

THE
CRYING BLADES
HOUSERULES



VOLUME TWO
SORCERY & BLESSINGS

DAIMON GAMES

The Crying Blades
HouseRules for roleplaying games

Volume Two: Sorcery & Blessings - Beta 0.7

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CHAPTER I

INTRODUCTION

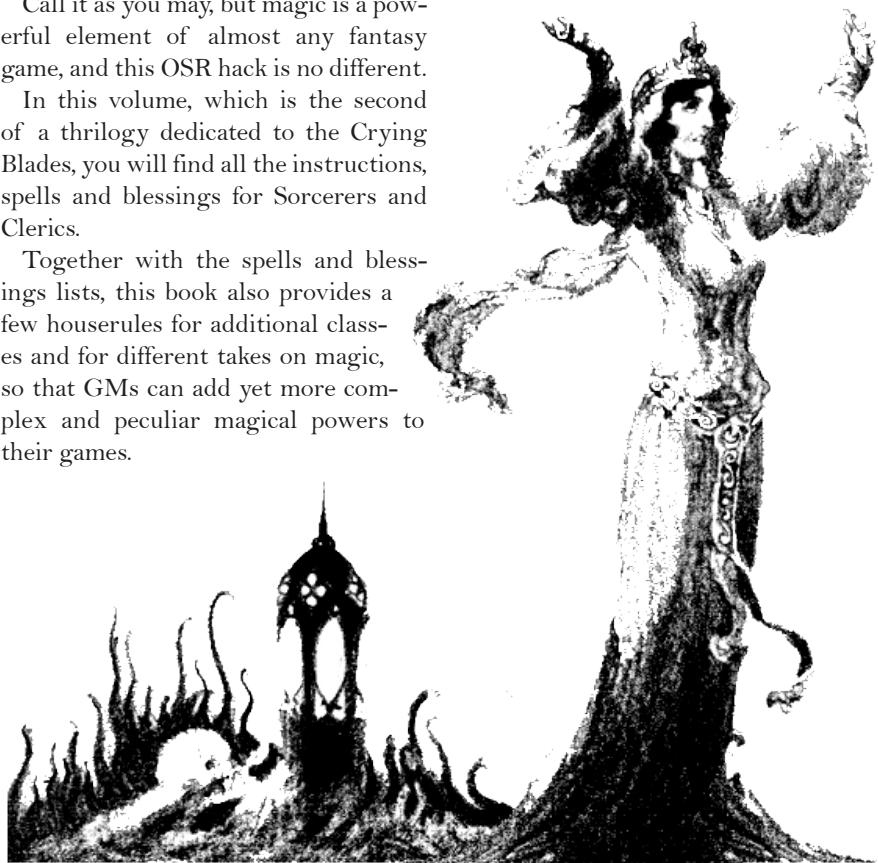
Sorcery and magic, miracles and blessings - the workings of angels and kind spirits, and those of demons and evil, the power of men bending the laws of nature thanks to the supernatural power of the stars, the ancient wisdom of ancestors, the dark rituals performed exchanging an eternal soul in the afterlife for a little grasp of power in this life...

Call it as you may, but magic is a powerful element of almost any fantasy game, and this OSR hack is no different.

In this volume, which is the second of a trilogy dedicated to the Crying Blades, you will find all the instructions, spells and blessings for Sorcerers and Clerics.

Together with the spells and blessings lists, this book also provides a few houserules for additional classes and for different takes on magic, so that GMs can add yet more complex and peculiar magical powers to their games.

The complete game thrilogy is composed by: volume one **Characters & Basics** (with the red cover), volume two (this one) **Sorcery & Blessings** (with the black cover) and finally volume three **Adventures & Monsters** (with the blue cover - which is not ready yet).



CREDITS

Besides the Original Fantasy Game, Besides the Original Fantasy Game, and perhaps even more than the Original, many other games have influenced me.

Such a list can never be fully exhaustive, so I included here for credits only those games that had a very significant, visible impact on my design:

- Lamentations of the Flame Princess by James Raggi
- Swords & Wizardry by By Matthew J. Finch
- WhiteHack by Christian Mehrstam
- BlackHack by David Black
- Apocalypse World by Vincent Baker
- Dungeon World by LaTorra and Koebel
- Freebooters of the Frontier by Jason Lutes
- Fate by Evil Hat
- Rosie Turner and Logan Knight of www.lastgaspgrimoire.com

Influence (or plagiarism) doesn't necessarily mean exact compatibility. I've done my best to retain the maximum compatibility but you will notice that a few numbers are off, here and there.

ILLUSTRATIONS

To the side is the complete list of artists whose artwork (public domain or not) is used in the book. Most of the artwork is in public domain. If you notice that I have failed to identify the artist properly for some image, please notify me.

Art in public domain is always marked with a star (*) after the artist name, like this: "Artist Name* xx".

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OSR RANDOMNESS

“Dice are wiser than players”, some say. “Embrace randomness”, say others.

There is quite a big deal of randomness built-in in this game, starting from the characters’ attributes scores and then continuing with talents, traits, even names if you want.

In this manual, there’s even more: instead of deciding your own spells, whenever you gain a new level you roll to see what you’ve learned. You still decide for which PowerLevel (and which “Circle”) you will roll, but the spell or blessing you learn, is random.

Whenever you face a random result, embrace it. You might be tempted to force a certain choice - and that’s fine, I’m not the RPG-police going to hunt you down for that. If for example you are going to pick characters’ traits from the tables without rolling them, be my guest; if you decide to pick talents instead of rolling them, go ahead.

But as you play, if you stick to randomness you’ll discover the pleasant feeling of growing attached to the undefined sense of wonder that only chance (in the right proportion) can give.



Sorcery, also vulgarly called magic, is the very special art of gathering ethereal energy and forging it into spells. This energy descends from the astral sphere that surrounds our planet, where are the sun, the stars, the moon and the comets.

It's an art that requires many years of formal training, involving mathematics and astrology, and of course countless hours spent on esoteric text looking like meaningless garbage to anyone who's not a sorcerer.

CHAPTER II

SORCERY

A sorcerer in this game, therefore, is someone with a talent but that intensely trained; is someone with a gift that needed to severely cultivate it for years.

And despite the years of training, every sorcerer must spend time **every day** studying, to maintain their power.

Sorcerers, thus, are not druids, witches, or some other wild powers; they are knowledgeable, disciplined scholars; sometimes crazy in their craving

for more power, sometimes reckless in their exploration of the mysteries of magic, sometimes wary and careful and paranoid.

Wild powers such as druids and witches, though, do exist and are referred to as users of Wild Magic, and are a challenging match for the sorcery of disciplined magic, and are great adventuring material for the GM.



MAGIC RULES

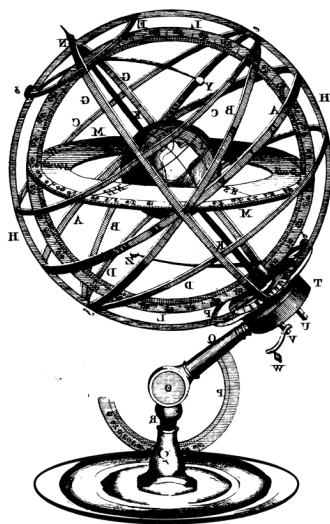
The basic concepts of casting spells and miracles are common to the two classes, sorcerers and clerics, at least **from a mechanical prospective**. In terms of flavor in play and setting, though, the two types of magic **are fundamentally different**.

Casting spells works according to these simple rules:

- Casting **always requires a roll**: an Attribute check on Intelligence for a Sorcerer (Wisdom for a cleric)
- Casting can be done **fast**, by taking a single combat round, **or slow** by using a full round (10 min.) or more
- There are **daily limits** to how many spells (fast and slow) can be cast
- The caster usually has at their disposal **all of the known spells** (no forgetting, no preparing)
- There are some **bad consequences** for failing the roll to cast a spell-

Clearly, given the previous description, there is **no cast & forget** and **no list of prepared spells**, thus the magic users do not need to prepare their lists in advance.

While cast & forget provides mechanical balance to the game, the purpose of this hack is not to maintain balance. Instead, having all spells available means faster preparation (players don't waste time) and more interesting choices (which spells to use, assuming all known spells are available).



CASTING SPELLS

A sorcerer knows all the spells that are contained in their spellbook (see the dedicated paragraph about spellbooks for more information). The magic user knows and holds in memory all the necessary gestures and words of power of a spell, all the precise calculations about the stars and other ethereal bodies, all the rituals details and so on.

All these spells are considered “ready” and can be cast by the sorcerer, at any time, provided that the sorcerer can recite the **necessary words** and make the **required gestures**.

When casting a spell, the sorcerer takes a Turn (several minutes) to concentrate, unless the sorcerer is ready to unleash the spell fast enough (a Round of combat, a few seconds) at greater risk.

Regardless of the casting time (a Turn or a Round), the sorcerer must pass an **Intelligence Attribute check** to cast the spell successfully.

A success in the Attribute check means the spell casting was flawless; the spell's effects apply as indicated.

During the time taken for casting, the sorcerer cannot do other significant actions. They can move at slow pace but cannot interact with others. **If they are interrupted** by something stressful or painful (like receiving damage in combat), they lose concentration and the casting fails.

Sorcerers have a limited magical energy available, and can cast a **number of spells per day** equal to their Level + the Intelligence modifier.

All spells (cast in a Turn or in a Round) count towards this limit, and the level of the spell is irrelevant, unless otherwise stated by the spell's description itself.

Other classic features of OSR games, such as spellbooks, scrolls, staffs and wands, are part of the magic rules, with some tuning. Moreover, the magic users still need their daily time with their spellbook to regain power and be able to cast again the next day, and to recover unstable spells.

FAIL TO CAST A SPELL

A failure in casting, because of an interruption or because of a failure with dice, requires the sorcerer to roll on the table below.

d6 roll	Effect
1-2	Energy drain; additional cost
3-4	Spell backfires; suffer harm
5-6	Spell becomes unstable

Table 32: Failure to cast a spell

If the spell was cast taking the appropriate amount of time (a Turn), roll twice on the table: **the player will decide** which effect to apply of the two possible results. If both results are the same, just apply that.

If the spell was cast in haste, taking only one Round in combat or just a few instant (for example to face an emergency situation), roll twice but **the GM decides** which effect to apply, to maximum detriment for the character.

The negative effects for failing the roll to cast are described below. In all cases, remember that casting fails, so the spell's effects **do not apply**.

Energy drain (1-2): the spell drains additional energy from the caster. Mark it as if cast twice. If the caster doesn't have enough energy for that, mark what's possible and also apply damage as in a roll of 3-4.

Spell backfires (3-4): the spell backfires and inflict 1d6 damage against the caster. As an alternative the GM might propose the destruction of something or another unwelcome effect, but the player can refuse and just take damage.

Spell unstable (5-6): the spell becomes unstable and **cannot be used again** until recovered (see appropriate rules for that).

UNSTABLE SPELLS

Unstable spells **always fail casting**; the character has lost grip on the spell's special workings, they're basically unavailable until recovered. An unstable spell is not forgotten but the sorcerer needs to put some thoughts in order before casting it again.

It will take an hour or two of study to regain control of an Unstable spell. Sorcerers can do this while the group takes a **long rest** or camps for the night.

Only one Unstable spell can be regained during a period of rest or while making camp. **If more than one spell is Unstable**, the sorcerer needs to wait until the next long rest or occasion to make camp, to recover another.

If the characters are back to civilization, assume that two spells per day are recovered from the Unstable state.

