwater.

The trident also has the power to pull its wielder through the water at a *Speed* of 50. To use this ability, the wielder need only point the trident with one hand and point with the index finger of the other in the direction he wishes to travel. If the trident's owner carries a heavy load, such as the body of a fallen comrade, cut the trident's *Speed* in half. (The trident can pull up to 200 pounds at full speed through the aquatic domain but cannot manage more than a total of 400 pounds even at half speed.)

Ra's Golden Barque

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Ra gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: The spell summons a golden bark (boat) capable of transporting 150 pounds of weight per Piety level of the caster.

Casting Time: 12. The summoned barque will arrive in 1d6 turns after completion of the spell.

Duration: The barque remains summoned until nightfall.

Range: 0'

Casting Req.: Verbal. The spell may only be cast during the daylight hours in full view of the sun.

Luck: Not Applicable.

Spell Description

Ra's Golden Barque summons from the heavens a fabulous barge having a mirror-like golden surface that reflects the sun's rays in a spectacular display. Upon invoking the spell, the caster must state where he wishes the bark to transport him and his companions. Once the company has boarded, the barque floats aloft on a direct course to its destination. The caster may land the craft any number of times but has no other control over the vessel. At the end of the spell duration, the barque will gently descend to relinquish its passengers.

The barque travels at a constant *Speed* of 150 (about 30 miles an hour) until the destination is reached or the sun sets. It maintains a 'cruising' altitude of approximately 100 feet above the ground.

Siren's Song

Mythological Restrictions

The caster must be a priest of the Celtic, Greek, or Slavonic Mythos. Priests of the Grecian goddess Polymnia gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell affects any living creature within range hearing the caster's song.

Casting Time: 2

Duration: The spell lasts up to 1 turn per Piety level. The spell may be cancelled at any time by stopping the song.

Range: Hearing.

Casting Req.: Verbal. The caster must sing throughout the entire duration of the spell. Obviously, spells that have a Verbal component cannot be cast while this spell remains in effect. However, spells having only Gestural and Material components may be invoked.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This spell imbues the caster's voice with an alluring charm. Any living creature hearing the caster's voice is tempted by the sweet melody. Any creature failing its *Luck Roll* will become entranced and will go to any length to approach the singer. Its approach will be in the fastest mode available to the charmed being. Once the creature comes within 10 feet of the caster, it will simply stand in a daze listening to the hypnotic solo.

If any charmed creature sustains damage while under the spell's influence, it is entitled to an additional *Luck Roll* to break out of its reverie. Allow one such *Luck Roll* for every blow sustained.

Spectral Wonder

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Any creature viewing the spectacular writhing rainbow.

Casting Time: 11

Duration: Up to 1 turn per *Piety* level. Once an affected creature is attacked by any means, **Spectral Wonder** automatically loses its power over its former captive.

Range: Sight

Casting Req.: Verbal, Gestural

Luck: Negates. Allow each affected creature a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

Spectral Wonder creates a twisting ribbon or rainbow colors. Its captivating beauty seizes the attention of any creature viewing its beauty. Creatures affected by this spell cannot engage in combat or other activities unless provoked. Note that the spell does not blind the targeted creatures to their surroundings for easy killing but it may provide an attacker an advantage through surprise (see **Surprise** in the **Combat Rules** section of *The Grimoire of Game Rules*).

Stick to Serpent

Mythological Restrictions

The caster must be a priest of the Egyptian or Sumerian / Babylonian Mythos.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: One stick

Casting Time: 11

Duration: 2 turns per *Piety* level

Range: Touch

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess a wooden stick or staff. At the end of the duration, the snake returns to the form of a stick and falls harmlessly to the ground.

Luck: Not applicable

Spell Description

Stick to Serpent transforms a wooden stick into a dangerous serpent. The serpent obeys every command given by the caster without hesitation. It may take the form of a viper or a constrictor, depending on the caster's preference. While the serpent may appear as any type of snake desired, all have the following statistics:

Type	Constrictor	Viper
Combat Level	1/level	1/level
Damage Tolerance	2d8/level	1d4/level
Attack Bonus	2+1/level	2+1/level
Damage per blow	2d4+1/level	1d2+venom*
Defense	20+1/level	25+1/level

A viper bite delivers a poisonous venom. The bitten individual must make a *Luck Roll* with *Stamina* adjustments or sustain the effects of a *Deadly Venom* (as described in the *Poison* section in *The Tome of Terrors*).

The poison produced by this spell cannot be harvested as the venom of normal serpents can.

A constrictor snake needs to hit only once, every turn thereafter it delivers damage automatically as it crushes its victim. At this point, however, its *Defense* drops to 10. Any swing missing the constrictor has a 50% chance of striking the wrapped victim.

Terpsicore's Graceful Dance

Mythological Restrictions

The caster must be a priest of the Greek mythos. Priests of Terpsicore gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 10

Duration: 1 hour per *Piety* level.

Range: 0.

Casting Req.: Gestural. To invoke this spell, the caster must dance a little jig.

Luck: Not Applicable.

Spell Description

Terpsicore's Graceful Dance heightens the caster's grace and poise. Any dance performed by the caster will have an added polish. If the caster is pressed into combat, his *Defense* will gain an additional bonus of +2 for the spell duration. In addition, the caster gains an extra bonus of +2 on *Luck Rolls* and *Success Rolls* involving *Agility*.

Multiple castings of the spell will extend the duration appropriately but has no other effect.

Tongues

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: The caster and any sentient being hearing the caster's voice may converse. Of course, **Tongues** allows the caster to communicate only with

creatures that already speak some form of language. He cannot speak to animals or plants.

Casting Time: 6

Duration: 5 minute per *Piety* level

Range: Hearing

Casting Req.: Verbal

Luck: Not applicable

Spell Description

Tongues allows the caster to converse with anyone within hearing distance. The caster seems to speak in the native tongue of anyone listening. Even if a dozen men of varying nationality listen to the caster's speech, each hears his own country's language. In turn, the caster may understand the statements of those around him.

Walk on Water

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2

Affected Area: Caster

Casting Time: 6

Duration: 1 minute per *Piety* level

Range: 0'

Casting Req.: Gestural

Luck: Not applicable

Spell Description

This spell allows a priest to walk on the surface of water or other liquids. The caster moves across the water's surface at his normal *Speed*. Attempting to walk across the violent surface of a storm tossed sea is very dangerous. The spell cannot prevent a breaking wave from pulling the caster down to a watery death.

Weight of Transgressions

Alignment Restrictions

The caster cannot be *Antisocial*, *Unlawful*, or *Evil* and must be *Social*, *Lawful*, or *Good*.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: One creature.

Casting Time: 8

Duration: The effects of the spell last until the targetted creature atones for each 'sin' with a noble act. See the description for further details.

Range: 80 feet

Casting Req.: Verbal, Gestural, Material. The caster must sacrifice a silver chain having a value of at least 50 silver pieces.

Luck: Negates.

Spell Description

Weight of Transgressions fetters the target with large ghostly chain links representing the sins and selfish actions of its life that have not been expunged by good and noble deeds. These shackles and chains are invisible and silent to all but the target itself. The number of links in the chain depends on the both the caster's and the target's alignments as follows:

If the caster is *Social* and the target is *Antisocial*, the target gains 5 chain links.

If the caster is *Social* and the target is neither *Social* nor *Antisocial*, the chain gains 2 links.

If the caster is *Lawful* and the target is *Unlawful*, the target's fetter gains 5 links.

If the caster is *Lawful* and the target is neither *Unlawful* nor *Lawful*, the shackles have their lengths increased by 2 links.

If the caster is *Good* and the target is *Evil*, the target is weighed down by another 5 links.

If the caster is *Good* and the target is neither *Good* nor *Evil*, the chain gains 2 links.

While he is weighted down with the chains, the target's *Physical Strength* is temporarily lowered by 1 point for every 3 full links that fetter him. Thus, five links have the effect of reducing the target's *Physical Strength* by 1 point while 6 links reduce it by 2 points. Even so, the spell can never lower the target's *Physical Strength* to below a value of -4.

For each social, lawful, or good act performed by the target a single link will break and fall away until none remain and the spell ends. However, any antisocial, unlawful, or evil act committed adds a new link to the collection.

Since this spell is not a curse, but really a blessing to show the path to righteousness, the spell **Lift Curse** has no effect on its magic.

Wing Foot

Mythological Restrictions

The caster must be a priest of the Greek or Celtic mythos. Priests of Hermes and Lug gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 6

Affected Area: Caster

Casting Time: 11

Duration: 1 turn per *Piety* level

Range: 0'

Casting Req.: Gestural, Material. This spell requires the caster to wear winged sandals.

Luck: Not applicable

Spell Description

Wing Foot allows the caster to run through the air. He travels in any desired direction at his normal *Speed*. The caster may climb to a maximum height of 5 feet per *Piety* level.

Wings of Isis

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Isis gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 8

Affected Area: Caster.

Casting Time: 3

Duration: 5 minutes per Piety level.

Range: 0'

Casting Req.: Gestural

Luck: Not Applicable.

Spell Description

This spell temporarily gives the caster golden wings with which to fly. He may fly at a maximum velocity equal to his normal *Speed* but requires a full turn of flying to accelerate to this rate. In addition to his body, the caster may lift a number of pounds equal to 30 pounds plus 10 pounds per point of *Physical Strength*. He may land and resume flying any number of times until the spell duration expires.

The flying priest may increase his altitude by 150 feet plus 50 feet per point of *Stamina*. He may glide down any distance. The caster may hover in a single spot if he chooses, but doing so requires tremendous physical exertion. The madly flapping priest will become completely exhausted within a number of turns equal to five plus twice his *Stamina* and must thereafter rest on the ground for 5 minutes.

While flying, the caster cannot cast spells that do not specifically state that they may be invoked in combat or other strenuous situations. He may attack with normal range weapons but has a penalty on his *Attack Bonus* of -5 in doing so.

Nature Spells

Amaethon's Arboreal Army

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Amaethon or members of the Druid Tree Cult gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: Up to 1 tree per Piety level. The spell must be cast on a group of trees already present.

Casting Time: 8

Duration: Up to 1 turn per Piety level. The duration of animation for any given tree may be reduced if it sustains more damage than the spell allows.

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Not Applicable.

Spell Description

When cast, this spell animates a number of trees to act as warriors in the caster's defense and to aggressively attack at his command. The mobile trees will only obey direct orders from the caster that pertain to combat. Each tree has the following combat characteristics:

Absorption: 4

Casting Time: 7

Number of Attacks: 1 per turn

Combat Level: 1 per 2 Piety levels

Damage Tolerance: 5 per Piety level

Attack Bonus: 5 +1 per Piety level

Defense: 15 + 1 per Piety level

Damage: 2d8

If the tree sustains more *Damage Tolerance* than the spell allows, it simply stops moving. It is unlikely that the tree is actually dead unless the opposing force delivered a truly whopping blow. If the tree remains alive, it may be re-animated at a later time.

Animal Charm

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: See below

Casting Time: 24

Duration: Permanent. Any abuse of the charmed creature will cause the spell to immediately end and the animal to forever shun the caster.

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None. The caster must make a *Success Roll* with *Comeliness Adjustments* at a *Threshold* of 20 plus 1 per *Combat Level* of the creature. A successful roll indicates the creature is willing to serve the caster.

Spell Description

With **Animal Charm**, the caster may command a non-magical animal into service. While the spell does not provide for direct communication with the charmed creature, the animal will eagerly perform any task it understands and is physically capable of accomplishing, even at risk to itself.

Call of the Wild

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: This spell summons a single animal from the nearby wilderness.

Casting Time: 12. The animal first appears 1d6 turns after the summons running at its fastest gait toward the caster.

Duration: Up to 1 hour per *Piety* level. At the end of the spell duration, the animal will run off into the wild. If the creature was killed before the spell duration ended or is somehow unable to escape into the wilderness, its body simply fades away.

Range: The caster must lie within 1 mile of untamed wilderness.

Casting Req.: Verbal

Luck: Not applicable

Spell Description

Call of the Wild summons the aid of a single animal. The caster chooses the animal's form but he can only call animals native to the territory in which the spell is cast. It cannot be any form of magical or fabulous beast, such as a Unicorn or Dragon. The animal will perform any act within its ability to aid or defend the caller. Thus, a bear will attack any opponents while a horse would allow the caster to escape danger on its back. The magic of the spell does not provide for direct communication with the animal. However, it will protect the caller with its life if he is obviously threatened.

The summoned animal has a *Combat Level* equal to the *Piety* level of the caster. All other physical characteristics of the animal are normal for a creature of its type and *Combat Level*.

Calm Storm**Religious Requirements**

Piety: 10

Statistics

Mana Cost: 10

Affected Area: 20 mile radius

Casting Time: 4 min.

Duration: 1 hour per *Piety* level

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Negates. For the spell to work, the storm must fail a *Luck Roll* against the *Piety* level of the caster. If the spell was magically induced, use the normal adjustments for the spell level of the storm's magic (i.e. the *Piety* level if induced by the **Nature** spell **Tempest**). Consider normal storms as 0 spell level.

Spell Description

This spell calms the most violent storms for the spell duration. While **Calm Storm** remains in effect, any attempts to generate a new storm will automatically fail.

Cernunnos' Stag Antlers**Mythological Restrictions**

The caster must be a priest of the Celtic myths. Priests of Cernunnos or members of the Druid Animal Cult gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster.

Casting Time: 1

Duration: 1 minute per *Piety* level.

Range: 0'

Casting Req.: Gestural

Luck: Not Applicable.

Spell Description

This spell gives the caster the swift speed of a stag. It effectively doubles his normal *Speed*, even when running through dense woods. The caster may continue his run for the entire duration without tiring.

Any creature observing the caster during his run is entitled to an *Attribute Check* against its *Perception* on 1d8. Those succeeding perceive faint ghostly antlers branching from the caster's head.

The magic of the spell does not provide extra attacks in combat nor does it improve the caster's initiative. In fact, it does not affect his combat abilities in any way.

Commune with Nature**Alignment Restrictions**

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: **Commune with Nature** gives the caster the ability to communicate directly with his natural surroundings. It summons all animals within a 1 mile radius.

Casting Time: 5 minutes

Duration: 1 hour per *Piety* level

Range: 0'

Casting Req.: Verbal

Luck: Not applicable. If a summoned animal is requested to perform a long lasting service (one lasting longer than the spell duration), it must make a *Luck Roll* against a *Luck Threshold* of 20. If it succeeds, it performs the requested task but must make an additional *Luck Roll* every week thereafter. Any single failure indicates that the creature has forgotten the request and resumes its normal lifestyle.

Spell Description

Commune with Nature affords the caster the ability to communicate with all aspects of nature. In addition, it calls the animals from the surrounding woodland to approach the caster.

Thus, a Druid casting this spell is soon surrounded by multitudes of robins, finches, groundhogs, rabbits, and possibly a bear or deer. These creatures will merrily 'chat' with the caster and willingly perform small favors for him. A sparrow could be requested to fly to a nearby cottage and report what he sees. A group of squirrels could be asked to gather a large group of nuts to feed a starving party. Beavers would willingly hew a few trees at his direction or build a small dam.

This spell is not powerful enough to command creatures of nature into combat if they normally harbor any great fear against such activities. In addition, **Commune with Nature** cannot be used to command any creature to perform an act opposed to its normal behavior. For example, it cannot be used to force a lioness to abandon her cubs. Of course, **Commune with Nature** has absolutely no influence over magical or fabulous creatures of any sort.

Cornucopia**Mythological Restrictions**

Priests of the Greek goddess Persephone and the Celtic god Amaethon gain an additional +1 on their *Piety* levels when casting this spell.

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: The food that appears provides a meal for one person for every two *Piety* levels of the caster.

Casting Time: 3 minutes

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a large goat's horn.

Luck: Not applicable

Spell Description

This spell summons a great quantity of food to fill the caster's horn. Upon the spell's completion, the horn

overflows with a variety of flowers and ripe fruits and vegetables (especially corn).

Creeping Vines**Religious Requirements**

Piety: 1

Statistics

Mana Cost: 1

Affected Area: The vines cover a number of 10 foot by 10 foot areas equal to the *Piety* level of the caster. They grow at his direction. Thus, a Druid 6th *Piety* level could instruct the vines to completely cover a 20 foot by 30 foot wall or form a 10 foot wide strip of vines up a 60 foot cliff face.

These vines are capable of supporting 200 pounds of weight per *Piety* level of the caster and may be easily climbed by any humanoid creature.

Casting Time: 8

Duration: Permanent. The vines may be removed normally but will continue to flourish as ordinary vines if left alone.

Range: Touch

Casting Req.: Gestural, Material. To invoke this spell, the caster must plant vine seeds where he wishes to grow his plants.

Luck: Not applicable

Spell Description

Creeping Vines quickly grows thick, sturdy vines at the direction of the caster. Once the caster places appropriate seeds in dirt at the location of where the vines are to grow, he casts the spell. The seeds immediately sprout producing lush vines in a single turn that grasp firmly to trees, cliff faces, or castle walls.

Demeter's Wintery Sorrow**Mythological Restrictions**

The caster must be a priest of the Greek mythos. Priests of Demeter gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The wintery conditions cover a 20 foot radius area and extend upward a maximum of 30 feet.

Casting Time: 10

Duration: 1 turn per Piety level of the caster.

Range: 80'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess the seed of a pomegranate.

Luck: All living creatures in the area must make a *Luck Roll* with *Willpower Adjustments* every turn they remain in the area. Those failing are overcome by the spell's depression for that turn. Allow a similar *Luck Roll* every turn.

Spell Description

Demeter's Wintery Sorrow creates an area of frigid swirling winds and stinging sleet. Those caught in the area sustain 1d6 frost damage per 2 Piety levels of the caster every turn they remain in the blizzard.

Unfortunately for those caught in the storm, the spell also produces the effects of great melancholy and sorrow. Those overcome by this depression lack the energy to escape the wintery frost. In fact, they will simply stand motionless pondering the miserable state of their lives.

The blizzard-like winds prevent any effective attack with airborne weapons. In addition, the first attack striking a given individual will snap him out of his comatose state and allow his immediate escape. Obviously, this restriction does not apply to the damage inflicted by the spell itself.

Epona's Wild Herd

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Epona gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell summons up to 1 riding horse per 2 Piety levels of the caster. If he so desires, the caster may summon a smaller number of mounts.

Casting Time: 2

Duration: The herd thunders into view in 1d4 turns after the spell is completed. Thereafter, the mounts remain under the caster's control for 1 day per Piety level.

Range: See spell description.

Casting Req.: Verbal, Gestural. The caster must place two fingers to his lips and emit a loud whistle.

Luck: Not Applicable.

Spell Description

This spell summons a small herd of wild horses. As wild creatures, they will accept neither saddle nor bridle but will willingly provide the caster and his companions bareback transport.

The solitary stallion will allow only the caster to mount him as a steed. Anyone else attempting to do so will be quickly thrown. The herd's mares cannot be directed further than 100 yards from the lead stallion.

The mares have the characteristics of common riding horses and will avoid entering combat if possible. The stallion should be treated as a small warhorse. He will defend his herd at any cost.

Force of Ages

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: The spell rapidly grows a single oak tree that will pulverize any rock within a 20 foot radius of its base.

Casting Time: 12

Duration: The tree grows to maturity within a single minute. On the first turn of growth, the oak sapling effectively has 2d6 *Damage Tolerance* and an *Absorption* of 6 to blade weapons. Blunt weapons cannot harm it. Every turn thereafter, the tree's *Damage Tolerance* doubles. Killing the tree at any point terminates the spell. If the tree is left alone it will continue to prosper indefinitely as a large but otherwise ordinary oak tree.

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must place an acorn at the location he wishes the oak to sprout.

Luck: None

Spell Description

This spell pulverizes the hardest stone. The caster must first possess an acorn taken from the mightiest oak in a forest. He must place the acorn himself in a small crack or crevice in the rock formation or castle wall that he wishes to destroy. Upon completion of the spell, the acorn sprouts an oak tree. The oak grows at a

tremendous rate. Its roots seek out the tiniest hairline cracks in the stone surface to penetrate. As the roots grow, they widen and split the rock. The splits, in turn, provide the writhing roots even more cracks to explore. Within one minute, the tree attains the full-grown stature of its parent oak. At this point, all the surrounding rock will have been effectively reduced to rubble.

Frigg's Feathered Shawl

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Frigg gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 10

Affected Area: One cloak.

Casting Time: The charm requires 5 minutes to place on the cloak. Once the wrap is donned, the wearer transforms within 2 seconds.

Duration: The charm remains potent on the cloak indefinitely until it is worn. At this point, the magic of the spell is expended on the wearer and the cloak loses its power. The magic of the spell will keep the cloak's wearer transformed until he 'removes' the cloak from his back with his beak.

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a cloak made from the skin and feathers of a hawk. The charm does not harm the cloak in any way.

Luck: Not Applicable.

Spell Description

Frigg's Feathered Shawl charms a cloak with a powerful transformation spell. The next person that places the shawl over his shoulders will transform into a normal-sized hawk with the following characteristics:

Absorption: 0

Casting Time: 6

Number of Attacks: 3 per turn

Combat Level: 1 per 2 Piety levels

Damage Tolerance: 5 + 2 per Piety level

Attack Bonus: 5 + 1 per Piety level

Defense: 25 + 1 per Piety level

Damage: 1d6/1d4/1d4 (beak/claw/claw)

The hawk flies at a *Speed* of 150. Of course, the spell does not affect the mental faculties of the transformed individual.

The cloak must be treated as a magic item when considering *Willpower* limitations. Of course, once the cloak's charm is used it becomes a simple normal cloak. At this point no *Willpower* restrictions apply.

Geb's Potent Balm

Mythological Restrictions

The caster must be a priest of the Egyptian mythos. Priests of Geb gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One normal herbal healing balm.

Casting Time: 1 minute

Duration: The affected herbal balm remains charmed until used. The magic of the spell ensures that the balm itself does not become stale.

Range: Touch.

Casting Req.: Verbal, Gestural, Material. The caster must possess a fresh herbal balm. The components for the balm must have been harvested within 24 hours prior to the spell casting.

Luck: Not Applicable.

Spell Description

Geb's Potent Balm dramatically increases the potency of herbal balms (as described in the skill *Creating Herbal Balms* in *The Grimoire of Game Rules™*). The charm increases the healing capacity of the herbs by 3d6 + 1 per Piety level and totally negates the possibility of infection. In addition, the time normally required to use the salve is halved. Unlike most healing balms, anyone may use the power of these remarkable poultices provided they can apply the herbs directly to a wound.

Until the balm is used, it must be treated as a magic item for *Willpower* purposes.

Holly Grove

Mythological Restrictions

The caster must be a priest of the Celtic Mythos. Druid members of the Celtic Tree Cult gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: 5 foot radius per *Piety* level.

Casting Time: 1 hour

Duration: Up to 1 month per *Piety* level. The spell will immediately terminate if the faery guardian is slain or the trees are completely destroyed.

Range: 0'

Casting Req.: Verbal, Gestural, Material. In casting this spell, the priest must plant a number of holly berries throughout the Affected Area.

Luck: Not Applicable.

Spell Description

When this spell is cast, a number of holly saplings sprout from the ground. The location of the trees is purely determined by the caster. He can cover the entire area uniformly, form a ring, or lay the trees out in a decorative pattern. Within one day after the spell is complete, these sprigs will mature into large mature holly trees.

At this point, an Ellyl faery will appear who will happily take up residence in the newly created grove to tend to its needs (for more information on Ellyl, see ***Celtic Creatures and Nordic Nightmares™***). If the area is ever invaded, the ellyl may animate the prickly trees to defend the area. Any creature caught within the animated grove will sustain 1d4 damage per *Piety* level every turn (no *Luck Roll*). Armor may absorb this damage normally. The ellyl will attack personally only under the most dire of circumstances. If the faery is ever killed, the spell immediately terminates.

The grove itself is completely immune to normal flame but can be damaged by magical fire. Each tree in the grove has a *Damage Tolerance* of 5 per *Piety* level of the caster and an Absorption of 4. Every holly tree felled in the area clears an area having a 5-foot radius around the tree's base.

Impassable Forest

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: 60 yard radius. The spell may only be cast in a woodland setting.

Casting Time: 5

Duration: 1 minute per *Piety* level

Range: 100 yards

Casting Req.: Verbal, Gestural

Luck: Those wishing to move through the area must make a *Luck Roll* with *Agility Adjustments* every turn. Failure indicates the individual is completely unable to pass through the area for that turn. Success indicates the individual may move at half his normal *Speed*.

Spell Description

Upon completion of this spell, the caster causes a section of woodland or brush to become tangled and thick with vines and creepers. This undergrowth will hinder any passage through the overgrown wood.

Njord's Fair Winds

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Njord gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 7

Statistics

Mana Cost: 7

Affected Area: 200-foot radius around the targetted vessel.

Casting Time: 1 minute

Duration: 1 day per 3 *Piety* levels.

Range: Touch

Casting Req.: Verbal, Gestural, Material. The caster must toss items of gold into the sea having a value of no less than 1,000 silver pieces.

Luck: Not Applicable.

Spell Description

This spell summons a strong breeze to fill the targetted ship's sails. The caster has some control over the breeze he has created. At the beginning of each day, the caster must pray for winds that will take him in the direction he desires. With an hour, the winds will shift in the direction indicated. While the winds are not strong enough to break the ship's rigging, the vessel will falter if it is not under control of a full crew of competent sailors.

The ship (and those it escorts) will travel at 1.5 times their normal maximum rate for the duration of the spell. (For most wind-powered vessels this equates to about 15 miles per hour.)

Note that the spell provides the ship with no protection from storms, natural or otherwise.

Pan's Pipes of Panic

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Pan gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell affects any living creature within range hearing the caster's music.

Casting Time: 10

Duration: 1d6 turns plus 1 turn per 2 Piety levels.

Range: 80 feet.

Casting Req.: Gestural, Material. The caster must play a seven-reed pipe in invoking the magic. The instrument must have a value of no less than 500 silver pieces, but is unharmed by the spell.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects.

Spell Description

This spell invokes a great sense of danger and fear in any living creature hearing the caster's music. Any such creature failing its *Luck Roll* flees from the caster in panic. It will use its fastest mode of travel for the duration of the spell.

If the caster does not have the talent of *Playing Instruments*, which has been used to learn to play the pipes, he may still invoke the spell by playing crude notes on the reeds. However, his crude mastery of the

instrument forces him to cut his effective *Piety* level in half when invoking this spell.

Rays of Dawn

Alignment Restrictions

The caster cannot have an *Evil* alignment.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: The spell produces rays of sunlight forming a cone 50 feet long with a 20 foot base diameter.

Casting Time: 9

Duration: 1 turn

Range: 0'

Casting Req.: Verbal, Gestural, Material. The caster must possess a golden holy symbol whose value exceeds 500 silver pieces. The spell leaves the symbol unharmed.

Luck: See the spell description.

Spell Description

Rays of Dawn shoots rays of sunlight from the caster's golden holy symbol. All sighted creatures in the *Affected Area* must make a *Luck Roll* with *Perception* adjustments or be blinded for 1d6 turns. Creatures especially vulnerable to sunlight, such as **Vampires** and **Stone Trolls**, feel the full effect of sunlight's power for one turn.

Sebek's Beloved Pet

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Sebek gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One crocodile. The creature must have a combat level less than or equal to the caster's Piety level.

Casting Time: 3.

Duration: Up to 2 turns per Piety level of the caster. The spell may be cancelled at any time. Negating the spell requires 3 seconds of concentration from the caster.

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must have selected a specific crocodile to summon. This creature must be adorned with an article of jewelry donated by the caster having a value of no less than 1,000 silver pieces. Thereafter, the crocodile may be summoned any number of times. These sacred creatures are usually well cared for in Sebek's temples, although any of the reptilian creatures will do. Donations for their handling are appreciated (and expected).

Luck: Not applicable

Spell Description

Sebek's Beloved Pet summons a ghostly crocodile to the caster's defense. The conjured reptile will attack anything that approaches the caster in an aggressive manner. It will attempt to remain within 30 feet of the caster at all times, but moves rather slowly and may find itself at a greater distance if the caster moves away quickly. Due to its ghostly nature, the crocodile easily saunters through walls. It always knows the location of its charge.

On successive castings, the spell summons the same beast previously selected by the caster (see the Casting Requirements for details). Any crocodile may be selected as long as its *Combat Level* does not exceed the Piety level of the caster.

