

The Deities & Demigods of the WORLD OF GREYHAWK

by DON TWISTBUCK

The Baklunish Pantheon



DUHL PARATH

(The Deceiver)

Greater God

Deceit, corruption, poison

ARMOR CLASS: -8

MOVE: 21"

HIT POINTS: 340

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-8 +4 (magic
weapon bonus) +10 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 90%

SIZE: M (6' tall)

ALIGNMENT: Neutral evil

WORSHIPPERS' ALIGNMENT: Lawful

evil, neutral evil, chaotic evil, neutral

SYMBOL: Half rotting, half skeletal cow
head

PLANE: Gehenna

CLERIC: 18th level rashaw

FIGHTER: 15th level fighter

MAGIC-USER: 13th level illusionist

THIEF: 18th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:22 I:18 W:19 D:18 C:19 CH:25

Duhl Parath is the father of lies and is said to have been the first being to poison a well. He casts his actions as liberating others from the oppression of Al'hatha and his followers, teaching that any tactic in the conduct of a war, especially deception of the enemy, is justified.

Duhl Parath dwells in a vast palace of violet crystal on a basalt mesa in Gehenna, where he has attracted a court of disaffected efreeti, dao, devils, and daemons. The court is a snake-pit of politics, and those present are forever scheming and back-biting one another to gain favor from the god. The great khan of the dao greatly resents the presence of high-ranking defectors in Duhl Parath's court, and relations between the two are strained at best.

Duhl Parath can appear as any human, demi-human, or humanoid. Sex and age are totally mutable, and nothing will give away his true nature. He is suave and convincing when he wishes to be, and equally seductive or vulnerable when the situation calls for such. His true form is that of a young Baklunish man with pale skin and black hair, without a beard. In his true form he wears silken garb of black and silver. He does not wear armor, but his skin is naturally proof against most weapons and other harm.

He bears the enchanted scimitar Stinger, which functions as a *scimitar of venom* (similar to a *dagger of venom*). It has a +4 enchantment to hit and to damage. Duhl Parath himself regenerates 8 hit points per round.

In addition to all the normal powers accorded a greater god, Duhl Parath is immune to all necromantic spells unless he wills otherwise. He can *wither* an enemy's limb (as a *staff of withering*) by touch three times per day. He has three *carpets of flying* of largest size that he can control mentally (no concentration required). He will sometimes loan one of these enchanted rugs to a favored follower who is on some mission.

As noted above, Duhl Parath has a special rivalry with Al'hatha. The two are ever at odds, with the latter crushing his enemies' cult sites whenever discovered, and the former undermining the authority and integrity of his enemies through various means. Nasri sees Duhl Parath as something of a rival, but the two (and their followers) remain cordial to one another. He favors his daughters Kadar and Ya'huth greatly, and is generally disliked by most of the good-aligned deities of the pantheon. He does get along well with Istus, Al'ydor, and Hasnat, however.

His relationship with the Suel deities Pyremius and Syrul has changed significantly over the centuries. During the Baklunish-Suel wars, Duhl Parath was a staunch enemy of both, seeing them as rivals to his spheres of control. In the aftermath of the Twin Cataclysms, however, the three have collectively re-evaluated their relationship and come to an accord, and are now unlikely allies against their common foes in the Baklunish and Suel pantheons, and elsewhere.

Rashaws of Duh Parath (the rashaw is a new rashaw subclass of cleric – see the previous issue of *Dragon* for details) wear robes of black and silver in ritual. They will invariably be masked, both to protect themselves from discovery and to embody their deity's deceitful nature.

Temples dedicated to Duhl Parath will normally come in one of two forms. In those areas under the firm influence of the hated Al'hatha, they will be hidden, and take on the trappings of whatever camouflage is being used; a warehouse, museum, tavern, etc. In places where Duhl Parath is more openly worshiped, his temples are constructed with mazes within, often obscured with illusions and hidden doors, moving walls, etc. The worship room is in the center of the maze.

Services to Duhl Parath consist of recitations of wicked deeds done by those assembled. These are not confessions of guilt, but rather bragging, as each tries to

outdo the other in corrupting, deceiving, and generally discomfiting the virtuous.

Large idols of Duhl Parath show a human figure with a multi-faced head. Small idols are the size of a melon, and take the form of the head of a cow with half the face rotting and half skeletal.