There are several other options that you can insert as a cost for failing to cast a spell. The ones proposed by default have simple yet effective consequences: reduce the number of spells available (drain energy), inflict consequences (harm), take away spells (unstable), thus forcing the sorcerer to come up sometimes with improvised solutions or improvised tactics, to face these consequences. Alternatives may include reducing an Attribute score (for example drain CON points for exhaustion or INT points for concentration), varying the cost according to the spells' level, working the spell backwards or to some unintended effect, and so on. If you customize the table, it is recommended not to go beyond a d8 or d10 roll, and make sure your players are aware of these changes. They might not approve of them, but a trained sorcerer must know what to expect upon failure to cast.

SPELLBOOKS

Spellbooks are the core of the arcane knowledge of a sorcerer. They are written in a way that **only the owner** can actually read and study those spells, or read them to cast as if from a scroll.

Spells like **Read Magic** are necessary for a sorcerer to be able to read other spellbooks and thus gain - or steal - additional knowledge from others' works. Other classes cannot read a sorcerer's spellbook to gain knowledge from it.

Every night or during periods of long rest, sorcerers study their own spellbook to refresh their memory of the spells and to maintain their knowledge. If a spellbook is **lost or stolen**, the sorcerer cannot study spells again, and thus loses the possibility to cast, within 1d6 day(s).

Writing spells on a spellbook (from memory or copying) is a special task that the sorcerer can perform given enough time (see details in the related paragraph). It is possible to **reconstruct** a lost or stolen spellbook from memory, but it will take quite some time, thus the spellbook is the most precious possession of every sorcerer.

STARTING SPELLS

A sorcerer begins the game with some **random spells**; these spells are written in a spellbook that is part of the basic equipment of the character. It comes at no cost and counts as a single item for encumbrance. The number of starting spells of a sorcerer is equal to the Intelligence attribute modifier, and always at least one.

These starting spells are **randomly determined**, and are exclusively PowerLevel One (PWL-1) spells.

GAINING SPELLS

Every time the sorcerer gains a Level, they have the opportunity to add to their spellbook a variable number of **new spells, by paying the correct price in XP**. The spells offered in the manual are the common spells that sorcerers can study and trade knowledge about with other magic practitioners, within civilization, and therefore require no additional research.

You can assume that the sorcerer had already enough information about these spells, and finally gained enough power or knowledge to properly master them. These new spells are **automatically written** to the spellbook and there is no cost for them in terms of silver or time to allocate.

The spells will cost XP as follows:

- A spell costs 100 XP x PWL
- Multiple spells can be added at the same time
- The total of the PWL of the spells added up, cannot exceed the character's new level

Spells can also be gained by reading them from **scrolls, spellbooks or other magical treasures** found in the adventures.

These spells must first be copied to the spellbook in order to become part of the sorcerer's knowledge, with the necessary time and money investment (as described in the appropriate chapter).

These **"found" spells** cost the sorcerer no XP at all; just time and money to write.

Note that while the regular spells are added only when passing to a new level, the "found" spells are added to the spellbook once the writing procedure is completed.

WRITING TO THE SPELLBOOK

To write a spell to the spellbook, the sorcerer needs peace and quiet: this can be done only when the group camps for the night or between adventures, back in civilization.

The process is long and expensive but it's the only way for a sorcerer to gain use of a new spell, with the exception of those gained on a new Level, which are transcribed automatically by paying their XP price.

The process will require a **variable duration**: 1 day for each PWL of the spell, +1d6 days. Each day has a cost of **50 silver pieces**, in various arcane materials.

Copying a spell on your spellbook from a dungeon wall can be a lengthy and dangerous process, besides being expensive. Spells found written in stone or in anything that is not a scroll or a spellbook, usually count as if written on a spellbook.

A spell can be copied to the spellbook from:

- **Memory**: i.e. to reconstruct a lost spellbook
- **A scroll**: the sorcerer must cast Read Magic to be able to understand the scroll; this will in the end erase the scroll as if the spell was cast
- **Another spellbook**: as from the scroll, the sorcerer must use Read Magic and at the end the spell is erased from the original spellbook
- **Other**: as determined by the GM, for example runes on stone, or sewed into fabric, etc.

Finding a way to copy an unmovable spell (for example written in stone) or to mimic a spell cast by a monster or an NPC, and similar endeavors, are classic tasks for advanced sorcerers. The GM might allow such exploits, with an appropriate risk involved.



MAGICAL INSTRUMENTS

Many sorcerers make use not only of a spellbook, but also of scrolls, potions and staffs or wands.

Rules to deal with these instruments are presented in this chapter.

All magical instruments are common among sorcerers, but the game should emphasize the rarity of magic users and how precious anything magical is: scrolls, potions, staffs and wands and other magic items are precious treasure and **not for sale** on the market.

USE AND WRITE SCROLLS

Scrolls with inscribed spells allow a sorcerer to cast the written spell **without a roll**, thus without taking any risk of failure, even in the middle of combat. They also don't drain the caster's energy, so they **do not count** towards the daily spell's quota.

The spell is erased from the scroll after casting. Note that if the sorcerer is casting in combat and is interrupted by a successful attack against them, the casting fails and the spell is erased anyway.

To write a scroll, the sorcerer must allocate 1 day for each PWL of the spell +1d6 days (as for writing on the spellbook). The cost, though, is just **10 silver per day** in arcane materials. When casting from a scroll they wrote themselves, a sorcerer does not need to roll and does not need Read Magic.

When casting from a scroll **written by someone else**, the sorcerer must use Read Magic first, to even know what's the spell on the scroll. After that, they can read and cast from the scroll **at any time** (without the need to use Read Magic again).

If the spell uses the caster's level, a scroll counts as for the Level of the reader, not the writer.

POTIONS

Making a potion - a ready to use and liquid versions of a spell - is possible **only for sorcerers**, although sorcerers can also instill a **cleric's spell** (such as a healing spell) into a potion.

The process will require 1 day for each PWL of the spell, +1d6 days. Each day has a cost of **20 silver pieces**, in various ingredients. At the end of the process, the sorcerer or the cleric must cast successfully the spell they want to instill into the potion. A failure, besides the regular consequences, will also **waste the potion**.

While scrolls are usable only by sorcerers, potions can be drunk by any sort of character. It is up to the GM to rule if a certain spell cannot be instilled in a potion or not.

STAFFS AND WANDS

Staffs and wands can store spells as scrolls do, and have the very significant advantage that the spell doesn't need to be read: the energy of the spell is imbued into the wood and ready to cast right away.

As scrolls or potions, staffs and wands **do not** need any roll and **do not** drain energy from the caster, to be used.

Using a staff or wand in combat is the safest choice: the caster's energy is preserved, no roll is required and there is no chance of interruption because of an attack against the sorcerer.

But a sorcerer can carry and own only one charged staff or wand at the time: starting to charge or use a second staff or wand will break the bond with the first one, and discharge it.

Since spells do not need to be read to be cast, other classes can use staffs or wands, not only sorcerers. Characters of other classes, though, will not be aware of the spell contained in the staff until it's cast. A sorcerer, instead, can use Read Magic to determine which spells are loaded into a staff or wand.

If **multiple spells** are loaded into a wand or staff, determine randomly which one is cast by a character that has no knowledge about which spells are contained in the magical object.

A sorcerer, of course, decides which spells to trigger, since with Read Magic they can gain knowledge of the spells contained in the staff or wand.

Each staff or wand can hold a number of spells **whose total PWL** is equal or lower to the sorcerer's Level.

To charge the staff or wand, those spells must be cast regularly with the wood as target, and cost **20 silver per PWL** in additional arcane materials.

A staff or wand can absorb **one spell per day, maximum**, otherwise it will break. Failure in casting the spell often (50% chance plus the normal trouble for failed spells) breaks the wood, wasting previous spells.

READY SPELL

While the caster has a staff or wand in hand, they can also keep one of their own spells (from their own memory, from the spellbook) **ready to**

fire. This is not a spell charged into the staff or wand: the sorcerer simply uses the staff to maintain concentration.

To setup this spell, it must be cast successfully (for example taking one turn to do it slowly), and it counts towards the daily quota.

The spell, then, **remains charged** into the staff or wand until it's released by the sorcerer. Releasing the spell is an action that takes an instant: it drains no additional energy and takes no time, and requires no roll.

Of course, this ready-spell can be discharged at any time, and can be changed for another, by casting a different spell.

A failure in casting to setup the ready-spell will cause the wood to break in 50% of the cases, so this is potentially quite risky, because it could break a staff or wand loaded with other precious and useful spells.

CASTING FROM THE BOOK

In case of emergency a spellbook can be used **as a scroll** but only by its owner (or someone else with the usage of a Read Magic spell). It is even possible to cast an Unstable spell this way.

The spell requires no roll and does not count towards the daily quota, but the spell is then erased by draining its magic. Since it's erased from the spellbook, it's no longer part of the sorcerer spell list.

The sorcerer can re-write the spell to the spellbook from memory, but this process will require days and silver as for any other spell to add to the spellbook. Until the spell is not re-written to the spellbook, the sorcerer can no longer cast it from memory.

SORCERER'S ACTIVITIES

All the sorcerer's activities that require time are mutually exclusive. In other words, during a period of rest when making camp or a day in downtime, a sorcerer can choose **one option**:

- Stabilize one Unstable spell
- Write to the spell book
- Write to a scroll
- Prepare a potion
- Charge a wand or staff

SPELLS

The next pages contain the spells available to the sorcerer, divided by PowerLevel. At character creation, just roll randomly (1d10) to determine which spells are known to the sorcerer. Additional spells are acquired by paying XP (100 x PowerLevel) when gaining a new Level.

SPELLS CIRCLES

Within each PowerLevel, spells may be divided into circles. A circle groups together several spells, sometimes with common characteristics.

For the purpose of the game, all circles are the same, for spells. When the sorcerer gains a Level and needs to roll for new spells, they can decide on which circle(s) to roll.

This allows a little more control over which spells the caster can add to the list of the known ones.

Of course you can allow the sorcerer to select new spells when gaining a new Level, instead of rolling the dice.



SPELLS DESCRIPTION

Every spell in the manual is described according to the following guidelines:

- **Number:** to use to randomly determine which spell is known
- **Name:** the spell name
- **Level:** from which Level the character can learn the spell
- **Range:** Caster - only the caster, no one else; Touch - must touch the target; Zones - number of zones (incl. the one of the caster), can be modified also by the Level
- **Duration:** Rounds - for combat; Turns - for exploration time, can be modified also by the Level
- **Cost:** when not specified, assume one; otherwise refer to the number indicated. This tells you how much energy (daily spells) the specific spell consumes. A "Cost: 2" means marking two spells of the daily quota, instead of the default one

SPELLS LIST

This is a list of all spells divided by PowerLevel and circle. Use the numbers to determine randomly which blessing your sorcerer knows at the start, or learns level by level.

PowerLevel 1

Circle Of Simple Magic

- 1) Charm Person
- 2) Detect Magic
- 3) Hold Portal
- 4) Light
- 5) Magic Missile
- 6) Protection from Evil
- 7) Read Languages
- 8) Read Magic
- 9) Sleep
- 10) Shield

PowerLevel 2

Circle Of Tricks (I)

- 1) Continual Light
- 2) Darkness (basic)
- 3) Detect Evil (Sorcerer)
- 4) Drain Strength
- 5) Feather
- 6) Fire Control
- 7) Locate Object
- 8) Magic Mouth
- 9) Mending (basic)
- 10) Message
- 11) Nauseating Cloud
- 12) Objectpeak

Circle Of Tricks (II)

- 1) Cause Fear
- 2) Forget
- 3) Hold Person (basic)
- 4) Invisible Carrier
- 5) Knock
- 6) Levitate
- 7) Read Minds

Circle Of Tricks (II) (cont.)