Although the crocodile appears to have a ghostly image, its bite is very real. It delivers (and receives) damage normal to a crocodile of its *Combat Level* (see the description of **Crocodile** in *The Tome of Terrors*TM). Keep in mind that, like the caster, the crocodile takes time to heal. The caster may find his pet behaving sluggishly if he relies on it too much.

Stinging Swarm

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The swirling vortex of bees, wasps, and hornets maintains a roughly spherical mass having a 10 foot radius. It will track and follow one creature at a time.

Casting Time: The spell requires 10 seconds to cast. The swarm will arrive 1d4 turns thereafter.

Duration: 1 turn per *Piety* level. The duration begins when the swarm first arrives.

Range: 90 feet

Casting Req.: Verbal, Gestural. Once the swarm arrives, the caster must concentrate to maintain control of the swarm. If concentration is ever lost, the swarm will continue to follow and attack the last creature so ordered until the duration expires.

Luck: Anyone in the *Affected Area* is entitled to a *Luck Roll* with *Agility Adjustments* every turn to sustain only half damage.

Spell Description

Stinging Swarm conjures a pulsating, buzzing mass of stinging insects under the caster's control. The swarm moves at a *Speed* of 100 and will target its attacks on any creature indicated by its summoner. Anyone else caught in the *Affected Area* will also fall subject to the swarm's angry attention. Those caught in the *Affected Area* sustain 1d4 stinging damage per 2 *Piety* levels of the caster. Since this damage is mainly inflicted through poison, armor has no effect on the painful stings.

The swarm is made up of thousands of insects, each of which has approximately 1/2 DT or less. Consequently, one well-placed area spell can totally negate the spell's effects.

Summon Winged Horse

Mythological Restrictions

The caster must be a priest of either the Greek or Slavonic Mythos. Priests of Zeus and Pyerun gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 7

Statistics

Mana Cost: 9

Affected Area: The spell calls a single winged horse to serve the caster.

Casting Time: 3. The steed will fly out of the heavens within 1d6 turns after the spell is complete.

Duration: The mount remains in the caster's care for up to 1 day per 2 Piety levels. Of course, the spell duration immediately ends upon the mount's death.

Range: None

Casting Req.: Verbal. To invoke the spell, the caster must emit a loud whistle.

Luck: Not applicable

Spell Description

This spell summons a winged horse to serve the caster as a mount. The mount will be large enough to carry 250 pounds aloft. (The steed can carry 400 pounds as long as it is not asked to fly.) The horse flies at a *Speed* of 250 and gallops at a *Speed* of 125. Provided the mount is given sufficient rest and feed, it should be capable of travelling for 8 hours per day indefinitely. It may be pushed into travelling a full 12 hour stretch, but must be given the entire following day to rest.

The horse will take food only from the caster and will buck anyone else from its back. In fact, the mount will display great distrust to anyone approaching other than its summoner.

Note that the summoned steed is not trained as a war mount and will tend to shy away from threatening situations. If forced into combat, the equestrian has the following characteristics:

Absorption: 0

Casting Time: 7

Number of Attacks: 3

Combat Level: 1 per 2 Piety levels

Damage Tolerance: 120 + 1d10 per 2 Piety levels

Attack Bonus: 3 +1 per 2 Piety levels

Defense: 22 + 1 per 2 Piety levels

Damage: 2d4/2d8/2d8 (hoof / hoof / wing)

Further information about the winged mounts may be found in *The Tome of Terrors* in the description for **Winged Horse**.

Svantovit's Gleaming Steed**Mythological Restrictions**

The caster must be a priest of the Slavonic Mythos. Priests of Svantovit gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The spell calls a single white war stallion to serve the caster.

Casting Time: 3. The steed will gallop out of the surrounding terrain within 1d6 turns after the spell is complete.

Duration: The mount remains in the caster's care for up to 1 day per 2 Piety levels. Of course, the spell duration immediately ends upon the mount's death.

Range: None

Casting Req.: Verbal, Material. To invoke the spell, the caster must emit a loud note on a bull's horn.

Luck: Not applicable

Spell Description

This spell summons a large pure white war horse to serve the caster as a mount. The mount will be large enough to carry 400 pounds with ease at a *Speed* of 150. The proud beast has an impressive constitution and can run continuously with this load for a period of 4 hours before demanding rest. It may be pressed to transport 700 pounds with difficulty at a maximum *Speed* of 100 for periods of no more than one hour at a time. Provided the mount is given sufficient rest and feed, it should be capable of travelling for a total of 8 hours per day indefinitely. It may be pushed into travelling a full 12 hour stretch in a single day, but must be given the entire following day to rest.

The horse will take food from the caster and his companions and will buck anyone not accompanied by the caster from its back. In fact, the mount will display great distrust to any stranger approaching.

Note that the summoned steed is fully trained as a large war mount and will never shy away from threatening situations. If forced into combat, the equestrian has the following characteristics:

Absorption: 0

Recovery Time: 7

Number of Attacks: 3

Combat Level: 3 + 1 per 2 Piety levels

Damage Tolerance: 120 + 1d10 per 2 Piety levels

Attack Bonus: 3 +1 per 2 Piety levels

Defense: 22 + 1 per 2 Piety levels

Damage: 1d4/1d12/1d12 (bite / hoof / hoof)

Further information about the mounts may be found in *The Tome of Terrors* in the description for **War Horse**. Treat the creature as a heavy war steed. At the end of the spell duration, the horse will trot off into the surrounding countryside.

Tempest

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: 20-mile radius

Casting Time: 25 minutes

Duration: 5 minutes per *Piety* level

Range: 0'

Casting Req.: Verbal, Gestural. The caster must remain undisturbed while the clouds gather.

Luck: No *Luck Roll* is normally allowed. If **Tempest** is cast over an ocean, small vessels automatically capsize. Large vessels must make *Luck Rolls* or capsize. Allow such ships adjustments according to the size of the crew and the experience of the captain.

Spell Description

Tempest summons a violent electrical storm. Anyone caught outdoors in this dangerous weather suffers 1d3 damage per turn from flying debris. The storm automatically tears apart structurally weak buildings, such as huts, and tents.

Thunderclap

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: The caster is unaffected by the magic of the spell. Any creature within 20 feet of the caster may be deafened. Any animal within 100 yards of the caster may be frightened away by the thunderous boom. Magical creatures harbor no such fears of thunder and cannot be rid of so easily.

Casting Time: 1

Duration: The thunderclap is essentially instantaneous, although the reverberations may echo for several seconds. The spell's deafening effects last for 1d8 turns plus 1 turn per *Piety* level of the caster. Any creature frightened by the clap will flee in terror and will not return for 1d6 hours.

Range: The frightening boom may be heard by any creature within hearing distance. If cast outdoors, the echoes may travel for miles. The sound itself originates from the caster.

Casting Req.: Gestural. To create a **Thunderclap**, the caster claps his hands together over his head.

Luck: Allow a *Luck Roll* with *Stamina Adjustments* to avoid the spell's deafening effects. Allow any affected animal a *Luck Roll* with *Willpower Adjustments* to void the spell's fear inducing effects.

Spell Description

This spell produces the terrifying crash and rumble of thunder. The noise is so potent it deafens those nearby and frightens off most animals.

Transformation

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: Caster and his equipment, up to 5 pounds per spell level.

Casting Time: 2

Duration: Up to 5 minutes per *Piety* level. The spell ends if the *Damage Tolerance* of the assumed form is reduced to zero. At this time the caster is returned to his pre-spell status (*Damage Tolerance*, *Physical Strength*, etc.). The caster may cancel the spell at any time.

Range: 0'

Casting Req.: Verbal, Gestural

Luck: Not applicable

Spell Description

With **Transformation**, the caster may assume the form of any animal closely associated with his deity. For example, a priest of Odin could transform into a raven, since Odin possesses a pair of these noble birds. While in this form the caster cannot communicate verbally, cast spells, or activate items.

While in the animal form, the caster will have all the characteristics of the animal in question, at a *Combat Level* equal to the *Piety* level of the caster.

Ritual Spells

Anubis's Black Guardian

Alignment Restrictions

All of the participants in the ritual must have *Lawful* alignments.

Mythological Restrictions

The spell requires a number of priests, each being followers of the Egyptian mythos. If the lead spellcaster is a priest of Anubis he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 10

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 10 mana points. However, a number of additional priests equal to the *Combat Level* of the created guardian must participate in the dark ceremony. Each of these additional priests must expend 5 points of mana.

Affected Area: One statue of a sitting jackal. If the lead priest is a follower of Anubis, the statue may be that of a jackal headed human.

Casting Time: 2 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over the statue that must be fashioned from black stone. The craftsmanship must be superb (at least 5,000 silver pieces in value). In addition, the lead spellcaster must sacrifice at least 20 gold pieces per *Combat Level* of the enchanted creature.

Luck: Not Applicable

Spell Description

Anubis's Black Guardian permanently enchants a statue (usually that of a jackal) to guard a tomb, crypt, or temple from theft or violation. The statue is programmed by the lead spellcaster to animate whenever a set triggering event occurs (i.e. someone enters the tomb). Once the offending parties are dispatched by the guardian, it will resume its post and wait for another offender. The enchanted guardian's combat characteristics follow:

Absorption: 8

Recovery Time: 9

Number of Attacks: 1 per turn

Combat Level: 1 per Piety level

Damage Tolerance: 10 per Piety level

Attack Bonus: 5 +1 per Piety level

Defense: 15 + 1 per Piety level

Damage: 4d8

The guardian delivers a powerful bite. Since it possesses no vital organs of any type, it is unaffected by *Severity Damage*. The statue heals damage at a rate of 1 point per week, provided it has not been totally destroyed. The guardian cannot be surprised and will always fight to the death.

Bran's Black Cauldron

Alignment Restrictions

All of the participants in the ritual must have *Evil* alignments.

Mythological Restrictions

The spell requires a number of priests, each being followers of the Celtic mythos. If the lead spellcaster is a priest of Bran he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 7

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 7 mana points. However, a number of additional priests equal to the *Combat Level* of the raised creature must participate in the dark ceremony. Each of these additional priests must expend 1 point of mana.

Affected Area: One dead body

Casting Time: 1 hour

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over a cauldron large enough to contain the body wished animated. In addition, the lead spellcaster must sacrifice at least 500 silver pieces per *Combat Level* of the raised being.

Luck: None

Spell Description

This black ritual reanimates dead flesh and bone to serve the caster. The raised creature is not restored fully to life. Rather, it is brought to a state between life and death.

The creature is under absolute command of the ritual's leading spellcaster. Of course, the animated monster must be given verbal commands as there exists no mental link between master and slave.

The form the undead creature assumes depends on the power and skill of the being while alive. Thus, a mighty warrior may be brought back as a wight or wraith. Most, however, return as simple zombies and skeletons. Unfortunately, the caster has no control over the type of undead created.

The *Combat Level* of the raised creature is unchanged from when it was alive. However, the more powerful the raised creature, the more powerful the caster must be. A priest may only raise creatures having a *Combat Level* equal to or less than his Piety level. If the creature is slain, it may not be raised again.

The raised horror lacks all ability to speak. Thus, no creature raised in this way may cast spells having Verbal components and cannot convey verbal messages.

The spellcaster may control only one such creature for every 2 Piety levels. If a priest animates more than this, he will lose control of one of his ghoulish slaves. Determine randomly which is freed from all those controlled, including the creature just animated. If the freed creature is sentient, it will undoubtedly despise its former master for the horrible curse it has suffered. The creature will use its best tactics to bring about his downfall, even if it means playing the part of the 'good little slave' for a while longer.

Brokk's Dwarven Armor

Mythological Restrictions

The ritual requires two priests of the Norse mythos. If the both spellcasters are dwarves, the lead spellcaster gains a +1 bonus on his Piety level. If the smithy is a priest of Brokk he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 9 (See Below)

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 9 mana points. However, another priest must participate in the ceremony and expend 7 mana points.

Affected Area: One piece of armor

Casting Time: 1 day

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell while he personally forges the armor in question. His assistant must work the forge's bellows.

Luck: Not Applicable

Spell Description

This spell enchants an article of armor with dwarven magic as it is forged. The enchantment lowers the *Encumbrance* of the armor to make it easier to wear. The amount of advantage the spell produces depends on the material from which the armor is made and the Piety level of the caster:

Metal	Armor Bonus	Piety Level
Damascus Steel	+1	9th
Bright Steel	+2	11th
Mithril	+3	13th
Adamantine	+4	15th

Of course, any metal may be used to create a suit of armor with a lower bonus if the caster is of insufficient Piety level. For example, mithril may be fashioned into armor having only a +2 or +1 bonus.

Note that the most the magic can accomplish is to lower the armor's *Encumbrance* down to 0 so that it does not hinder the wearer in any way. The armor can never actually increase the wearer's *Defense*.

Note that the spell does not provide the means or skill to forge the metal itself. The priest must have sufficient training in the skill of *Smithery* to forge the materials used in the armor's construction.

Obviously, the charmed armor must be treated as a magic item when considering *Willpower* limitations.

Consecrated Relic

Mythological Restrictions

The spell requires a number of priests, all of whom follow the same deity.

Religious Requirements

Piety: 7

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 7 mana points. At least two other priests must expend an additional 4 mana each.

Affected Area: One religious artifact.

Casting Time: 1 hour

Duration: Permanent.

Range: Touch (by the lead spellcaster)

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the caster must sacrifice 5,000 silver pieces or a relic of equivalent value acquired from the temple of an opposing deity. In addition, the relic being charmed must be a fragment taken from a revered item. For example, a splinter from the staff of a deceased patriarch or a swatch of cloth taken from a martyred saint's robe. The actual quality of the material is irrelevant, the spell only demands the item to be authentic. Finally, this ritual can only be performed in a temple of the caster's deity.

Luck: Not applicable

Spell Description

This spell charms a minor religious item with magical powers. In effect, the enchantment allows the relic to accept and hold a number of spells equal to half the lead spellcaster's *Piety* level (round up). Thus, a high priest having a *Piety* level of 11 can store 6 spells on a religious relic. Once a spell is placed on a relic, it may be released later when the magic is needed.

At the time of casting, the action or event that triggers the release of each spell must be stated. (Short prayers and passages taken from sacred texts are often used to trigger religious relics.) Once a spell is triggered, the item invokes the spell as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the spell's *Casting Time*.

Only spells which are in the lead spellcaster's personal repertoire and which are directly cast by him into the item may be placed on the relic. Thus, the priest cannot simply pray to place a **Lay on Hands** spell on a relic without having first selected that spell as one of his chosen few. The lead spellcaster must personally cast the spells into the item at the time it is charmed.

The *Piety* level at which the spells are invoked depends on both the creator's *Piety* level and the religious faith of the user. There are four basic possibilities:

1. The relic is used by a priest of the same mythology (i.e. Egyptian, Nordic, etc.) as the relic's creator. In this case, the user may utilize any powers for which he meets all of the alignment restrictions. These spells are released at a *Piety* level equal to the creator's.
2. The relic is used by a priest of a differing mythology. In this case, the user may utilize only those powers for which she meets all of the alignment restrictions

and which do not specifically have mythological restrictions (which she obviously could not meet). In this case, the relic invokes spells at a spell level equal to half the creator's *Piety* level (round up).

3. The relic is used by a devout follower of some deity that is either a) of the same mythology of the relic's creator, or b) of a different mythology but having an identical alignment as the relic's creator. (A devout follower can be defined as someone who donates 5% or more of his total income to a particular temple and who strictly follows the dictates of the patron deity.) In this case, the user may utilize only those powers for which he meets all the mythological and alignment restrictions (see the various spells for specific restrictions). In addition, any form of directed magic (i.e. spells requiring pointing, concentration, etc.) cannot be used by the untrained devotee. Provided a power meets all of these restrictions, it can be invoked by the follower at a spell level equal to half the creator's *Piety* level (round up).
4. The user is unable to invoke the relic's powers.

If, in the above possibilities, a reduction in spell levels would render a spell completely ineffective, the spell will be invoked at the minimum spell level at which it has *some* effect.

Religious relics of this nature cannot be 'recharged' to replenish their power. Once all of the 'bottled' spells are released, the artifact crumbles to dust.

The charmed relic must be treated as a magic item when considering the *Willpower* limitations of the user.

Eitri's Dwarven Weapon

Mythological Restrictions

The ritual requires two priests of the Norse mythos. If the both spellcasters are dwarves, the lead spellcaster gains a +1 bonus on his *Piety* level. If the forger is a priest of Eitri he gains an additional +1 bonus on his *Piety* level.

Religious Requirements

Piety: 9 (See Below)

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 9 mana points. However, another priest must participate in the ceremony and expend 7 mana points.

Affected Area: One weapon

Casting Time: 1 day

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell while he personally forges the weapon in question. His assistant must work the bellows.

Luck: Not Applicable

Spell Description

This spell enchants a weapon with dwarven magic as it is forged. The enchantment gives the weapon's wielder bonuses in *Parry*, *Attack*, and *Damage*. (The three bonuses are always of identical values). The amount of advantage the spell produces depends on the material from which the weapon is made and the Piety level of the caster:

Metal	Weapon Bonus	Piety Level
Damascus Steel	+1	9th
Bright Steel	+2	11th
Mithril	+3	13th
Adamantine	+4	15th

Note that the spell does not provide the means or skill to forge the weapon itself. The priest must have sufficient training in the skill of *Smithery* to forge the materials used in the weapon's construction.

Obviously, the charmed weapon must be treated as a magic item when considering *Willpower* limitations.

Enki's Clay Golem

Mythological Restrictions

The spell requires a number of priests, each being followers of the Sumerian/Babylonian mythos. If the lead spellcaster is a priest of Enki, he gains a +1 bonus on his Piety level when casting this spell.

Religious Requirements

Piety: 9

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 9 mana points. Another 5 priests must participate in the ritual and expend 5 mana points each.

Affected Area: One golem

Casting Time: 1 day

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The spell is invoked over the golem's body, which the lead priest must have personally fashioned. The golem is crafted mainly from clay but also incorporates precious stones to replace vital organs. Although overly large and devoid of any distinguishing features, the automaton must assume a basic humanoid form. The body requires a full two months of work to complete. Fortunately, the effort may be broken into several spans of time (a week here, a month there, etc.). The total cost of the required components equals 4,000 silver pieces per Piety level of the lead spellcaster.

Luck: Not Applicable

Spell Description

This spell animates a body fashioned from clay. The created automaton will obey its creator's commands without question but can only comprehend simple requests (i.e. "Pick up that rock", "Knock down that door", etc.). As its mental capacity is severely limited, it can only remember a single command at any given time. Therefore, the order "Follow me" will cause the creature to forget the previous command "Protect me".

The golem has absolutely no will of its own. As such, it is immune to all forms of mental control. Unfortunately, this also means that it is incapable of carrying magic items without eventually going berserk. The subtle influences imposed by all magic items will quickly confuse so simple-minded a creature.

The created golem has a *Physical Strength* equal to 1 per Piety level of the lead spellcaster and has a maximum *Speed* of 50. In addition, the creature is immune to *Severity Damage*. It also has the following characteristics:

Absorption: 4 versus blade weapons, 8 against blunt weapons

Casting Time: 9

Number of Attacks: 2 per turn

Combat Level: 1 per Piety level of the lead priest

Damage Tolerance: 20 per Piety level of the lead priest

Attack Bonus: 1 per Piety level of the lead spellcaster plus *Physical Strength Adjustments*.

Defense: 15 + 1 per Piety level of the lead spellcaster

Damage: 2d4 plus *Physical Strength Damage Adjustments* for each blow (fist/fist)

If damaged, the clay golem does not heal as normal. However, another casting of this spell will restore the creature to its original pristine condition without requiring any additional sacrifice or material component cost.

Only one such creature may be under the direct control of the caster at any given time. Any attempt to create a second golem will automatically fail. Fortunately, since any golem created by the spellcaster is under his absolute authority, its body may be 'upgraded' with minimal fuss. This may be desirable if the priest's *Piety* level has significantly improved since the golem was first created. Enhancing a golem's physique so that it may be animated at a higher *Combat Level* demands a full week's work. In addition, the caster must expend any additional material components that were lacking in the original form. Once this work is complete, the spell may be recast to animate the creature with its improved capabilities.

Fortunately, the created golem should *not* be treated as a magic item when considering the *Willpower* limitations of its creator. It is a creature in its own right. Of course, this benefit may have to be overlooked if anyone insists on carrying around the 800 pound monster personally.

Hade's Vigilant Guard

Mythological Restrictions

The spell requires a number of priests, each being followers of the Greek myths. If the lead spellcaster is a priest of Hades he gains an additional +1 bonus on his *Piety* level.

Religious Requirements

Piety: 6

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 6 mana points. However, a number of additional priests equal to half the *Combat Level* of the summoned creature must participate in the dark ceremony. Each of these additional priests must expend 2 points of mana.

Affected Area: One entrance or passageway.

Casting Time: 1 hour

Duration: The charm will remain on the portal until triggered. At this point, the spell will summon a cerberus who guard the passageway until it is secured or the cerberus is killed. The charm permanently fades if the guardian is slain.

Range: 0'

Casting Req.: Verbal, Gestural, Material. The caster must sacrifice the skin of a pack leader wolf and a minimum of 1,000 silver pieces to Hades.

Luck: Not applicable

Spell Description

Hade's Vigilant Guard provides protection to a portal, doorway, or passage. The spellcasters of the original summoning ritual and those they escort may freely pass through the enchanted portal. Any other creature approaching within 10 feet of the charmed threshold will trigger the spell to activate. At this point the magic of the spell conjures a wolf-like three-headed hound. The hellish horror materializes out of thin air and will defend the passageway with its life.

The summoned beast resembles the fabled Cerberus that guards the gates of the Grecian underworld. The canine will remain at its post until the encroacher is incapacitated or leaves or is itself destroyed. If the hellhound is vanquished the spell immediately terminates and the charm is lost forever. If not, the enchantment remains potent and will re-summon the beast whenever triggered.

Note that once the trespasser has backed off out of the dog's immediate reach, it will vanish. The hound will not mindlessly stand while thieves shower it with arrows. If the encroachers manage to slip past the creature, it will pursue them any distance beyond the threshold in defense of the area it guards.

Keep in mind that the SAME cerberus is summoned on every triggering of the spell. The monster does not age as normal living creatures do. However, wounds sustained by the beast in one encounter may not fully heal for the next if an insufficient time passes for their mending. The Cerberus has the following combat characteristics:

Absorption: 0

Recovery Time: 6

Number of Attacks: 3 per turn

Combat Level: 1 per *Piety* level of the lead spellcaster

Damage Tolerance: 40 plus 1d10 per *Piety* level of the lead spellcaster

Attack Bonus: 3 +1 per *Piety* level of the lead spellcaster

Defense: 20 + 1 per Piety level of the lead spellcaster

Damage: 1d10 per bite at up to 5th level
 1d12 per bite at 6th and 7th level
 2d8 per bite from 8th to 11th level
 2d10 per bite for 12th level and above

Damascus Steel	+2	9th
Bright Steel	+3	11th
Mithril	+4	13th
Adamantine	+5	15th

Only one such spell can affect any given threshold at a time. For more information on the nightmarish creature, see **Cerberus** in the *The Monsters of the Mediterranean™*.

Ivaldi's Dwarven Shield

Mythological Restrictions

The spell requires 5 priests of the Norse mythos, one of which invokes the spell. If all spellcasters are dwarves, the lead spellcaster gains a +1 bonus on his Piety level. If the smithy is a priest of Ivaldi he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 7

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 7 mana points. However, another 4 priests must participate in the ceremony, each expending 5 mana points.

Affected Area: One shield

Casting Time: 1 day

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The invocation requires a head priest and at least four other participants. The lead priest must invoke the spell while he personally forges the shield in question. His assistants must work the forge's bellows.

Luck: Not applicable

Spell Description

This spell enchants a shield with dwarven magic as it is forged. The enchantment increases the *Defense* bonus given to the shield's owner. The amount of advantage the spell produces depends on the material from which the shield is made and the Piety level of the caster:

Metal	Armor Bonus	Piety Level
Meteoric Steel	+1	7th

Of course, any metal may be used to create a shield with a lower bonus if the caster is of insufficient Piety level. For example, mithril may be fashioned into a shield having only a +3, +2, or +1 bonus.

Note that the spell does not provide the means or skill to forge the metal itself. The priest must have sufficient training in the skill of *Smithery* to forge the materials used in the shield's construction.

Obviously, the charmed shield must be treated as a magic item when considering *Willpower* limitations.

Manawydan's Tower of Bones

Alignment Restrictions

None of the ritual's participants can be *Lawful* and all must be *Evil*.

Mythological Restrictions

The spell requires a number of priests, each being followers of the Celtic mythos. If the lead spellcaster is a priest of Manawydan he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 13

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 13 mana points. Two other priests must expend 7 mana each and an additional 10 priests must expend 1 mana each. Finally, a congregation of 20 Celtic followers must witness the ritual.

Affected Area: The spell creates a tower having radius of 3 feet per Piety level at its base. It rises to a height of 5 feet per Piety level of the lead spellcaster. The width of the tower slowly tapers to half its base diameter at the top.

Casting Time: 8 hours. The ritual must be performed entirely at night.

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over a large pile of bones

containing the skeletons of at least 50 individuals. The magic of the spell multiplies these remains to use as construction material. To complete the ritual, the high priest must sacrifice a finely crafted unholy symbol of at least 150,000 silver piece value.

Luck: None

Spell Description

This evil ritual constructs a tower built entirely from skeletons. The tower fashions itself to the specifications expressed by the high priest in his incantations. Any evil deity expending the awesome energy required to produce such a monolith will obviously insist on a layout suitable for use as a temple. Of course, the spell only has bone and ivory with which to fashion its features. Treat the bone walls as having the strength of porous limestone.

Any undead creature within the tower will slowly regain lost *Damage Tolerance*. This healing process works at a rate equal to one point per 2 Piety levels of the caster every day. Consequently, the tower will quickly attract the attention and respect of any nearby creatures of the night. It will likewise attract the hatred and wrath of any *Good* aligned being in the region.

Mummify

Mythological Restrictions

The ritual requires three priests of the Egyptian mythos. If the lead spellcaster is a priest of Anubis, Osiris, or Isis he gains an additional +1 bonus on his Piety level.

Religious Requirements

Piety: 6

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 6 mana points. Two additional priests must also participate in the ceremony, each spending 4 mana.

Affected Area: One dead body. Note that the body does *not* need to be humanoid. Mummified cranes, crocodiles, and cats are common since various Egyptian gods use these creatures as divine symbols.

Casting Time: 1 hour

Duration: Permanent

Base: 4

Range: Touch

Casting Req.: Verbal, Gestural, Material. To work, the preparation of the body must commence within three days after death. The spell is not cast until all preparations are complete. See the spell description for further details.

Luck: None

Spell Description

While mummies can and occasionally do arise naturally when a body is somehow buried in the dry sand of a desert, a corpse can be more reliably preserved and better sanctified if a ritual is performed on it soon after death. If done properly, the deceased's chances of being accepted into the Egyptian afterlife are greatly enhanced. Consequently, unlike the necromantic practices of other cultures that give rise to undead forms, creating a mummy is not considered, in itself, an inherently evil act. Rather, most Egyptians view the act as holy.

The ancient Egyptians believe the soul to be comprised of four parts: the ba (emotion), ka (life-force, or hunger), khu (name), and kaib (shadow). The spirit that rises to the afterlife is called the akh, which is the combined spirits of the ba and ka. The body is left behind to maintain vigilance over the tomb with the assistance of the khu and kaib. Consequently, while the mummy has a name and a shadow, it is devoid of emotion and hunger. It is a truly dispassionate guardian.

Mummify creates a mummy by binding (the khu and kaib portions of) a spirit to its physical body. The mummified creature is relentless in pursuit of anyone trespassing in or otherwise defiling its tomb.

There are essentially three different mummification techniques available to Egyptian priests. Which technique is chosen depends mainly on the deceased's importance (or on how much money his family is willing to spend). These are:

- 1) **Common Mummification** (500 silver piece embalming cost). With this technique, the body's abdomen is cut open and purged with powerful chemicals. The body is then packed in salt and dried for seventy days. Common mummies have their *Attack Bonuses* and *Defenses* cut in half (with respect to those when alive).
- 2) **Venerated Mummification** (5,000 silver piece embalming cost). This process is usually performed on lesser noblemen and on highly respected priests. With this technique, the embalmers inject cedar oil into the abdomen and block all body cavities. In this way, the flesh is not cut and the organs are not immediately removed. After a number of days, the body orifices are unplugged and the cedar oil is allowed to escape. Its potency is so great that this process will also evacuate the body's internal organs and musculature, leaving little more than skin and bones. Venerated mummies have their *Attack Bonuses* and *Defenses* cut in half (with respect to those when alive). Their *Physical Strengths*,

however, are raised by half of the lead priest's *Piety* level (thereby possibly boosting the *Attack Bonus* further).