Small idols can be used to invoke the following powers:

- *Change self* (least)
- *Fool's Gold* (lesser)
- *Change Self* (greater)

Large idols can be used to invoke the following powers:

- *Poison* (least)
- *Delude* (lesser)
- *Dispel good* (greater)



KADAR

(The All-Consuming Flame)
Lesser Goddess

Fire, destruction, greed

ARMOR CLASS: -3

MOVE: 21"

HIT POINTS: 222

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-2 +1 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 65%

SIZE: M (5' tall)

ALIGNMENT: Lawful evil

WORSHIPPERS' ALIGNMENT: Lawful neutral, lawful evil, or neutral evil

SYMBOL: Flame

PLANE: Acheron

CLERIC: 11th level rashaw

FIGHTER: 14th level fighter

MAGIC-USER.: 12th level magic-user

THIEF: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:17 I:19 W:19 D:21 C:19 CH:22

Kadar is the firstborn daughter of Duhl Parath, and her mother is Hasnat. She follows firmly in her father's footsteps, however, in her disposition and actions.

Although she has a reputation as being a force of destruction among many

Baklunish, her followers will often emphasize the positive aspects of fire and the life-bringing power it represents. "Ware what hides in the darkness outside of the fire's light" is a common saying.

Kadar appears as a beautiful Baklunish woman with fire for hair. Her clothing is cloth-of-brass, and appears as diaphanous and soft as silk, despite being made entirely of metal. It is these garments which afford her a base AC of 2.

Kadar's only weapon is her whip, which functions as a *whip* +1, *Flame Tongue*, +2 vs. *regenerating creatures*, +3 vs. *cold-using, inflammable, or avian creatures*, +4 vs. *water-based creatures*. She rides a nightmare named Sootmane, with maximum hit points and an INT of 17.

Kadar is on good terms with her father Duhl Parath as well as her sister Ya'huth. Her mother sees her as a great disappointment, but Kadar is forever eager to win her favor, but never to the extent of changing her evil ways. She has no real enemies among the Baklunish gods, but is courted by both the sultan of the Efreeti and Imix, Prince of Evil Elemental creatures, who are constantly sending her rare gifts. She has been stringing them both along for centuries, and humorous stories regarding their rivalry for her attentions make for good telling around campfires and in lamp-lit taverns.

Kadar's rashaws can be male or female, although they are slightly more likely (60%) to be of the latter sex. They get a +2 bonus on all saving throws involving creatures native to the Elemental Plane of Fire, and such creatures have a -2 penalty on all saving throws against spells cast by Kadar's priests.

Temples to Kadar have retractable roofs, so the great bonfires that are lit on her holy days can blaze into the sky. If no such temple is available, fires are lit on the highest point available, such as a hill.

Large idols of Kadar are life-sized and usually made of brass, with cleverly hidden spaces in the head for fires to be lit to represent the goddess' hair. If the fire of a large idol is not lit, it only counts as a small idol for purposes of invoking magical powers. Small idols are oil lamps in the shape of the goddess' head. They must be lit in order to be effective.

Small idols can be used to invoke the following powers:

- *Resist cold* (least)
- *Fireball* (lesser)
- *Fire charm* (greater)

Large idols can be used to invoke the following powers:

- *Flame blade* (least)
- *Flame walk* (lesser)
- *Flame strike* (greater)

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YA'HUTH

(Mother of Chains)

Lesser Goddess

Slavery, oppression, injustice

ARMOR CLASS: 0

MOVE: 21"

HIT POINTS: 222

NO. OF ATTACKS: 4

DAMAGE/ATTACK: See below (+11 for strength)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 65%

SIZE: M (6' tall)

ALIGNMENT: Lawful evil

WORSHIPPERS' ALIGNMENT: Lawful

evil, neutral evil, lawful neutral

SYMBOL: Black eagle

PLANE: Nine Hells

CLERIC: 14th level rashaw

FIGHTER: 14th level fighter

MAGIC-USER.: 7th level magic-user

THIEF: 14th level thief

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:23 I:20 W:19 D:20 C:19 CH:17

Ya'huth is the daughter of Duhl Parath and Nasri; indeed according to legend it is because of that union that the worship of

Nasri was brought into the Baklunish lands in the first place. She is not known in Zihindia, however. Ya-huth is the goddess of slavery and oppression, and she is worshiped by both slavers (who come to her for more and better slaves) and slaves (who attempt to appease her with offerings in the hope that she might spare them). The former happens much more often than the latter, but the latter happens just often enough to give hope to slaves throughout the Baklunish lands.

Ya'huth appears as a very muscular and broad-shouldered woman with dark olive complexion. She wears leather armor in hues of blue and black, and is armed either with an enormous war hammer +3, or a pole axe +2/+4 vs. *chaotic creatures*. She sometimes rides in a chariot drawn by a team of nightmares, with a bone devil driver. She can also turn into a giant black eagle at will. While in eagle form, she can fly at twice the normal speed.