- 8) Speak with Animals
- 9) Spider Touch
- 10) Strengthen
- 11) Understand Languages
- 12) Web

Circle Of Illusions

- 1) Detect Invisibility (basic)
- 2) Illusionary Enemy
- 3) Invisibility
- 4) Invisible Servant
- 5) Masquerade
- 6) Minor Illusion
- 7) Mirror Image
- 8) Wall of Concealment

PowerLevel 3

Circle Of Arcanum

- 1) Animate Dead
- 2) Arcane Lock
- 3) Clairvoyance
- 4) Darkvision
- 5) Detect Illusions
- 6) Detect Invisibility (advanced)
- 7) Dispel Magic
- 8) Invisibility (zone)
- 9) Suggestion
- 10) Water Breathing

Circle Of Powers

- 1) Explosive Ward
- 2) Fireball
- 3) Fly
- 4) Fluid Form
- 5) Haste
- 6) Hold Person (advanced)
- 7) Indomitable (basic)
- 8) Protection from Evil (zone)
- 9) Protection from Normal Missiles
- 10) Slow

PowerLevel 4

Circle of Mastery

- 1) Arcane Eye
- 2) Charm Monster
- 3) Cone Of Fear
- 4) Confusion
- 5) Dimension Door
- 6) Extension (basic)
- 7) False Alignment
- 8) Indomitable (advanced)

Circle of Control

- 1) Ice Storm
- 2) Magic Life Drain
- 3) Plant growth
- 4) Polymorph Other
- 5) Polymorph Self
- 6) Polymorph Xtend
- 7) Wall of Fire
- 8) Wall of Ice

POWERLEVEL 1



CIRCLE OF SIMPLE MAGIC

1) Charm Person

Spell PWL: Sorcerer, 1st Level

Range: 3 zones

Duration: Until dispelled

This spell affects one targeted living human or humanoid (only sentient bipeds) of a size not larger than a regular human, and only up to HD or Level 4. A Saving Throw is allowed; if the target fails it will treat the caster as a trusted friend. The target is allowed a new Saving Throw to attempt to dispel the effects of the charm: roll every hour or instead every morning at dawn if the caster is of a Level higher than the victim. The victim retains full memory of all their acts while under the effects of the spell.

2) Detect Magic

Spell PWL: Sorcerer, 1st Level

Range: 2 zones

Duration: 2 turns

The caster can detect magic in places, people or things. For example, magical items may be discovered with this spell, as well as the presence of a charm laid upon a person or a place. A magical light will appear around all magic within the range. Invisible creatures are seen as a glowing shape when invisibility is a spell and not a magic feature or property. No details about the magic are revealed by this spell, but Read Magic can be used as a follow-up spell to gather information.

3) Hold Portal

Spell PWL: Sorcerer, 1st Level

Range: 3 zones + Level zones

Duration: 1d6 turns + Level Turns

This spell holds a door (or equivalent) closed for the spell's duration or until dispelled (i.e. with a knock spell or dispel magic). The caster can move away from the door: the range indicates the maximum distance from the door when casting. Creatures immune to magic can shatter the spell without effort (they dispel the Hold Portal at all effects).

4) Light

Spell PWL: Sorcerer, 1st Level

Range: 2 zones

Duration: 5 turns + Level Turns

The target (person or object), which must be within range, produces light as a torch. It illuminates 2 zones, 3 at best. The caster can reduce the light, but only by ending the spell the light can be fully extinguished. A target creature is allowed a Save to negate the spell: if they succeed then the light just affects the area without following them.

5) Magic Missile

Spell PWL: Sorcerer, 1st Level

Range: 2 zones + Level zones

Duration: Immediate

A magical missile strikes from the caster fingertips, against a target which must be at least partially visible. The caster can decide either roll to hit for 1d6+1 damage, or strike automatically

for 1d4+1 damage. No Saving Throw is allowed. The caster can strike an additional missile at level 4 and a third at level 8 (no more). In this case the target can be different for each missile.

6) Protection from Evil

Spell PWL: Sorcerer, 1st Level

Range: Caster

Duration: 6 turns (approx. 1 hour)

Creates a magical field of protection around the caster, blocking out all evil creatures, mind control, summoned creatures and similar. The caster gains a +2 AC against their attacks, and +2 for Saving Throws against their spells and similar. The spell does not grant immunity but serves as additional protection, and allows the caster to attack those evil creatures from behind this magic protection.

7) Read Languages

Spell PWL: Sorcerer, 1st Level

Range: Normal reading distance

Duration: Two readings

This spell allows the caster to decipher any written language that is not magical, for example directions, instructions, formulae, and maps. This can be particularly useful for treasure maps, but it does not solve any codes nor grants the caster any understanding beyond their actual knowledge.

8) Read Magic

Spell PWL: Sorcerer, 1st Level

Range: 2 zones

Duration: 2 scrolls/writings or spells' effects, magic objects, creatures, etc.

This spell allows the caster to read magic scrolls, spell books, dungeon walls and similar. When an item has been read once, it remains understand-

able forever to the caster. A Saving Throw is allowed for cursed scrolls and similar, to avoid triggering their effect. The spell can also be used to understand the power of magical items or creatures within range.

9) Sleep

Spell PWL: Sorcerer, 1st Level

Range: 5 zones

Duration: 6 turns (approx. 1 hour)

This spell puts enemies into an enchanted slumber (no saving throw permitted). Attacking sleeping creatures will instantly wake them up. The caster affects a number of total HD enemies up to 1d6 + caster LVL, starting with lowest HD creatures. For example with a roll of 3 a caster of LVL 2 will affect up to 5 HD creatures; if 2 HD 1(+) creatures are present, they'll be affected; if a third creature of HD 4(+) is present, it won't be affected. A lonely HD 4 creature would instead be affected.

10) Shield

Spell PWL: Sorcerer, 1st Level

Range: Caster

Duration: 2 turns

An invisible shield protects the caster from physical attacks; it grants the caster an Armor Class of 7 against ranged attacks and AC 6 in melee. If the caster AC is already better, simply grants a +1 AC. All attacks also inflict 1 HP damage less.



POWERLEVEL 2



CIRCLE OF TRICKS (I)

1) Continual Light
Spell PWL: Sorcerer, 2nd Level
Range: 5 zones
Duration: Until dispelled

The target (person or object), which must be within range, produces light as bright as daylight. It illuminates 5 zones, even more in open spaces. The caster can reduce the light, but only by ending the spell the light can be fully extinguished. A target creature is allowed a Save to negate the spell: if they succeed then the light just affects the area without following them; if instead they're affected by the spell, they might be blinded until it's dispelled, if it's cast directly in their eyes.

2) Darkness (basic)
Spell PWL: Sorcerer, 2nd Level
Range: 3 zones
Duration: 2 turns + Level Turns

The spell casts a supernatural darkness in the area selected by the caster: the darkness cannot move and covers only an area up to 3 zones. The reverse of the light spell just causes a natural darkness that cannot be illuminated by natural light sources like the sun or a fire; doesn't hinder creatures with infravision or darkvision, and at the same time usually hampers the caster. The Darkness spell, instead, causes a supernatural darkness that cannot be penetrated by light nor infravision nor



darkvision; only the caster is able to see through it. The spell can be dispelled by Dispel Magic or countered by Continual Light, not by Light.

3) Detect Evil (Sorcerer)
Spell PWL: Sorcerer, 2nd Level
Range: 2 zones
Duration: 3 turns (approx. 1 hour)

The sorcerer detects any form of evil within range: evil enchantments, intentions, thoughts, auras, creatures. Traps, poisons, mechanical devices etc. are not inherently evil and cannot be detected with this.

4) Drain Strength
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level
Duration: 1 round per Level

The target of the spell is struck by a dark energy ray, and suffers approximately a 25% temporary loss of strength (use this value to judge generic actions), and a -2 to all the related rolls (use this value mechanically). The caster can strike an additional ray at level 4 and a third at level 8 (no more), even all against the same target (cumulative effects). Each ray should be resisted with a separate Saving Throw.

5) Feather
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level
Duration: Until touching the ground

This spell can be cast in an instant, and allows the caster to target themselves or someone within range. Saving Throw is allowed if the target does not wish to have the spell's effects applied to them. If the spell is cast successfully, the target becomes as light as a feather (incl. all their gear up to their maximum

encumbrance). If the target is already falling, it will slowly float to the ground (at a speed of one storey height per round); the spell will last long enough for the target to get to the bottom of a chasm, a pit, etc. It can also be used to jump from heights, but remember that the target becomes as light as a feather and the landing spot should be randomly determined. While falling, the target suffers a -2 AC against possible attacks. If cast against an enemy, it will affect only those not larger than a warhorse, and by making them so light, the spell will affect everything they do (attacking, defending, inflicting damage) with a -2 penalty.

6) Fire Control
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level
Duration: 1 turn per Level

The caster can control an amount of existing fire (from a torch, a campfire, and so on) depending on their own level: the equivalent of a torch fire from Level 2, of a campfire from Level 4, of a bonfire from Level 6, and of a house in flames from Level 8. The fire can be roughly directed and controlled in shape, behavior, direction, and even made to perform tricks, diversions, etc. The fire can be used as an improvised weapon: it's impressive and deals a progressive damage of 1d4 (torch), 1d6 (campfire), d8 (bonfire), d10 (house in flames). Note that the spell just controls an existing fire, it does not create one, but might be used to make sure an existing fire grows in size or is reduced or extinguished or controlled. Alternatively, the caster can concentrate to control the smoke of the such fire, again to use as a diversion or blind adversaries etc.

7) Locate Object (Sorcerer)
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level
Duration: 1 round per Level

The caster perceives a supernatural pulling sensation that directs them towards the object specified. It cannot be something generic (no way of casting “pull towards gold”) but it must be a pull towards a specific object that was seen already.

8) Magic Mouth
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: Until triggered or dispelled

The caster sets the spell upon an object, with a message (at most 30 words long) and specific trigger conditions. When the trigger conditions are met, a mouth appears on the object and speaks the words of the message. The message can be spoken in normal tone and with the voice of the caster, or with any other voice as specified by the caster (if it's a real voice, the caster must have heard it). The message cannot be louder than if spoken by a human voice, nor in any language unknown to the caster.

9) Mending (basic)
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: Immediate

Small objects can be fixed by the use of this simple spell: a single major break in a solid material or tear in fabric or leather, disappears and the object looks as if it never broke. If the object was shattered - like a ceramic or glass object - it can be fixed with one spell, but the object will maintain signs of

the breaking; casting a second time will remove any sign of breaking. Only inanimate objects, not larger or heavier than a human child, can be fixed with the spell. If something larger has been broken, it could be fixed by multiple castings, according to its size. If cast on a corpse, it “fixes” wounds, but does not revive it. If cast on an open wound and an alive creature, it does nothing but cause useless pain and sometimes infections. If cast on a magic item, it fixes its appearances, but not its powers. If cast on a complex mechanism, it fixes the pieces but does not assemble them back together.