- 3) **Royal Mummification** (50,000 silver piece embalming cost). Royal mummification is only performed on members of the royal family (the Pharaoh and his close relatives). With this technique, the brains are removed through the nasal passage with hooks and the skull cavity is flushed with various liquids. An incision is made in the body's flank with an obsidian knife and all of the internal organs are extracted (and placed in canopic jars). The body cavity is then rinsed with spices and wines and stitched up. The corpse is then covered with natron for seventy days to remove all water. It is then washed one last time and wrapped with linen strips covered in gum. A royal mummy's *Attack Bonus* and *Defense* are cut to three-quarters normal by this process and their *Physical Strengths* are raised by an amount equal to half the lead priest's *Piety* level (thereby possibly boosting the *Attack Bonus* further).

In all cases, a mummy's *Combat Level* is unaffected and its *Damage Tolerance* is MULTIPLIED by half the *Piety* level of the lead priest (round up). All skills, talents, and spellcasting abilities remain fully intact by the mummification process. Note that the created mummy is in no way under the control of the priests performing the rituals. Its only motivation is to defend its tomb from intruders and defilers.

Like all undead, mummies are immune to mental and cold based spells and are unaffected by *Severity Damage*. For more information on these horrific creatures see the various descriptions of mummies in the *The Monsters of the Mediterranean™*.

Oreades' Echoing Grotto

Mythological Restrictions

The ritual requires three priests of the Greek mythos. If the lead spellcaster is a priest of Hera he gains an additional +1 bonus on his *Piety* level.

Religious Requirements

Piety: 8

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 8 mana points. Two additional priests must also participate in the ceremony, each spending 5 mana.

Affected Area: The spell enchants a single room in a cave whose floor area does not exceed 10'x10' per *Piety*

level of the lead spellcaster and whose ceiling reaches a height of no more than 3 feet per spell level.

Casting Time: 1 hour

Duration: Permanent

Range: Touch

Casting Req.: Verbal. The lead priest must invoke the spell while standing in the room's center.

Luck: Anyone within the room while sounds echo from its walls must make a *Luck Roll* with *Stamina Adjustments*. Those succeeding sustain only 1/2 damage. Those failing sustain full damage and are totally deafened for 1d6 turns.

Spell Description

Oreades' Echoing Grotto charms a cave with remarkable acoustical properties. Any sound originating from within the room echos and reverberates with deafening and painful consequences. In fact, the echoes amplify any sounds to such a degree that the sonic waves actually cause damage to living tissue. The spell level of the casting priest determines how many dice are rolled in determining the delivered damage (1 per 2 *Piety* levels). The loudness of the triggering noise source determines what type of dice are used (the louder the noise the larger the dice). Use the following chart as a basic guide:

Noise Source	Damage
Whisper	1d4 per 2 spell levels
Footstep	1d6 per 2 spell levels
Spoken word	1d8 per 2 spell levels
Dropped Weapon	1d10 per 2 spell levels
Shout	1d12 per 2 spell levels

Note that, while it is totally impossible to stealth unheard through a room charmed with this spell, a successful stealth roll will lessen the reverberations to a point where they cause no ill effects.

While those in the room hear the reverberating sounds as a deafening cacophony, those outside the room hear only normal echoes.

Rusalka Retinue

Alignment Restrictions

All of the participants in the ritual must have *Evil* alignments.

Mythological Restrictions

The spell requires a number of priests, each being followers of the Slavonic mythos.

Religious Requirements

Piety: 7

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 7 mana points. Three other priests must also attend, each expending 4 mana points.

Affected Area: One body of a drowned maiden.

Casting Time: 1 hour

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must stand in a river or lake while invoking the spell over the submerged body wished animated. In addition, he must sacrifice at least 500 silver pieces per *Combat Level* of the raised rusalka.

Luck: None

Spell Description

This black ritual reanimates the dead flesh of a drowned maiden to serve the caster. The raised creature is not restored fully to life. Rather, it is brought to a state between life and death as a rusalka. The creature is under absolute command of the ritual's leading spellcaster. Of course, his wishes must be made known through normal means as the monster does not have any mental link with its master.

The *Combat Level* of the rusalka is unchanged from when it was alive. However, the more powerful the raised creature, the more powerful the caster must be. A priest may only raise a rusalka having a *Combat Level* equal to or less than his *Piety* level. Once raised, the monster has all of the powers possessed by all rusalka (see ***Celtic Creatures and Nordic Nightmares***(tm) for details). If the creature is slain, it may not be raised again.

The spellcaster may animate and control only one rusalka for every 3 *Piety* levels. If he animates more than this, he will lose control of one of his ghoulish slaves. Determine randomly which is freed from all those controlled, including the creature just animated. The freed rusalka

will undoubtedly despise its former master for the horrible curse it has suffered. It will use its best tactics to bring about his downfall, even if it means playing the part of the "good little slave" for a while longer.

Shabti Minion

Mythological Restrictions

The spell requires a number of priests, each being followers of the Egyptian mythos.

Religious Requirements

Piety: 5

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 5 mana points. Two others must participate in the ritual, each of which must expend 3 mana points.

Affected Area: One 2-foot tall humanoid figurine.

Casting Time: 1 hour

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell over the statue that must be fashioned in a standing position. The craftsmanship does not need to be exceptional but the basic form of a humanoid must be recognizable. While invoking the ritual, the lead spellcaster must sacrifice at least 5 gold pieces per *Combat Level* of the enchanted statue.

Luck: Not Applicable

Spell Description

Shabti Minion permanently enchants a statue (usually that of a human) to serve as a menial worker. The figurine will serve only the lead priest who charmed it or a devout Egyptian follower who has performed an exceptional service for the priest's temple. In any case, before the shabti will animate and serve its master, the individual's name must be inscribed or painted in hieroglyphics on the shabti's chest, along with pertinent passages from the Egyptian Book of the Dead. Thereafter, the shabti will obey no other person.

The resulting automaton has no will of its own and virtually no intelligence. It will serve its master unquestioningly. If its master is incapacitated and in danger, the shabti will perform whatever actions it can to protect him. However, shabti are far from bright and so will be unable to help in situations requiring novel solutions.

If commanded or pressed into battle, use the following *Combat Characteristics*:

Absorption: see in table below

Recovery Time: by weapon

Number of Attacks: 1 per turn

Combat Level: 1 per 2 Piety levels

Damage Tolerance: 10 + 1 per Piety level

Attack Bonus: 5 +1 per 2 Piety levels

Defense: 20 + 1 per Piety level

Damage: by weapon - 1d4

Note that shabti are only capable of wielding small hand-held weapons and all are unaffected by *Severity Damage* (since they have no vital organs which are particularly susceptible to damage).

The Piety level of the lead priest invoking the spell determines the choices of materials he may use in the shabti's construction. The valid materials and the required Piety level to use them are listed below along with any benefits or banes each particular material bestows on the automaton. Only one shabti fashioned from each material can serve a given master at a time.

Material	Piety Level	Absorb	Special Characteristic
Wax	5	0	x2 Damage from Fire
Clay	6	1	Dissolves in Water
Wood	7	2	Can Swim
Ceramic	8	3	Immune to Fire
Glass	9	4	Immune to Acid
Stone	10	5	Immune to Cold
Bronze	11	6	Immune to Electricity

When a person who owns shabti minions dies, the figurines are buried with him to provide additional defenses to the tomb and to serve him in the afterlife.

Once charmed, each shabti counts as a magic item when considering its master's *Willpower* limitations.

Venerated Relic

Mythological Restrictions

The spell requires a number of priests who all follow the same deity.

Religious Requirements

Piety: 11

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 11 mana points. At least four other priests must expend an additional 7 mana each and a congregation of at least 10 followers must attend the ceremony.

Affected Area: One religious artifact.

Casting Time: 2 hours

Duration: Permanent.

Range: Touch (by the lead spellcaster)

Casting Req.: Verbal, Gestural, Material. In invoking this spell, the caster must sacrifice 5,000 silver pieces for every level of the highest level priest spell to be stored on the relic. Of course, gold, jewels, or a relic acquired from the temple of an opposing deity may be used as a sacrifice, so long as it has sufficient value. In addition, the relic being charmed must be a revered article. For example, the holy symbol of a deceased patriarch or the bones of a martyred saint could be charmed as venerated relics. The actual quality of workmanship is irrelevant; the spell only demands the artifact to be authentic. Finally, this ritual can only be performed in a temple of the caster's deity.

Luck: Not applicable

Spell Description

This spell charms a religious item with magical powers. A **Venerated Relic** is given the ability to cast one or more spells. However, there is a trade-off that must be made between creating a relic that is flexible and multi-powered and one that can invoke one or two spells a large number of times.

When this spell is invoked over a relic, the caster imbues it with a number of "abilities" equal to half his *Piety* level. Each "ability" is either the capability to invoke a new type of spell or the ability to store 4 *Mana Points* to be used by the item itself.

For example, suppose Harvey the High Priest is 11th Piety level when he creates a **Venerated Relic** from the staff of a revered cleric. Because of his pious nature, Harvey can imbue the relic with 6 abilities (11/2 rounded up). He could create a staff that has only the power of casting **Strength** on its wielder and which draws from a mana store of 20 *Mana Points* (1 spell ability and 5 mana stores). On the other hand, he could charm the staff to cast the spells **Strength**, **Battle Rage**, and **Fortitude** but have a maximum mana store of only 12 *Mana Points* (3 spell abilities and 3 mana stores).

At the time of casting, the action or event that triggers the release of each spell must be stated. (Short prayers and passages taken from sacred texts are often used to trigger these relics.) Once a spell is triggered, the item

invokes the spell as if it were the caster. Thus, to release a given spell, the relic requires an amount of time equivalent to the invoked spell's *Casting Time*.

Only spells that are in the lead spellcaster's personal repertoire may be placed on the relic. Thus, the priest cannot simply pray to place a **Lay on Hands** spell on a relic without having first selected that spell as one of his own chosen few. The lead spellcaster must personally cast the spells into the item at the time it is charmed (including any additional sacrifices that the spell requires).

The *Piety* level at which the spells are invoked from the relic has nothing to do with its lead spellcaster's *Piety* level. Rather, it depends on the piety and faith of the relic's user. In addition, the difficulty with which the item is 'recharged' with mana also depends on the user's faith. There are four basic possibilities:

1. It is utilized by a priest who follows the same mythology as the relic's creator (i.e. Egyptian, Nordic, etc) and whose alignment has no diametrically opposed characteristics to the creators (i.e. Good vs. Evil, Lawful vs. Unlawful, Social vs. Antisocial). In this case, the user may invoke any powers for which he completely meets the alignment restrictions. The released spells are invoked at a *Piety* level equal to the user's *Piety* level, or half the lead spellcaster's *Piety* level, whichever is greater). The user may replenish a single *Mana Point* in the item's mana store for every 2 *Mana Points* he expends. Each 'recharging' session requires an hour of prayer and meditation with the relic.
2. It is utilized by a devout follower of a deity in the same mythology as the relic's creator and whose alignment has no diametrically opposed characteristics to the creator's. In this case, any powers that do not require any form of direction (pointing, decisions, concentration, etc.) are invoked at a *Piety* level equal to half the *Piety* level of the lead spellcaster who created the relic (round up). Since the user is not a priest, he cannot personally replenish the item's mana store.
3. The relic is used by a priest of a different mythology to the creator's, but who satisfies all of the alignment restrictions held by all of the relic's powers (see the various spells for specific restrictions). In this case, the user may invoke any powers that do not specifically have mythological restrictions (which he obviously cannot meet). The relic invokes spells at a spell level equal to half the user's *Piety* level (round up). (If the reduction in spell levels would render the spell completely ineffective, the spell will be invoked at the minimum spell level at which it has *some*

effect.) The user may replenish a single *Mana Point* in the item's mana store for every 4 *Mana Points* he expends. Each 'recharging' session requires two hours of prayer and meditation with the relic.

4. The owner is unable to invoke the relic's powers.

In any case, no spell requiring direction (pointing, decisions, concentration, etc.) can be invoked from a relic that has a *Mana Cost* greater than the *Piety* level of the user. Thus, an acolyte who is 4th *Piety* level cannot invoke a **Tempest** simply because he has an item which holds the power.

Once all of the *Mana Points* in the relic's mana store are spent, it is incapable of invoking any further magic until replenished. However, draining the item to a totally depleted state does not otherwise cause it any permanent harm.

The charmed relic must be treated as a magic item when considering the *Willpower* limitations of the user.

Vodyany Vassal

Alignment Restrictions

All of the participants in the ritual must have *Evil* alignments.

Mythological Restrictions

The spell requires a number of priests, all being followers of the Slavonic mythos.

Religious Requirements

Piety: 7

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 7 mana points. Three other priests must also attend, each expending 4 mana points.

Affected Area: One body of a drowned man.

Casting Time: 1 hour

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must stand in a river or lake while invoking the spell over the submerged body wished animated. In addition, he must sacrifice at least 500 silver pieces per *Combat Level* of the raised rusalka.

Luck: None

Spell Description

This black ritual reanimates the dead flesh of a drowned man to serve the caster. The raised creature is not

restored fully to life. Rather, it is brought to a state between life and death as a vodyany. The creature is under absolute command of the ritual's leading spellcaster. Of course, his wishes must be made known through normal means as the monster does not have any mental link with its master.

The *Combat Level* of the vodyany is unchanged from when it was alive. However, the more powerful the raised creature, the more powerful the caster must be. A priest may only raise a vodyany having a *Combat Level* equal to or less than his *Piety* level. Once raised, the monster has all of the powers possessed by all vodyanoi (see *Celtic Creatures and Nordic Nightmares*[™] for details). If the creature is slain, it may not be raised again.

The spellcaster may animate and control only one vodyany for every 3 *Piety* levels. If he animates more than this, he will lose control of one of his ghoulish slaves. Determine randomly which is freed from all those controlled, including the creature just animated. The freed vodyany will undoubtedly despise its former master for the horrible curse it has suffered. It will use its best tactics to bring about his downfall.

Zorya's Impervious Gate

Mythological Restrictions

The ritual requires twelve priests of the Slavonic mythos. If the lead spellcaster is a priest of Zorya, he gains an additional +1 bonus on his *Piety* level.

Religious Requirements

Piety: 15

Statistics

Mana Cost: The lead spellcaster in the ritual must expend 15 mana points. The remaining 11 priests participating in the ceremony must expend 10 mana points each.

Affected Area: One gate having dimensions no greater than 15 feet by 20 feet. The gate may be composed of a single large door or a pair of double doors.

Casting Time: 1 month

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. The lead priest must invoke the spell while he and his assistants forge its rivets and hinge the gate in place. The door may be made of any material, but the bindings, hinges, and rivets must be fashioned from pure gold. The material costs of the door must exceed 250,000 silver pieces.

Luck: None

Spell Description

This spell enchants a large gate to withstand any force. Bludgeoning, fire, frost, and electricity cannot harm the gate. It is also immune to the effects of decay, whether magically induced or magical, and cannot be breached by thieving skills (such as *Opening Locks*). Finally, no known force has ever been known to disenchant one of these barriers. Its physical makeup is apparently invulnerable.

While the gate is locked and lies in darkness, even its creators cannot open it. If the gate is bathed in sunlight, it will open to a specific trigger (such as a command phrase, a key, a gesture, etc.). If the gate is closed, it may be locked at any time by another trigger. The triggers that open and close the gate must be stated upon completion of the spell and can never be altered. Note that the gate is also impervious to all forms of divination that attempt to discover the triggering devices.

All walls standing within 100 feet of the gate at the time of its construction are also strengthened by the spell. The *Absorption* rating of the walls is increased by 1 point per *Piety* level of the lead spellcaster. In addition, the amount of damage each 10 foot wall section can sustain before crumbling rises by 5 points per *Piety* level.

Symbol Spells

Caduceus

Alignment Restrictions

The caster must have a *Good* alignment.

Mythological Restrictions

The caster must be a priest of the Greek mythos or a priest of the Celtic god Lug. Priests of Apollo gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: See the spell description for details.

Casting Time: 5 days

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a holy symbol finely crafted from precious materials. The symbol must have a value of no less than 100,000 silver pieces.

Luck: Not applicable

Spell Description

The **Caduceus** is the mythological symbol of healing. It is a rod topped with wings encircled by serpents. Before casting the spell, a cleric needs a holy symbol finely crafted from the most precious gems and metals. Through fasting, prayer, and religious ceremony, the holy symbol is enchanted with the miraculous powers of the **Caduceus**.

The **Caduceus** has several powers as follows :

- 1) Any follower of the holy symbol's deity who holds one of these holy relics gains an accelerated *Daily Healing Rate*. For as long as he holds the item, the follower receives the power of the religious Healing spell **Vim and Vigor**. The **Vim and Vigor** is cast at a *Piety* level equal to the *Piety* level of the **Caduceus**.
- 2) Any devout religious priest following the deity of the holy symbol may cast a religious **Healing** spell at a range of 5 feet per *Piety* level of the **Caduceus**, provided the holy relic is in his possession. Spells that normally require the recipient to be inactive have this restriction lifted. In casting the **Healing**

spell at a range, however, the caster must expend 1 additional point of *Mana*. Be reminded that a priest can only expend 1 *Mana* point per *Piety* level on any given spell. Thus, the caster may not be able to cast his entire repertoire of **Healing** spells at a range in this way.

- 3) If the creator of the **Caduceus** casts a **Healing** spell by the normal range of touch, he may do so at a *Mana Cost* of 1 lower than normal for each spell (minimum *Mana Cost* of 1). Again, the caster must have the **Caduceus** in his immediate possession to gain this advantage.

Whenever a **Healing** spell is cast using the powers of the **Caduceus**, its *Piety* level is limited to the *Piety* level of the **Caduceus**. For example, a priest 14th level in *Piety* casts **Lay on Hands** at a range to aid a fallen comrade. The **Caduceus** he holds, however, was created when the priest was only 12th *Piety* level. Thus, the *Piety* level of the **Lay on Hands** is restricted to 12 (the *Piety* level of the **Caduceus**).

Obviously, a **Caduceus** should be treated as a magic item for purposes of *Willpower*. Needless to say, a priest can use only a single **Caduceus** at a time.

Egyptian Ankh

Alignment Restrictions

The caster must be *Good*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: See the spell description for details.

Casting Time: 24 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted golden ankh (a cross topped with a loop). The holy symbol can have a value of no less than 15,000 silver pieces.

Luck: Not applicable

Spell Description

The ankh is a cross, topped by a tear shaped loop. It is the Egyptian symbol for life. When enchanted with this spell, the holy relic gains the following powers:

Any follower of the Egyptian mythology who holds one of these relics gains an effective boost to his *Daily Healing Rate* of +1 per 2 *Piety* levels of the caster.

A priest of Osiris or of the same deity as the ankh's creator heals at a rate of one point per *hour* of rest.

Any healing spells cast by the creator of the ankh have their *Mana Cost* reduced by 1 point while he possesses the holy relic. The *Mana Cost* of any healing spell cannot drop below a minimum of 1 point.

As with any permanently enchanted item, the ankh must be treated as a magic item when considering *Willpower* limitations. Carrying a second ankh will gain no additional benefit over the first.

Egyptian Wall Painting

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: One painting.

Casting Time: 2 hours

Duration: The spell remains effective until the creature depicted in the painting is slain.

Range: Touch.

Casting Req.: Verbal, Gestural, Material. The spell must be cast on an image freshly painted on stone or plaster. In addition, the priest must sacrifice 5 gold pieces per spell level. At the time of casting, the priest must specify what events will bring the painting to life. Once set, the trigger cannot be altered.

Luck: Not Applicable.

Spell Description

This spell transforms an ordinary wall painting into a vigilant, loyal guardian. It can only be invoked on a mural whose pigments are still wet and is only effective if the image depicted is a symbol of some Egyptian deity. If these conditions are met, the portrait has life magically breathed into it. Although generally cast upon the image of a single creature, an Egyptian wall painting may consist of several guardians at the cost of some skill for each individual.

Upon some preset condition, the image(s) will step out of the wall, transforming into a true 3 dimensional creature(s) of the type shown in the painting. The animated entity has all the statistics and characteristics of a normal creature of its sort, including any immunities and susceptibilities. (Thus, living creatures are subject to *Severity Damage* while undead creatures are subject to *Faith Damage*.) It (they) will attack any intruders encountered. If the spell is invoked over a single entity, it has a *Combat Level* equal to the *Piety* level of the priest at the time of casting. Every additional being after the first lowers the *Combat Level* of all by 2 levels. Thus, a wall painting of three baboons will result in a group of monkeys having *Combat Levels* 4 lower than the priest's *Piety* level.

If the wall painting defeats the trespassers (or they flee), it will once again step into the wall, resuming its post. It will heal damage at a rate appropriate for a creature of its type. If slain, however, the painting will fall to the floor and quickly dissolve into an easily disturbed sand painting.

Note that no two magically charmed wall paintings may be placed within sight of one another. If this is ever done, the second mural will forever remain inert.

The following lists of creatures, separated by the books containing their descriptions, are commonly portrayed in Egyptian wall paintings.

The Monsters of the Mediterranean™: akh, ammut, ba, baboon, bee, cobra, crocodile, duamutef, hippo, hyena, jackal, ka, khnum, khons, khu, lion, mummy, naga, scarab, scorpion, sefert, sobek, sokar, sphinx (all types), tawaret, vulture, vulture mother, wadjyt

The Tome of Terrors™: bull, dog, dwarf (deneg), eagle, human, leopard, snake (giant constrictor), snake (poisonous)

Khepri's Scarab

Alignment Restrictions

The caster cannot be *Evil*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Khepri gain an additional +1 on their *Piety* level when casting this spell.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: See the spell description for details.

Casting Time: 8 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted scarab (dung beetle) carved from a precious stone. The figurine must have a value of no less than 25,000 silver pieces.

Luck: Not applicable

Spell Description

A scarab is a stone carved into the form of the sacred dung beetle. This desert insect is Khepri's symbol and all scarabs honor him. Khepri's Scarab enchants these religious relics with the following powers:

Any follower of the Egyptian mythology who holds one of these holy relics gains a bonus of +1 per 4 Piety levels of the caster on all *Luck Rolls*.

It gains additional powers in the hands of a devout religious priest of the Egyptian mythos. Whenever the scarab is brought to within 100 feet of any undead creature, it will give off a dim yellowish light. If it is brought to within 10 feet any such monster, it illuminates the immediately surrounding area with bright sunlight. The light extends to a distance of 10 feet and inflicts 1d6 damage every turn to any undead creature caught in its rays.

The scarab's creator can temporarily animate the rock beetle to perform his bidding. The animation will last up to 1 turn per *Piety* level of the caster and may be used once per day.

The beetle can fly at a *Speed* of 30 and is capable of carrying items weighing no more than one-quarter pound. It may push objects along the ground weighing up to a pound at a *Speed* of 1.

The scarab is incapable of inflicting physical damage. If attacked, the beetle has a *Defense* of 30, an *Absorption* of 5, and a total of 5 *Damage Tolerance*. If destroyed, the item is permanently lost. If merely damaged, the scarab heals at a rate of 1 point per day.

Obviously, the scarab must be treated as a magic item when considering *Willpower* limitations. The benefits of only one scarab can be gained at a time.

Melpomene's Mask of Tragedy

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Melpomene gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell affects any living humanoid clearly viewing the caster's face.

Casting Time: 5

Duration: Up to 1 turn per Piety level. The spell may be cancelled at any time by simply removing the caster's mask.

Range: 60 feet.

Casting Req.: Gestural, Material. The caster must don a frowning mask in invoking the magic. The mask must have a value of no less than 1,000 silver pieces, but is unharmed by the spell.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects. If the *Luck Roll* succeeds, the magic remains impotent to that creature for the remainder of the duration.

Spell Description

This spell invokes a great sense of loss and despair in any living humanoid viewing the caster's masked face. If any such creature fails its *Luck Roll*, it immediately begins weeping. The shower of tears will quickly obscure the creature's vision, lowering its *Perception* by 1 point per 3 Piety levels. Its *Defense* is likewise lowered by 1 point per Piety level for the duration of the spell.

Note that this spell cannot work in conjunction with **Thalia's Mask of Comedy**. In fact, the two spells will oppose each other, level for level.

Nannar's Crescent Blade

Alignment Restrictions

The caster cannot be *Unlawful*.

Mythological Restrictions

The caster must be a priest of the Sumerian / Babylonian Mythos. Priests of Nannar gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 9

Statistics

Mana Cost: 9

Affected Area: One weapon having a crescent-shaped blade (i.e. a sickle, curved scimitar, etc.).

Casting Time: 10 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural. To invoke this spell, the caster must possess a bladed weapon whose edge is forged from bright steel or mithril in the form of a crescent. The weapon must have a value of no less than 25,000 silver pieces.

Luck: Not applicable

Spell Description

Nannar's Crescent Blade enchants a moon-shaped blade with magical powers baneful to thieves and lawbreakers. The weapon has the following abilities:

Whenever the weapon is brought within 50 yards of a 'crime-in-progress', the blade shimmers and glows as if reflecting bright moonlight. The light dimly illuminates to a radius of 60 feet. Obviously this effect is quite noticeable at night and in dark passageways. Unfortunately, the glow is too dim to be observed in brightly lit areas.

Whenever one of these charmed weapons strikes any *Unlawful* creature, it delivers an additional 1d6 damage on every blow.

If an opponent is attacked and hit while committing a crime (regardless of alignment), an additional 1d6 damage is delivered by the blade. The term 'crime' must be judged with regard to the values of the Sumerian god Nannar (i.e. stealing, murder, fraud, etc.). Therefore, Nannar may view an act that is lawful according to the traditions of a given society as unlawful (for example, human sacrifice).

If the weapon is picked up and carried by an *Unlawful* creature, the creature sustains 1d6 damage every minute of its possession.

The effects are cumulative. For example, a mercenary of true *Neutral* alignment and a burglar of *Unlawful* alignment are caught in the act of stealing a golden idol from Nannar's temple. A temple guard strikes the mercenary with his magical scimitar, delivering an additional 1d6 damage on top of the scimitar's normal damage. On the next turn, the guard strikes the thief and inflicts an additional 2d6 damage to the *Unlawful* renegade (1d6 for alignment, 1d6 for crime-in-progress).

The enchanted weapon must be treated as a magic item when considering the *Willpower* limitations of its owner.

Osiris's Royal Crook

Alignment Restrictions

The caster must be *Lawful*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Osiris gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: See the spell description for details.

Casting Time: 5 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted golden sceptre fashioned into the form of a rod topped with a blunt hook. The rod must have a value of no less than 10,000 silver pieces.

Luck: Not applicable

Spell Description

To the Egyptians, the pharaoh's crook represented his authority over the government. As Osiris is the ruler and pharaoh over the living, the royal crook pays homage to him. **Osiris's Royal Crook** enchants this powerful symbol with the following magical abilities to aid the owner in his leadership tasks:

Any follower of the Egyptian mythology who holds one of these relics gains an effective boost to his *Charisma* of +1

per 3 Piety levels. This aid actually enhances his confidence and poise as a leader when dealing with subordinates and dignitaries. It does not alter his physical appearance in any way.

It gains additional powers in the hands of a devout religious priest following either Osiris or the diety of the relic's creator. Such an individual gains an addition bonus of +1 per 3 Piety levels of the caster on all *Luck Rolls* against mental spells.

The sceptre's creator gains a bonus of +1 per 3 Piety levels on all *Success Rolls* dealing with leadership skills (e.g. *Interrogation*, *Raising Morale*, and *Inspiring Loyalty*).

Obviously, the crook must be treated as a magic item when considering *Willpower* limitations. Of course, a given individual may utilize only one crook at a time.

Ptah's Divine Staff

Alignment Restrictions

The caster cannot be *Evil*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Ptah gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 13

Statistics

Mana Cost: 13

Affected Area: See the spell description for details.

Casting Time: 12 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted staff topped by the head of a dog which rests above a three-crossed Ankh symbol. The staff must have a value of no less than 100,000 silver pieces.