In addition to the regular powers of a lesser deity, Ya'huth can cast *imprisonment* once per week, and *hold person*, *hold monster*, or *hold plant* at will.

Ya'huth is in an interesting position among the Baklunish gods. Since she is half-Zahindian, many of them look on her with either suspicion, derision, or both, but since she is the patron of such an

important institution within Baklunish society, even Al'hatha acknowledges her as necessary for the social order. Mat'ur, on the other hand, is an implacable foe, and her followers have waged a covert war against slavery in general for centuries.

Rashaws of Ya'huth often double as slavers themselves, and temples of Ya'huth are almost invariably slave markets themselves, or adjacent to such. Slaves can become rashaws of Ya'huth, but if they attempt to use their powers to help others escape bondage, or to try to do so themselves, all spells of third level or greater will be stripped from them.

Small idols of Ya'huth appear as octagonal plaques with a black eagle. Large idols of Ya'huth show the goddess with a shackle on one wrist attached to a chain being held in the other hand.

Small idols can be used to invoke the following powers:

- *Detect snares and pits* (least)
- *Hold person* (lesser)
- *Snare* (greater)

Large idols can be used to invoke the following powers:

- *Enthrall* (least)
- *Dispel magic* (lesser)
- *Polymorph other* (greater)

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Spells of the Rashaw

By Don Twistbuck

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Following up on last month's article detailing the rashaw class, which is a sub-class of cleric specifically found in the Baklunish lands of the World of Greyhawk, herein are presented those new spells which are unique to the rashaw. Note that certain creatures mentioned herein, such as the houri, the buraq, and various new types of elemental weirds, will be detailed in forthcoming articles.

FIRST LEVEL

Animal Healing (Necromantic)

Level: 1
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature*

Components: V, S
Casting time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to cure 1d6 h.p. of damage on any single non-magical or non-giant animal within 10'. The creature cured can never receive more hit points than its normal total by means of this spell. The spell will not cure diseases or other maladies, only physical damage such as that caused by weapons, falls, etc. People (humans, elves, orcs, dwarves, goblins, etc.) and magical creatures (unicorns, medusas, manticores, etc.) are not affected.

False Trail (Illusion/Phantasm)

Level: 1
Range: *Special*
Duration: *1 hour per level*
Area of Effect: *Special*

Components: V, S
Casting time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: This spell allows the caster to not only obscure his trail and that of his companions, but also to set forth a false trail to confuse would-be pursuers and set them in the wrong direction. Up to 1 person's trail per level of the caster can be obscured by means of this spell; horses and similar mounts count as 2 people for this purpose. The caster is able to set a false trail, which begins at the point where the casting took place, and which leads off in the direction and manner chosen by the caster for the duration of the spell. The false trail that is created will be as long as it would have taken him to travel for the duration, after which time the trail will end. In any case, the false trail will disappear when dispelled, disbelieved, or after 1 hour per level of the caster.

Invisibility to Genies (Illusion/Phantasm)

Level: 1
Range: *Touch*
Duration: *6 rounds*
Area of Effect: *Creature touched*

Components: V, S, M
Casting time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: This spell allows the caster to touch one creature, who will then be immune from attack by any type of genie that fails to make a saving throw vs. spells (if the beneficiary of the spell is lawful neutral, neutral, or chaotic neutral alignment, the saving throw is made with a -2 penalty). Each type of genie rolls a separate saving throw (djinni, efreeti, etc.), rather than each individual creature. Failure indicates that all genies of that type will simply overlook and ignore the beneficiary of the *invisibility to undead* spell. Attacks that affect an area (such as a *fireball* spell) will still have full effect, however. The creature or person who is benefitting from the spell can take no offensive action (including using weapons, casting offensive spells, etc.) without immediately voiding the spell, even if the action is not taken against a genie type affected by the spell. Neutral or beneficial spells (such as *augury* or *cure light wounds*) can be cast without voiding the spell. The spell lasts for 6 minutes.

SECOND LEVEL

Birdsong (Enchantment/Charm)

Level: 2
Range: *12"*
Duration: *Special*
Area of Effect: *See below*

Components: V
Casting time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to enchant all normal (non-magical and non-giant) birds within a 12' radius, causing them to flock to him in a friendly fashion, perch on and around him, etc. Once the birds have responded to the birdsong, the caster can ask one of the following services of them:

- Messenger. The birds will fly up to 1 mile per level of the caster, bearing a small message either tied to their leg or in their beak, which they will deliver to a specific person named. The general description of the desired recipient's location is required. Up to 6 separate messages can be so dispatched to different recipients. The caster must supply the notes himself.
- Guardian. The birds will perch nearby for 1 hour per level of the caster. If danger approaches visibly within 240', the birds will begin a cacophonous noise that will act as a

warning. The birds, however, will regard the approach of any sort of predator, particularly one that feeds on birds, as such a threat.