10) Message
Spell PWL: Sorcerer, 2nd Level
Range: 3 zones + Level
Duration: 1 turn per Level

The spell allows the caster to whisper messages into the ears of the intended recipient, and only him will be able to hear such whispers. The caster must be able to see the target of this communication when the spell starts, but then can lose sight without of it without losing the connection (although the caster must remain in range). The target responses are also heard as a whisper by the caster, and these responses must be really spoken by the target, although even as a barely audible whisper. In any case, any word (whispered or spoken) said by the target during the duration of the spell, will be heard by the caster. The spell requires gestures and words to be cast (as all spells) but they can be easily devised as different gestures and words (the caster should describe them and explain how the spell is hidden, if he's under scrutiny). If the target is unaware of the spell, no Save is allowed.

CIRCLE OF TRICKS (II)

11) Nauseating Cloud
Spell PWL: Sorcerer, 2nd Level
Range: 3 zones
Duration: 1 turn per Level

The caster affects an area as large as 1 zone, within range: the area fills with nauseating vapors. Anyone in the zone suffers severe penalties while in the zone (like a -5 to all rolls) with no Save allowed. The effects persist for 1d6 rounds after leaving the zone, but a successful Save vs poison will negate the d6 rounds if the creature does not re-enter the zone.

12) Objectspeak
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: 1 round per Level

An object touched by the caster forms a sort of a mouth and can answer a question per round asked by the caster. The object, according to the GM's judgment, will respond only about things that it can possibly know. A book can speak about its content (about a single specific topic per question, or with a generic summary, etc.), a table might speak about what was placed on it, a blade perhaps about who wielded it or maybe who did it cut or pierce. An object doesn't really have "eyes", "ears", and so on, so the GM might be quite restrictive in the information provided, although such information is rarely totally useless.

1) Cause Fear
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: 2 rounds + Level

This spell (often also triggered by monsters as an innate ability, but by sight and not by touch) instills a primordial terror into the target, which must be human or humanoid; the target is allowed a Saving Throw but if it's failed they will run away in panic. The target also has a 50% chance of dropping whatever they're holding. While running away, the target retains basic control of their action, but will not communicate with others, nor slow down, until the spell effects cease. The caster can afflict multiple targets but this grants a cumulative +2 bonus to their Save for each creature beyond the first one. The cleric's Remove Fear blessing allows to counter this spell.

2) Forget
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level
Duration: Until dispelled

The caster can obscure the memory of up to 4 humans or humanoids, and obfuscate the memory of all past events going back in time for a maximum of 6 turns (1 hour) per caster Level. The spell hides those memories but does not erase them: if the spell is detected and dispelled, the memory is restored. A Saving Throw is allowed, with a penalty of -3 if there's a single target, -2 if there are two, -1 if there are three, and no penalty if 4 targets are affected.





3) Hold Person (basic)
Spell PWL: Sorcerer, 2nd Level
Range: 6 zones
Duration: 6 turns (approx. 1 hour)

The caster targets 1d4 humans or humanoids (only sentient bipeds; centaurs count double because they have four legs, undead and other monsters are immune): each target is allowed a Saving Throw vs. paralysis (with STR) and if failed they are allowed only to stand still, or move away from the caster and his allies, at very slow speed. If the caster targets only a single person, the ST is rolled with -2. The spell is broken by attacks against the target(s).

4) Invisible Carrier
Spell PWL: Sorcerer, 2nd Level
Range: 2 zones
Duration: 6 turns

An invisible container, floating in the air, will follow the sorcerer around, carrying something for him. The invisible

carrier can be used to transport liquids - approximately 2 or 3 gallons, 10 liters, 10 bottles or so. It can be used to transport heavy loads - up to 500 pounds, over 200 kilograms, two heavy people or three smaller persons. The invisible carrier follows the sorcerer keeping the desired distance, up to 2 zones, but not more. It can be left floating still if the sorcerer needs to move further away, but it cannot be sent anywhere further away than 2 zones.

5) Knock
Spell PWL: Sorcerer, 2nd Level
Range: 2 zones
Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by most magic. As an alternative, instead of unlocking the spell can force open all stuck or held doors, with great force, again within its range. The caster must choose if to either unlock or force, and

the spell does not affect secret doors or hidden chests unless they're found first, or any lock or door not known to the caster. Also, the spell does not raise barred gates or similar. If the spell is used against magic locks, it grants access only at the time of casting then the spell is restored; if it's used against physical barriers, those remain open.

6) Levitate

Spell PWL: Sorcerer, 2nd Level

Range: 1 zone per Level

Duration: 1 turn per Level, or until dispelled

The spell allows the Caster to levitate, moving up or down vertically. Levitation rate up or down is relatively slow, approximately the equivalent of one zone or one storey height per round (around 10 per turn). In total, the caster can control this movement in a range of one zone or one storey height per Level (up or down), then lose control. The spell provides no horizontal movement capacity: the caster can usually move laterally or ahead or backwards by pushing or gripping on other surfaces. If the spell is cast against an unwilling creature, the target is allowed a Save to resist the effect of it. The levitation can last at most for one turn per Level of the caster, or until dispelled; any attack or action that causes the caster to stop concentrating, will end the spell's effect.

7) Read Minds

Spell PWL: Sorcerer, 2nd Level

Range: 1 zone per Level

Duration: 1 turn per Level

As long as the spell lasts, the caster is able to hear the thoughts of any intelligent humanoid within range. The spell transmits thoughts as if they were spo-

ken in the voices of the original creatures, each with its own unique and recognizable voice if they're known to the caster. Thoughts transmit as "sound"; solid walls will block them but distance does not make them less audible as long as they are within range. The spell does not obstruct the normal voices and sounds, just adds to them, and the caster is usually able just to perceive general feelings and moods, or very unique and powerful intentions. To be able to read the thoughts of someone in particular, the caster can concentrate and exclude everything else, thus focusing the spell on a single target. Note that the spell does not allow mind-reading: the caster can just hear what the target thinks at the moment.

8) Speak with Animals

Spell PWL: Sorcerer, 2nd Level

Range: Caster

Duration: 6 turns

The caster can speak with normal or giant animals; when casting the spell the cleric should define a single and simple family of animals, and the communication will be allowed only with those (for example: little birds, birds of prey, wolves and dogs, small insects, spiders, farm animals, and so on). The communication is limited by the animals' intelligence, and usually the caster cannot receive verbose responses, but only simple ones (such as yes and no), simple concepts (fear, danger, safe, follow, etc.) and brief visions of the animal's memory. The animals do not change their attitude or become especially friendly, but will be potentially more cooperative: fearful animals will grant some trust to the caster, and aggressive ones will probably delay their attack. Depending on the concepts expressed by the caster and his gestures,

the attitude of the animals might shift towards very friendly or openly aggressive. After gaining the trust of some animals, the caster might even request from them some simple service or task.

9) Spider Touch
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: 1 round per Level

The subject hands and feet become unnaturally sticky, and allow the subject to climb walls and walk on them or even walk on the ceiling, as long as both hands and both feet are used for the purpose. This movement is often referred to as the “spider walk” by magic users. For the spell to work, the subject must wear nothing on hands and feet. Small and light objects coming in contact with the hands and feet of the subject get stuck to it, but can be forcefully removed by someone else. This spell can be used on another creature (touch required) with no Saving Throw.

10) Strengthen
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: 1d6 + Level turns

This spell might be cast upon a creature or an object, making them larger and proportionally stronger. A creature gains 1d6 Strength (adjust the combat bonuses, to hit and damage, appropriately) and grows of around 50% its size. If the caster is Level 5 or higher and so it the target creature, the size can be doubled and the Strength grows of 2d4. The Strength score cannot grow beyond 19 for a human (with a +4 bonus). The spell does not affect the targets’ gear, clothes and equipment. A Save is allowed against the spell, if the target wants to resist the effects. If the

spell is cast against an object, the caster is able to somehow control the growth, at least partially, so the 50% or 100% growth (depending on the caster Level) can be roughly shaped; for example the spell might be used to strengthen the ropes of a shaky bridge, without making it “longer” or “wider”... The caster can affect approximately an amount of inanimate material equal to the weight/size of a couple of humans.

11) Understand Languages
Spell PWL: Sorcerer, 2nd Level
Range: Touch
Duration: 1 turn per Level

This spell allows the caster to understand a spoken language that is not magical, but first they must touch a living creature speaking such language. Any other creature speaking the same language will be automatically understood. As for Read Languages, the spell does not grant any specific understanding of the meaning of what is said: it just allows literal understanding of the spoken words. As Read Languages does not grant the ability to write, Understand Languages does not grant the ability to speak such languages.

12) Web
Spell PWL: Sorcerer, 2nd Level
Range: 3 zones
Duration: 1 turn per Level

A layered, sticky web of strong strands fills an entire zone within range of the caster. It takes two entire turns (20 minutes) to get through with brute force and blades; only one turn if there are creatures larger and stronger than humans employed, or some special blades. Creatures stronger as giants or trolls, or more, will just rip through the web in 1d6 rounds (at most one min-

ute). Creatures captured in the web take as long to get untangled and exit the web, to the side they choose. The web is flammable: if set on fire all creatures within it will suffer 1d6 points of fire damage for 2 rounds, then the web is destroyed and all creatures are free.



CIRCLE OF ILLUSIONS

- 1**) Detect Invisibility (basic)
 Spell PWL: Sorcerer, 2nd Level
 Range: 1 zone per Level
 Duration: 1 turn per Level

The caster can perceive invisible objects and creatures as if surrounded by a faint glow. The object or creature becomes visible only if the caster has it in eye-sight; it will not detect something that would be hidden also if normally visible. Creatures that are not physically present (in another plane? another reality?) remain invisible.

- 2**) Illusionary Enemy
 Spell PWL: Sorcerer, 2nd Level
 Range: 1 zone per Level
 Duration: 1 turn per Level, or until dispelled

The caster creates an illusionary enemy or monster; the illusionary creature can also be composed as a hybrid of creatures the caster has seen previously, but each piece must be of a real

creature, although not necessarily in its original size. A caster might project the illusion of a giant dog with spider legs and two heads, able to climb walls... but not of a dragon, unless he has seen one in real life. The illusion inherits the abilities of the original creature(s), but all illusions have standard AC 12 and inflict 1d6 damage. The caster can shape the illusion to look particularly harmful and increase to 1d8 damage but AC 10, or even 1d10 damage and AC 8. If the illusion attacks someone, the victim has the right to a Saving Throw, and success negates the damage and dispels the illusion. Otherwise, the damage is inflicted normally; at HP 0 the victim collapses to the ground unconscious but not dead. As soon as the illusion is hit once, it dissipates.

- 3**) Invisibility
 Spell PWL: Sorcerer, 2nd Level
 Range: Touch
 Duration: 1 turn per Level, or until dispelled

The caster or the subject touched by the caster (it could be also an object) becomes invisible. A creature is allowed a Save if they want to avoid the effect of the spell. While invisible, the subject cannot be seen by normal sight, nor by darkvision or infravision. Gear worn and transported by the subject becomes invisible; anything picked up also becomes invisible. Items dropped or put down return visible. The spell is dispelled if the subject does anything that is not done carefully and slowly (attacking, but also jumping, running, etc.). The subject maintains his weight, physical properties, smell, heat; he still makes noise, etc. Attacks against the subject done by guessing his position are with a -4 or even a -6 or -8 penalty (incl. magic).



- 4) Invisible Servant
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone per Level (in “training”)
Duration: 1 turn per Level

The spell evokes an invisible force that the sorcerer can set to perform simple, easy tasks. For example the servant can fetch small objects, open unlocked doors, move things which are not too heavy for a child to lift, and so on. It can clean, sort, mend, and the like. It cannot attack or fight, it cannot carry heavy weights, and it cannot be killed by natural weapons. The first time the invisible servant performs a task, it must be guided by the caster’s concentration and cannot get beyond the spell’s range. The caster is training the invisible servant in this manner, and subsequent executions of a similar task can be performed without the caster’s concentration and out of range. The caster should keep a card with an index of tasks learned by the Invisible Servant. While the Invisible Servant can-

not be killed by natural means, it can be dispelled with magic. In this case, theatrically shred to pieces the index card of the tasks learned so far: the caster will have to begin training a new servant.