Luck: Not applicable

Spell Description

The staff carried by Ptah is a combination of the Egyptian Djed pillar (representing stability), the Ankh symbol (representing life), and the Was sceptre (representing death). The fact that Ptah's symbol encompasses all of these attributes demonstrates his great importance to the Egyptian people. After all, Egyptian mythology states that

he created the universe. **Ptah's Divine Staff** enchants this symbol with the following powers:

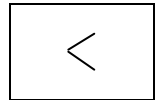
- 1) Any follower of the Egyptian mythology who holds one of these relics gains an effective boost to his *Daily Healing Rate* of +1 per 2 Piety levels of the caster.
- 2) Any Egyptian priest gains protection against Insanity. On all *Luck Rolls* against the effects of mental instability, give the priest an additional bonus of +1 per 2 Piety levels of the caster.
- 3) When wielded by its creator, the staff delivers an additional 1d6 damage on every blow it delivers. Treat this added damage as death magic.

Obviously, the staff must be treated as a magic item when considering *Willpower* limitations. It should go without saying that carrying more than one staff will garner no further benefit over that obtained from the first.

Rune of Caen (Torch, Perception)

Mythological Restrictions

The caster must be a priest of the Norse Mythos.



Religious Requirements

Piety: 9

Statistics

Mana Cost: 9

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To graft a **Rune of Caen**, the caster must crush peridot gemstones having a value exceeding 10,000 sp.

Luck: Not Applicable

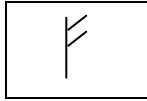
Spell Description

A rune is a magical symbol that gives aid to the possessor. The rune itself is inscribed by the caster on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Caen** increases its owner's awareness of his surroundings. Thus, his *Perception* rises by 1 point

per 5 Piety levels of the caster. (i.e. at 1st, 6th, 11th, etc.) Only 1 **Rune of Caen** is effective on an individual at a time.

Rune of Feoh (Wealth, Luck)



Mythological Restrictions

The caster must be a priest of the Norse Mythos.

Religious Requirements

Piety: 9

Statistics

Mana Cost: 9

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To craft a **Rune of Feoh**, the caster must pulverize emeralds having a value exceeding 20,000 sp.

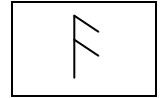
Luck: Not Applicable

Spell Description

A rune is a magical symbol that bestows magical aid to the possessor. Several magical rune types exist which were taught to man by the Norse god Odin. Each type bestows a different power on its owner. The caster inscribes the rune on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 **Rune of Feoh** is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Feoh** bestows upon its possessor luck in matters of money and wealth. In any negotiations with merchants for needed wares, the possessor of this rune gains an additional +1 per 2 Piety levels of the caster on any reaction checks. In addition, any time a character gambles with money and would end up losing, the rune automatically exerts its power, giving the possessor another chance (thus the dice must be re-rolled or the hand re-dealt to the rune's owner.) This ability is available one time per week for every 3 Piety levels of the caster.

Rune of Os (God, Charisma)



Mythological Restrictions

The caster must be a priest of the Norse Mythos.

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To etch a **Rune of Os**, the caster must crush opals having a value exceeding 10,000 sp.

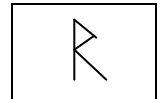
Luck: Not Applicable

Spell Description

A rune is a magical symbol that bestows magical aid to the possessor. The rune itself is inscribed by the caster on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 **Rune of Os** is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Os** bestows an aura of trustworthiness upon its possessor. Thus, his *Charisma* raises by 1 point per 5 Piety levels (i.e. at 1st, 6th, 11th, etc.).

Rune of Rad (Saddle, Speed)



Mythological Restrictions

The caster must be a priest of the Norse Mythos.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To draw a **Rune of Rad**, the caster must crush tiger's eye gemstones having a value exceeding 5,000 sp.

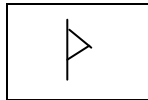
Luck: Not Applicable

Spell Description

A rune is a magical symbol that bestows magical aid to the possessor. The rune is inscribed by the caster on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Rad** increases its possessor's *Speed* by 1 point per Piety level. This added *Speed* also applies to any mount the rune's owner rides.

Rune of Thoru (Giant, DT)



Mythological Restrictions

The caster must be a priest of the Norse Mythos.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To graft a **Rune of Thoru**, the caster must crush diamonds having a value exceeding 15,000 sp.

Luck: Not Applicable

Spell Description

A rune is a magical symbol that bestows magical aid to the possessor. The rune itself is inscribed by the caster on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 **Rune of Thoru** is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Thoru** bestows durability upon its possessor. Thus, his *Damage Tolerance* raises by 1

point for every Piety level of the caster. His *Physical Strength* and *Stamina* remain unaffected. The added *Damage Tolerance* effectively acts as a 'buffer' which opponents must breach before they actually deliver any damage to the possessor. Thus, even if a character loses his **Rune of Thoru** after this barrier has been taken down, he suffers no ill effects.

Treat the added *Damage Tolerance* as if the character actually possessed it but can not regain it through magical means. Thus, it will be regained at the character's normal healing rate after he has regained all of his normal *Damage Tolerance* but it remains unaffected by healing potions and similar spells. In addition, the extra *Damage Tolerance* cannot be used as a stress reservoir to cast a few 'extra' mage spells. It can only be used against actual physical damage.

Rune of Ur (Wild Ox, Physical Strength)



Mythological Restrictions

The caster must be a priest of the Norse Mythos.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: This spell creates a single rune that magically aids its possessor.

Casting Time: 10 minutes

Duration: Permanent

Range: Touch

Casting Req.: Gestural, Material. To inscribe a **Rune of Ur**, the caster must crush bloodstones, rubies, and garnets having a value exceeding 10,000 sp.

Luck: Not Applicable

Spell Description

A rune is a magical symbol that bestows magical aid to the possessor. The rune is inscribed by the caster on an item, making it a permanent magic item. There is nothing preventing multiple runes from being placed on the same item. However, the effects of the same rune are not cumulative. (In other words, only 1 **Rune of Ur** is effective on an individual at a time.) In any case, each rune must be treated as a separate magic item for *Willpower* purposes.

The **Rune of Ur** bestows strength upon its possessor. Thus, his *Physical Strength* raises by 1 point for every 5 Piety levels of the caster (1st, 6th, 11th, etc.). His *Braun*,

Damage Tolerance and *Speed* are likewise affected since they are partly based on *Physical Strength*.

Set's Was Sceptre

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Set gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 13

Statistics

Mana Cost: 13

Affected Area: See the spell description for details.

Casting Time: 10 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted staff topped by the head of a dog. The staff must have a value of no less than 100,000 silver pieces.

Luck: Not applicable

Spell Description

The staff carried by Set is a rod topped by the head of a dog or jackel. It represents death and the welfare of the dead. **Set's Was Sceptre** enchants this symbolic staff with the following powers:

- 1) Any follower of the Egyptian mythology who wields the staff will deliver an additional 1d6 damage on every blow to any living creature. Treat this extra damage as death magic that cannot be absorbed by armor.
- 2) A priest of Set or of the same deity as the staff's creator gains protection against undead. No undead creature having a *Combat Level* less than or equal to half the caster's Piety level will attack the possessor of this remarkable weapon unless directly attacked by the wielder.
- 3) When wielded by an Egyptian priest, the staff delivers a total of 2d6 extra damage on every blow (as opposed to the 1d6 mentioned above). This added damage only affects living creatures and cannot be absorbed by armor.

Obviously, the staff must be treated as a magic item when considering *Willpower* limitations.

Svarog's Golden Torch

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Svarog gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: See the spell description for details.

Casting Time: 24 hours

Duration: Permanent

Range: Touch

Casting Req.: Verbal, Gestural, Material. Before invoking the spell, the caster must possess a finely crafted golden torch. The symbol must have a value of no less than 10,000 silver pieces.

Luck: Not applicable

Spell Description

Svarog's torch is a symbol representing the fire deity's ultimate power and control over flame. When enchanted with this spell, the relic gains the following powers:

- 1) If any follower of the Slavonic mythology holds the torch, it spontaneously bursts into flame. It will burn in any environment, even underwater. It gives off sufficient illumination to light a 60-foot radius area. When dropped, the torch is immediately extinguished and cannot be rekindled until grasped by a follower of the Slavonic mythology. In addition, the possessor gains a bonus of +2 on all *Luck Rolls* against the effects of heat and flame.
- 2) Any Slavonic priest possessing the torch sustains only half damage from the effects of heat and flame.
- 3) When the torch's creator holds the torch, he gains complete immunity to the effects of heat and flame, whether magically produced or otherwise.

As with any permanently enchanted item, the torch must be treated as a magic item when considering *Willpower* limitations.

Thalia's Mask of Comedy

Mythological Restrictions

The caster must be a priest of the Greek Mythos. Priests of Thalia gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell affects any living humanoid clearly viewing the caster's face.

Casting Time: 5

Duration: Up to 1 turn per Piety level. The spell may be cancelled at any time by simply removing the caster's mask.

Range: 60 feet.

Casting Req.: Gestural, Material. The caster must don a laughing mask in invoking the magic. The mask must have a value of no less than 1,000 silver pieces, but is unharmed by the spell.

Luck: Negates. Allow a *Luck Roll* with *Willpower Adjustments* to avoid the spell's effects. If the *Luck Roll* succeeds, the magic remains impotent to that creature for the remainder of the duration.

Spell Description

This spell invokes a great sense of delight and titillation in any living humanoid viewing the caster's masked face. If any such creature fails its *Luck Roll*, it immediately begins laughing hysterically. The shower of tears will quickly obscure the creature's vision, lowering its *Perception* by 1 point per 3 Piety levels and its *Defense* by 1 point per Piety level.

Note that this spell cannot work in conjunction with **Melpomene's Mask of Tragedy**. In fact, the two spells will oppose each other, level for level.

Thoth's Rosetta Stone

Mythological Restrictions

The caster must be a priest of the Egyptian Mythos. Priests of Thoth gain an additional +1 on their Piety level when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: See the spell description for details.

Casting Time: 20 minutes.

Duration: Permanent.

Range: Touch

Casting Req.: Verbal, Gestural, Material. To invoke the spell, the caster must inscribe the text to be translated in ink on a smooth stone surface.

Luck: Not applicable

Spell Description

Thoth's Rosetta Stone translates foreign text to and from Egyptian hieroglyphics. For the spell to work, the caster must inscribe the text to be translated on a smooth stone surface in common ink. While invoking the spell, the caster states the language he desires. If the original text is not written in hieroglyphics, his only choice is to translate it into the pictographic Egyptian language.

When the spell is complete, the caster must make a *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. Success indicates that 1 word per Piety level of the caster was translated and seared into the stone surface beneath the written text. At this point, the caster may make another *Success Roll* to translate the next block of words. The same process repeats until the spell ends at the first *Success Roll* failure.

The spell does not provide the caster with the ability to read the translated text if he does not already possess the talent.

Wrath Spells

Adad's Stormy Robe

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian mythos. Priests of Adad gain an additional +1 bonus on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3.

Affected Area: The spell surrounds the caster with a swirling black storm cloud.

Casting Time: 4

Duration: 2 turns + 1 turn per Piety level

Range: 0

Casting Req.: Verbal, Gestural

Luck: No *Luck Roll* is allowed against the damage inflicted by the flying debris kicked up by the spell. Damage sustained from the spell's electrical effects can be somewhat mitigated if the target does not possess a sizeable metal article (such as a sword or plate helmet). In such a case, allow a *Luck Roll* with *Agility Adjustments* to sustain only 1/2 damage.

Spell Description

Adad's Stormy Robe surrounds the caster with a dense, dark storm cloud that swirls, billows, and boils. Enveloping and containing this cloud is a whistling vortex of wind. Although the cloud is remarkably opaque directly around the caster's body, it does not hinder his vision in any way. In fact, it gives the distinct appearance of clothing and easily tracks the caster's movements.

All creatures within 10 feet of the caster sustain 1d4 damage per 2 Piety levels every turn from the hurtling debris kicked up by the stormy winds. Of course, the caster sustains none of these unfortunate effects as he lies in the eye of the tiny hurricane.

In addition, a bolt of lightning strikes one random creature standing within 10 feet of the caster every turn. The electrical jolt arcs from the dark clouds in an explosive clap at a random moment (using the *Initiative* roll of the caster's party is an allowable convenience). The randomly selected target sustains 1d6 electrical damage per 2 Piety levels of the caster. If no creature lies within

the specified range when the lightning jumps, it will simply expend itself harmlessly on the ground.

Amun's Battering Ram

Mythological Restrictions

The caster must be a priest of the Egyptian mythos. Priests of Amun gain an additional +1 bonus on their Piety levels when casting this spell.

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3.

Affected Area: The spell enchants a single staff which must be wielded by the caster.

Casting Time: 3 minutes

Duration: The charm lasts until the spell's power is used by the caster. If the staff is ever held by another, the charm is immediately lost.

Range: Touch

Casting Req.: Verbal, Material. The spell must be invoked while the caster grasps the shepherd's staff he wishes charmed.

Luck: None.

Spell Description

Amun's Battering Ram (a.k.a. Amun's Mighty Butt) charms the caster's staff with a potent magic. Once the spell is complete, the ghostly visage of a ram's head covers the staff head. The next blow delivered by the staff delivers an additional 1d6 damage per 2 Piety levels of the caster.

If the blow is delivered to a wooden or stone door whose major dimension does not exceed 1 foot per Piety level, it must make a *Luck Roll* against a *Crushing Blow* or be immediately sundered.

The staff must be treated as a magic item for *Willpower* purposes until the power of the spell is expended. The caster may carry only one such staff at a time.

Balor's Wicked Eye

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Balor gain an additional +1 bonus on their Piety levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5.

Affected Area: The spell enchants the caster's eye with a deadly gaze that targets a single creature every turn of the spell's duration.

Casting Time: 9

Duration: 1 turn per 2 Piety levels

Range: 80 feet

Casting Req.: Verbal

Luck: Allow each targetted creature a *Luck Roll* with *Stamina Adjustments* against the ray's poisonous effects. Success indicates the creature sustains 1/2 damage that turn.

Spell Description

Balor's Wicked Eye inflames one of the caster's eyes into an enormous, festering, blood-shot orb. The eyesocket holding the horrid sphere enlarges to maintain its contents within the caster's head. Even so, the puss filled mass seems ready to burst from the priest's face.

On every turn of the spell's duration, the caster may choose to focus the gaze of his pulsating eye on a single target creature. A black hazy ray emanates from the pupil toward the targetted foe. This ray affects the target as a dangerous poison delivering 1d6 damage 2 per spell levels every turn. Creatures unaffected by poison sustain no damage.

Once the spell is cast, controlling the ray requires no further concentration. Thus, the caster could participate in combat. In this case, his gaze must fall on one of the opponents he personally combats.

Earthquake

Religious Requirements

Piety: 12

Statistics

Mana Cost: 12

Affected Area: 20 yard radius

Casting Time: 1 minute

Duration: 1 turn

Range: 100 yards

Casting Req.: Verbal, Gestural

Luck: Anyone caught in the *Affected Area* is entitled to a *Luck Roll* with *Agility Adjustments* to avoid sustaining damage. Any structure within the area failing a similar *Luck Roll* collapses. Allow adjustments on the *Luck Rolls* depending on the quality of the structures. In general, a castle normally takes only superficial damage. Allow such sturdy stone structures a +5 to +15 adjustment on the *Luck Roll*. On the other hand, a crumbling dungeon ceiling or mineshaft may incur an equally drastic penalty.

Spell Description

Earthquake causes violent tremors in the earth's crust. The violent quakes will cause most buildings in the *Affected Area* to collapse. Those caught in the quake automatically fall to the ground. Those standing in a location where they may be struck by falling debris sustain 1d6 damage per *Piety* level of the caster.

Enlil's Deluge

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian mythos. Priests of Enlil gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: 1/2 mile radius per Piety level.

Casting Time: 2 hours.

Duration: 1 day per 3 Piety levels.

Range: 0

Casting Req.: Verbal, Gestural

Luck: None.

Spell Description

Enlil's Deluge summons a hurricane-like storm that inundates the affected area in rain. The rainpour continues unceasingly for the entire duration of the spell. A total of 1 inch of rain per Piety level of the caster will fall throughout the area every day.

On the first day of rain, the area will become soaked and waterlogged. All sewers and drainage ditches will fill to capacity. However, the area will suffer no other ill effects. As the rains continue, though, the severity of the flooding increases.

On the second day all cellars, dungeons, and sewers will flood to a depth of 3 feet. No amount of sand-bagging and damming can prevent this flood as the water magically finds the smallest cracks and expands them into countless leaks. On every day following the second, the water will rise by 3 feet in any subterranean structure until reaching ground level. At this point, the spill-over will drain into any downstream cellars and dungeons that have not yet been fully submerged in water. The flooding in these areas will increase accordingly.

On the third day and every day thereafter, the waterlogged soil begins to shift. All structures which are not built directly on solid bedrock will begin to crumble. Every 10 foot section of wall within these buildings will sustain 1d4 points of structural damage per Piety level of the caster. This damage cannot be absorbed as normal. A like amount of damage will be sustained every day of continued flooding.

On the fourth day, all creeks and streams will overflow their banks. All subterranean levels in these areas will automatically flood to ground level. Of course, dungeons that are carved out of elevated areas (hills, cliffs, mountains, etc) will not suffer from this additional flooding.

On the fifth day and every day thereafter, the above-ground water level will continue to rise by 3 feet per day. The stream banks will quickly erode, destroying any buildings situated in the area.

Fire and Brimstone**Religious Requirements**

Piety: 8

Statistics

Mana Cost: 8

Affected Area: The molten sulfur covers a circular area having a 20 foot radius. The flames reach to a height of only a few feet, but the intense heat will affect any creature within 15 feet of the ground.

Casting Time: 12

Duration: 1 turn per *Piety* level

Range: 90 feet

Casting Req.: Verbal, Gestural

Luck: Anyone in the *Affected Area* is entitled to a *Luck Roll* with *Agility Adjustments* to sustain only half damage from the flames and escape the area. Failure indicates the individual has slipped on the molten sulfur and must remain in the area for another turn. A similar *Luck Roll* must be made every turn.

Spell Description

Fire and Brimstone conjures a roaring conflagration of flames. Those caught in the *Affected Area* sustain 1d6 fire damage per *Piety* level of the caster. In addition, creatures within the area may slip on the molten sulfur and be forced to delay escape from the flames for another turn. The damage continues every turn until the individual escapes. Although multiple castings can increase the spell's duration, it does not alter the intensity of the flame.

Fissure**Religious Requirements**

Piety: 13

Statistics

Mana Cost: 13

Affected Area: The earthen maw is 10 feet wide and has a length of up to 10 feet per *Piety* level of the caster. The crack always opens the earth's crust by creating a straight-line fault.

Casting Time: 12

Duration: 1 turn

Range: 80 feet

Casting Req.: Verbal, Gestural

Luck: Any creature within the *Affected Area* must make a *Luck Roll* with *Agility* and *Perception Adjustments*. Failure indicates it falls into the fissure. Allow a separate *Luck Roll* with *Agility Adjustments* to sustain only half damage from any falling debris. All structures in the *Affected Area* must make a *Luck Roll* or collapse.

Spell Description

With the rumble and crack of splitting bedrock, **Fissure** opens a gaping crack in the earth's crust. Any creature falling into the treacherous chasm must escape by the end of the duration or die. The fissure crushes and kills anyone caught in its maw as it closes. Any structure, building, or cave caught in the thundering area will likely collapse. Any creature caught in an area where it may be struck by falling debris will sustain 1d6 damage per *Piety* level of the caster.

Flame Tongue

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: One weapon. The flaming weapon gives off light equivalent to that of a torch, illuminating the area to a radius of 60 feet.

Casting Time: 8

Duration: 1 hour per *Piety* level of the caster

Range: Touch

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

Flame Tongue causes a weapon to flame. This burning weapon inflicts an additional 1d6 fire damage to any creature it strikes for the entire duration. Unfortunately, multiple castings merely extend the duration of the spell accordingly. The weapon itself is unharmed by the crackling fire.

Flaming Retribution

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell summons a 5 foot radius column of swirling fire from the sky. Obviously, the targeted area must lie open to the heavens.

Casting Time: 11

Duration: Instantaneous

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: Allow any targeted creature a *Luck Roll* with *Agility Adjustments* to sustain only half damage from the searing fire.

Spell Description

Flaming Retribution summons a raging column of crimson flame from the heavens. The flame burns anyone in the *Affected Area* for 1d8 damage per *Piety* level of the caster.

Hell Fire

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: One creature

Casting Time: 10

Duration: Up to 1 turn per *Piety* level. The caster must retain concentration to maintain the spell. He may cancel it at any time.

Range: The initial casting requires the target to be within 60 feet of the caster. Thereafter, no range restrictions apply.

Casting Req.: Verbal, Gestural

Luck: Negates. Allow the targeted individual a *Luck Roll* with *Willpower* adjustments to avoid the spell's effects completely.

Spell Description

Hell Fire conjures an inextinguishable flame to provide hellish retribution for crimes against the caster or his temple. The miserable target receives 1d4 fire damage

per *Piety* level each turn. Once the target fails its *Luck Roll*, multiple castings are not cumulative.

Ishtar’s Ferocious Lion

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian mythos. Priests of Ishtar gain an additional +1 bonus on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 2

Statistics

Mana Cost: 2.

Affected Area: One lion.

Casting Time: 8

Duration: 1 turn per *Piety* level

Range: 50 feet

Casting Req.: Verbal, Gestural

Luck: None.

Spell Description

Ishtar’s Ferocious Lion enhances the combat abilities of the lion targetted by the caster. Although its *Combat Level* is unaffected, its *Attack Bonus* and *Defense* both raise by +2. In addition, it gains an *Absorption* equal to 1 per 2 *Piety* levels of the caster. All blows dealt by the large cat deliver an addition 1d6 damage per blow.

Finally, the lion’s *Damage Tolerance* temporarily increases by 5 points per *Piety* level of the caster. This added DT acts as a damage barrier that must be breached before the feline is actually harmed.

The spell does not give the caster any form of control over the cat that did not already possess. Unfortunately, multiple castings are not cumulative other than to extend the spell duration.

Jormungand’s Serpentine Form

Alignment Restrictions

The caster must be *Evil*.

Mythological Restrictions

The caster must be a priest of the Norse mythos. Priests of Jormungand gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: Caster.

Casting Time: 2.

Duration: Up to 5 minutes per *Piety* level. The spell immediately terminates when the caster’s *Damage Tolerance* reaches 0 in his transformed state.

Range: 0

Casting Req.: Gestural

Luck: Not Applicable.

Spell Description

Jormungand’s Serpentine Form transforms the caster into a ferocious snake-like dragon with the following characteristics:

- Absorption:** 6
- Recovery Time:** 5
- Number of Attacks:** 2 per turn
- Combat Level:** 1 per *Piety* level
- Damage Tolerance:** 180 + 1d10 per *Piety* level
- Attack Bonus:** 5 +1 per *Piety* level
- Defense:** 18 + 1 per *Piety* level
- Damage:** 3d10/2d8 (bite/tail)

In all other respects, he is a Guivre dragon. See **Celtic Creatures and Nordic Nightmares™** for more information.

As soon as the serpent’s *Damage Tolerance* reaches 0, the caster resumes his normal form. No damage sustained while in the transformed state remains to harm the caster. However, any wounds sustained prior to the transformation are unaffected. In addition, any magical spells or poisons affecting the serpentine form will continue to affect the caster.

While in the transformed state, the priest cannot cast spells or even speak.

Lingering Retribution

Religious Requirements

Piety: 8

Statistics

Mana Cost: 8

Affected Area: 30 foot radius

Casting Time: 10

Duration: The spell remains dormant for 2 turns after the casting. On the third turn, the area is engulfed in a crackling field of lightning.

Range: 0'

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster needs a piece of wool, a bit of amber worth at least 50 silver pieces, and a seed. All components are sacrificed in the casting.

Luck: Allow *Luck Rolls* with *Agility Adjustments* for those caught in the area. Success indicates the creature sustains only 1/2 damage. Those carrying large metallic objects, such as armor or swords, forego the *Luck Roll*. They automatically sustain full damage.

Spell Description

Beware the hasty retreat! When a cleric finds himself overpowered, he may chose to retreat while not entirely giving up the ground he has gained. Once this spell is cast in an area, the trap is set. In the third turn hence, a field of electricity envelopes all creatures in the region, damaging for 1d8 points per *Piety* level of the caster.

Locust Plague

Alignment Restrictions

The caster cannot have a *Good* alignment.

Religious Requirements

Piety: 10

Statistics

Mana Cost: 10

Affected Area: The spell summons an enormous mass of locusts that entirely consumes a 100 foot by 100 foot region of moderate vegetation every turn. Dense vegetation doubles the time requirement; sparse vegetation halves it.

Casting Time: 27 minutes

Duration: 2 turns per *Piety* level

Range: 1 mile

Casting Req.: Verbal, Gestural

Luck: None

Spell Description

This spell summons a massive swarm of locusts to eat all normal plant-life in the *Affected Area*. A locust swarm quickly consumes all vegetation in its path. The caster may decide on a turn-by-turn basis where to direct the buzzing plague. Any plant-like magical creature caught by the swarm sustains 1d4 damage per *Piety* level every turn of the spell's duration.

Pyerun's Crackling Quiver

Mythological Restrictions

The caster must be a priest of the Slavonic Mythos. Priests of Pyerun gain an additional +1 on their *Piety* levels when casting this spell.

Religious Requirements

Piety: 5

Statistics

Mana Cost: 5

Affected Area: The spell creates a quiver of 12 sparking and crackling arrows.

Casting Time: 10

Duration: The arrows will remain in the caster's possession for up to 5 minutes. Each arrow vanishes in a clap of thunder the moment it touches anything other than the caster and his equipment.

Range: 0." The spell summons the arrows directly into the caster's quiver. The caster may shoot these arrows using any normal bow (they cannot be fired from crossbows).

Casting Req.: Verbal, Gestural, Material. The caster must possess a quiver fashioned from silver and gold. The quiver must have a value of no less than 5,000 silver pieces but is unharmed by the spell.

Luck: None.

Spell Description

Pyerun's Crackling Quiver summons 12 of brilliant, writhing, crackling, electrical arrows into the caster's quiver. Despite the arrows' dangerous appearance, the caster can personally handle them without harm.

Each arrow is only effective when shot from a bow. It retains the *Firing Time* and *Range* associated with the

weapon from which it is fired. No *Luck Roll* is allowed against the bolt's effects, but the caster must make a normal *Attack Roll* using his normal *Attack Bonus* for the weapon used. Each arrow delivers 1d6 damage per 3 *Piety* levels of the caster. The damage may be further enhanced if the target sustains *Severity Damage*.

The electrical damage cannot be absorbed by metal armor. Of course, this does not apply to any additional *Severity Damage*. Leather and cloth armor types get absorption against the bolt's full effects.

Saint Elmo's Fire

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: Caster

Casting Time: 5

Duration: 5 turns plus one per *Piety* level

Range: 0'

Casting Req.: Gestural, Material. Creating this 'blue fire' requires a vial of blessed seawater.

Luck: None

Spell Description

Saint Elmo's Fire creates an bluish haze of static electricity around the caster's body. Anyone striking the caster with a Hand Held or Polearm weapon takes 2d4 electrical damage for every blow delivered. Multiple castings will extend the spell duration but do not affect the intensity of the electrical haze.

Scorching Metal

Religious Requirements

Piety: 1

Statistics

Mana Cost: 1

Affected Area: This spell affects any single metal object.

Casting Time: 8

Duration: 1 turn per 2 *Piety* levels

Range: 40 feet

Casting Req.: Verbal, Material. This spell requires the caster to hold a burnished bronze holy symbol over an open flame. The symbol remains unharmed by the spell's magic.

Luck: Negates. Allow the item a *Luck Roll* against the affects of fire to completely avoid the spell's effects. If the heated item is held, the item's possessor must make a *Luck Roll* with *Willpower Adjustments* every turn or drop it.

Spell Description

Scorching Metal causes a single metallic item to heat to a blistering temperature. If cast on the weapon or armor of an adversary, **Scorching Metal** delivers 1d4 points of heat damage per *Piety* level every turn. Multiple castings will increase the spell duration but will not otherwise alter the spell's effects.

Searing Blast

Religious Requirements

Piety: 3

Statistics

Mana Cost: 3

Affected Area: **Searing Blast** creates a 5 foot diameter cylinder of superheated air which extends from the caster to a distance of 60 feet.

Casting Time: 4

Duration: Instantaneous

Range: 60 feet

Casting Req.: Verbal, Gestural

Luck: Allow magic items normal *Luck Rolls* against the heat's effects. Allow any targeted creature a *Luck Roll* with *Agility Adjustments* to escape the blast completely. Those creatures failing the *Luck Roll* must make another *Luck Roll* with *Agility Adjustments* or be blown off their feet to the ground. Treat this as a normal trip (see the **Tripping and Fumbling** section of the **Combat Rules** in *The Grimoire of Game Rules*).