- **Defender.** The birds will actively defend the caster against attack for 1 minute per level of the caster. Unless a larger, predatory bird is included in those answering the birdsong (2% chance unless otherwise noted), a flock of smaller birds will swarm around a single enemy, rendering him effectively blind, unable to cast spells, and with a -4 penalty "to hit." No dexterity bonus is allowed in such a circumstance. If the target of the flock of birds has no such bonus, he will receive a penalty of 1 on his armor class.

Eyes of the Houri (Enchantment/Charm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: *One creature*

Components: V, S
Casting time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell invokes a powerful charm, which can be used to make any person (brownies, dwarves, elves, etc.) of the opposite sex obey the caster. The same restrictions as are on the 2nd level druid spell *charm person or mammal* exist on the *eyes of the houri* spell; a command to commit suicide would be ignored, but the charmed creature will be enthralled by the caster and quite compliant otherwise. If the caster were to harm the target, the spell would be broken immediately. The target must be able to see the eyes of the caster, so line of sight is required, as is some sort of light for persons without infravision. The spell is broken when a successful saving throw is made. Such a throw is made when the spell is first cast, and then at intervals determined by the wisdom of the target and the charisma of the caster:

Charisma Minus Wisdom	Period Between Checks
15+	3 months
13-14	2 months
11-12	1 month
9-10	3 weeks
7-8	2 weeks
5-6	1 week
3-4	3 days
1-2	2 days
0 or less	1 day

Language of Birds (Divination)

Level: 2
Range: *Special*
Duration: *Instant*
Area of Effect: *Special*

Components: V, S
Casting time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors, or, rarely, in an indoor or underground environment where birds are naturally found. It will not work with bird-like creatures such as harpies, stirges, etc. Once cast, the spell will allow the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, attend a royal ball, etc., could be investigated. If circumstances change, of course, the outcome of the reading of the language of birds is no longer valid. For example: if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer apply. A

second application of the spell might be used to determine the new outcome.

Sanctify Small Idol (Conjuration/Summoning)

Level: 2
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One small idol*

Components: V, S, M
Casting time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell is used to prepare a Baklunish idol for use in religious ceremonies, as well as to enable it to convey magical effects on behalf of the deity to which it is dedicated. The idol itself must be in the form prescribed for the particular deity to which it is dedicated (see the individual deity descriptions for details). No rashaw may sanctify a small idol dedicated to a deity to whom he is not himself dedicated. The idol of a good or evil deity will radiate good or evil, but the idol is not itself a magical item and will not radiate magic. The rashaw may only sanctify two small idols at one time; if a third is sanctified, the first will become inert. A small idol will typically cost 10-40 gp for materials.

Summon Buraq (Conjuration/Summoning)

Level: 2
Range: *2"/level*
Duration: *1 round/level*
Area of Effect: *Special*

Components: V, S
Casting time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to summon a buraq for a short time. The buraq will serve the caster for a number of rounds equal to the caster's level. It will fight, but only against evil or neutral creatures. It will serve an evil master, but only to the exact letter of its instructions, seeking to thwart any wicked intent to the best of its ability while still obeying.

Whispering Winds (Illusion/Phantasm)

Level: 2
Range: *1" per level*
Duration: *Special*
Area of Effect: *Special*

Components: V, S
Casting time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to create an illusionary breeze that can carry a brief message or sound (if nothing is specified, the wind will sound like a gust of wind). The message can be up to 12 words, or the sound can last for up to 12 seconds (2 segments). The wind itself will travel up to 10' per level of the caster, at anywhere between 10 and 20 feet per minute (caster's choice). When the wind reaches the intended distance, it will automatically deliver its message or play its sound, which will be heard by anyone in a 2' radius.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

THIRD LEVEL

Conjure Weird (Conjuration/Summoning)

Level: 3
Range: *3"*
Duration: *1 turn/level*
Area of Effect: *Special*

Components: V, S, M
Casting time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to conjure one of the four types of weirds from their respective planes: air, earth, fire, or water. The type of weird to be conjured must be

chosen before the spell is memorized. The type of weird will determine the components necessary:

Weird Type	Requires
Air	Burning incense
Earth	At least 1 cubic foot of rock or soil
Fire	Fire at least 2' in diameter (campfire or larger)
Water	At least one gallon of water

The weird thus summoned can be controlled by the caster 95% of the time (check at the beginning of the fifth, and each following round) as long as he maintains his concentration. Control can be exercised at a range of 30'. Failure to concentrate, such as is caused by being successfully attacked, will mean that the weird will turn on the caster. An uncontrolled weird will seek to attack the one who summoned it as soon as it finishes any combat it is in at the moment. Note that uncontrolled weirds can be thwarted by thaumaturgic triangles just like their elemental cousins. The weird will remain on this plane until it is destroyed, but note that weirds cannot survive without direct contact with their native element.

If cast underwater, air and fire weirds cannot be summoned at all by means of this spell. An earth weird will not be able to leave the seabed, riverbed, lakebed, etc. It will be able to attack only those creatures close enough to the bottom to be in range.

Genie Friendship (Enchantment/Charm)

Level: 3
Range: 3"
Duration: 1 hour/level
Area of Effect: One genie

Components: V, S
Casting time: 3 segments
Saving Throw: Neg.

Explanation/Description: By means of this spell, the rashaw can convince any single genie that he or she is a friend. The spell will affect genies of all types; djinni, efreeti, dao, marids, houris,

jannee, etc. While the genie won't obey the commands of the caster, it will not attack him or her while the spell duration lasts. The genie must be in line of sight when the spell is cast.

Quicksand (Alteration)

Level: 3
Range: 6"+1" per level
Duration: 1 turn/level
Area of Effect: One 10'x10'x10' cube per level

Components: V, S, M
Casting time: 1 segment
Saving Throw: xxx

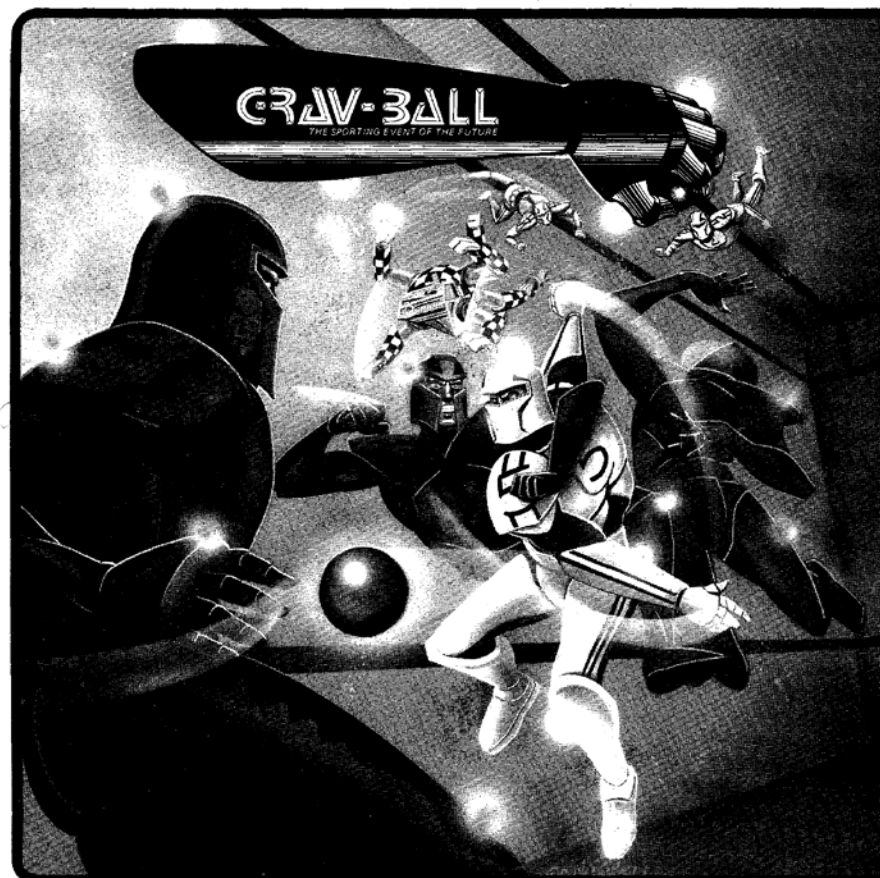
Explanation/Description: This spell allows the caster to turn a section of sandy ground into quicksand. Any creature traveling into the affected area will be trapped by the quicksand unless they roll their STR or lower on a d20. Failure means they are trapped, and will begin to sink at a rate of 1' per round. Drowning is the most obvious hazard involving quicksand, but creatures caught in it cannot move, and any creature firing missile weapons at them, or a flying creature making an attack, will receive a +4 bonus to hit. Dexterity bonuses cannot be applied to armor class by creatures caught in quicksand. If the spell ends while creatures are still trapped, they will remain trapped, but will stop sinking. Extricating them might be even harder, however.