- 5) Masquerade
Spell PWL: Sorcerer, 2nd Level
Range: Caster
Duration: 1 turn per Level

With this spell the caster changes his own appearance into the one of a chosen human or humanoid, of similar (not necessarily the same) height and weight. Also clothing and gear can appear different to conform to the illusion, but only as long as they’re worn or carried by the caster. Note that the caster’s is not really changed (for example his voice remains the same): the different appearance is purely illusion, and the same is true for his gear (for example if a staff is made to look like a sword, it still won’t cut and will reasonably break if crossed with a real blade).

6) Minor Illusion
Spell PWL: Sorcerer, 2nd Level
Range: 2 zones + Level
Duration: 2 turns

The sorcerer can generate a minor illusion as follows: the illusion might be one among the sorcerer's voice, the sorcerer's appearance, the sorcerer's smell. The illusion can invest a single sense and not more, but it will appear as perfectly real to anyone inspecting it. The sorcerer must create the illusion within range and can control it (how to move, what to say, how to look, etc.) as long as it remains within range. The sorcerer can also give a command to the illusion (for example to move at a certain speed on a certain route) but the command is limited (the illusion cannot "follow" a road, but can "keep going straight then turn right"). After issuing the command, the sorcerer can move out of range; if he does it without commands, the illusion just keeps doing what it does, without moving away. Only intelligent creatures and with HD greater than the sorcerer Level, might attempt a Save against the illusion, otherwise they will believe it true - until proven otherwise. The illusion is not dispelled but loses effect if the target can actually verify that it is not real (such as finding a voice with no body).

7) Mirror Image
Spell PWL: Sorcerer, 2nd Level
Range: 1 zone
Duration: 6 turns

The spell creates 1d4 illusions with the appearance of the caster, all acting in synchronization with him. It's impossible to distinguish the real caster from the illusions, and each action or attack aimed at the caster, will strike randomly. Whenever an attack or ac-

tion is directed at an image (successful or not), the image dissipates, until only the caster is left. Hitting the caster while there are still images around him doesn't change the odds of the next attack, which could still target randomly an image instead.

8) Wall of Concealment
Spell PWL: Sorcerer, 2nd Level
Range: 3 zones
Duration: 1d6 rounds + Level rounds

A wall of dark smoke and fog is cast within range, and affects an area as large as 3 zones maximum. All creatures within the fog appear barely as shades to those outside the fog and to others within the fog. Any gesture or action is concealed by the thick smoke and fighting within the smoke inflicts a -2 penalty to all rolls. Animals will refuse to enter the magical fog. Magical winds can dissipate the fog before the spell ends.



POWERLEVEL 3



CIRCLE OF ARCANUM

1) Animate Dead
Spell PWL: Sorcerer, 3th Level
Range: touch, or 3 Zones
from Level 5
Duration: Permanent

The spell creates a skeleton or a zombie from a dead body of a human or humanoid; the caster must touch the body, or if of Level 5 or above, be within 3 Zones. Up to 1d6 bodies can be animated, and another 1d6 if the caster is Level 8 or more. Use standard skeleton or a zombie statistics; the corpse remains animated and obeying the caster until they're slain. This is considered blasphemy by the church.

2) Arcane Lock
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: Permanent

This spell places a magical lock on a door, chest or similar - same as Hold Portal, but with permanent duration. The caster can move away from the target after casting, and the lock remains in place. The caster is always free to open or pass the lock but this causes a minor interruption in the lock - which is then restored automatically, within seconds. Creatures immune to magic can bypass the lock but do not shatter it, and any caster of 3 or more Levels higher than the caster will also be immune to the lock. A spell like Knock will allow bypassing the lock, while Dispel Magic will remove it completely.

3) Clairvoyance
Spell PWL: Sorcerer, 3rd Level
Range: See below
Duration: 1d6 + Level turns

The spell allows the caster to see a remote location and through walls, as long as the location is known to the caster, or as long as it is relatively visible even if just from the outside (for example, being able to see a house allows to see within it). Once the target location is selected, it can be moved but only once per turn (every 10 minutes more or less). The caster can see in all directions at once from the target location he choose, and can see as far as the human eye could (no further passing through walls, for example). By halving the spell duration (rounded down) the caster can also hear around the target location, as a human ear would hear. A thin sheet of lead will block the spell.

4) Darkvision
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: 1 day

The caster or another creature (touched upon casting) is able to see up to 5 zones in the dark with darkvision (as a monster - same as infravision).



5) Detect Illusions
Spell PWL: Sorcerer, 3rd Level
Range: 1 zone per Level
Duration: 1 turn per Level

As long as the spell lasts, the caster is able to distinguish illusions from reality. The caster is still able to see the illusion, but at the same time can recognize it for what it is, and see the reality behind it. By reducing the spell range and duration of one per additional subject, the caster can grant this power to others (reduce of 1 zone and 1 turn to give this power to an ally, of 2 zones and 2 turns for two allies, etc.).

6) Detect Invisibility (advanced)
Spell PWL: Sorcerer, 3rd Level
Range: 1 zone per Level
Duration: 1 turn per Level

The caster can perceive invisible objects and creatures as a supernatural vibe. The object or creature is detected also if it's not in eye-sight; the caster can follow its vibe without problems, but cannot identify the object or creature by its vibe until it's doesn't come in sight. Creatures that are not physically present (in another plane? another reality?) are also detected. Illusions are not revealed by this spell.

7) Dispel Magic
Spell PWL: Sorcerer, 3rd Level
Range: 5 zones
Duration: Immediate

The spell can be used to dispel most spells and enchantments, and temporarily neutralize magic items and special magical powers of monsters and creatures. The spell automatically negates and ends every spell in its range (also friendly spells, and other spells

of the same caster) that were cast by a character or creature of Level equal or lower than the caster. Spells or creatures of higher level have a cumulative 15% chance of avoiding the spell for each Level (or HD) of difference. Magical items and special and magical powers of monsters and creatures (but not other casters) are nullified for 1d6+1 turns. Unless specified, all magic items are the equivalent of Level 5+1d4. If cast by touching the object and every day at dawn for three days in a row, it will disenchant an item permanently (roll the chance of save only on the third day).

8) Invisibility (zone)
Spell PWL: Sorcerer, 3rd Level
Range: all allies in the same zone
Duration: 1 turn per Level, or until dispelled

The spell creates an invisibility field around the caster and his allies, for a number of creatures maximum equal to caster's Level. A creature is allowed a Save if they want to avoid the effect of the spell. The caster and his allies, as long as they remain in the same zone of the caster, are completely invisible: they cannot be seen by normal sight, nor by darkvision or infravision. Gear worn and transported by the subjects becomes invisible; anything picked up also becomes invisible. Items dropped or put down return visible. The spell is dispelled for all if any of the subjects does anything that is not done carefully and slowly (attacking, but also jumping, running, etc.). All the subjects maintain their weight, physical properties, smell, heat; they still make noise, etc. Attacks against the subjects done by guessing their position are with a -4 or even a -6 or -8 penalty (incl. magic).

9) Suggestion
Spell PWL: Sorcerer, 3rd Level
Range: 3 zones (when casting)
Duration: 1 week per Level

The caster must speak with the target of this spell to implant the suggestion in their mind, but this can be done without the target noticing anything has been cast at all, since the spell always sounds like normal words which perfectly make sense. The target is allowed a Save and in case of success the spell will have no effect; a target who is a sorcerer, a cleric or anyone with knowledge of magic or the supernatural, will understand what the caster attempted to perform. If the Save is failed, the suggestion is now implanted in the mind of the target. A suggestion can be something to do now, or something with a trigger (a certain time, or a certain event, etc). The suggestion might be a single act ("steal the ring"), a certain mindset ("don't be so defensive"), a predisposition ("treat this person as an enemy"), and anything that can be described in not too many words. The target will act once according to the suggestion and then continue (unless the caster ends the spell) but

every time they do something against their interest or their nature, they are allowed a Save. If they succeed, they perform their last duty and then are free of the spell, but do not remember being a victim of it. A suggestion that directly aims at harming the target itself, will fail; the caster can still try to circumvent this by tricking the target to get into dangerous situations. The suggestion spell resides into the mind of the sorcerer, so Detect magic cast upon the target will not reveal it; in the same way, to end this spell a Dispel magic should be aimed at the caster, not at the victim of it.

10) Water Breathing
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: 2d6 turns + Level

The caster or another creature (touched upon casting) is able to breathe underwater until the spell's duration expires. It does not grant any skill in swimming, but the change (like gills on the neck) in the human physiology is clearly visible.



CIRCLE OF POWERS

- 1**) Explosive Ward
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: Until triggered

The caster scribbles a magic and explosive ward on parchment, vellum or paper. With the help of a stonemason or a smith, the ward could be placed on a wall or a metal surface, while a carpenter could place it on wood, etc. When preparing the ward, the caster should determine either if: it's a magic rune understandable only to other casters, or a generic symbol understandable to all those that will see it. If it's a magic rune, only another sorcerer reading the scroll or book will trigger it, when asking what it is, or what it does, or what it looks like (more so if using Read Magic or other reading spells). If it's a generic symbol, the first intelligent or semi-intelligent creature setting eyes on it to examine it or understand it, will trigger it (for example: entering the room and seeing the symbol does not trigger it; asking what's on the symbol, examining the symbol, etc. will trigger it). When triggered, the ward explodes and inflicts 3d6 damage in a range of 1 zone (the zone where the ward is) and additional 1d6 in all adjacent zones. Any caster has a 50% chance of recognizing the ward as dangerous, and 75% if of a higher Level than the one that has cast the ward. Anything that makes the ward unreadable, or breaks its pattern, will neutralize it.

- 2**) Fireball
Spell PWL: Sorcerer, 3rd Level
Range: 1 zones + Level zones
(max. 5 zones)
Duration: Immediate

The caster projects a small flame from his hand(s) or staff, which turns into a huge fireball on its course towards the target, hitting for 1d6 damage per Level, and up to a maximum of 9d6. All enemies and allies within the same zone as the target suffer the damage. A successful Save with Dexterity allows to suffer only half damage. The powerful fire is also enough to set a small house on fire or melt metals like copper, gold, silver, bronze, and when exploding also sends off a powerful wind blast.

- 3**) Fly
Spell PWL: Sorcerer, 3rd Level
Range: Caster
Duration: Level turns + or - 1d6

The subject is granted the possibility to fly - in any direction, and as fast as the subject would be able to run. If the target is the caster, the spell will last a number of turns equal to the caster's Level +1d6 (rolled in secret by the GM). If the target is someone else, the spell will last a number of turns equal to the caster's Level - 1d6 (minus); subtract the d6 roll result (again roll in secret) from the caster Level, and if the result is zero or negative, the spell cannot lift the target.



4) Fluid Form
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: 1d6 turns + Level

The subject (caster or a willing target that must be touched while casting) takes at will either liquid or gaseous form: all the gear, clothes etc. will turn into liquid or gas with them. While in liquid or gaseous form, the subject can disappear in water or slip through small holes or be transported in jars etc. The subject can end the spell before the time and regain the original physical form, with all their gear and stuff, but then cannot transform again in liquid or gaseous form.