Spell Description

Searing Blast produces a swirling cylindrical vortex of blistering heat. Any combustibles it touches burn, including clothes, hair, and wooden weapons. The blast delivers 1d6 damage per *Piety* level of the caster to any affected creature.

Shamash's Pillar of Flame

Mythological Restrictions

The caster must be a priest of the Sumerian/Babylonian Mythos. Priests of Shamash gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 11

Statistics

Mana Cost: 11

Affected Area: The column of roaring fire covers an area having a radius of 5 feet per *Piety* level of the caster.

Casting Time: 12

Duration: 1 turn per *Piety* level

Range: 200 feet

Casting Req.: Verbal, Gestural

Luck: Allow any creature caught in the *Affected Area* as the pillar forms a *Luck Roll* with *Agility Adjustments*. Success indicates the creature sustains only half damage. Those caught in the area once the column is fully created are entitled to no such *Luck Roll*.

Spell Description

Shamash's Pillar of Flame towers from the ground into the heavens as perhaps the most frightening spectacle granted by any Sumerian/Babylonian god. Any creature having an intelligence no greater than that of a horse flees in terror from the sight.

Those within 5 feet of the conflagration's center receive 1d8 fire damage per *Piety* level of the caster. Every additional 5 foot distance from the pillar's center lowers the severity of the inflicted damage by 1d8. All flammable materials within the *Affected Area* automatically burst into flames unless magically shielded.

Although multiple castings may extend the duration of the spell, they do not increase the intensity of the flame.

Svarogich's Fiery Serpent

Mythological Restrictions

The caster must be a priest of the Slavonic mythos. Priests of Svarogich gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 6

Statistics

Mana Cost: 6

Affected Area: The spell summons a single serpent which attacks the caster's opponents.

Casting Time: 8.

Duration: 2 turns per *Piety* level.

Range: Touch. Although the caster must touch the staff he is to transform, the serpent is not required to remain near the caster.

Casting Req.: Gestural, Material. The caster must possess a wooden staff carved in the form of a serpent. The weapon is unharmed by the spell.

Luck: Not Applicable. (A *Luck Roll* is allowed against the serpent's breath weapon. See the **Spell Description** for details.)

Spell Description

Svarogich's Fiery Serpent transforms the caster's staff into a winged snake. Although it cannot understand commands given by the caster, the serpentine monster will attack any creature threatening the caster's welfare. It has the following characteristics:

Absorption: 4

Recovery Time: 6

Number of Attacks: 1

Combat Level: 1 per *Piety* level

Damage Tolerance: 80 + 1d10 per *Piety* level

Attack Bonus: 5 +1 per *Piety* level

Defense: 20 + 1 per *Piety* level

Damage: 2d12 (bite)

In addition, the serpent may breathe flame in a cone 40 feet long with a base diameter of 20 feet. To do so, it must forego its other attacks on that turn. The fire delivers 1d8 damage per *Piety* level to any creature caught in the area. Allow a *Luck Roll* with *Agility Adjustments* to any affected creature. Success indicates it sustains only 1/2 or 1/4 damage from the blast. The serpent may breathe in this fashion a total of 1 time per 3 *Piety* levels.

The serpent will use its breath weapon only if the caster and his allies are clear of its blistering effects. If the situation allows, the serpent will try to position itself to safely use its flaming breath.

The serpent slithers along the ground at a *Speed* of 40 and may fly at a *Speed* of 90 when pressed. The serpent is free to travel any distance within its capabilities to

challenge threats to the priest's life. Of course, it tends to meet those dangers nearest the caster first.

As soon as the serpent's *Damage Tolerance* reaches 0, the staff clatters to the ground, its normal form resumed.

Taranis's Thundering Wheels

Mythological Restrictions

The caster must be a priest of the Celtic mythos. Priests of Taranis gain an additional +1 bonus on their Piety levels when casting this spell.

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4.

Affected Area: See the spell description for details.

Casting Time: 11

Duration: Up to 1 turn per Piety level. The caster may cancel the spell at any time.

Range: 80 feet

Casting Req.: Verbal, Gestural, Material. The caster must possess a small intricately fashioned silver chariot wheel having a value of no less than 1,000 silver pieces. The wheel is unharmed by the casting.

Luck: Allow each targetted creature a *Luck Roll* with *Agility Adjustments*. Success indicates the creature sustains 1/2 damage that turn. If any target possesses a sizeable piece of non-magical metal (such as a sword, shield, breastplate, etc.), disallow the *Luck Roll*.

Spell Description

Taranis's Thundering Wheel surrounds the caster's hands in a crackling haze of electricity. On every turn of the spell's duration, the caster may throw a rumbling 'wheel' of electrical energy. An unwary witness may easily mistake these wheels as ball lightning. Each of the wheels strikes its target for 1d6 electrical damage per 2 Piety levels of the caster. While the spell is in effect, the caster cannot participate in combat, use range weapons, or cast other spells.

Thunderbolt

Religious Requirements

Piety: 4

Statistics

Mana Cost: 4

Affected Area: The spell produces a brilliant flash of lightning and the deafening crash of thunder. The electrical bolt targets a single creature. The deafening roar of thunder affects all creatures within 20 feet of the crackling bolt, including the unfortunate recipient of the lightning's wrath.

Casting Time: 10

Duration: The lightning bolt flashes for only an instant. The thunderous clap will be heard for several seconds as it echoes throughout the countryside. Any creature deafened by the thunderous roar will regain its sense of hearing in 1d6 turns.

Range: 90 feet

Casting Req.: Verbal, Gestural. Unfortunately, this potent spell may only be invoked outdoors during a storm.

Luck: Unless the target contacts a sizable metal object, such as a sword or armor, allow it a *Luck Roll* with *Agility Adjustments* for half damage from the electrical jolt. Any nearby creature is entitled to a *Luck Roll* with *Agility Adjustments* against the thunder's effects. Success indicates the creature sustains only half damage and retains his sense of hearing.

Spell Description

Thunderbolt summons a lightning bolt from the heavens. Any target struck by the bolt sustains 1d6 electrical damage per *Piety* level of the caster. Any nearby creatures sustain 1d8 damage per two *Piety* levels from the thunderous clap and are deafened for 1d6 turns.

Tiamat's Aquatic Kindred

Alignment Restrictions

The caster must be a *Evil*.

Mythological Restrictions

The caster must be a priest of the Sumerian / Babylonian Mythos. Priests of Tiamat gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements

Piety: 13

Statistics**Mana Cost:** 13**Affected Area:** The spell summons a single sea serpent.**Casting Time:** 15**Duration:** The summoned monster will arrive in a period of 2d6 turns. It will remain in the caster's service for a period of up to 1 minute per Piety level. Obviously, the death of the monster immediately terminates the spell.**Range:** None**Casting Req.:** Verbal, Gestural, Material. The caster must invoke the spell from a distance of no more than 50 feet from the open sea. He must toss a pouch of gold (50 gold pieces minimum) in sacrifice to the supreme she-dragon after which this spell is named.**Luck:** None.**Spell Description****Tiamat's Aquatic Kindred** temporarily summons a sea serpent to serve the caster's interests. After the spell is complete, the caster is free to perform any actions he desires while awaiting the dragon's arrival. The monster's head will emerge from a tempestuous and frothy sea and immediately attack any opponent of the caster. It will not cease its attack until all enemies are slain or it is itself killed. If the enemy is gathered on board a ship, the serpent will wrap its coils around its girth and attempt to scuttle it. The creature has the following characteristics:**Absorption:** 8**Recovery Time:** 7**Number of Attacks:** 1**Combat Level:** 1 per Piety level**Damage Tolerance:** 325 + 1d10 per Piety level**Attack Bonus:** 7 +1 per Piety level**Defense:** 15 + 1 per Piety level**Damage:** 8d6 (bite)Once unleashed, even its summoner is incapable of stopping the beast. Fortunately, it will never harm the caster and will strive to recognize and avoid killing his companions. For further information on the creature, see the description of **Sea Serpent** in *The Tome of Terrors*[™].

When the spell duration ends, the monster will simply slip away into the ocean's depths.

Zeus's Heavenly Bolts**Mythological Restrictions**

The caster must be a priest of the Greek Mythos. Priests of Zeus gain an additional +1 on their Piety levels when casting this spell.

Religious Requirements**Piety:** 5**Statistics****Mana Cost:** 5**Affected Area:** The spell creates a number of crackling bolts equal to half the caster's Piety level.**Casting Time:** 4**Duration:** The bolts will remain in the caster's possession for up to 5 minutes. Each bolt vanishes in a clap of thunder the moment it touches anything other than the caster.**Range:** 0." The spell summons a number of bolts directly to the caster's hands. The caster may throw these bolts up to a distance of 40 yards.**Casting Req.:** Verbal, Gestural.**Luck:** None.**Spell Description****Zeus's Heavenly Bolts** summons a number of brilliant, twisting, crackling, electrical spears to the caster's hands. The number of spears summoned equals half the caster's Piety level. Despite the quantity of bolts, the caster can easily hold them in a single hand.Each bolt is only effective when thrown and must be treated as a *Thrown Spear* with a *Firing Time* of 6. He can throw only one at a time. No *Luck Roll* is allowed against the bolt's effects, but the caster must make a normal *Attack Roll* using his normal *Attack Bonus* for *Thrown Spear*. Each bolt delivers 1d6 damage per 2 Piety levels of the caster. The damage may be further enhanced if the target sustains a *Severity Damage*.The electrical damage cannot be absorbed by metal armor. Of course, this does not apply to any additional *Severity Damage*. Leather and cloth armor types get absorption against the bolt's full effects.

Magic Items

Magic items are articles that possess extraordinary powers that bestow on the owner unusual abilities. As such, they are the most sought after treasures in Quest. They are coveted more than silver, gold, gems, and jewelry. When Overlording, keep this in mind. Players expect to struggle and claw to obtain one of these precious items. Since players view magic as more desirable than riches and wealth, it should be far harder to acquire. If the greatest prize in your world is easy to obtain, players will soon become bored.

While the amount of magic varies from world to world, you should try to keep a leash on what the party can obtain. The best way to do this is to know what magic the party will encounter before they encounter it. In your planning, keep the number of items down to a bare minimum. A good rule of thumb is to allow a group of four or five adventurers to find about one magic item per evening of play. Of course, this is only an average. If an adventure takes three sessions to complete, you probably want all of the items to be found in the final, climactic fight. In other words, don't give underlings magic. If they were powerful enough to obtain it, they would be giving orders, not taking them.

Don't let the players talk you into putting in a magic dagger or two just because a particular fight was tough. One good way to stop players from complaining is to *reduce* the amount of treasure they acquire every time they moan about their poverty. They will get the picture in short order.

Since magic items by their very nature often last a long time, Quest divided magic items into two classifications. **The first category, Enchanted Items**, are those magic items that can be enchanted using currently known magic practices. In theory, characters should be able to find someone capable of creating these magical baubles. Of course, they may not be able to convince the individual to actually do it, but that is another matter. **The second category, Relics**, are all those items which were made so long ago that the art of their crafting is long lost.

Enchanted Items

While the **Enchantry** spells in *The Lexicon of Lore™* provide the means for an Overlord to customize a nearly infinite number of magic items, we felt that having a few actual examples couldn't hurt. Since the mage spells allow such latitude in item construction, completely describing every possible setup for even a single item proves impossible. Instead, we created several categories that describe broad item configurations. These are: **Non-Rechargeable**, **Rechargeable**, **Self-Charging**, **Regenerative**, and **Charmed**. Not all enchanted items fall into these categories, but a great many do. Those that don't are, we hope, self-explanatory. The specific definitions of the common terms follow:

Non-Rechargeable items are those that contain a number of "charges." Each usage of the item expends a fixed number of charges, depending on the magical power used. Such an item crumbles to dust after expending its last charge. They are incapable of having lost charges restored. They commonly perform their magical powers at 8th spell level and initially hold a total of 28 charges.

Rechargeable items also have a number of "charges". Like **Non-Rechargeable** items, each power expends a fixed number of charges, depending on the magic power used. Also like **Non-Rechargeable** items, a **Rechargeable** item crumbles to dust after expending its last charge. Its destruction can be avoided, though, as a **Rechargeable** item may have lost charges restored by use of the **Enchantry** spell **Charge**. They cannot be charged above their normal maximum. These items commonly perform their magical powers at 8th spell level and may hold a maximum of 24 charges.

Self-Charging items, like those described above, have a number of charges. Since it is unusually difficult and expensive to construct such an item, the creator generally goes to the extra effort of insuring it is not destroyed by a careless, ignorant, warrior. They do this by enchanting the item with the **Enchantry** spell **Bar**. Basically, such an item *cannot* use its last charge. In addition, the charges that have been expended are slowly regained at a rate of 1 per day. These items commonly perform their magical powers at 8th spell level and have a maximum of 16 (usable) charges.

Regenerative items also have a fixed, though small, number of charges. **Regenerative** items are extremely difficult to create. Thus, the **Enchanter**

usually protects the item with a **Bar** spell. This basically prevents the last charge on the item from being used, thus saving it from careless loss. Even though **Regenerative** items have far fewer charges than their **Self-Charging** cousins do, these items are often favored more. All charges expended from a **Regenerative** item are automatically restored at the end of every day. These items commonly perform their magical powers at 8th spell level and have a maximum of 6 usable charges (restored daily).

Charmed items are the most expensive to create and the most difficult to enchant. These items have no charges. Rather, their powers are continually available for use. As a result, *Charmed* items are usually the most highly prized form of magic. As the skills required to create relics in this fashion far surpass those required to fashion the other forms, they commonly perform their powers at 3^d or 4th spell level. To charm an item that continually invokes magic at 5th spell level requires an enchanter on par with Merlin. Consequently, such items are virtually unknown.

Amulet of Witchcraft

Price per Charge: 150 sp.

An **Amulet of Witchcraft** is usually fashioned into a piece of jewelry and represents a place of high standing in a witch coven. It is commonly bestowed upon the leader of a coven when she assumes the mantle of leadership. They vary greatly in value and form, and often have different (though roughly equivalent) abilities than those listed below.

Amulet of Witchcraft Magical Abilities

Cool of Night (Mage spell)

Usable by	Anyone
Triggered by	Command word.
# Charges per Use	2
Casting Time	10 seconds

Echo (Mage spell)

Usable by	Witches
Triggered by	Command word.
# Charges per Use	1
Casting Time	6 seconds

Familiar's Gambit (Mage spell)

Usable by	Witches
Triggered by	Command word.
# Charges per Use	1
Casting Time	12 seconds

Veiling Mist (Mage spell)

Usable by	Witches and Aquamancers
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Triggered by	Command word.
# Charges per Use	1
Casting Time	8 seconds

Witch Wind (Mage spell II)

Usable by	Witches and Aeromancers
Triggered by	Command word.
# Charges per Use	2
Casting Time	14 seconds

Amulet of Witchcraft Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	8,000	18,000
Purchase Cost (sp.)	12,000	25,000
Level to Obtain	4	7
Relative Frequency	50%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	20,000
Purchase Cost (sp.)	40,000	30,000
Level to Obtain	9	9
Relative Frequency	15%	10%

Arrow of Healing

An **Arrow of Healing** appears as a common arrow. However, when it is fired, rather than harm its target, it will actually heal its wounds as it disappears in a flash of light. The amount of healing equals 1d12 + 8 points of *Damage Tolerance*. It is incapable of healing stress, illusory, or poison damage. These arrows are often found in quivers of up to half a dozen or more. However, each arrow counts as an individual magic item for *Willpower* purposes.

Arrow of Healing Abilities

Chiron's Healing Arrow (Priest Healing spell)

Usable by	Anyone
Triggered by	Firing the arrow from a bow. (I.e. The possessor cannot "ram" one into his own gut to obtain its healing powers.)
# Charges per Use	all
Casting Time	N/A

Arrow of Healing Examples

Approx. Values	Non-Rechargeable
Sale Value (sp.)	400
Purchase Cost (sp.)	800
Level to Obtain	4
Relative Frequency	100%

Article of Illumination

An **Article of Illumination** is simply a magic item that continually produces a glow to light the surrounding area. The illumination generally extends to a range of approximately 60 feet. Such items may be produced in a number of ways including the mage spells **Carbuncle Stone**, **Eternal Torch**, and **Everburning Lamp**. Some techniques (i.e. **Eternal Torch**) imbue items with less powerful charms that are less resistant to failure. Obviously, those items that will continue to glow in any environment are valued more highly.

Article of Illumination Abilities

Chiron's Healing Arrow (Priest Healing spell)	
Usable by	Anyone

Article of Illumination Examples

Approx. Values	May be Permanently Extinguished by Normal Means	Cannot be Extinguished by Normal Means
Sale Value (sp.)	350	1,000
Purchase Cost (sp.)	500	2,000
Level to Obtain	3	6
Relative Frequency	50%	50%

Blade of Sharpness

Blades of Sharpness come in all shapes and sizes: axes, swords, daggers, scimitars, halberds, and all other bladed type weapons. By their very nature, all **Blades of Sharpness** are permanently charmed to retain their keen edges without sharpening (Usually by the mage spell **Charm of Eternal Sharpness**). Whenever one strikes a blow against an opponent, the amount of damage delivered is increased because of its remarkable edge (ranging from +0 to +6 damage per blow). **Blades of Sharpness** are crafted from various metals and alloys (described fully in *The Grimoire of Game Rules™*).

Blade of Sharpness Examples (Large)

Approx. Values	LG Bronze	LG Steel
Damage Bonus	+0	+1
Sale Value (sp.)	4,000	8,000
Purchase Cost (sp.)	6,000	12,000
Level to Obtain	3	5
Relative Frequency	10%	50%

Approx. Values	LG Meteoric Steel	LG Damascus Steel
Damage Bonus	+2	+3
Sale Value (sp.)	16,000	32,000
Purchase Cost (sp.)	24,000	48,000
Level to Obtain	7	9

Approx. Values	LG Bright Steel	LG Mithril
Damage Bonus	+4	+5
Sale Value (sp.)	64,000	128,000
Purchase Cost (sp.)	96,000	192,000
Level to Obtain	11	13
Relative Frequency	5%	1.5%

Approx. Values	LG Adamantine
Damage Bonus	+6
Sale Value (sp.)	256,000
Purchase Cost (sp.)	384,000
Level to Obtain	15
Relative Frequency	0.5%

Blade of Sharpness Examples (Medium)

Approx. Values	Med. Bronze	Med. Steel
Damage Bonus	+0	+1
Sale Value (sp.)	4,000	8,000
Purchase Cost (sp.)	6,000	12,000
Level to Obtain	3	5
Relative Frequency	10%	50%

Approx. Values	Med. Meteoric Steel	Med. Damascus Steel
Damage Bonus	+2	+3
Sale Value (sp.)	15,000	28,000
Purchase Cost (sp.)	22,000	44,000
Level to Obtain	7	9
Relative Frequency	25%	8%

Approx. Values	Med. Bright Steel	Med. Mithril
Damage Bonus	+4	+5
Sale Value (sp.)	55,000	93,000
Purchase Cost (sp.)	81,000	144,000
Level to Obtain	11	13
Relative Frequency	5%	1.5%

Approx. Values	Med. Adamantine
Damage Bonus	+6
Sale Value (sp.)	192,000
Purchase Cost (sp.)	288,000
Level to Obtain	15
Relative Frequency	0.5%

Blade of Sharpness Examples (Small)

Approx. Values	Sm. Bronze	Sm. Steel
Damage Bonus	+0	+1
Sale Value (sp.)	4,000	8,000
Purchase Cost (sp.)	6,000	12,000
Level to Obtain	3	5
Relative Frequency	10%	50%

Approx. Values	Sm. Meteoric Steel	Sm. Damascus Steel
Damage Bonus	+2	+3
Sale Value (sp.)	13,000	25,000
Purchase Cost (sp.)	20,000	40,000
Level to Obtain	7	9
Relative Frequency	25%	8%

Approx. Values	Sm. Bright Steel	Sm. Mithril
Damage Bonus	+4	+5
Sale Value (sp.)	45,000	64,000
Purchase Cost (sp.)	65,000	96,000
Level to Obtain	11	13
Relative Frequency	5%	1.5%

Approx. Values	Sm. Adamantine
Damage Bonus	+6
Sale Value (sp.)	128,000
Purchase Cost (sp.)	192,000
Level to Obtain	15
Relative Frequency	0.5%

Boots of Bounding**Price per Charge:** 100 sp.

Other than a magical aura detectable with the talent *Magic Sense*, **Boots of Bounding** are indistinguishable from other finely crafted leather or chain boots. Despite their name, they are occasionally crafted as dress shoes, rather than boots, to satisfy the fashion conscience of wealthy merchants. In any case, only one boot or shoe is actually enchanted in any pair of **Boots of Bounding**. Although the mate is identical in appearance, it is completely normal.

Boots of Bounding Magical Abilities

Bound (Mage spell)	
Usable by	Anyone with two feet
Triggered by	Crouching and Leaping
# Charges per Use	1
Casting Time	2

Boots of Bounding Examples

Approx. Values	Non-Recharge	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	60%	30%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000
Purchase Cost (sp.)	27,000	27,000
Level to Obtain	7	7
Relative Frequency	5%	4%

Approx. Values	Charmed
Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	1%

Boots of Speed**Price per Charge:** 100 sp.

Like most magical footwear, **Boots of Speed** looks like nothing out of the ordinary. In reality, only one of the pair is actually magical, the other contributes no unusual powers. Because of this, the matching boot is occasionally enchanted as an entirely separate magic item (such as Boots of Bounding.)

Boots of Speed Magical Abilities**Stridemaker (Mage spell) or Fleet Foot (Priest Miracle spell)**

Usable by	Anyone with two feet
Triggered by	Command Word
# Charges per Use	1
Casting Time	8

Boots of Speed Examples

Approx. Values	Non-Recharge	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	65%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000
Purchase Cost (sp.)	27,000	27,000
Level to Obtain	7	7
Relative Frequency	5%	4%

Approx. Values	Charmed
Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	1%

Bottle Imp

Bottle Imps are magical glass vials that imprison the weakest of demonic and diabolical spirits. When released, the spirit is bound to obey the first order given it by its liberator to the best of its, admittedly limited, ability. If the given order is completely out of the spirit's capabilities, it is immediately freed of any obligation.

The name of the trapped spirit is almost always engraved on the vial in some fashion, although it is often cleverly disguised by hiding it within the surrounding ornamentation and by representing it in archaic or secret languages. The reason for this is that the mages that trapimps in this way invariably want to keep their "repertoires" of demon names secret. Even though only the weakest ofimps can be trapped within so simple a prison, all such spirits have the potential to grow tremendously in power.

Bottle Imp Magical Abilities

Imp in a Bottle (Mage spell)

Usable by	Anyone
Triggered by	Opening the bottle
# Charges per Use	all
Casting Time	N/A

Bottle Imp Examples

Approx. Values	Non-Rechargeable
Sale Value (sp.)	500
Purchase Cost (sp.)	750
Level to Obtain	4
Relative Frequency	100%

Bow of Blazing

Price per Charge: 100 sp.

A **Bow of Blazing** has the appearance of an exceptionally well-crafted bow or crossbow. Quite often, it will have intricate patterns decorating its surface with a rough yellow paint and an almost porcelain-like gloss.

When the triggering command word is spoken, the weapon's magic begins to prepare it for battle. After a period of 6 minutes, the bow will be fully prepared and will remain so until used, even if the next battle does not ensue for weeks or months. Once prepared, any arrow fired from the bow will instantly ignite in a blaze of crackling fury. Any creature struck by the arrow will sustain additional fire damage (as described in the mage spell **Blazing Bolts**). Once a total of 8 arrows have been ignited in this fashion, the bow must once again be prepared. (*Charmed* bows do not have this restriction.)

Bow of Blazing Magical Abilities

Blazing Bolts (Mage spell)

Usable by	Anyone
Triggered by	Command Word
# Charges per Use	1
Casting Time	6 Mins.

Bow of Blazing Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	55%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	15,000	15,000
Purchase Cost (sp.)	22,000	22,000
Level to Obtain	7	7
Relative Frequency	4%	4%

Approx. Values	Charmed
Sale Value (sp.)	50,000
Purchase Cost (sp.)	75,000
Level to Obtain	9
Relative Frequency	2%

Bracers of Armour

Price per Charge: 150 sp.

Bracers of Armour are simple bands of metal or leather that fit around the forearm like any normal bracer. Although these bracers usually come in pairs, only one of the two bracers is actually magic. The other is only for show. Occasionally, a bracer will be triggered by a command word rather than by the simple placement on the arm, as shown above.

Bracers of Armour Magical Abilities

Armour (Mage spell)

Usable by	Anyone
Triggered by	Placement on the Forearm
# Charges per Use	1
Casting Time	3 Seconds

Bracers of Armour Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	1,000	5,000
Purchase Cost (sp.)	3,000	10,000
Level to Obtain	1	4
Relative Frequency	70%	25%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	15,000	12,000

Purchase Cost (sp.)	25,000	20,000
Level to Obtain	7	6
Relative Frequency	2%	2%
Approx. Values	Charmed	
Sale Value (sp.)	20,000	
Purchase Cost (sp.)	35,000	
Level to Obtain	9	
Relative Frequency	1%	

Brazier of Incessant Flame

Price per Charge: 325 sp.

A **Brazier of Incessant Flame** has about the size and shape of a brass metal wok with holes in the lid to allow smoke and flame to escape. As simply speaking a command word triggers the item, anyone can *summon* a Fire Elemental. However, only a Conjurer or Pyromancer has the necessary knowledge to *control* it once it arrives.

Brazier of Incessant Flame Magical Abilities

Conjure Fire Elemental (Mage spell)

Usable by	Conjurer or Pyromancer
Triggered by	Placing it on the ground and speaking a command word
# Charges per Use	2
Casting Time	10 Turns

Brazier of Incessant Flame Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	17,000	25,000
Purchase Cost (sp.)	25,000	40,000
Level to Obtain	7	9
Relative Frequency	50%	45%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	45,000	35,000
Purchase Cost (sp.)	60,000	50,000
Level to Obtain	13	12
Relative Frequency	2%	3%

Clarion of the Tritons

Price per Charge: 100 sp.

A **Clarion of the Tritons** has the appearance of a large beautiful conch shell, often having numerous scrimshaw images adorning its surface. These horns were originally enchanted by powerful triton mages, but a few have found their way into human hands.

Clarion of the Tritons Magical Abilities

Conjure Water Elemental (Mage spell)

Usable by	Anyone can <i>summon</i> a water elemental, but only a Conjurer or Aquamancer can <i>control</i> it once it arrives.
Triggered by	Playing a low note on the horn
# Charges per Use	3
Casting Time	10 turns

Nixie's Breath (Mage spell)

Usable by	Anyone
Triggered by	Submersion underwater
# Charges per Use	1
Casting Time	11 Seconds

Water Wings (Mage spell)

Usable by	Anyone
Triggered by	Playing a medium note on the horn
# Charges per Use	1
Casting Time	5 Seconds

Witch Wind (Mage spell)

Usable by	Witches and Aeromancers
Triggered by	Playing a high note on the horn
# Charges per Use	2
Casting Time	14 Seconds

Clarion of the Tritons Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	4,000	9,000
Purchase Cost (sp.)	8,000	15,000
Level to Obtain	3	5
Relative Frequency	50%	40%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	35,000
Purchase Cost (sp.)	35,000	50,000
Level to Obtain	7	7
Relative Frequency	6%	4%

Cloak of Diminishing

Price per Charge: 150 sp.

A **Cloak of Diminishing** looks like any normal cloak that could be owned by a merchant, guard, or nobleman. Although a **Cloak of Diminishing** is usually activated when worn, some are made which are triggered by command words. Note that removing the cloak does not negate the diminishing effects. The possessor will remain diminished for the full duration of the **Diminish** spell.

Cloak of Diminishing Magical Abilities

Diminish (Mage spell)

Usable by	Anyone
Triggered by	Putting on the cloak or a command word
# Charges per Use	2
Casting Time	6 seconds

Cloak of Diminishing Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	6,000	18,000
Purchase Cost (sp.)	10,000	25,000
Level to Obtain	6	8
Relative Frequency	65%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	30,000	30,000
Purchase Cost (sp.)	45,000	45,000
Level to Obtain	10	10
Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	60,000	
Purchase Cost (sp.)	85,000	
Level to Obtain	12	
Relative Frequency	1%	

Cloak of Terror

Price per Charge: 150 sp.