Summon Jann (Conjuration/Summoning)

Level: 3
Range: 3"
Duration: 2 rounds + 1 round/level
Area of Effect: Special

Components: V, S, M
Casting time: 3 segments
Saving Throw: None

Explanation/Description: Some 1-4 rounds after this spell is cast, 1-3 jannee will appear at the place determined by the rashaw when the spell was cast. They will fight any enemies the caster indicates, or will perform such other labors as they are able to. At the end of the spell's duration, each will expect a payment of jewelry or gems



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FOURTH LEVEL

Conjure Houri (Conjuration/Summoning)

Level: 4	Components: V, S
Range: 5"	Casting time: 1 turn
Duration: 1 turn/level	Saving Throw: None
Area of Effect: <i>Special</i>	

Explanation/Description: This spell allows the caster to conjure a houri, one of the various types of genies. This spell does not grant any powers of command over the houri; rather the caster will have to negotiate for the houri's services. If the circumstances are dire, the houri is smart enough to pick up on this, and the price will be high indeed. Houris normally do not fight, preferring to use their other powers and talents, but will do so if pressed (and if doing so is part of the bargain that was made). The spell will last until the duration has expired, the houri has fulfilled its obligation, or it is slain. Typically, a houri will demand at least 1,000 g.p. worth of jewelry, gemstones, fine silks, etc. for labors that do not involve direct danger, and as much as ten times as much for tasks that could be more overtly deadly. Houris can be petulant when they feel they are being treated poorly or taken for granted.

Hold Genie (Enchantment/Charm)

Level: 4	Components: V, S
Range: 1"/level	Casting time: 4 segments
Duration: 1 round/level	Saving Throw: Neg.
Area of Effect: <i>One to three genies</i>	

Explanation/Description: This spell allows the rashaw to completely immobilize one or more genies; djinni, marids, jannee, etc. A total of 20 hit dice worth of genies can be so held, but no more than three individuals can be affected, regardless of their hit dice. If a single individual is targeted, it will get a -2 penalty on its saving throw, if two are, they each get a -1 penalty.

Protect Idol (Abjuration)

Level: 4	Components: V, S
Range: <i>Touch</i>	Casting time: 1 segment
Duration: <i>Permanent</i>	Saving Throw: <i>Special</i>
Area of Effect: <i>One idol</i>	

Explanation/Description: This spell creates a protective aura around a single large idol. In order to do any damage to an idol protected by the spell, the would-be desecrator must make a saving throw vs. spells. Damage in this case includes not only physical damage, but spells (other than area effect spells), defiling with holy/unholy water, etc. Failure means the would-be desecrator will take 2d6 points of electrical damage. The saving throw will have a modifier as follows:

Same alignment as the deity: +1
One alignment away: -1
Two alignments away: -2
Three alignments away: -4
Four alignments away: -6

Each "alignment away" is calculated as follows. Neutral is always one away from everything. Lawful is two away from chaotic, and good is two away from evil. All calculations are cumulative, so lawful good to chaotic evil is four alignments away.

Once a particular individual has failed a saving throw when attempting to desecrate or damage a particular idol, no further saving throws are allowed. Damage will be automatic for each attempt.

FIFTH LEVEL

Bind Weird (Enchantment/Charm)

Level: 5	Components: V, S, M
Range: 6"	Casting time: 1 segment
Duration: <i>Special</i>	Saving Throw: Neg.
Area of Effect: <i>One weird</i>	

Explanation/Description: This spell allows the caster to gain control over a weird, whether of water, fire, air, or earth variety. The weird is entitled to a saving throw; if successful, the specific weird can never be bound by that specific caster again. Binding places a strong compulsion on the weird to remain in a particular place, undertaking a specific task. The place cannot be more than 10,000 cubic feet in size (so ten 10' cubes), the area in which the weird is bound must allow it to exist (so a water weird must be bound in a place where there is sufficient water, a fire weird must be bound in a place of perpetual fire, etc.), and the task must be within the weird's capabilities. Typical tasks are to guard a particular object, attack anyone entering its place of binding, attack anyone coming through a particular portal, etc. The conditions placed on its servitude must be of a nature that the weird could fulfill them; directing it to attack only good-aligned characters, for instance, would be impossible unless the weird was given some sort of magical ability to detect alignment. The binding will remain for one year per level of the caster, or until the task set to the weird is fulfilled. Being thus bound infuriates all weirds, and they will not only enforce their directions in the most picayune way possible, but will actively try to twist their instructions to obtain the opposite outcome desired by the caster.