5) Haste
Spell PWL: Sorcerer, 3rd Level
Range: 1 zone
Duration: 1d6 rounds + Level

A number of creatures equal maximum to the caster Level benefits from supernatural speed: these creatures move at double their speed, automatically win Initiative in combat, and in every combat round they can perform twice the number of actions they would regularly. It cannot combine with other spells increasing speed or strength. It is also possible to cast two spells per round, while under the effect of this enchantment.

6) Hold Person (advanced)
Spell PWL: Sorcerer, 3rd Level
Range: 3 zones
Duration: 6 turns (approx. 1 hour)

The caster targets 1d4 humans or humanoids (only sentient bipeds; centaurs count double because they have four legs, undead and other monsters are immune): each target is allowed a



Saving Throw vs. paralysis (with STR) and if failed they are completely paralyzed. They live and breathe, but cannot even speak. If the caster targets only a single person, the ST is rolled with -2. The spell is broken by attacks against the target(s).

7) Indomitable (basic)
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: 1d6 rounds + Level

The spell allows the target to gain a supernatural speed and strength, which grows proportionally to the number of enemies engaging him. In combat, the target always makes one attack first (winning automatically the initiative) and then gains one free attack against every adversary that attacks him - although adversaries with multiple attacks can be countered just once.

8) Protection from Evil (zone)
Spell PWL: Sorcerer, 3rd Level
Range: all allies in the same zone
Duration: 6 turns (approx. 1 hour)

The spell creates a magical field of protection around the caster and his allies, blocking out all evil creatures, mind control, summoned creatures and similar. The caster and his allies gains a +2 AC against evil attacks, and +2 for Saving Throws against their spells and similar. The spell does not grant immunity but serves as additional protection, and allows to attack those evil creatures from behind this magic protection. Allies must remain in the same zone as the caster to benefit from this protection.



POWERLEVEL 4

CIRCLE OF MASTERY

9) Protection from Normal Missiles
Spell PWL: Sorcerer, 3rd Level
Range: Touch
Duration: 6 turns (approx. 1 hour)

The subject becomes almost invulnerable to normal missiles, gaining a +6 AC against arrows, darts, stones, etc. Huge boulders or ballista's projectiles are too large to be stopped, so just count +2 AC against those. The spell does not protect against magic.

10) Slow
Spell PWL: Sorcerer, 3rd Level
Range: 2 zones + Level zones
Duration: 2 rounds x Level

The target of the spell is slowed down and can attack, cast spells, etc. only every other round. The target must skip all actions in the first round after the spell is cast, then can perform major actions or movements in the second round, minor ones in the third, major in the fourth, minor again and so on. If the target passes a Save vs. Magic successfully, they suffer only the consequence of skipping the actions in the first round, then can act freely. The caster can affect also multiple creatures, of an HD total equal or lower of the caster's Level, and each should roll an independent Save vs. Magic. If the caster targets a single creature, the creature's HD can be higher than the caster's Level.

1) Arcane Eye
Spell PWL: Sorcerer, 4th Level
Range: 4 zones + Level
Duration: 6 turns (approx. 1 hour)

The spell allows the wizard to detach one of his eyes, and send it floating at a maximum distance as the spell's range. While the eye floats around, the eye-socket of the wizard appears as a dark hole, but does not bleed nor hurt. The wizard can see through the floating eye as long as he closes the other. The eye becomes invisible while floating, and can move twice the speed of a running human or horse. The eye is extremely hard to hit because it's invisible and makes no noise, but creatures that can see the invisible will be able to detect it. If anyone manages to hit the eye, the caster suffers 2 HP damage and the eye snaps back into place instantly, thus ending the spell.

2) Charm Monster
Spell PWL: Sorcerer, 4th Level
Range: 3 zones
Duration: Until dispelled
Cost: as 2 daily spells

This spell affects one targeted living monster or even human or humanoid up to the size of a large ogre or troll. The target can be only one if with HD 4 or more, or it can be extended to 2d6 creatures if they are all of HD 3 or less, but in that case they gain a +2 to their Save. If the Saving Throw fails, the monster is charmed as in Charm Person and will treat the caster as a trusted friend or ally, or as a member



of the pack or similar (depending on the monster's intelligence). A new Save is allowed every hour, or every morning if the caster's Level is higher than the victim's HD. The victim retains full memory of all their acts while under the effects of the spell.

3) Cone Of Fear

Spell PWL: Sorcerer, 4th Level
Range: 2 zones + Level
Duration: 2 rounds + Level
Cost: as 2 daily spells

This powerful variant of Cause Fear instills a wild terror in the targets: it affects a maximum of $3d6 + \text{Level}$ creatures in a cone shaped area, up to a distance of the maximum spell's range. The spell affects first lower HD creatures, but can affect also non-human and non-humanoid creatures, but of course not undead. Targets that fail the Saving Throw will run away in panic, and there's a 50% chance that they will drop whatever they're holding. While running away, the target retains basic control of their action, but will not communicate with others, nor slow down, until the spell effects cease. The cleric's Remove Fear blessing allows to counter this spell.

4) Confusion

Spell PWL: Sorcerer, 4th Level
Range: 2 zones + Level
Duration: 1 round x Level in combat, otherwise 1 Turn x Level

The spell affects $3d6$ creatures as indicated by the caster, within the spell's range. It targets first weaker creatures of lower HD, and creatures of 3 HD

or lower are allowed no Saving Throw. Creatures of HD 3 or more are allowed a Save and if they succeed they shake off the effect of the spell right away, but lose a round if in combat. While confused, a creature will act according to the actions of list 1 if the caster and/or his allies are visible, and according to list if the caster and/or his allies are not visible to the creature. List 1 (if caster or his allies are visible), roll 1d6: 1-Creature attacks caster, 2-Creature attacks caster's allies, 3-Stands and babbles incoherently, 4-Moves away from the caster in fear, 5-Attacks nearest own ally, 6-Attacks strongest own ally. List 2 (if caster or his allies are not visible), roll 1d6: 1 or 2-Stands and babbles incoherently, 3-Moves away from the generic direction where the caster is, victim of a strange inexplicable fear, 4 or 5-Attacks nearest own ally, 6-Attacks strongest own ally.

5) Dimension Door

Spell PWL: Sorcerer, 4th Level
Range: 5 zones + Level
Duration: Immediate
Cost: as 2 daily spells

The spell allows the caster to teleport a single subject to the desired location. The subject can be the caster or a willing subject, or it could be an unwilling target. Regardless, if the target is not the caster, then it must be in the same zone as the caster. While teleported, a target maintains all his gear and everything he's touching, but does not teleport other creatures. Contended objects are assigned randomly. The destination must be within the range of the spell, and might be visible or not. If not, then



it must be either a place known to the caster, or an exact spot determined by measurement: if the spot is already occupied by a solid body, the spell fails. If the target is unwilling to be teleported, they can roll a Save vs. Magic; if they succeed in the Save there is a 1 in 4 chance that the caster is teleported instead but only if the target creature HD was higher than the caster's Level.

6) Extension (basic)
Spell PWL: Sorcerer, 4th Level
Range: Caster
Duration: Immediate

The Extension-basic gives additional strength to the next spell: the caster can decide if to increase the Range of the next spell up to 50% more, if to increase the Duration up to 50% more, or increase the effect. If the caster increases the effects of the next spell, add one die to its effects, or a +2 bonus to its effects, or a -2 to the Save to resist its effects, and the like. The GM is the ultimate arbiter about what can be increased and how, but all the aforementioned examples should be allowed for basically every spell. Note that the caster must cast Extension-basic successfully and the next spell must be cast within the same day.

7) False Alignment
Spell PWL: Sorcerer, 4th Level
Range: Caster
Duration: 3 instances (or until dawn)

By default, the caster appears of any alignment they will specify to the GM: they could appear as lawful, chaotic, neutral and/or any other exact alignment as in use in your game. Moreover, every time a magic object, a spell, a curse, an NPC, etc. checks the alignment of the caster, the caster can

switch it, so that it appears as something different. Whenever in doubt or if the caster didn't specify anything, treat it as neutral. For all other purposes, the character does not appear to change in any way. For example, the Caster, even though dressed in dark necromantic robes, casts the spell and declares to appear as lawful. Nothing in the caster's appearances changes, but if a lawful NPC interacts with the caster, the player might indeed exploit the spell (counting one of three instances). Later on, the same caster interacts with a cursed magic object: the GM reveals that it's indeed cursed and that it's checking the caster's alignment (no further details required). The caster decides to switch to chaotic (second instance), and in fact avoids the curse that affected only lawful characters. The spell ends after three uses, or at dawn (whichever occurs first).

8) Indomitable (advanced)
Spell PWL: Sorcerer, 4th Level
Range: Touch
Duration: 2d6 rounds + Level

The spell allows the target to gain a supernatural speed and strength, which grows proportionally to the number of enemies engaging him. In combat, the target always makes one attack first (winning automatically the initiative) and then gains one free attack for every attack against him - countering every single attack, also multiple attacks from the same adversary.



CIRCLE OF CONTROL

- 1**) Ice Storm
Spell PWL: Sorcerer, 4th Level
Range: 4 zones
Duration: 1 round

A sudden vortex of ice, snow and hail forms in a circle of the size of 1 zone, within the 4 zones range from the caster. The vortex inflicts 3d10 HP damage to a single creature within the area of the circle, or 2d10 HP damage to multiple creatures, as chosen by the caster. If the storm inflicts 2d10 damage, it will also throw the targets out of balance, to the ground, or push them against a wall, extinguish a fire, etc. as chosen by the caster.

- 2**) Magic Life Drain
Spell PWL: Sorcerer, 4th Level
Range: 1 zone + Level zones
Duration: Immediate
Cost: as 2 daily spells

A magical energy painfully drains strength and life force from one or more targets, inflicting 1d4 damage per caster Level, distributed as the caster wishes. This life force gathers in the hands of the caster, which in the next round can cast Magic Missile (even if they don't know the spell), releasing such energy. The caster will release one magic missile for every 2d4 damage inflicted (a number of magic missiles equal to Level divided 2) and either roll to hit for 1d6+3 damage, or strike automatically for 1d4+3 damage (higher damage than the regular magic missile). The target can be different for each missile.



- 3**) Plant growth
Spell PWL: Sorcerer, 4th Level
Range: 9 zones
Duration: Until dispelled

Cause normal vegetation (grasses, bushes, trees, vines, etc.) to grow extraordinarily. The spell affects vegetation that begins within range, and then continues maximum to the extent of a couple of large buildings or a small fortification. The caster can decide the shape and precise effect of growth. Allowed effects are: forming an impassable forest that will stop humanoids and horse and other animals; or form a thick canopy that will hide anyone or anything below it; or grow to an unnatural height (above city walls, buildings' roofs, etc.). Some form of basic vegetation must be already present for the spell to work.

- 4**) Polymorph Other
Spell PWL: Sorcerer, 4th Level
Range: Touch
Duration: Until dispelled

The target is transformed into a different creature, but can decide to oppose the transformation with a successful Save. The new creature cannot be specific but will be a generic one of the chosen type. The new creature must have a number of HD equal or higher than half the target HD (or Level) and not more than double the current HD or Level. While in the new form, the target maintain all scores, except for Strength (and Strength-based attacks) which is adjusted to the new form. The target inherits physical abilities from the new form (like flying, swimming, breathing under water, etc.). Magical or special abilities, and magic attacks,

are not gained in the new form (for example, no petrifying gaze or deadly venom). The spell will last 1 day per caster's Level, but every morning the target is allowed a new Save, if they were unwilling to be transformed. By casting the spell a second time on the same target, while already in the new shape, the caster can make the change permanent: the target is allowed a final Save but failure means that only Dispel Magic will be able to revert the target to the original form. When the transformation becomes permanent, the target also loses the original intelligence, memory etc. and retains just a vague instinct to keep close to its former allies, friends and so on.