Cloaks of Terror are usually made from black felts, silks, and furs. When the wearer of a **Cloak of Terror** triggers the magic of this item, his laughter is transformed into a deep, hollow, empty laugh that echoes across the countryside.

Cloak of Terror Magical Abilities

Fear (Mage spell)

Usable by	Anyone
Triggered by	The wearer giving off a hearty laugh
# Charges per Use	2
Casting Time	8 seconds

Cloak of Terror Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	8,000	20,000
Purchase Cost (sp.)	12,000	30,000
Level to Obtain	4	7
Relative Frequency	70%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	35,000	35,000
Purchase Cost (sp.)	50,000	50,000
Level to Obtain	10	10
Relative Frequency	2%	4%
Approx. Values	Charmed	
Sale Value (sp.)	70,000	
Purchase Cost (sp.)	95,000	
Level to Obtain	13	
Relative Frequency	1%	

Cloak of Thievery

Price per Charge: 150 sp.

A **Cloak of Thievery** is a well-made garment whose exterior is a dark non-reflective material (such as black wool). Its inner lining, also dark, is fashioned from silk made from spider thread. The clasp is often decorated with a cat's eye gemstone.

Cloak of Thievery Magical Abilities

Breakfall (Mage spell)

Usable by	Anyone
Triggered by	The wearer falling or jumping down more than 10 feet.
# Charges per Use	1
Casting Time	1 second

Gecko, Gecko (Mage spell)

Usable by	Anyone
Triggered by	The wearer placing both palms on a wall with fingers splayed.
# Charges per Use	1
Casting Time	4 seconds

Pallid Eye (Mage spell)

Usable by	Anyone
Triggered by	The wearer rubbing the clasp.
# Charges per Use	1
Casting Time	4 seconds

Shadow Form (Mage spell)

Usable by	Anyone
Triggered by	The wearer lightly tapping the clasp three times.
# Charges per Use	2
Casting Time	7 seconds

Cloak of Thievery Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	6,000	18,000
Purchase. Cost (sp.)	10,000	25,000
Level to Obtain	6	8
Relative Frequency	65%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	35,000	25,000
Purchase Cost (sp.)	50,000	40,000
Level to Obtain	10	10
Relative Frequency	7%	3%

Crucible of Healing Fumes**Price per Charge:** 100 sp.

A **Crucible of Healing Fumes** looks like an ornate jewelled incense burner made from gold and silver. When incense is burned within the crucible, the hazy smoke produced has healing powers for those remaining in its billowy embrace. In order for the fumes of the crucible to be effective, though, the smoke must be confined in a relatively small space, such as a tent or small room.

Crucible of Healing Fumes Magical Abilities**Vapors of Healing (Mage spell)**

Usable by	Anyone with a match
Triggered by	Placing a stick of incense in the crucible and setting it aflame.
# Charges per Use	3
Casting Time	5 minutes

Crucible of Healing Fumes Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	2,000	8,000
Purchase. Cost (sp.)	5,000	13,000
Level to Obtain	2	5
Relative Frequency	60%	30%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	30,000
Purchase Cost (sp.)	45,000	50,000
Level to Obtain	7	9
Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	50,000	
Purchase Cost (sp.)	80,000	
Level to Obtain	11	
Relative Frequency	1%	

Crystal Ball**Price per Charge:** 100 sp.

A **Crystal Ball** is a sphere made of flawless clear crystal. When gazing into its depths, a Mystic is able to see events far away as the mage spell **Scry** (see the *Lexicon of Lore* for complete details). **Crystal Balls** come in a wide range of sizes. The larger the polished globe the greater its range. In general, one of these enchanted spheres can see events up to 10 miles away for every inch of its diameter. There exist a precious few crystal balls fashioned from the eyes of powerful ancient dragons. These prized items give the user a dragon's vision, as described in the mage spell **Dragon Sight** in *The Lexicon of Lore*. The sale value and purchase cost of these "dragon balls" is double the values listed in the examples. No doubt the dragons would have valued them even higher.

Crystal Ball Magical Abilities**Scry (Mage spell)**

Usable by	Mystics
Triggered by	Command word
# Charges per Use	1
Casting Time	12 seconds

Small Crystal Ball Examples (3 inch diam.)

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	4,000	16,000
Purchase. Cost (sp.)	10,000	26,000
Level to Obtain	2	5
Relative Frequency	60%	30%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	50,000	50,000
Purchase Cost (sp.)	90,000	90,000
Level to Obtain	7	9
Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	100,000	
Purchase Cost (sp.)	160,000	
Level to Obtain	11	
Relative Frequency	1%	

Medium Crystal Ball Examples (6 inch diam.)

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	6,000	24,000
Purchase. Cost (sp.)	15,000	39,000
Level to Obtain	4	7
Relative Frequency	55%	30%
Approx. Values	Self Charging	Regenerative

Sale Value (sp.)	75,000	75,000
Purchase Cost (sp.)	135,000	135,000
Level to Obtain	9	11
Relative Frequency	8%	6%
Approx. Values	Charmed	
Sale Value (sp.)	150,000	
Purchase Cost (sp.)	240,000	
Level to Obtain	13	
Relative Frequency	1%	

Large Crystal Ball Examples (9 inch diam.)

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	8,000	32,000
Purchase Cost (sp.)	20,000	52,000
Level to Obtain	6	9
Relative Frequency	35%	35%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	100,000	100,000
Purchase Cost (sp.)	180,000	180,000
Level to Obtain	11	13
Relative Frequency	14%	14%
Approx. Values	Charmed	
Sale Value (sp.)	200,000	
Purchase Cost (sp.)	320,000	
Level to Obtain	15	
Relative Frequency	2%	

Dagger of the Initiates

Price per Charge: 100 sp.

A **Dagger of the Initiates** is a small lightweight dagger with little or no ornamentation. They are commonly given to young witch initiates that have performed in some exemplary way (such as saving their mentor's life at great personal risk). Although the items are of common appearance, they are invariably engraved with symbols indicating the weapon's importance. Any witch displaying one of these articles to an unfamiliar coven is generally given respect and courtesy, for the bearer must have performed some remarkable deed to earn the right to carry it. If a similar service is performed for the dagger's owner by another witch, tradition dictates that the dagger be passed on in gratitude. Consequently, it is not unheard of for a single dagger to pass through the hands of an entire coven.

Dagger of the Initiates Magical Abilities

Dryad's Disguise (Mage spell)	
Usable by	Witches
Triggered by	Command word.
# Charges per Use	1

Casting Time	4 seconds
Faery Light (Mage spell)	
Usable by	Witches
Triggered by	Command word.
# Charges per Use	1
Casting Time	4 seconds
Faery Pinch (Mage spell)	
Usable by	Witches
Triggered by	Pointing the dagger and speaking a command word.
# Charges per Use	1
Casting Time	10 seconds

Dagger of the Initiates Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	6,000	18,000
Purchase Cost (sp.)	10,000	25,000
Level to Obtain	1	4
Relative Frequency	65%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	20,000
Purchase Cost (sp.)	40,000	30,000
Level to Obtain	8	8
Relative Frequency	7%	3%

Jar of the Elements

A **Jar of the Elements** is a metal vial of indeterminate alloy with a metal stopper sealed in place with lead. Across its surface are etched a number of mysterious and intricate runes. The jar is unusually heavy for its size, even considering its metallic makeup. Although it appears as though it would contain only about ½ pint of liquid, it weighs 2 or 3 pounds. The reason, of course, is that it contains a full-fledged elemental spirit (Air, Earth, Fire, or Water). Although the specific type of elemental contained within the vial is not apparent to the average observer, a full-fledged Conjuror should, at a minimum, be able to determine which of the four elements is imprisoned within the vial by the characteristics of the visible runes. In addition, a Conjuror will also be able to discern whether the vial contains a named elemental, indicating a being of unusual power (such as a djinn or efeit), since imprisoning such a creature demands a special prison be prepared containing an engraving of the spirit's name.

When the stopper is removed, the trapped elemental is freed. It is obligated to fulfill any single request spoken by its liberator to the best of its ability. If no request is immediately forthcoming, the elemental is free to act as it chooses.

Jar of the Elements Magical Abilities**Elemental Jar (Mage Spell)**

Usable by	Anyone.
Triggered by	Unstopping the vial
# Charges per Use	all
Casting Time	1 Second

Jar of the Elements Examples

Approx. Values	Jar Containing Unnamed Elemental	Jar Containing Named Elemental
Sale Value (sp.)	8,000	20,000
Purchase Cost (sp.)	15,000	35,000
Level to Obtain	5	9
Relative Frequency	95%	4 ½%

Approx. Values	Jar Known to Contain an Exceptional (Royal) Named Elemental
Sale Value (sp.)	70,000
Purchase Cost (sp.)	100,000
Level to Obtain	13
Relative Frequency	½%

Elf Shot

Elf Shot are magical missiles having the appearance of flint arrowheads. In fact, many farmers collect the expended elf shots that their plows unearth in the mistaken notion that they are gathering the arrowheads of long dead ancestors. Most of the time, these "arrowheads" are really nothing more than the remnants of pixie battles fought in the farmers' fields. Fairies generally fling them using slings or slingshots since placing an **Elf Shot** on the tip of an arrow destroys its potency. Even when properly fired, though, an **Elf Shot** is completely expended when it strikes its target. Note that each individual **Elf Shot** counts as a magic item for *Willpower* purposes.

Elf Shot Magical Abilities**Elf Shot (Mage spell)**

Usable by	Anyone
Triggered by	Firing the shot from a sling
# Charges per Use	all
Casting Time	N/A

Elf Shot Examples

Approx. Values	Non-Rechargeable
Sale Value (sp.)	300
Purchase Cost (sp.)	400
Level to Obtain	7
Relative Frequency	100%

Enchanted Agate

Price per Charge: 100 sp.

Although agates are usually thought of as unattractive rocks, enchanted agates are finely polished milky specimens streaked with brown and reddish striations. When mounted in a setting, they make unusual and stunning pieces of jewelry.

Whenever a Geomancer/ Enchanter charms one of these lovely baubles, he has generally has two concerns in mind. The first is how he can maximize its usefulness for his own use, and the second is how he can maximize its resale value when he decides he needs cash more than a pretty rock. Consequently, he will usually do his best to give the jewel at least one ability that can be used by the common folk. Although the **Agate Stone** spell is highly flexible and ordinarily requires the skill of a full-fledged Geomancer to control, restricting the spell to a single power (and essentially removing all decisions on the user's part) allows that power of the item to be triggered and utilized by anyone.

It is possible, of course, to enchant an agate with more than one of the **Agate Stone** powers through the use of different command words. However, each such added power robs the item of charges (as per the Enchantry rules), so this is rarely done.

If an agate is actually *Charmed* so that its powers are continually effective, it is restricted to a single power or must count as multiple magic items when considering the *Willpower* limitations of the possessor. (Each charmed power counts as a magic item.)

Enchanted Agate Magical Abilities**Unrestricted power of the mage spell Agate Stone**

Usable by	Geomancers.
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Pre-specified power of the mage spell Agate Stone

Usable by	Anyone.
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Enchanted Agate Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,500	13,000
Purchase Cost (sp.)	8,000	18,000
Level to Obtain	3	5
Relative Frequency	65%	25%

Approx. Values	Self Charging	Regenerative
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Sale Value (sp.)	22,000	22,000
Purchase Cost (sp.)	30,000	30,000
Level to Obtain	7	7
Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	40,000	
Purchase Cost (sp.)	55,000	
Level to Obtain	9	
Relative Frequency	1%	

Enchanted Armor

The main purpose of armor is to protect the wearer by absorbing damage from every blow. Unfortunately, armor can be quite cumbersome and heavy, thus slowing its wearer down and making him more susceptible to attack. At times, the decision of whether to wear armor or forgo its protection is difficult. If the armor is magical, however, many (or all) of its drawbacks can be eliminated. Through a combination of superior craftsmanship, exotic materials, and potent spells, enchanted armor retains all of the absorptive ability of normal armor while reducing or eliminating its *Encumbrance* penalties.

Regardless of the armor's form or composition, its value can be determined basically by the amount its *Encumbrance* penalties have been reduced below the normal article. Therefore, all suits of armor that lower their normal *Encumbrance* by a given amount are approximately equal in value (unless, of course, the armor has other abilities as well). Thus, a suit of enchanted chain mail that encumbers its wearer by only a single *Defense* point is considered a +3 suit of armor since normal chain mail has an *Encumbrance* value of 4 points. Whether all, most, or none of the improvement comes from magic (i.e. the mage spell **Charm of Perpetual Non-Encumbrance**) or superior materials (i.e. is made from mithril rather than steel) is irrelevant to the item's value.

Of course, armor can only be enchanted to the point of total non-encumbrance. That is, its *Encumbrance* value can never fall below zero. Consequently, a +6 suit of leather armor is non-sensical since a +1 suit of leather armor is completely non-restrictive. Note that the values given below consider the *Absorption* value of a suit of **Enchanted Armor** to be identical to that of a normal suit of its type.

Enchanted Armor Examples

Approx. Values	+1	+2
Sale Value (sp.)	8,000	16,000
Purchase Cost (sp.)	12,000	24,000
Level to Obtain	5	7

Relative Frequency	50%	35%
Approx. Values	+3	+4
Sale Value (sp.)	32,000	64,000
Purchase Cost (sp.)	48,000	96,000
Level to Obtain	9	11
Relative Frequency	10%	3%
Approx. Values	+5	+6
Sale Value (sp.)	150,000	300,000
Purchase Cost (sp.)	225,000	425,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Flying Carpet

Usable By: Magi or Aeromancer

Triggered By: command word.

Price per Charge: 100 sp.

Flying Carpet Magical Abilities

Powers	#Charges Per Use	Casting Time (Secs.)
Mage spell Flying Carpet	2	9

Flying Carpets are small, finely crafted oriental or Asian rugs woven with silken and golden threads. They vary in size from 3 feet by 3 feet one person compacts to 5 feet by 8 feet six-passenger mini-rugs. All are equipped with air and sunroof. Seatbelts are optional.

Flying Carpet Magical Abilities

Flying Carpet (Mage Spell)

Usable by	Magi or Aeromancers.
Triggered by	Command word
# Charges per Use	2
Casting Time	9 Seconds

Flying Carpet Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	10,000	15,000
Purchase Cost (sp.)	15,000	20,000
Level to Obtain	5	7
Relative Frequency	60%	30%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	30,000
Purchase Cost (sp.)	35,000	40,000
Level to Obtain	9	11
Relative Frequency	6%	3%
Approx. Values	Charmed	
Sale Value (sp.)	80,000	
Purchase Cost (sp.)	100,000	
Level to Obtain	13	
Relative Frequency	1%	

Gem of Diabolical Aid

A **Gem of Diabolical Aid** has the appearance of a valuable gemstone, commonly that of a diamond. Its only distinguishing characteristic is that of the dark shadows, which occasionally flicker and shift within its depths. In actuality, the bauble imprisons a single demon, devil, or spirit. When freed by smashing the jewel, the spirit is obligated to obey the first command given by its liberator. Of course, the spirit has only its normal resources and powers on which to draw in the performance of its forced services. Since the gem must be shattered to release the demon, it is obviously destroyed on its first use. The value of the gem may vary greatly depending on the power of the spirit imprisoned.

Gem of Diabolical Aid Magical Abilities

Spirit Gem (Mage Spell)

Usable by	Anyone.
Triggered by	Shattering the gem
# Charges per Use	all
Casting Time	1 Second

Gem of Diabolical Aid Examples

Approx. Values	Non-Rechargeable
Sale Value (sp.)	30,000
Purchase Cost (sp.)	45,000
Level to Obtain	9
Relative Frequency	100%

Glove of Strangulation

Price per Charge: 100 sp.

These are tight fitting gloves ordinarily made of the highest quality black silks or supple leathers. A non-magical matching glove for the opposing hand is usually fashioned to avoid arousing suspicion, but the mate is not needed to use the enchanted glove's powers.

Glove of Strangulation Magical Abilities

Icy Fingers of Death (Mage Spell)

Usable by	Sorcerers.
Triggered by	Holding forth thumb and index finger or command phrase (i.e. "I find your lack of faith disturbing")
# Charges per Use	1
Casting Time	5 Seconds

Glove of Strangulation Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000

Level to Obtain	3	5
Relative Frequency	60%	30%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000
Purchase Cost (sp.)	27,000	27,000
Level to Obtain	7	7
Relative Frequency	5%	4%

Approx. Values	Charmed
Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	1%

Gloves of Servitude

Price per Charge: 100 sp.

Gloves of Servitude are finely crafted leather gloves (usually suede). Due to their unusually subtle nature, these gloves will not impede spellcasting, even when the spells involve intricate gestural components. The gloves have no effect whatsoever until commanded into service by their wearer. At this point, they dance off of the owner's fingertips and perform whatever tasks they are given.

Gloves of Servitude Magical Abilities

Faithful Servant (Mage spell)

Usable by	Witches and Aeromancers
Triggered by	Command Word
# Charges per Use	1
Casting Time	7 Seconds.

Gloves of Servitude Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	2	4
Relative Frequency	60%	30%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000
Purchase Cost (sp.)	27,000	27,000
Level to Obtain	6	6
Relative Frequency	4%	4%

Approx. Values	Charmed
Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	2%

Goblet of Amethyst

Price per Charge: 100 sp.

Amethyst is an attractive, although relatively common, violet colored gemstone. Like all gemstones, folklore has imbued them with unusual magical properties. One of the more popular ones that Amethyst supposedly possesses is the ability to counteract the effects of alcohol. It is this ability for which **Goblets of Amethyst** are so highly cherished.

It is a rare Geomancer/Enchanter that expends the effort of fashioning one of these beautiful artifacts that fails to seize the opportunity to bolster his own formidable powers in the process. Thus, the full power of the mage spell **Amethyst Stone** is usually given the item as one of its abilities. Of course, only Geomancers can use so flexible a spell without further restricting the ability in some way. The goblet's better known ability is simply the application of the same spell in a restricted fashion, essentially removing all decisions from the user and thereby making it usable by the masses.

If the goblet is actually *Charmed* so that its powers are continually effective, it is restricted to only its anti-intoxicant effects. Any additional powers force the item to be treated as more than a single item when considering the *Willpower* limitations of the possessor. (Each charmed power counts as a magic item.)

Goblet of Amethyst Magical Abilities

Unrestricted power of the mage spell Amethyst Stone

Usable by	Geomancers.
Triggered by	Command word
# Charges per Use	2
Casting Time	10 Seconds

Anti-intoxication power of the mage spell Amethyst Stone

Usable by	Anyone.
Triggered by	Command word
# Charges per Use	2
Casting Time	10 Seconds

Goblet of Amethyst Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	6,000	15,000
Purchase Cost (sp.)	9,000	20,000
Level to Obtain	3	5
Relative Frequency	50%	40%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	24,000	24,000
Purchase Cost (sp.)	32,000	32,000
Level to Obtain	7	7

Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	35,000	
Purchase Cost (sp.)	50,000	
Level to Obtain	9	
Relative Frequency	1%	

Hat of Disguise

Any given **Hat of Disguise** is enchanted to bestow upon the wearer one particular, unalterable, disguise (i.e. a beggar, a scholar, a wizard, etc.) The form of the hat is inconsequential, but generally matches the disguise it projects.

Hat of Disguise Magical Abilities

Guise (Mage Spell)

Usable by	Anyone
Triggered by	Command word
# Charges per Use	1
Casting Time	4 Seconds

Hat of Disguise Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	2,000	8,000
Purchase Cost (sp.)	3,500	12,000
Level to Obtain	5	7
Relative Frequency	70%	25%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	15,000	15,000
Purchase Cost (sp.)	25,000	25,000
Level to Obtain	9	9
Relative Frequency	2%	2%

Approx. Values	Charmed
Sale Value (sp.)	30,000
Purchase Cost (sp.)	40,000
Level to Obtain	11
Relative Frequency	1%

Jewel of Amber

Price per Charge: 100 sp.

A **Jewel of Amber** is fashioned from a large specimen of golden amber. These baubles are commonly set in broaches or necklaces for convenient transport, but any such setting is superfluous and radiates no magical aura. These gems are permanently charmed by the mage spell **Amber Stone**, which fully describes the item's powers (see *The Lexicon of Lore* for details). The value and rarity of any given **Jewel of Amber** is completely determined by the quantity of magical energy that it is capable of holding. The examples below partition the

gemstones based on the maximum number of stress points that the gem can store.

Jewel of Amber Magical Abilities

Amber Stone (Mage Spell)

Usable by	Any mage with at least one of the following <i>Arcane Lore</i> s: <i>Dry, Dust, Earth, or Land</i> .
Triggered by	Various actions. Rubbing the stone will either improve the possessor's ability to regain lost stress points or, if the owner is at maximum <i>Damage Tolerance</i> , store magical energy in the stone.
# Charges per Use	N/A
Casting Time	N/A

Jewel of Amber Examples

Approx. Values	10 Stress	12 Stress
Sale Value (sp.)	15,000	18,000
Purchase. Cost (sp.)	20,000	25,000
Level to Obtain	3	5
Relative Frequency	50%	35%
Approx. Values	14 Stress	16 Stress
Sale Value (sp.)	20,000	30,000
Purchase Cost (sp.)	30,000	40,000
Level to Obtain	7	7
Relative Frequency	10%	4%
Approx. Values	18 Stress	
Sale Value (sp.)	45,000	
Purchase Cost (sp.)	60,000	
Level to Obtain	9	
Relative Frequency	1%	

Jewel of the Dark Apprentice

Price per Charge: 100 sp.

A **Jewel of the Dark Apprentice** is fashioned from a moderate to large ovoid gemstone, usually a ruby or garnet, with an unusual heavy setting. Such trinkets are occasionally bestowed by powerful Sorcerers upon their most worthy apprentices as rewards for their diligence and hard work. They are often carried on long golden chains as necklaces, although any such chains are not integral (or magical) parts of the jewels. Essentially, the baubles are fashioned in this way so that they may be used as stoppers for vials in which imps may be summoned and imprisoned (as the mage spell **Imp in a Bottle**). Although an item could easily be fashioned to imprison such minor demons without requiring the item itself being incorporated into the trap, it is believed that the creators purposefully impose this restriction to keep a rein on the powers of up-and-coming Sorcerers. For similar reasons, *Self-Charging* and *Regenerative* jewels are quite rare.

Jewel of the Dark Apprentice Abilities

Imp in a Bottle (Mage Spell)

Usable by	Sorcerers (including apprentices) and Demonologists
Triggered by	Using the jewel as a stopper to the vial in which an imp is to be imprisoned and speaking a command word
# Charges per Use	4
Casting Time	1 Hour

Summon Imp (Mage Spell)

Usable by	Sorcerers (including apprentices) and Demonologists
Triggered by	Command word
# Charges per Use	2
Casting Time	1 Hour

Jewel of the Dark Apprentice Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase. Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	63%	35%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	25,000
Purchase Cost (sp.)	32,000	32,000
Level to Obtain	7	7
Relative Frequency	1%	1%

Kris of Stabbing Pain

Price per Charge: 100 sp.

A **Kris of Stabbing Pain** is a highly jeweled wavy-bladed kris. Although it can be used in hand-to-hand combat as a magical weapon, it bestows on the wielder no exceptional combat abilities or benefits (other than the ability to hit creatures that can only be hit by magical weapons). Its main purpose, rather, is effected when pointed and used as a wand.

When a sorcerer points the kris and speaks a command word, the kris casts the mage spell **Stabbing Pain** at 8th spell level. The amount of damage delivered by the spell is dependent on the item, which uses a fixed number of charges for every use. A **Kris of Stabbing Pain** using a single charge delivers 8d4 damage. One using two charges delivers 8d8 damage. Finally, a **Kris of Stabbing Pain** using three charges per usage delivers 8d12 damage. Of course, the target is allowed a *Luck Roll* with *Stamina Adjustments* as normal for a **Stabbing Pain** spell (see *The Lexicon of Lore™* for complete details).

Some of these items are made with greater flexibility in mind at the sacrifice of charge storing ability. These rarer

blades can be made to use one, two, or three charges by speaking one of three command words. This flexibility, however, lowers the number of charges the item can store by 10 full charges.

Kris of Stabbing Pain Magical Abilities

Stabbing Pain (Mage Spell)

Usable by	Sorcerers (including apprentices) and Demonologists
Triggered by	Pointing the Kris and speaking a command word
# Charges per Use	See description
Casting Time	11 Seconds

Kris of Stabbing Pain Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	4,000	10,000
Purchase Cost (sp.)	8,000	20,000
Level to Obtain	3	5
Relative Frequency	55%	35%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	30,000
Purchase Cost (sp.)	35,000	60,000
Level to Obtain	7	7
Relative Frequency	6%	4%

Reins of Endurance

Price per Charge: 100 sp.

Reins of Miria are crafted from the finest leathers and are adorned with precious and semi-precious gemstones. Enchanting the item does not actually require these decorations, but anyone rich enough to commission an Enchanter to charm an item for his horse would hardly squabble over the price of a ruby or two.

Reins of Endurance Magical Abilities

Miria (Mage Spell)

Usable by	Anyone
Triggered by	Placing the reins on an animal
# Charges per Use	1
Casting Time	2 Minutes

Reins of Endurance Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	55%	35%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000

Purchase Cost (sp.)	27,000	27,000
Level to Obtain	7	7
Relative Frequency	4%	4%

Approx. Values Charmed

Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	2%

Shield of Crackling

Price per Charge: 150 sp.

Shields of Crackling are finely crafted, highly polished hand-held shields. They vary in size from bucklers to large shields and give the normal defensive bonuses for common shields of their size. When any hand-held weapon strikes the owner, however, the shield casts the mage spell **Static Haze** on the wielder.

Shield of Crackling Magical Abilities

Static Haze (Mage Spell)

Usable by	Anyone
Triggered by	Owner being struck by a hand-held weapon
# Charges per Use	2
Casting Time	10 Seconds

Shield of Crackling Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	4,000	8,000
Purchase Cost (sp.)	7,000	18,000
Level to Obtain	3	5
Relative Frequency	55%	35%

Approx. Values Self Charging Regenerative

Sale Value (sp.)	45,000	45,000
Purchase Cost (sp.)	70,000	70,000
Level to Obtain	7	7
Relative Frequency	4%	5%

Approx. Values Charmed

Sale Value (sp.)	60,000
Purchase Cost (sp.)	90,000
Level to Obtain	9
Relative Frequency	1%

Shield of Parrying

All sizes of shields are charmed as **Shields of Parrying**. By their very nature, all **Shields of Parrying** are permanently charmed to retain their near-perfect balance (usually by the mage spell **Charm of Steadfast Balance**).

Whenever an opponent attacks the wielder by a parryable weapon, the shield's remarkable mobility and speed enhances the shield's *Parry* value by anywhere from +1 to +6.

Note that the shield's bonus does not necessarily provide its owner wielder with an increase to his *Defense* equal to the magical bonus (or any increase at all, for that matter). In effect, the bonus will only have an affect if the shield's *Parry* is raised above that of the weapon being wielded in the opposing hand. (see **Using Shields** and **Using Magical Shields** in the **Advanced Combat Rules of The Grimoire of Game Rules** for complete details).

Shields of Parrying are usually crafted from various metals and alloys (described fully in **The Grimoire of Game Rules**).

Shield of Parrying Examples (Large)

Approx. Values	LG Steel	LG Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	2,000	5,000
Purchase Cost (sp.)	3,000	8,000
Level to Obtain	5	7
Relative Frequency	30%	50%

Approx. Values	LG Damascus Steel	LG Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	16,000	48,000
Purchase Cost (sp.)	24,000	72,000
Level to Obtain	9	11
Relative Frequency	15%	3%

Approx. Values	LG Mithril	LG Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	100,000	200,000
Purchase Cost (sp.)	150,000	300,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Shield of Parrying Examples (Medium)

Approx. Values	Med. Steel	Med. Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	2,000	5,000
Purchase Cost (sp.)	3,000	8,000

Level to Obtain	5	7
Relative Frequency	30%	45%

Approx. Values	Med. Damascus Steel	Med. Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	16,000	35,000
Purchase Cost (sp.)	24,000	65,000
Level to Obtain	9	11
Relative Frequency	15%	6%

Approx. Values	Med. Mithril	Med. Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	75,000	175,000
Purchase Cost (sp.)	125,000	250,000
Level to Obtain	13	15
Relative Frequency	3%	1%

Shield of Parrying Examples (Small)

Approx. Values	Sm. Steel	Sm. Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	2,000	5,000
Purchase Cost (sp.)	3,000	8,000
Level to Obtain	5	7
Relative Frequency	30%	45%

Approx. Values	Sm. Damascus Steel	Sm. Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	16,000	30,000
Purchase Cost (sp.)	24,000	55,000
Level to Obtain	9	11
Relative Frequency	15%	6%

Approx. Values	Sm. Mithril	Sm. Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	70,000	150,000
Purchase Cost (sp.)	115,000	225,000
Level to Obtain	13	15
Relative Frequency	3%	1%

Skin of Wolfish Form

Price per Charge: 100 sp.