Conjure Genie (Conjuration/Summoning)

Level: 5	Components: V, S, M
Range: 6"	Casting time: 1 turn
Duration: 1 turn/level	Saving Throw: None
Area of Effect: <i>Special</i>	

Explanation/Description: Through this spell, the rashaw is able to conjure one of the four main races of geniekind; the djinni, efreeti, dao, or marids. The type of genie to be conjured must be decided as the spell is being memorized, although it is possible to memorize more than one version of the spell to conjure different sorts of genies, if one has the available spell slots and is exceptionally brave. Once conjured, the genie is under no compunction to obey the conjurer; efreeti and dao, for instance, will greatly resent being so called. A period of negotiation must then take place (or some form of intimidation), during which time the caster will make a binding pact with the genie, exchanging service for some reward. The alignment of the conjurer and the genie will have an impact, as will the nature of the pact and what is being asked (and what reward is being offered!). Finally, the genie will usually know if the situation is dire and the need of the conjurer is great, and the reward will rise accordingly.

Prophecy (Divination)

Level: 5
Range: *Self*
Duration: *Instant*
Area of Effect: *See below*

Components: *V, S, M*
Casting time: *1 round*
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his prophecy to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, etc. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so. The caster will know if the prophecy deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his prophecy, the game master may determine such randomly (although the exact event that is described by the prophecy will remain unknown):

Die Roll (d%)	Object of Prophecy
01-10	The prophet's home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet's home town or district
31-49	The town or district in which the prophet is currently dwelling
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the prophecy will be obliquely referenced in the prophecy itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such prophecies are not iron-clad, and it is possible to avoid one's fate by radically changing one's plans, lifestyle, etc. The spell can only be cast once per week, and if the same object is prophesied upon by two different prophets (or by the same prophet more than once) there is a 99% chance that the exact same answer will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.

Sanctify Large Idol (Conjuration/Summoning)

Level: 5
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One large idol*

Components: *V, S, M*
Casting time: *36 turns*
Saving Throw: *None*

Explanation/Description: With the exceptions noted above, this spell is the same as the 2nd level rashaw spell *sanctify small idol*. A large idol can cost anywhere from 500 to 5,000 gold pieces, depending on the materials used.

Signs and Portents (Divination)

Level: 5
Range: *Special*
Duration: *One day*
Area of Effect: *One mile radius per level*

Components: *V, S*
Casting time: *1 segment*
Saving Throw: *None*

Explanation/Description: This form of divination differs from all others in that the demonstration of the outcome is not only witnessed by the diviner and those immediately in the vicinity, but

over a large area. As the spell is cast, the caster asks a single question. The question can be of any nature whatever; affecting anything from a single individual to an entire kingdom or even the whole world. There is a 60% chance plus 2% per level of the caster that the revealed answer will be correct; thus a 9th level rashaw would have a 78% chance of getting a correct answer. However, the chance of a correct answer can never exceed 98% - the ways of Destiny must remain at least a little mysterious. The DM should roll the % chance for an accurate answer secretly and not reveal the outcome.

The answer to the question posed will be metaphorical, and could be open to misinterpretation. The signs and portents revealed will, however, be bold and unmistakably supernatural. A question such as "will the barbarians to the East attack within the year" could be answered by packs of wolves from the eastern forest suddenly attacking the herds, while "will the Pasha live past the next full moon?" could be answered with an enormous roc plummeting to the earth, dead of causes unknown. The form of the answer will be witnessed by everyone within a radius of one mile per level of the caster, centered on the caster. The spell can only be cast once per week by the same rashaw.

SIXTH LEVEL

Bind Genie (Enchantment/Charm)

Level: 6
Range: *6"*
Duration: *Special*
Area of Effect: *One genie*

Components: *V, S, M*
Casting time: *6 segments*
Saving Throw: *Neg.*

Explanation/Description: This spell allows the caster to gain control over a genie of any variety (djinn, dao, etc.) save those who are genie lords and princes. The genie is entitled to a saving throw; if successful, the specific genie can never be bound by that specific caster again. Noble genies get a bonus to their saving throw of +6, which is reduced by 1 for every level above 9 of the caster.