5) Polymorph Self
Spell PWL: Sorcerer, 4th Level
Range: Caster
Duration: 2 rounds + Level

The spell allows the caster to transform into a different type of creature; the new creature cannot be specific but will be a generic one of the chosen type. The new creature must have at most a number of HD equal to half the caster's Level. The caster retains all the original scores, with the exception of Strength which is adjusted to the new form. The new form, together with possible Strength-based attacks and capabilities, grants the caster new physical abilities (like flying, swimming, breathing under water, etc.). Magical or special abilities, and magic attacks, are not gained in the new form (for example, no petrifying gaze or deadly venom). While in the new form, the caster can use spells only if transformed into a generic human being. Dispel Magic will end the transformation, and so does the death of the caster.



6) Polymorph Xtend
Spell PWL: Sorcerer, 4th Level
Range: Touch or Caster
Duration: Immediate

The Xtend version of the Polymorph spell does nothing on its own. The caster should use it on the target of a Polymorph Other (in this case with range Touch) or on the caster himself as target of Polymorph Self (range Caster). Once the desired Polymorph Other or Polymorph Self have been cast successfully, using Polymorph Xtend allows to shape details of the transformation. The caster therefore can decide to give certain exact features to the target of Polymorph Other or to himself after Polymorph Self. Those features must be something that the caster knows about: for example the caster can replicate the look of an important NPC seen before, but not an intimate unknown detail, and

of course no skills, abilities, etc. The spell duration is considered immediate: it changes the transformation that occurs in another spell, then it's over; refer to the other spell for the real duration. If you rolled this spell randomly, roll another die and on an even number take also Polymorph Other, on an odd number Polymorph Self.

7) Wall of Fire
Spell PWL: Sorcerer, 4th Level
Range: 3 zones
Duration: Until dispelled,
at most 6 turns (approx. 1 hour)

A thick wall of raging flames erupts within the 3 zones range, in the size and shape desired by the caster. The wall can be roughly as big as 1 zone x Level, so a 4th Level caster can for example enclose a 1 zone area in a squared or circular flames wall (4 walls of 1 zone size for the square); at 5th Level the caster could also conjure a roof, etc. Of course, a 4th Level caster could also create a straight wall of 4 zones length, etc. The wall is impenetrable to creatures of 3 HD or less; creatures of 4 HD or more have the chance to break through it taking 1d4 x caster's Level damage, or 1d6 x Level to undeads, ice monsters, or monsters accustomed to cold conditions. The wall cannot be evoked where living creatures are (creatures within a zone can be separated, but creatures cannot be trapped in the fire itself, just confined by it). If a large fire is already present, the size of the wall can be increased: add one zone for a campfire, 2 zones for a bonfire, double the fire wall size for a house in flames or larger fires. The spell ends as soon as the caster stops concentrating on it and attempts any sort of different action, including talking; and at most the spell will last for 1 hour.

8) Wall of Ice
Spell PWL: Sorcerer, 4th Level
Range: 3 zones
Duration: 12 turns (approx. 2 hours)

A thick wall of ice appears within the 3 zones range, in the size and shape desired by the caster. The wall can be roughly as big as 1 zone x Level, so a 4th Level caster can for example enclose a 1 zone area in a squared or circular ice wall (4 walls of 1 zone size for the square); at 5th Level the caster could also conjure a roof, etc. Of course, a 4th Level caster could also create a straight wall of 4 zones length, etc. The wall is impenetrable to creatures of 3 HD or less; creatures of 4 HD or more have the chance to break through it taking 1d4 x caster's Level damage, or 1d6 x Level to fire monsters, or monsters accustomed to hot conditions. The wall cannot be evoked where living creatures are (creatures within a zone can be separated, but creatures cannot be trapped in the ice itself, just confined by it). If snow or ice is already present in large quantities, the size of the wall can be doubled by magically controlling such ice or snow.



The kind of magic power used by clerics is sometimes referred to as miracles, since they are believed to be a direct emanation of the divine power of God and the Christian church. More often, though, their work is just referred to as blessings.

Where sorcerers are scholars of the dark arts, clerics represent a power which is divine and requires not just studying, but **prayer and meditation**.

Clerics need this type of prayers and meditation as much as sorcerers need time with their spellbooks, although

clerics do not depend on books to memorize their blessings. It's interesting to notice, though, that the loss of faith or even plain blasphemy has never made a cleric lose their power.

For this reason, sorcerers believe that the power used by the Christian clerics is nothing but Wild Magic reworked into different rituals, but with the same source of the ancient pagan rites.

Such opinions, of course, are subject of violent debate and heresy accusations, and it's not rare for blood to be spilled over such matters.

CHAPTER III

BLESSINGS

For casting their miracles and blessings, clerics **need to hold a small religious symbol** (often a cross hanging from their neck). Lacking that, also fixing their eyes on a religious representation - such as a statue or a painting, will do.

Using Clerics of a real religion might be a problematic choice for some GM or players. Discuss together if instead your game should feature original gods and spiritis, rather than those of christianity - although these are those everyone is likely familiar with, thus usually works well for immersion.

BLESSINGS' RULES

As already explained, clerics' blessings are cast in the same way as sorcerer's spells, from a mechanical prospective:

- Casting **always requires a roll**: an Attribute check on Wisdom for a Cleric (Intelligence for a sorcerer)
- Casting can be done **fast**, by taking a single combat round, **or slow** by using a full round (10 min.) or more

- There are **daily limits** to how many blessings (fast and slow) can be cast
- The cleric usually has at their disposal **all of the known blessings** (no forgetting, no preparing)
- There are some **bad consequences** for failing the roll to cast a blessing

Same as the sorcerer, the cleric doesn't need to prepare in advance a spell list.

CASTING BLESSINGS

Same as a sorcerer, a cleric has access to all the blessings they've learned so far, without the need to decide which ones to memorize on each day.

When casting a blessing, the cleric takes a Turn (several minutes) to concentrate and speak the appropriate words and prayers. As for spells, blessings can also be cast within a few seconds (a single Round of combat), but at greater risk.

Regardless of the casting time (a Turn or a Round), the cleric must pass a **Wisdom Attribute check** to cast the blessing successfully.

A success in the Attribute check means the blessing casting was flawless and that the blessing's effects apply as indicated.

While casting the cleric cannot perform other significant actions; they can move at slow pace but cannot really interact with other people or things. Stress or pain, as for sorcerers, will cause the blessing to fail.

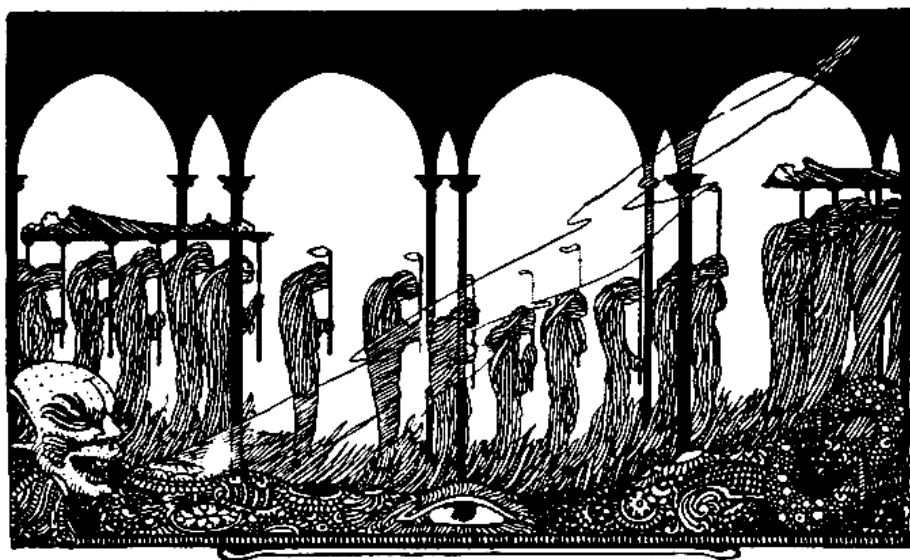
Clerics have a limited **number of blessings to cast per day**: equal to their Level + the Wisdom modifier. The clerics believe that the exhaustion caused by casting is a sign of the divinity to warn the cleric not to abuse their power.

All blessings (cast in a Turn or in a Round) count towards this limit, and the level of the blessing is irrelevant, unless otherwise stated by the blessing's description itself.

FAIL TO CAST A BLESSING

A failure in casting, because of an interruption or because of a failure with dice, requires the cleric to roll on the table to the side.

If the blessing was cast taking more time (a Turn), roll twice on the table: **the player will decide** which effect to apply of the two possible results. If both results are the same, just apply that.



d6 roll	Effect
1-2	Energy drain; additional cost
3-4	Blessing backfires; suffer harm
5-6	Blessing becomes unstable

Table 33: Failure to cast a blessing

If the blessing was cast in haste, taking only one Round in combat or just a few instant (for example to face an emergency situation), roll twice but **the GM decides** which effect to apply, to maximum detriment for the character.

The negative effects for failing the roll to cast are described below. In all cases, remember that casting fails, so the blessing's effects **do not apply**.

Energy drain (1-2): the blessing drains additional energy from the caster. Mark it as if cast twice. If the caster doesn't have enough energy for that, mark what's possible and also apply damage as in a roll of 3-4.

Blessing backfires (3-4): the blessing backfires and inflict 1d6 damage against the caster. As an alternative the GM might propose the destruction of something or another unwelcome effect, but the player can refuse and just take damage.

Blessing unstable (5-6): the blessing becomes unstable and **cannot be used again** until recovered (see appropriate rules for that).

UNSTABLE BLESSINGS

Unstable blessings always fail casting; the character's faith is shaken and the character needs time and prayers and meditation to regain confidence. An unstable blessing is not

lost or forgotten but the cleric needs to regain trust and confidence, and strengthen their soul, before casting it again.

Usually clerics can do their prayers and ceremonies when the group takes a **long rest** or camps for the night.

Only one Unstable blessing can be regained during a period of rest or while making camp. **If more than one blessing is Unstable**, the cleric needs to wait until the next long rest or occasion to make camp, to recover another.

If the characters are back to civilization, assume that two blessings per day are recovered from the Unstable state.

OTHER NOTES

Clerics have no need of spellbooks, on the contrary of the sorcerers. On the other hand, the different nature of their blessings (or their own faith which translates into mechanical restrictions) does not allow them to write scrolls, use staffs and wands, or make potions.

The only exception to the rule is when the cleric gains one of the specific talents that give them special powers: for example "Blessed staff" allows a cleric to create a staff to hold clerical blessings, and "Holy Scrolls" works in a similar way, but gives to the cleric the possibility to write scrolls with clerical blessings.

To prepare potions (healing potions are a classic precious resource for adventurers), a cleric needs the assistance of a sorcerer. The process is described in the sorcery section of the manual: the sorcerer is the one in control and the cleric just needs to cast the blessing.

BLESSINGS

The next pages contain the blessings available to the clerics, divided by PowerLevel. At character creation, just roll randomly (1d10) to determine which blessings are known to the cleric. Additional blessings are acquired by paying XP (100 x PowerLevel) when gaining a new Level.