A **Skin of Wolfish Form** has the appearance, texture, and warmth of an ordinary wolf-skin. Other than giving its wearer a somewhat barbaric look, donning the fur will not convey any visible effects on its possessor. However, as soon as the wearer falls in combat, the cloak's true purpose will likely be revealed.

Skin of Wolfish Form Magical Abilities

Wereform (Mage Spell)

Usable by	Anyone
Triggered by	falling unconscious while wearing the skin draped over the shoulders.
# Charges per Use	2
Casting Time	3 Seconds

Skin of Wolfish Form Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	7,000	15,000
Level to Obtain	3	5
Relative Frequency	55%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	20,000
Purchase Cost (sp.)	27,000	27,000
Level to Obtain	7	7
Relative Frequency	5%	4%

Approx. Values	Charmed
Sale Value (sp.)	40,000
Purchase Cost (sp.)	55,000
Level to Obtain	9
Relative Frequency	1%

Slippers of Fire Walking

Price per Charge: 150 sp.

Most **Slippers of Fire Walking** are made of the finest embroidered silk with pointed, upturned toes. Their elegance and craftsmanship is fit for the richest Kalif. Simply placing the slippers on one's feet usually activates them. However, command words and other such devices are sometimes used.

Slippers of Fire Walking Magical Abilities

Fire Walker (Mage Spell)

Usable by	Anyone
Triggered by	Placing slippers on feet.
# Charges per Use	1
Casting Time	8 Seconds

Slippers of Fire Walking Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,000	10,000
Purchase Cost (sp.)	8,000	15,000
Level to Obtain	3	5
Relative Frequency	55%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	35,000	30,000
Purchase Cost (sp.)	50,000	45,000
Level to Obtain	7	7
Relative Frequency	4%	5%

Approx. Values	Charmed
Sale Value (sp.)	60,000
Purchase Cost (sp.)	90,000
Level to Obtain	9
Relative Frequency	1%

Staff of Conflagration

Price per Charge: 50 sp.

A **Staff of Conflagration** usually takes the form of a long metal rod surrounded at the top by a sheath of Firedrake skin and capped with a figurine of flint, steel, and iron pyrite. Constructing the staff from such heavy components does make it about twice as heavy as a normal wooden staff. However, this design does have the advantage of allowing the staff to survive its own magic.

Staff of Conflagration Magical Abilities

Advancing Flame Wall (Mage Spell)

Usable by	Magi and Pyromancers
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Dragon's Breath: Flame (Mage Spell)

Usable by	Wizards and Pyromancers
Triggered by	Command word
# Charges per Use	3
Casting Time	11 Seconds

Fire Dart (Mage Spell)

Usable by	Wizards and Pyromancers
Triggered by	Command word
# Charges per Use	1
Casting Time	7 Seconds

Fire Walker (Mage Spell)

Usable by	Anyone
Triggered by	Command word
# Charges per Use	1
Casting Time	9 Seconds

Liquid Flame (Mage Spell)

Usable by	Wizards and Pyromancers
Triggered by	Command word
# Charges per Use	2
Casting Time	13 Seconds

Protection from Flame (Mage Spell)

Usable by	Anyone
Triggered by	Command word
# Charges per Use	1
Casting Time	12 Seconds

Staff of Conflagration Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	15,000	50,000
Purchase Cost (sp.)	25,000	90,000
Level to Obtain	7	10
Relative Frequency	60%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	170,000	100,000
Purchase Cost (sp.)	225,000	180,000
Level to Obtain	13	12
Relative Frequency	1%	4%

Staff of Thunder

Price per Charge: 50 sp.

A **Staff of Thunder** is usually fashioned from a stout oaken sapling and is wrapped at the top with an interwoven metal mesh of gold and silver. Its entire length is otherwise inlaid with silver and gold runes.

Staff of Thunder Magical Abilities**Ball Lightning (Mage Spell)**

Usable by	Wizards and Aquamancers
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Blue Flame (Mage Spell)

Usable by	Wizards and Aquamancers
Triggered by	Command word
# Charges per Use	1
Casting Time	9 Seconds

Lightning Bolt (Mage Spell)

Usable by	Wizards and Aquamancers
Triggered by	Command word
# Charges per Use	2
Casting Time	11 Seconds

Linked Lightning (Mage Spell)

Usable by	Wizards and Aquamancers
Triggered by	Command word
# Charges per Use	3
Casting Time	13 Seconds

Protection from Electricity (Mage Spell)

Usable by	Anyone
Triggered by	Command word
# Charges per Use	1
Casting Time	13 Seconds

Static Haze (Mage Spell)

Usable by	Anyone
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Staff of Thunder Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	20,000	60,000
Purchase Cost (sp.)	30,000	100,000
Level to Obtain	8	10
Relative Frequency	60%	35%

Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	180,000	110,000
Purchase Cost (sp.)	250,000	190,000
Level to Obtain	13	12
Relative Frequency	1%	4%

Staff of Winter

Price per Charge: 100 sp.

A **Staff of Winter** is crafted from the bone of a rare frost-breathing dragon. The top portion of the staff is sheathed in the skin of a Yeti and is capped with a large blue diamond held in a sturdy silver mount. Each of its formidable powers is triggered by a different command word.

Staff of Winter Magical Abilities**Dragon's Breath: Frost (Mage Spell)**

Usable by	Wizards and Aeromancers
Triggered by	Command word
# Charges per Use	3
Casting Time	14 Seconds

Frostbite (Mage Spell)

Usable by	Wizards and Aeromancers
Triggered by	Command word
# Charges per Use	1
Casting Time	7 Seconds

Gale (Mage Spell)

Usable by	Magi and Aeromancers
Triggered by	Command word
# Charges per Use	1
Casting Time	6 Seconds

Protection from Cold (Mage Spell)

Usable by	Anyone
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Triggered by	Command word
# Charges per Use	1
Casting Time	12 Seconds
Snowball (Mage Spell)	
Usable by	Witches
Triggered by	Command word
# Charges per Use	1
Casting Time	7 Minutes

Staff of Winter Examples		
Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	20,000	60,000
Purchase Cost (sp.)	30,000	100,000
Level to Obtain	8	10
Relative Frequency	60%	35%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	180,000	110,000
Purchase Cost (sp.)	250,000	190,000
Level to Obtain	13	12
Relative Frequency	1%	4%

Stone of the Equestrians

Price per Charge: 100 sp.

Turquoise is an opaque blue gemstone that is often speckled with small black dots throughout. From a purely financial viewpoint, turquoise is considered semi-precious, meaning that it is far less valued than precious gemstones such as diamond, emerald, and ruby. Even so, it has a natural beauty and is imbued by folklore with a plethora of magical powers. It is for this reason that a **Stone of the Equestrians** is prized, since it is a gem enchanted to bring forth the natural powers inherent in the minerals from which it is fashioned. These beautiful rocks are always formed from exceptional specimens of turquoise and are usually sculpted into small sturdy statues by master artisans.

Note that, if a **Stone of the Equestrians** is actually *Charmed* so that its powers are continually effective, it will be far less effective than the other enchantry options due to the severe spell level limitations imposed on *Charmed* items.

Stone of the Equestrians Magical Abilities	
Turquoise Stone (Mage Spell)	
Usable by	Anyone.
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Stone of the Equestrians Examples		
Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,500	13,000
Purchase Cost (sp.)	8,000	18,000
Level to Obtain	4	7
Relative Frequency	65%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	20,000	25,000
Purchase Cost (sp.)	35,000	40,000
Level to Obtain	9	9
Relative Frequency	4%	5%
Approx. Values	Charmed	
Sale Value (sp.)	20,000	
Purchase Cost (sp.)	30,000	
Level to Obtain	8	
Relative Frequency	1%	

Stone of the Sun

Price per Charge: 100 sp.

A **Stone of the Sun** closely resembles a highly prized emerald, however, the green stone is actually fashioned from peridot. They are often placed in intricate gold or platinum settings, but the surrounding metal contributes nothing to the item's potency. It is the gemstone alone from which the magical aura radiates.

Although the mage spell **Peridot Stone** gives a **Stone of the Sun** its abilities, the cantrip may be used in a variety of ways. Imbuing the gem with the raw spell without restriction would severely limit its utility to most owners. Only a Geomancer/Conjurer or Geomancer/Pyromancer could use such an item, and so a gemstone charmed in this way could be used by few individuals indeed. In order to give the jewel *some* re-sale value, the enchanter will usually give it one ability that can be used by less-specialized individuals. If the spell **Peridot Stone** is restricted to a single non-directed power (and essentially removing all decisions on the possessor's part), it may be used by anyone.

If the gem is actually *Charmed* so that its powers are continually effective, it is even more constrained in its abilities (not to mention spell levels). Each charmed power is treated as a separate magic item when considering the *Willpower* limitations of the possessor.

Stone of the Sun Abilities**Unrestricted power of the mage spell** Peridot Stone

Usable by	Geomancer/Pyromancer or Geomancer/Conjurer
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Pre-specified, non-directed power of the mage spell
Peridot Stone (this excludes the Ray of Sunshine power).

Usable by	Anyone.
Triggered by	Command word
# Charges per Use	2
Casting Time	12 Seconds

Stone of the Sun Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	5,500	13,000
Purchase. Cost (sp.)	8,000	18,000
Level to Obtain	3	5
Relative Frequency	65%	25%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	22,000	22,000
Purchase Cost (sp.)	30,000	30,000
Level to Obtain	7	7
Relative Frequency	5%	4%
Approx. Values	Charmed	
Sale Value (sp.)	40,000	
Purchase Cost (sp.)	55,000	
Level to Obtain	9	
Relative Frequency	1%	

Sword of Dancing**Price per Charge:** 100 sp.

A **Sword of Dancing** may be fashioned in the form of any bladed weapon but is rarely larger than a bastard sword. A larger weapon requires a much better than average Enchanter/Magi to manufacture. Occasionally, an axe is made to dance rather than a sword. For information on the type of swords and axes that can be made to dance, see the mage spell **Dancing Blade**. The casting time given above only pertains to the time spent for the item to cast the **Dancing Blade** spell. The sword must thereafter roll initiative normally.

Note that, although charmed **Swords of Dancing** are exceptionally rare, the fact that they fight at only 3rd or 4th *Combat Level* severely reduces their value.

Sword of Dancing Magical Abilities**Dancing Blade (Mage Spell)**

Usable by	Magi and Aeromancers
Triggered by	Tossing the sword into the air
# Charges per Use	1
Casting Time	3 Seconds

Sword of Dancing Examples

Approx. Values	Non-Recharge	Rechargeable
Sale Value (sp.)	2,000	8,000
Purchase. Cost (sp.)	5,000	14,000
Level to Obtain	3	5
Relative Frequency	50%	40%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	25,000	30,000
Purchase Cost (sp.)	40,000	45,000
Level to Obtain	7	7
Relative Frequency	6%	3%
Approx. Values	Charmed	
Sale Value (sp.)	25,000	
Purchase Cost (sp.)	35,000	
Level to Obtain	9	
Relative Frequency	1%	

Wand of Lightning**Price per Charge:** 50 sp.

A **Wand of Lightning** is fashioned as either a long, thin rounded cylinder of glass or as a short crystal of rose quartz. In either case, the wand is wrapped with golden wire. It may look like a delicate ornament, but one jolt from its business end will send anyone running for cover.

Wand of Lightning Magical Abilities**Lightning Bolt (Mage Spell)**

Usable by	Wizards and Aquamancers
Triggered by	Point wand & speak command word
# Charges per Use	2
Casting Time	11 Seconds

Wand of Lightning Examples

Approx. Values	Non-Rechargeable	Rechargeable
Sale Value (sp.)	10,000	25,000
Purchase. Cost (sp.)	15,000	50,000
Level to Obtain	5	7
Relative Frequency	80%	15%
Approx. Values	Self Charging	Regenerative
Sale Value (sp.)	100,000	70,000
Purchase Cost (sp.)	150,000	120,000
Level to Obtain	10	10
Relative Frequency	2%	3%

Weapon of Accuracy

Weapons of Accuracy come in all shapes and sizes: axes, maces, swords, bows, daggers, staves, halberds, and just about any other weapon form. By their very nature, all **Weapons of Accuracy** are permanently charmed to retain their near-perfect balance (Usually by the mage spell **Charm of Steadfast Balance**). Whenever the wielder attacks an opponent, the weapon's remarkable mobility and speed enhances his Attack Bonus by a value ranging from +1 to +6. **Weapons of Accuracy** are usually crafted from various metals and alloys (described fully in *The Grimoire of Game Rules*), but in appropriate cases, rare woods and leathers are substituted for metal.

Weapon of Accuracy Examples (Large)

Approx. Values	LG Steel	LG Meteoric Steel
Attack Bonus	+1	+2
Sale Value (sp.)	8,000	16,000
Purchase Cost (sp.)	12,000	24,000
Level to Obtain	5	7
Relative Frequency	50%	35%

Approx. Values	LG Damascus Steel	LG Bright Steel
Attack Bonus	+3	+4
Sale Value (sp.)	32,000	64,000
Purchase Cost (sp.)	48,000	96,000
Level to Obtain	9	11
Relative Frequency	10%	3%

Approx. Values	LG Mithril	LG Adamantine
Attack Bonus	+5	+6
Sale Value (sp.)	150,000	300,000
Purchase Cost (sp.)	225,000	425,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Weapon of Accuracy Examples (Medium)

Approx. Values	Medium Steel	Medium Meteoric Steel
Attack Bonus	+1	+2
Sale Value (sp.)	8,000	15,000
Purchase Cost (sp.)	12,000	22,000
Level to Obtain	5	7
Relative Frequency	55%	30%

Approx. Values	Med. Damascus Steel	Med. Bright Steel
Attack Bonus	+3	+4
Sale Value (sp.)	28,000	55,000
Purchase Cost (sp.)	44,000	81,000
Level to Obtain	9	11

Relative Frequency	8%	5%
Approx. Values	Med. Mithril	Med. Adamantine
Attack Bonus	+5	+6
Sale Value (sp.)	150,000	300,000
Purchase Cost (sp.)	225,000	425,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Weapon of Accuracy Examples (Small)

Approx. Values	Sm. Steel	Sm. Meteoric Steel
Attack Bonus	+1	+2
Sale Value (sp.)	8,000	13,000
Purchase Cost (sp.)	12,000	20,000
Level to Obtain	5	7
Relative Frequency	50%	25%

Approx. Values	Sm. Damascus Steel	Sm. Bright Steel
Attack Bonus	+3	+4
Sale Value (sp.)	25,000	45,000
Purchase Cost (sp.)	40,000	65,000
Level to Obtain	9	11
Relative Frequency	8%	5%

Approx. Values	Sm. Mithril	Sm. Adamantine
Attack Bonus	+5	+6
Sale Value (sp.)	125,000	275,000
Purchase Cost (sp.)	200,000	400,000
Level to Obtain	13	15
Relative Frequency	4%	1%

Weapon of Parrying

All types of weapons capable of parrying blows are charmed as **Weapons of Parrying**. By their very nature, all **Weapons of Parrying** are permanently charmed to retain their near-perfect balance (Usually by the mage spell **Charm of Steadfast Balance**). Whenever the wielder is attacked by an opponent using a parryable attack, the weapon's remarkable mobility and speed enhances his Defense by a value ranging from +1 to +6. **Weapons of Parrying** are usually crafted from various metals and alloys (described fully in *The Grimoire of Game Rules*), but in appropriate cases, rare woods are substituted for metal.

Weapon of Parrying Examples (Large)

Approx. Values	LG Steel	LG Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	8,000	16,000
Purchase Cost (sp.)	12,000	24,000
Level to Obtain	5	7
Relative Frequency	50%	35%

Approx. Values	LG Damascus Steel	LG Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	32,000	64,000
Purchase Cost (sp.)	48,000	96,000
Level to Obtain	9	11
Relative Frequency	10%	3%

Approx. Values	LG Mithril	LG Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	150,000	300,000
Purchase Cost (sp.)	225,000	425,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Weapon of Parrying Examples (Medium)

Approx. Values	Med. Steel	Med. Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	8,000	15,000
Purchase Cost (sp.)	12,000	22,000
Level to Obtain	5	7
Relative Frequency	55%	30%

Approx. Values	Med. Damascus Steel	Med. Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	28,000	55,000
Purchase Cost (sp.)	44,000	81,000
Level to Obtain	9	11
Relative Frequency	8%	5%

Approx. Values	Med. Mithril	Med. Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	150,000	300,000
Purchase Cost (sp.)	225,000	425,000
Level to Obtain	13	15
Relative Frequency	1.5%	0.5%

Weapon of Parrying Examples (Small)

Approx. Values	Sm. Steel	Sm. Meteoric Steel
Parry Bonus	+1	+2
Sale Value (sp.)	8,000	13,000
Purchase Cost (sp.)	12,000	20,000
Level to Obtain	5	7
Relative Frequency	50%	25%

Approx. Values	Sm. Damascus Steel	Sm. Bright Steel
Parry Bonus	+3	+4
Sale Value (sp.)	25,000	45,000
Purchase Cost (sp.)	40,000	65,000
Level to Obtain	9	11
Relative Frequency	8%	5%

Approx. Values	Sm. Mithril	Sm. Adamantine
Parry Bonus	+5	+6
Sale Value (sp.)	125,000	275,000
Purchase Cost (sp.)	200,000	400,000
Level to Obtain	13	15
Relative Frequency	4%	1%

Relics

As opposed to the Enchanted Items, Relics are ancient magical items that can no longer be created. The arts used in their manufacture were lost long ago. Thus, none of these can be custom made by any Enchanter for even the richest kings. As such, they are difficult to obtain and all but impossible to buy. Aside from their ages and sometimes-mysterious origins, Relics are identical to other magical items.

Relics are ancient magical items that can no longer be fashioned since the knowledge of their crafting was lost in ages past. Thus, no living Enchanter can fashion these articles regardless of the purse size offered. As such, they are difficult to obtain and all but impossible to buy. The **Purchase Cost** of relics is omitted, since the prices of those items that *are* available are far from consistent. Aside from their ages and sometimes-mysterious origins, **Relics** are similar to other magical items.

Blade of Banes

Usable By: anyone

Blades of Banes were fashioned centuries ago by the lighter faery races to be used against their classical, darker aligned enemies. They were weapons manufactured to be particularly effective against whatever foes were the most feared and aggressive at the time of their forging. Since the ebb and flow of power shifts continuously throughout history, there are a wide variety of these weapons in existence. Most were fashioned in the form of medium and small swords, since the magic imbuing them seems to require a mithril alloy and swords were highly favored by the elves that produced them. Even so, axes are not uncommon and even some non-blade weapons have been reported with similar powers, although these are quite rare.

A **Blade of Banes** gives off a low blue or greenish glow when within 100 feet of the type of creature(s) they were specifically crafted to oppose. This glow illuminates the area surrounding the weapon at about the same intensity as a candle flame. If a **Blade of Bane** strikes its nemesis, the amount of damage delivered is increased by 1d12.

Even against non-bane opponents, a **Blade of Bane** is still an effective weapon, giving the wielder additional bonuses on his *Attack Bonus*. The more powerful the enchanter that charmed the weapon, the wider the variety of enemies the weapon could target. As a general rule, every +1 bonus given by one of these weapons corresponds to a magical bane. The most common

banes are provided in the following list, but it is far from a comprehensive catalog:

1. Orcs and Half Orcs
2. Goblins and Half-Goblins
3. Trolls and Giant Trolls
4. Giants
5. Arachnids
6. Canines (Wargs, Wolves, Werewolves, etc.)
7. Lycanthropes (Werewolves, Were-Tigers, Were-Boars, etc.)
8. Undead
9. Demons and Devils

Blade of Banes Examples

Approx. Values	+1	+2
Sale Value (sp.)	35,000	65,000
Level to Obtain	5	8
Relative Frequency	70%	25%
Approx. Values	+3	+4
Sale Value (sp.)	110,000	165,000
Level to Obtain	11	14
Relative Frequency	4%	1%

Blarney Stone

Usable By: anyone

Triggered By: kissing the stone.

A **Blarney Stone** is best described as a four leaf clover encased in amber. For fifteen turns after a character kisses the **Blarney Stone**, all his bonuses on *Luck Rolls* improve by a set amount. This power is usable only once per day. It is said that all **Blarney Stones** used to be in the hands of leprechauns but through the ages, leprechauns have either been tricked out of some or, rarely, been captured and forced to hand over their treasures.

Blarney Stone Examples

Approx. Values	+1 Luck	+2 Luck
Sale Value (sp.)	5,000	12,000
Level to Obtain	3	5
Relative Frequency	60%	30%
Approx. Values	+3 Luck	
Sale Value (sp.)	28,000	
Level to Obtain	7	
Relative Frequency	10%	

Blackened Blade

Usable By: anyone

The darker faery races used **Blackened Blades** in wars against the lighter races. These blades, though not of superior craftsmanship in balance and cutting edge, are capable of causing festering, poisoned wounds in elves, humans, and dwarves. When a member of one of these races is struck, he must make a *Luck Roll* with *Stamina Adjustments*. The *Luck Threshold* that must be overcome depends on the quality of the blade as shown in the examples. A failed *Luck Roll* indicates the individual is poisoned. The severity of the poisoning depends on the individual's race. Dwarves are affected as if poisoned by a *Moderate Killing Venom* (see **Poisons** under **Hazards**). The effect on humans is that of a *Dangerous Killing Venom*. Elves are poisoned by a *Deadly Killing Venom*.

The price listed above considers the illegality of using these blades. Sale and purchase of **Blackened Blades** must be made through the black market. Note that no blackened blade gives any additional adjustments on the wielder's *Attack Bonus* or *Damage*.

Blackened Blade Examples

Approx. Values	18 Luck Threshold	20 Luck Threshold
Sale Value (sp.)	50,000	75,000
Level to Obtain	4	8
Relative Frequency	60%	25%
Approx. Values	22 Luck Threshold	24 Luck Threshold
Sale Value (sp.)	100,000	125,000
Level to Obtain	9	12
Relative Frequency	10%	5%

Book of Armaments

Usable By: priests

A **Book of Armaments** is a tome useful and understandable only to priests. It describes the use of the various holy weapons and combat methods promoted by the various deities. There is an 80% chance that a particular weapon type and how it is used is explained in any given **Book of Armaments**.

If a priest carefully studies this tome and practices its lessons for a full month, his weapon level in his deity's major weapon rises by 1d3 levels (one roll per priest). Thereafter, the priest must spend at least one full day every month studying the tome to retain the knowledge and added levels. If the tome is at any time misplaced or given to another, all benefits and knowledge gained from

it disappear until another full month of study is finished. (This includes "loaning" it to another priest to study.)

Book of Armaments Examples

Approx. Values	Nominal
Sale Value (sp.)	200,000
Level to Obtain	11
Relative Frequency	100%

Book of Many Pages

Usable By: anyone

A **Book of Many Pages** is a relatively thin, lightweight tome that is bound in exotic leathers. When found, it may have some pages filled with various bits of lore and arcana. It may even contain a spell or two. While the contents of the tome may have value, the book's main power is that of storage. A **Book of Many Pages** always has a blank page ready to accept new writings. Oddly enough, no matter how much is written in the book, the pages never seem to be used up and the weight of the tome never increases.

Unfortunately, there have been reports of cursed **Books of Many Pages** that act as normal ones of their type. However, once a month or so one of their pages turns up "missing." This causes quite a bit of fuss if the page contained the only copy of a Magi's **Magic Lamp** spell. No one knows for certain where these disappearing pages go, but rumors persist that they are supplying an evil Djinni or Demon with a vast store of knowledge.

Book of Many Pages Examples

Approx. Values	Nominal
Sale Value (sp.)	20,000
Level to Obtain	5
Relative Frequency	100%

Book of Summoning

Usable By: anyone

A **Book of Summoning** is a tome usually containing either 50 or 100 pages. Each page represents a particular creature (determined by the Overlord). If the user wishes, he may "aim" for opening to a particular page. There is a 15% chance of successfully doing so if he has opened to that page before or knows the page number. If the user tries to open to a particular page and fails, he will be within 1d10 pages of the page he intended. In general, the weaker creatures are more concentrated toward the front while the more powerful are in the back.

When initially opened, the tome summons a creature to the opener's aid. The creature fights for the summoner

and obeys all commands. The creature does its best to complete one command that takes no more than 1 hour to accomplish. When the task is complete, the creature is killed, or 1 hour passes, the creature vanishes.

If the tome is opened to a page to which it has been opened previously, the reaction of the summoned creature must be determined. There is a 1 in 3 chance that the creature will aid the summoner, a 1 in 3 chance that it will simply ignore the summoner and vanish, and a 1 in 3 chance that it attacks the summoner.

If the tome is opened to a page to which it has been opened more than twice before, the summoned creature will immediately attack the summoner.

Note that the book may be used as many times as desired but only 1 creature may be summoned at a time.

Book of Summoning Examples

Approx. Values	50 Pages	100 Pages
Sale Value (sp.)	100,000	175,000
Level to Obtain	8	12
Relative Frequency	75%	25%

Branding Blade

Usable By: anyone

Triggered By: landing a blow with the weapon.

Branding Blades were forged long ago in deep underground lava flows by powerful goblin mages for their war-loving chieftains. The crude appearance of these dark, iron weapons belies their true value. Few are crafted with even the simplest decorations and none are adorned with gems of any sort. Their true power lies well hidden until wielded in combat.

When a **Branding Blade** first strikes an opponent, no unusual effects are felt. However, the tip of the blade begins glowing with a dull red light like that produced by smoldering embers. If the blade strikes again within one turn, the bludgeoned foe sustains an additional 1d4 damage from heat. In addition, the rough black blade heats further. If the blade strikes within the next turn, the **Branding Blade** sears the opponent's flesh for an additional 1d6 damage. At this point, the blade will sustain a dull red glow and continue to deliver branding damage every blow.

Most **Branding Blades** heat up to deliver a maximum of an additional 1d6 damage per blow. However, some have been crafted that can heat up to 1d8 and 1d10 levels. Like their less powerful cousins, these potent weapons begin heating to deliver 1d4 extra damage on the second blow. The next blow delivers 1d6 extra, the next 1d8 extra, and so on until its maximum is reached.

There are even tales, often ignored, that one or two of the most powerful goblin kings possessed **Branding Blades** that could attain a scalding heat of 1d12 power. If any such weapons existed, they were lost long ago and even the legends have forgotten their whereabouts.

If any **Branding Blade** fails to strike for an entire turn, it cools down by one die value. Thus, if a **Branding Blade** had heated up to a level that could deliver 1d8 extra searing damage and fails to strike for a full turn, it will cool down somewhat. The next blow will deliver only 1d6 extra damage (and heat the blade back to 1d8 potency). However, if the blade again fails to strike for a full turn, it will cool to 1d4 and then to room temperature.

Although **Branding Blades** have been found in many forms, they are usually encountered as the short swords and one-or-two-handed axes most commonly wielded by goblin-kind.

Branding Blade Examples

Approx. Values	d6 Max	d8 Max
Sale Value (sp.)	40,000	55,000
Level to Obtain	7	9
Relative Frequency	65%	25%

Approx. Values	d10 Max	d12 Max
Sale Value (sp.)	110,000	175,000
Level to Obtain	11	13
Relative Frequency	9%	1%

Dragon Slayer

Usable By: anyone

Triggered By: landing a blow with the weapon.

A **Dragon Slayer** is a sword specifically forged for one purpose: killing dragons. As such, all of its powers are geared toward aiding the wielder in this endeavor. A **Dragon Slayer** cuts through a dragon's scales like butter. Because of this, no dragon gains any *Absorption* against any blow delivered by one of these blades. Those dragons that have the capability of constriction can never seem to get a **Dragon Slayer** wielder "wrapped-up" (as the mage spell **Disentangle**). In addition, the wielder of the sword is immune to all breath weapons and poisons produced by dragon-kind. Finally, whenever a character possessing a **Dragon Slayer** sees a dragon of any sort, he is affected as the priest Battle spell **Battle Rage**. The rage ends upon the dragon's death. Needless to say, all dragons harbor an instinctive hatred toward **Dragon Slayers** and their wielders. These swords are normally fashioned as Bastard Swords but are also found in other forms.