Binding places a strong compulsion on the genie to serve the caster. Noble genies will remain bound only until they grant one wish to the binder, at which time they are free. The binding will remain for a maximum of one month per level of the caster, or until some singular task set to the genie is fulfilled. Different sorts of genies will react differently to being bound, and their treatment will have an impact on their reaction as well (see the specific creature descriptions for each for details). Under normal circumstances, only one genie may be bound by a single rashaw at any given time; jann are the exception to this rule, and up to four of those creatures may be bound to the service of a rashaw simultaneously.

It is said that if an inordinate number of genies are bound to the same rashaw within a short time-frame, even if they are of different types, such will be noticed by their rulers, and steps taken to deal with the offender in the appropriate manner. Caution is indicated.



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Hajj (Enchantment/Charm)

Level: 6
Range: 6"
Duration: *Special*
Area of Effect: *One creature*

Components: V, S
Casting time: 6 segments
Saving Throw: *Neg.*

Explanation/Description: This spell imparts upon the target creature an inescapable compulsion to travel to a particular place as determined by the caster. The destination of the hajj must be known personally to the caster. This place must be somewhere that could possibly (if not easily) be reached by conventional means of travel; the far side of the continent, for instance, would be an acceptable locale, but the 75th level of the Abyss would not. The creature affected will know how to get to the place indicated. The hajj must begin within 24 hours. Any attempt to delay, disseminate, or otherwise move at anything but a reasonable pace towards the destination will result in a -1 penalty per day to the target's "to hit" and saving roll dice throws. These penalties will be reduced by one for each day the hajj is maintained. A *remove curse* spell will cancel the hajj for a month, after which time it must be renewed. The caster can, of course, cancel the hajj at his or her bidding.

Livepalm (Enchantment)

Level: 6
Range: *Touch*
Duration: 1 day/level
Area of Effect: *One palm tree*

Components: V, S
Casting time: 1 turn
Saving Throw: *None*

Explanation/Description: Except as noted above, this spell is the same as the 6th level druid spell, *liveoak*.

SEVENTH LEVEL

Dancing Weapon (Evocation)

Level: 7
Range: *Special*
Duration: 1 round/level
Area of Effect: *One weapon*

Components: V, S, M
Casting time: 1 segment
Saving Throw: *None*

Explanation/Description: This spell allows the rashaw to imbue a single weapon touched with the power to fight on its own, without the need of a hand to wield it. If cast on a non-enchanted weapon, it will imbue that weapon with a +1 enchantment on the first round, a +2 enchantment on the second, +3 on the third, and a +4 enchantment on the fourth round. Thereafter, it turns back to a +1 enchantment and the cycle begins anew. But its chief benefit is that the weapon so ensorcelled does not require anyone to wield it. The weapon hovers in the air, moving as if hefted by a rashaw of equal level to the caster. No conscious control or concentration is required, but the caster controls where the weapon goes and who it attacks. The weapon must be touched by the rashaw when the spell is first cast, but thereafter may go anywhere within 3" of the caster. The weapon itself cannot be damaged while dancing. Only melee weapons can be so bespelled; missile weapons such as bows and arrows are immune to the spell's effect. If cast on a weapon that already has a plus bonus to hit or to damage, the weapon will retain that bonus, rather than cycling through the +1 to +4 bonus imparted by the spell.

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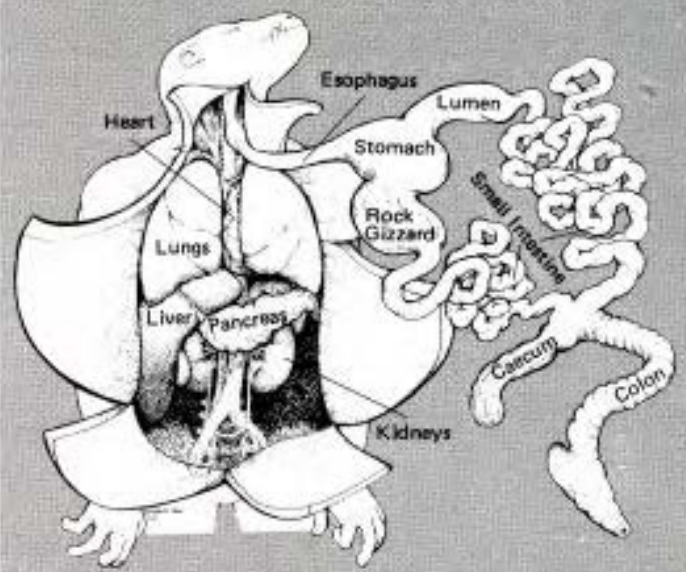
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