Dragon Slayer Examples

Approx. Values	Nominal
Sale Value (sp.)	125,000
Level to Obtain	10
Relative Frequency	100%

Dram of Doubling**Usable By:** anyone**Triggered By:** mixing with another liquid.

When mixed with any other potion, a **Dram of Doubling** assumes the form, potency, and power of the intermingled liquid. Thus, a **Dram of Doubling** mixed with a **Healing** potion will transform itself into a second **Healing** potion. Treat the new potion as an exact duplicate. Mixing two **Drams of Doubling** together has no effect.

Dram of Doubling Examples

Approx. Values	Nominal
Sale Value (sp.)	12,000
Level to Obtain	7
Relative Frequency	100%

Earring of Heightened Perception**Usable By:** anyone**Triggered By:** wearing the earring on or near the sea.

These earrings are the source of the superstition among sailors and pirates that wearing an earring will improve sight. These earrings are normally found in the form of a simple ring of gold. When worn in the salty sea air or under water, these earrings improve a character's *Perception Adjustment*. The amount of benefit gained varies from +1 to +3, depending on the trinket's power.

Earring of Heightened Perception Examples

Approx. Values	+1 PC	+2 PC
Sale Value (sp.)	15,000	25,000
Level to Obtain	4	6
Relative Frequency	80%	15%

Approx. Values	+3 PC
Sale Value (sp.)	35,000
Level to Obtain	8
Relative Frequency	5%

Elder Potion**Usable By:** anyone**Triggered By:** drinking.

Elder Potions were (are?) made by Elder Trees. These pine scented elixirs, when drunk, seem to have little effect for awhile. Within a day, though, any limbs of the drinker that have been hacked off through combat will begin to form tiny buds, which will grow within a week to fully developed limbs. However, these elixirs have the effects of making an individual more "wood-like" and stiff. The drinker permanently loses 1 point of *Agility*. In addition, the imbiber grows 1d4 inches taller by the end of the week.

Elder Potion Examples

Approx. Values	Nominal
Sale Value (sp.)	25,000
Level to Obtain	5
Relative Frequency	100%

Elven Boots**Usable By:** anyone**Triggered By:** wearing the boots.

Elven Boots allow the wearer to walk silently across any floor. This gives additional *Success Bonuses* when the wearer attempts either *Urban Stealthing* or *Rural Stealthing*. The boots are form fitting so that one size fits all. The pair counts as a single magic item for *Willpower* purposes.

Elven Boots Examples

Approx. Values	+1	+2
Sale Value (sp.)	10,000	20,000
Level to Obtain	4	6
Relative Frequency	60%	25%

Approx. Values	+3	+4
Sale Value (sp.)	40,000	65,000
Level to Obtain	9	12
Relative Frequency	10%	5%

Elven Cloak

Usable By: anyone

Triggered By: donning the cloak.

An **Elven Cloak** has the ability to change its hue so as to better blend in with the surrounding terrain (similar to the as the mage spell **Chameleon's Gamble** where the cloak covers). Any character wearing an **Elven Cloak** raises his *Success Bonus* when performing the skill *Rural Stealthing*.

Elven Cloak Examples

Approx. Values	+1	+2
Sale Value (sp.)	10,000	20,000
Level to Obtain	4	6
Relative Frequency	60%	25%
Approx. Values	+3	+4
Sale Value (sp.)	40,000	65,000
Level to Obtain	9	12
Relative Frequency	10%	5%

Fairy Ointment

Usable By: anyone

Triggered By: rubbing onto an affected area (such as the eyes or a limb).

Fairy Ointment is an oily balm created from four-leafed clovers. It has many uses as antidotes against Fairy magic, spells, pranks, illusions, and curses. For example, if rubbed over the eyes, **Fairy Ointment** allows its user to automatically see through fairy illusions and glamours. If rubbed on an **Elf Shot** wound, it instantly negates all effects. **Fairy Ointment**, though, can only negate the effect of magics created by fairies, elves, gnomes, goblins, pixies or any other member of the **Faery** family. Each vial of **Fairy Ointment** allows three applications.

Fairy Ointment Examples

Approx. Values	Nominal
Sale Value (sp.)	9,000
Level to Obtain	5
Relative Frequency	100%

Goblet of Alchemy

Usable By: anyone

Triggered By: command word.

A **Goblet of Alchemy** is a great treasure. Once per day upon command, a **Goblet of Alchemy** fills itself with a magical elixir. Although the particular potion type varies from goblet to goblet, any particular goblet produces only a specific type of potion (i.e. **Healing**, **Bloodlust**, **Strength**, etc.). The elixir is produced at 8th spell level and has no effect unless drunk directly from the goblet.

Goblet of Alchemy Examples

Approx. Values	Nominal
Sale Value (sp.)	120,000
Level to Obtain	8
Relative Frequency	100%

Goblet of Chance

Usable By: anyone

Triggered By: command word.

A **Goblet of Chance** behaves and appears as a **Goblet of Alchemy**. The only difference is that the type of potion produced is completely random from day to day. In addition, all potions produced by one of these goblets look, smell, and taste like fine wine. As such, they cannot be distinguished by skills such as *Identifying Elixirs*. To determine the potion's effects, roll percentile dice and consult the following table:

Elixir	Roll
Healing potion	01-19
Neutralize Poison potion	20-39
Magic Absorption potion	40-59
Untiring Nourishment potion	60-69
Strength potion	70-79
Vaporous Form potion	80-84
Numb Pain potion	85-88
Bloodlust potion	89-92
Philter of Love	93-94
Petrification potion	95-96
Philter of Sleeping	97-98
Fire Grenade potion	99-00

Goblet of Chance Examples

Approx. Values	Nominal
Sale Value (sp.)	45,000
Level to Obtain	8
Relative Frequency	100%

Goblet of Poison

Usable By: anyone

Triggered By: command word.

A **Goblet of Poison** looks and acts in all respects like a **Goblet of Alchemy**. However, any liquid drunk from the goblet is treated as a *Deadly Killing Venom* (see **Poison** under **Hazards** for details.)

Goblet of Poison Examples

Approx. Values	Nominal
Sale Value (sp.)	15,000
Level to Obtain	8
Relative Frequency	100%

Golden Fleece of Transformation

Usable By: anyone

Triggered By: command word.

The golden fleece is always well guarded and hard to obtain. As everyone knows the powers of the fleece are of an almost god-like magnitude, albeit ambiguous and mysterious, few relics are more highly coveted. Only a party of saints can avoid the inevitable debate over who is the most deserving of the priveledge of first draping the shimmering ram skin over his shoulders, thus claiming the mythical prize for himself. However, *this* version is likely to raise a few eyebrows, for when the winner proudly dons the ram skin he irrevocably turns into an sheep (with an understandably startled expression). Only the mage spell **Metamorphosis** can restore his form.

Golden Fleece of Transformation Examples

Approx. Values	Nominal
Sale Value (sp.)	12,000
Level to Obtain	48
Relative Frequency	100%

Hammer of Forging

Usable By: Smithies

A **Hammer of Forging** is a mighty dwarven instrument crafted to aid masterful smithies in the art of forming metal. These one-handed hammers are themselves forged whole from the rarest and toughest materials. **Hammers of Forging** are commonly formed from the precious metal mithril. However, one or two are undoubtedly made from rarest adamantite. Although the greatest master smithies keep silent when questioned about the secret methods of their craft, many scholars believe that mithril and adamantite can only themselves be forged using a **Hammer of Forging**.

In the hands of a smithy, a **Hammer of Forging** generates a protective magic that shields its wielder totally from the effects of heat and flame. In addition, any blow delivered by a smithy wielding the weapon delivers double normal damage (excluding extra damage for *Severe Blows*). When used to forge metal, a **Hammer of Forging** increases the wielder's skill in *Smithery* by 2 full levels.

Hammer of Forging Examples

Approx. Values	Nominal
Sale Value (sp.)	115,000
Level to Obtain	11
Relative Frequency	100%

Helm of the Arachnids

Usable By: anyone

Triggered By: placing the helm on the head.

A **Helm of the Arachnids** is an ancient and evil piece of cranial armor fashioned in the likeness of a spider. Once placed upon the head, the helmet's chin-guard, decorated with reliefs of arachnid "legs," firmly grasps the wearer's head. At this point, the helm is permanently attached to its owner. It cannot be removed short of the **Piety Miracle** spell **Lift Curse** or the death of the wearer. The helm's curse, though, is not immediately felt. Quite to the contrary, it seems a highly valuable item. While worn, the wearer:

- 1) Senses heat sources in the dark as the mage spell **'squito Sense**.
- 2) Avoids entanglement by any sort of web, net, or rope as the mage spell **Disentangle**.
- 3) Is Immune to all forms of poison.
- 4) May speak to any spider in a manner analogous to the mage spell **Animal Tongues** (sort of a **Spider Tongues**)
- 5) May climb walls as the mage spell **Human Fly**.

The powers of this helm, though, are not all so beneficial. First, the wearer's alignment slowly changes to that of *Antisocial Lawful Evil*. The amount of time it takes to change to this alignment depends on the original alignment of the wearer. Every aspect that needs changing requires a full week to complete. For example, if a character that started as *Antisocial Lawful Good* placed the helm upon his head, he would be *Antisocial Lawful Neutral* in one week. One week later, he would be *Antisocial Lawful Evil*.

Once the alignment of the wearer is fully altered, he slowly metamorphoses into the form of an **Arachnidae**

(see **The Bestiary** for details). The change begins with rough bristles sprouting from his arms. In a week, he will notice tiny legs sprouting from his lower abdomen. Within a single month, the helm's wearer will fully have the form of an **Arachnidae**.

While the **Priest Miracle** spell **Lift Curse** allows the removal of the helm, none of the changes that have taken place to the wearer are reversed.

Helm of the Arachnids Examples

Approx. Values	Nominal
Sale Value (sp.)	23,000
Level to Obtain	3
Relative Frequency	100%

Helm of Iron

Usable By: anyone

Triggered By: placing the helm on the head.

When a **Helm of Iron** is worn, a ghostly image of armor appears around the wearer. This armor may be of any type from leather to full plate depending on the helm. This armor absorbs damage in the same manner as normal armor of its type. However, the armor of a **Helm of Iron** has no *Defense* or *Speed Penalties* and does not Encumber in the slightest. In addition, no blow of any force can ever damage the armor. Of course, the helm itself can be destroyed.

Helm of Iron Examples

Approx. Values	2 Absorption	4 Absorption
Sale Value (sp.)	20,000	80,000
Level to Obtain	4	8
Relative Frequency	60%	30%

Approx. Values	6 Absorption	8 Absorption
Sale Value (sp.)	250,000	300,000
Level to Obtain	12	16
Relative Frequency	9%	1%

Ink of Smudging

Usable By: anyone

Triggered By: touching or using to write.

Ink of Smudging looks identical to any other vial of normal black ink. However, when used, the ink has an uncanny ability to splatter. Anything the writer was scripting is automatically ruined. What are far worse, though, are the splatters that stain the writer's hands.

Ink of Smudging cannot be removed by normal means. Any attempt to do so results in the ink smudging further and staining whatever it touches. The greater the attempt

to wash away the ink, the greater the ink stain becomes. Unchecked, the ink stain will cover its unfortunate victim from head to foot within a week. Anything he touches will be marked with his fingerprints. A path of footprints will be left everywhere he treads. The staining effects of this potion can be negated only by the priest Miracle spell **Lift Curse**.

Legends relate that a terrible vial containing **Ink of Infinite Smudging** exists. The ink contained within this vial spreads just as the normal **Ink of Smudging**. However, the smudges left behind also act as **Ink of Smudging** sources. Those touching the stains are themselves cursed.

Ink of Smudging Examples

Approx. Values	Nominal
Sale Value (sp.)	9,000
Level to Obtain	5
Relative Frequency	100%

Leather Armor of Trollish Form

Usable By: anyone

Triggered By: donning the armor.

Approx. Sale Value: 45,000 sp.

Approx. Level to Obtain: 7

When donned, this armor seems to work like **Troll Leather** armor. However, after the armor fits itself to its new wearer, it grafts itself permanently to his skin. Within a day, the newly gained "skin" grows and completely covers the armor's wearer.

After a full week, the wearer takes on many trollish features. Both *Manual Dexterity* and *Comeliness* drop by 3 points. However, *Physical Strength* raises by 3 points and *Stamina* increases by 2.

Henceforth, any damage done to the character regenerates at 1 point per hour. (Damage inflicted through flame does not return at this accelerated rate.) Use of weapons requires the wearer to trim his newly grown claws. If the claws are allowed to grow, each delivers 1d6 points of damage per blow. Treat them as a small weapon having a base of 4. If the character wishes to use both claws in combat, he does not need to gain the *Florentine* skill but must still use the *Coordination Adjustments* for using two weapons simultaneously (see the **Advanced Combat Rules**).

Leather Armor of Trollish Form Examples

Approx. Values	Nominal
Sale Value (sp.)	45,000
Level to Obtain	7
Relative Frequency	100%

Lexicon of Legerdemain**Usable By:** mages

A **Lexicon of Legerdemain** is a tome containing exercises, instructions, and tips on the art of gesticular spellcasting. Any mage possessing one of these tomes and studying it for a month gains a -1 on his *Casting Time* for all spells including gesticular components (minimum *Casting Time* of 1). The adjustment is immediately lost if the character loses possession of the ancient grimoire. Regaining the adjustment requires another month of study with the lexicon.

Lexicon of Legerdemain Examples

Approx. Values	Nominal
Sale Value (sp.)	225,000
Level to Obtain	13
Relative Frequency	100%

Magnum Gem**Usable By:** anyone**Triggered By:** command word.

About five seconds after the command word is spoken, a **Magnum Gem** explodes in a 40-foot radius ball of fire. The flame causes fire damage to anyone in the area. Allow *Luck Rolls* with *Agility Adjustments* against a *Luck Threshold* of 25 for 1/2 damage. Obviously, nothing is left of the gem after its first use.

Magnum Gem Examples

Approx. Values	6d6 Damage	8d6 Damage
Sale Value (sp.)	10,000	15,000
Level to Obtain	6	8
Relative Frequency	60%	30%
Approx. Values	10d6 Damage	12d6 Damage
Sale Value (sp.)	20,000	30,000
Level to Obtain	10	12
Relative Frequency	9%	1%

Pearl of Pious Power**Usable By:** any priest

A **Pearl of Pious Power** is a large perfectly round pearl coveted by religious spellcasters. In the hands of a good priest, the pearl takes on a pure white lustrous appearance. If possessed by an evil priest, the pearl transforms into a beautiful black pearl. Neutral religious leaders change the pearl's appearance to a silky gray. The pearl enhances its owner's Manna gathering ability by one (or occasionally 2) point(s) per day. Thus, a priest regains Manna at a rate of 3 or 4 points per day. Of course, this ability cannot raise the possessor's manna allotment above his normal maximum (see Piety in *The Grimoire of Game Rules* for details).

Pearl of Pious Power Examples

Approx. Values	+1 Manna per Day	+2 Manna per Day
Sale Value (sp.)	150,000	300,000
Level to Obtain	10	15
Relative Frequency	95%	5%

Pocket Watch of Time Acceleration**Usable By:** anyone

This watch looks like any other normal timepiece. However, once per day the owner can set his time rate faster for five minutes. This has an effect equivalent to the mage spell **Hyper** without its aging effects. Once a character uses it, though, he is stuck with it. After its first use, the watch attunes itself to its owner. Thereafter, if the owner fails to wind it every 12 hours, the timepiece winds down and the character dies. If the pocket watch is ever destroyed, the owner must make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* of 35 or die.

Pocket Watch of Time Acceleration Examples

Approx. Values	Nominal
Sale Value (sp.)	95,000
Level to Obtain	8
Relative Frequency	100%

Potion of Ceaseless Revivication

Usable By: anyone

Triggered By: drinking the potion.

This potion is extraordinary for its effects are permanent. It alters the way in which the drinker heals inflicted damage. When drunk, roll a number of d4 as indicated by the potion examples. Thereafter, any physical blow delivering an amount of damage equal to or less than the combined total of the die roll heals within a single turn. All other blows are unaffected. Unfortunately, this accelerated healing process permanently weakens the character's *Physical Strength* by 2 points. Only one **Ceaseless Revivication Potion** has an effect on any character, although the most potent one will dominate. (Additional potions have no further detrimental effects on the imbiber's *Physical Strength*.)

Potion of Ceaseless Revivication Examples

<u>Approx. Values</u>	<u>1d4</u>	<u>2d4</u>
Sale Value (sp.)	40,000	80,000
Level to Obtain	8	10
Relative Frequency	55%	35%
<u>Approx. Values</u>	<u>3d4</u>	<u>4d4</u>
Sale Value (sp.)	160,000	240,000
Level to Obtain	12	14
Relative Frequency	9%	1%

Potion of Troll Regeneration

Usable By: anyone

Triggered By: drinking the potion.

When drunk, a **Troll Regeneration Potion** gives the imbiber the regeneration ability of a troll for 20 minutes. Any missing limbs will re-grow within 5 turns and any physical damage regenerates at a rate of 5 points per turn. This has its drawbacks, however, for the troll essence used in its making is slightly poisonous to humanoids. It permanently lowers the imbiber's *Stamina* by one point.

Potion of Troll Regeneration Examples

<u>Approx. Values</u>	<u>Nominal</u>
Sale Value (sp.)	25,000
Level to Obtain	6
Relative Frequency	100%

Powder of Sympathy

Usable By: anyone

Triggered By: touching or using to write.

When **Powder of Sympathy** is sprinkled over a weapon, any wounds inflicted by that weapon are instantly and completely healed. In fact, the powder may even be "sprinkled" over a weapon while it is still being used in combat! Of course, this requires a successful *Attack Roll* with *Range Weapon* adjustments to strike the flailing weapon. A miss, however, will gain the user nothing but a dusty floor. (Any damage previously caused by the floor will instantly heal.) While the healing power of the powder is truly miraculous, it does not have the ability to restore life. Each vial of powder is sufficient for three applications.

Powder of Sympathy Examples

<u>Approx. Values</u>	<u>Nominal</u>
Sale Value (sp.)	8,000
Level to Obtain	8
Relative Frequency	100%

Ring of Power

Usable By: mages

Triggered By: wearing the ring and casting a spell.

A **Ring of Power** is one of the most sought after, most coveted relics in existence. Its simple name derives from the potency it gives mages. These rings store magical energy that the wearer may call upon when casting spells. This magical energy is measured as a number of stress points. Once used, these stress points automatically regenerate in the ring at a rate of 5 points per day until its maximum allotment is reached.

Often, **Rings of Power** are enchanted with additional powers. For example, one might make the wearer immune to flame. Another might turn the wearer invisible. Every additional such power, however, counts as an additional magic item. Thus, a ring heavily loaded with powers is a great burden for any character's *Willpower*. Of course, any additional powers will add to a ring's value.

To discourage theft, the creators of many of these rings imbued their masterworks with powerful curses that would affect the possessors in subtle ways. Some of the rings could even be said to have an intelligence of their own, encouraging acts that bring it nearer to its creator/master and discouraging any doing the opposite.

Ring of Power Examples

Approx. Values	20 Stress	30 Stress
Sale Value (sp.)	125,000	200,000
Level to Obtain	10	12
Relative Frequency	50%	40%

Approx. Values	40 Stress	50 Stress
Sale Value (sp.)	300,000	450,000
Level to Obtain	14	16
Relative Frequency	9%	1%

Ring of Shark Control**Usable By:** anyone**Triggered By:** wearing the ring (see below).

The wearer of this ring is protected from shark attacks. In addition, the wearer may call 1 **Great White Shark** to his aid every day. The shark appears in 1d6 turns after being summoned by rubbing the ring. Once it arrives, the great white will defend the ring's wearer with its life. In addition, it will allow the summoner to grasp its dorsal fin to "hitch a ride" and will take its rider wherever he commands with gentle tugs.

Ring of Shark Control Examples

Approx. Values	Nominal
Sale Value (sp.)	40,000
Level to Obtain	8
Relative Frequency	100%

Ring of Skeletal Form**Usable By:** anyone**Triggered By:** wearing the ring.

A **Ring of Skeletal Form** is usually fashioned in the form of a human skull with gems in the eye sockets. When placed on a finger, the wearer's flesh immediately melts away, seeming to evaporate before the liquid goo strikes the ground. The wearer is left unharmed in the form of a skeleton.

When in this skeletal form, the wearer gains many of the advantages of normal skeletons. He does not sustain the additional damage *Severe Blows* normally deliver. He cannot be poisoned and is immune to the effects of cold. In addition, blade weapons striking the wearer deliver only half-normal damage.

As the wearer is not actually undead, he still cannot be turned by priests using **Turn Undead**. Neither is he affected by Necromantic spells normally used to command undead. Conversely, the Illusions and Charms that affect living creatures can still affect him.

The wearer does suffer some banes from the usage of the item. While in skeletal form, the wearer cannot talk as he has no tongue. In addition, he obviously cannot eat or drink. Finally, the wearer cannot regain lost *Damage Tolerance* through rest or most magic. (A **Mend Bone** spell acts as a **Lay on Hands**.)

When the ring is removed, the flesh of the wearer returns to normal, almost. Every time the ring is used, the wearer loses weight. The first usage drops one pound. The second drops two pounds. The third usage sacrifices three pounds, etc. When the character's weight drops to half normal, he remains in skeletal form forever. At this point, he should be treated as a fully-fledged **Skeleton Warrior**.

Ring of Skeletal Form Examples

Approx. Values	Nominal
Sale Value (sp.)	125,000
Level to Obtain	9
Relative Frequency	100%

Rings of Sympathetic Healing**Usable By:** anyone**Triggered By:** wearing the ring.

Rings of Sympathetic Healing always come in pairs. When worn by two individuals, a magical link is formed between the two wearers after one week passes. Thereafter, whenever one of the ring wearers is magically healed, the other wearer is healed by an equal amount. This healing cannot take place, however, if the ring's possessors are more than 1 mile apart. The link is immediately restored when the separating distance again falls below 1 mile.

If one ring wearer ever removes his ring, the link is completely severed and will take another full week of wearing the ring to restore the link. Note that if one person wears both rings, their powers have no effect.

Ring of Sympathetic Healing Examples

Approx. Values	Nominal
Sale Value (sp.)	90,000 (per pair)
Level to Obtain	8
Relative Frequency	100%

Rings of Total Sympathy

Usable By: anyone

Triggered By: wearing the ring.

Rings of Total Sympathy resemble **Rings of Sympathetic Healing** in every way. Nevertheless, the first time either ring wearer sustains damage, both rings tightly grasp their wearer's fingers. After this point, every time one of the wearers sustains damage, the other sustains an equal amount. Fortunately, the rings also possess the healing duplication powers of **Rings of Sympathetic Healing**. They cannot be removed without the religious spell **Lift Curse**.

Ring of Total Sympathy Examples

Approx. Values	Nominal
Sale Value (sp.)	15,000 (per pair)
Level to Obtain	8
Relative Frequency	100%

Robe of the Mages

Usable By: mages

Triggered By: the wearer sustaining magical damage.

A **Robe of the Mages** has colors and patterns depicting a deep blue starlit sky. It is decorated with a number of astral figures, which may include one or more of the following: silver moons, golden stars, and platinum comets. Thus, one robe may be adorned only with silver moons while another has moons, stars, and comets. The greater the variety of figures represented on the garment, the greater its powers. The decorations do not form a fixed pattern, though. They tend to slowly wander over the garment haphazardly. Other than this peculiarity, the robe appears perfectly normal leaving its magical powers shrouded in mystery.

When the wearer of the robe is subjected to spells or magic that would inflict damage, the robe's power becomes crystal clear. The comets, stars, and moons dart about the robe interposing themselves between the damaging influence and the wearer. This provides perfect protection to the wearer.

For each point of magical damage that the wearer would sustain, one of the astral figures disappears leaving the wearer unharmed. The silver moons are sacrificed first, followed by the golden stars, and finally the platinum comets.

The astral figures can be replaced only by the mage who wears the robe. He does this simply by rubbing a coin of

the appropriate type into the fabric. Thus, rubbing a silver piece into the robe produces a silver moon. Rubbing a gold piece into the cloth creates a golden star. Using a platinum piece yields a new platinum comet. (Of course, rubbing a gold piece into a **Robe of the Mages** that is incapable of displaying golden stars will have no effect.)

The mage can place on the robe a number of each astral figure equal to his total levels gained in all areas of *Arcane Lore*. Thus, a Wizard who had attained 10th level in the lores of *Air*, *Earth*, *Fire*, and *Water* could place 40 of each of the astral figures on the robe. These astral figures must be distributed in such a way that the more expensive figures have the greatest number. Thus, if a robe is capable of having both platinum comets and golden stars, then there must be at least as many comets as stars. The same is true for silver moons.

If the mage ever removes the robe, all of the astral figures fall off onto the ground. They may be reinstated by any other mage that dons the robe.

If the robe's wearer ever sustains magical damage when the robe is completely devoid of astral figures, it is destroyed.

Robe of the Mage Examples

Approx. Values	Nominal
Sale Value (sp.)	135,000
Level to Obtain	10
Relative Frequency	100%

Troll Leather Armor

Usable By: anyone

Triggered By: wearing the armor.

Approx. Sale Value: 25,000 sp.

Approx. Level to Obtain: 4

Troll Leather armor looks like normal leather armor. The leather, however, is unusually scarred and blemished with a mottled green tint. Despite its shabby appearance, this magical armor imposes no *Defense* or *Speed Penalties* on the wearer whatsoever. In addition, it stretches or shrinks to accommodate any creature that wears it. The armor has a 3 *Absorption* and can be damaged as normal leather armor. If it is damaged, though, it regenerates one point of this damage per turn. It bestows no such regeneration ability on the wearer himself.

Troll Leather Armor Examples

Approx. Values	Nominal
Sale Value (sp.)	25,000

Purchase. Cost (sp.)	50,000
Level to Obtain	4
Relative Frequency	100%

Vampiric Blade

Usable By: anyone

Vampiric Blades, at first glance, seem to be like any other ordinary magic sword that delivers an additional +2 damage when it strikes. However, closer inspection reveals its true power. The blood that remains on the blade after a blow is struck slowly travels up the blade to the pommel. There the blood is magically altered into a magical energy that heals the wielder. For every blow struck, the blade wielder is healed for an amount equal to the blade damage delivered (discounting the *Physical Strength Damage Adjustment* and any extra damage delivered by *Severe Blows*). The healing occurs a full turn after the blow was struck since it takes this long for the blood to travel up along the blade. In no case can the wielder's *Damage Tolerance* be raised above his normal maximum. Of course, the healing effects are obtained only from creatures that actually bleed.

The benefits of a **Vampiric Blade** do not come without price. The more a character uses a one of these weapons, the more vampire-like he becomes. Every 100 points of healing given a character from a **Vampiric Blade** bestows upon him one of the following banes, one after another, in the order given: *Aversion to Sunlight*, *Aversion to Holy Symbols*, *Aversion to Garlic*, *Aversion to Belladonna*, *Affinity to the Taste of the Blood of his own race*, *Afraid of Sunlight*, *Afraid of Holy Symbols*, *Lust for the Taste of the Blood of his own race*, *Terrified of Sunlight*, *Susceptible to Holy Water*, *Uncontrollable Lust for the Taste of the Blood of his own race*. (For definitions of these terms, see **Description** under **Bestiary Explanations** in **The Bestiary**.)

The above effects are permanent. While progressing through these banes, the character's alignment becomes closer and closer to *Antisocial Unlawful Evil*. If the character manages to progress throughout the entire spectrum of vampire banes listed above, he permanently becomes a full-fledged vampire with all its banes and benefits. After reaching this advanced state, the character can no longer advance in levels or gain experience points. He forever assumes an undead existence.

Vampiric Blade Examples

Approx. Values	Nominal
Sale Value (sp.)	130,000
Level to Obtain	10
Relative Frequency	100%

Vial of Horrendous Scrying

Usable By: anyone evil enough to think it's a good idea.

A **Vial of Horrendous Scrying** is usable only by extremely evil individuals. When the vial is filled with the fresh blood of a person newly killed in cold blood, anyone can use it to scry on anything within 100 miles as the mage spell **Scry**. (The victim must have been killed without any chance of defending himself.) Note that the sale value reflects the extreme illegality of such items.

Vial of Horrendous Scrying Examples

Approx. Values	Nominal
Sale Value (sp.)	75,000
Level to Obtain	7
Relative Frequency	100%