By default, it is not possible for clerics to reverse their healing blessings into something harmful, or anyway to change or reverse the nature of any blessing. Blessings are not just spells, but a manifestation of the divine power granted to clerics by their divinity. Reversing a blessing would be an heresy, it would require an abjuration of the cleric's faith and a reversal of alignment. The GM is free to allow NPCs to cast heretic and twisted blessings and miracles.

BLESSINGS CIRCLES

Within each PowerLevel, blessings may be divided into circles. A circle groups together several blessings, sometimes with common characteristics.

For the purpose of the game, all circles are the same, for blessings. When the cleric gains a Level and needs to roll for new blessings, they can decide on which circle(s) to roll.

This allows a little more control over which blessings to add to the list of the known ones.

Of course you can allow the cleric to select new blessings when gaining a new Level, instead of rolling the dice.

BLESSINGS DESCRIPTION

Every blessing in the manual is described according to the following guidelines:

- **Number:** to use to randomly determine which blessing is known
- **Name:** the blessing name
- **Level:** from which Level the character can learn the blessing
- **Range:** Cleric - only the caster, no one else; Touch - must touch the target; Zones - number of zones (incl. the one of the Cleric), can be modified also by the Level
- **Duration:** Rounds - for combat; Turns - for exploration time, can be modified also by the Level
- **Cost:** when not specified, assume one; otherwise refer to the number indicated. This tells you how much energy (daily blessings) the specific blessing consumes. A "Cost: 2" means marking two blessings of the daily quota



BLESSINGS LIST

This is a list of all blessings divided by PowerLevel and circle. Use the numbers to determine randomly which blessing your cleric knows or learns.

PowerLevel 1

Circle Of Faith

- 1) Cure Light Wounds
- 2) Detect Evil (Cleric)
- 3) Detect Magic
- 4) Light
- 5) Protection from Evil
- 6) Purify Food and Drink
- 7) Turn minor Undead
- 8-10) Turn minor Undead I (repeat)

PowerLevel 2

Circle Of Bless

- 1) Bless
- 2) Confess
- 3) Holy Water
- 4) Remove Fear
- 5) Sanctuary
- 6) Silence (basic)

Circle Of Charms

- 1) Cure Poison (basic)
- 2) Find Traps
- 3) Hold Person (basic)
- 4) Invisibility to Undead
- 5) Snake Charm
- 6) Speak with Animals

PowerLevel 3

Circle Of More Bless

- 1) Bless (advanced)
- 2) Blessed Protection
- 3) Detect Illusions
- 4) Hold Person (advanced)
- 5) Locate Object (Cleric)
- 6) Read Magic (Cleric)

PowerLevel 3 (cont.)

Circle Of Care

- 1) Continual Light
- 2) Cure Disease
- 3) Cure Poison (advanced)
- 4) Cure Serious Wounds
- 5) Resist Cold/Fire
- 6) Sacrifice

PowerLevel 4

Circle Of Spirits

- 1) Block Spells
- 2) Detect Lie
- 3) Dispel Magic
- 4) Prayer
- 5) Speak with Dead
- 6) Strengthen

Circle Of Saints

- 1) Create Food and Water
- 2) Cure Critical Wounds
- 3) Protection from Evil (zone)
- 4) Remove Curse
- 5) Restore
- 6) Turn Major Undead



POWERLEVEL 1



CIRCLE OF FAITH

1) Cure Light Wounds

Blessing PWL: Cleric, 1st Level

Range: Touch

Duration: Immediate

By imposing the religious symbol, the cleric cures 1d6+1 HP of damage, and heals light wounds.

2) Detect Evil (Cleric)

Blessing PWL: Cleric, 1st Level

Range: 3 zones

Duration: 6 turns (approx. 1 hour)

The cleric detects any form of evil within range: evil enchantments, intentions, thoughts, auras, creatures. Traps, poisons, mechanical devices etc. are not inherently evil and cannot be detected with this.

3) Detect Magic

Blessing PWL: Cleric, 1st Level

Range: 2 zones

Duration: 2 turns

The caster can detect magic in places, people or things. For example, magical items may be discovered with this spell, as well as the presence of a charm laid upon a person or a place. A magical light will appear around all magic within the range. Invisible creatures are seen as a glowing shape when invisibility is a spell and not a magic feature or property. No details about the magic are revealed by this spell, but Read Magic can be used as a follow-up spell to gather information.

4) Light

Blessing PWL: Cleric, 1st Level

Range: 2 zones

Duration: 10 turns + Level Turns

The target (person or object), which must be within range, produces light as a torch. It illuminates 2 zones, 3 at best. The caster can reduce the light, but only by ending the spell the light can be fully extinguished. A target creature is allowed a Save to negate the spell: if they succeed then the light just affects the area without following them.

5) Protection from Evil

Blessing PWL: Cleric, 1st Level

Range: Caster

Duration: 12 turns (approx. 2 hours)

Creates a magical field of protection around the caster, blocking out all evil creatures, mind control, summoned creatures and similar. The caster gains a +2 AC against their attacks, and +2 for Saving Throws against their spells and similar. The spell does not grant immunity but serves as additional protection, and allows the caster to attack those evil creatures from behind this magic protection.



6) Purify Food and Drink

Blessing PWL: Cleric, 1st Level

Range: Touch

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons. The spell does not make edible something that is not, but for example can turn the flesh of a monster into something that could feed a human being without making them sick or poisoning them. It also removes poison, but only from food and drinks.

7) Turn minor Undead

Blessing PWL: Cleric, 1st Level

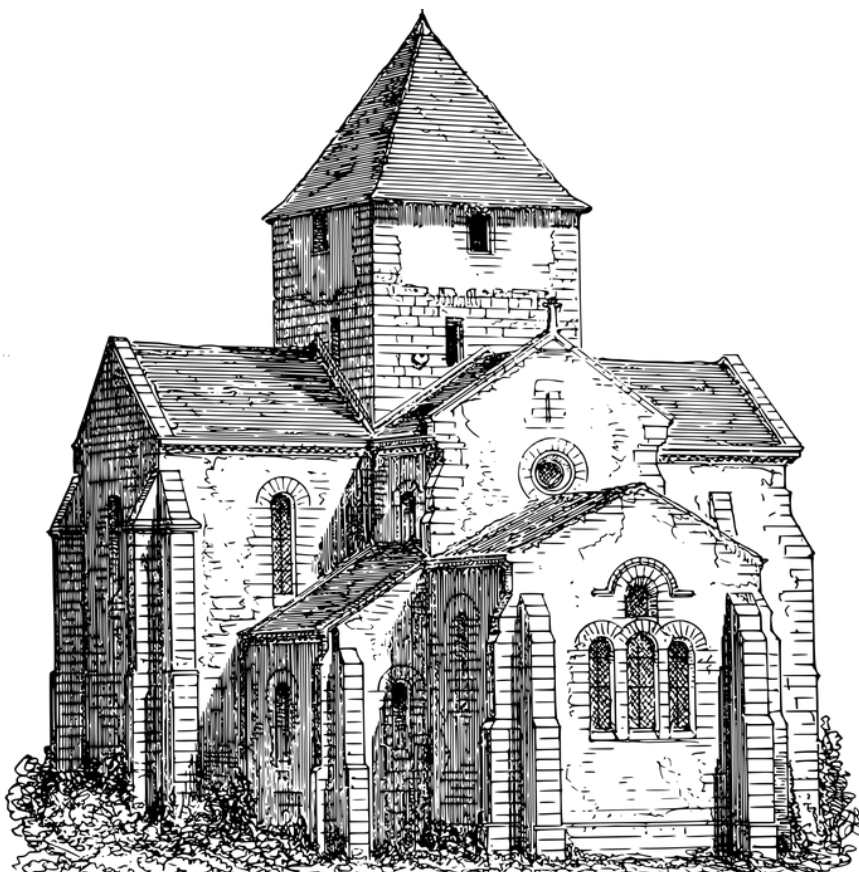
Range: 3 zones

Duration: $1d6 + \text{Level Turns}$

The cleric has the chance to turn a variable number of undead, if the blessing is cast successfully. Roll a $d6 + \text{Level}$ and an equal number of Hit Dice undeads will turn. For example, on a $d6$ roll of 2 and Cleric Level 1, the cleric could turn 3 undeads of 1 HD each, or 1 undead of 1 HD and 1 of 2 HD. Undead with lower HD will always be turned before those of higher level.

8-10) Turn minor Undead I (repeat)

When rolling to determine the random starting blessings or new blessings, consider Turn minor Undead I as taking also scores 8, 9 and 10 on the $d10$ roll.



POWERLEVEL 2



CIRCLE OF BLESS

1) Bless

Blessing PWL: Cleric; 2nd Level
Range: Touch, but not during combat
Duration: 6 turns (approx. 1 hour)

The target gains courage and fortitude, gaining a +1 to all attack rolls (to hit and damage) and also improves morale (increase the die size). It does not dispel fear spells, though (see Remove Fear instead). It also makes a weapon or armor blessed (same as magical, enchanted).

2) Confess

Blessing PWL: Cleric; 2nd Level
Range: Touch
Duration: 1 question + Cleric Level
(ends next dawn anyway)

The target human or humanoid must answer truthfully to a question by the Cleric, unless they succeed in a Save, or either be consumed by terrible pain. It's up to the target to decide if to answer or not: if they answer truthfully they are spared the pain. This terrible pain translates in one of two options (Cleric's choice, for each question): lose 3 HP or mark 1 HD (or Level). The HP loss might result in death (Save vs. death allowed), and so does the marking of HD or Levels: if the target refuses to answer to questions for more than their HD (or Level) and they're all marked, upon reaching HD or Level zero, they must Save vs. death or succumb to the pain.

3) Holy Water

Blessing PWL: Cleric; 2nd Level
Range: Touch
Duration: Immediate

The target water must be still and in a small container (a basin, a vial, a bottle... not a river, a lake, a fountain). The cleric should cast Holy Water for six days in a row (no roll needed, but it counts towards the daily blessings limit) and then again at dawn the seventh day (roll, this time), while filling appropriate containers if needed (vials, bottles, water-skins). If the seventh blessing is successful, the water in the given container is considered to be holy.

4) Remove Fear

Blessing PWL: Cleric; 2nd Level
Range: Touch
Duration: 3 turns

The target gains incredible courage and confidence: any subsequent Saving Throw against magic-induced fear or terror should be rolled with +1 x Cleric Level. The target gains also the right to roll an immediate Save against any magically induced fear currently affecting them, and re-roll each round, and to roll a Save against magical fear even if the original spell doesn't allow it. This blessing is typically used to fight spells like Cause Fear.

CIRCLE OF CHARMS

5) Sanctuary

Blessing PWL: Cleric; 2nd Level

Range: Caster

Duration: 2 rounds per Level

The cleric is spared by most of the enemy attacks: any enemy willing to make an attack against the cleric of any kind (ranged, melee, but also magical, etc.) must pass a Save vs. magic. If the Save is failed, the enemy will instead attack someone else. If there are no other valid targets, though, the Save is considered automatically passed. Area attacks can be aimed to others and affect the cleric just because he's within range.

6) Silence (basic)

Blessing PWL: Cleric; 2nd Level

Range: 6 zones

Duration: 12 turns (approx. 2 hours)

A magical silence falls in an area of 1 zone around the target (the cleric, or a creature, or an object). Only creatures are allowed a Save against the spell, if they wish; objects do not. If the Save is successful, the spell affects the area but doesn't move. No sound is generated in the silenced zone, no sound is heard within it, no sound originates from it or is heard from the outside; no sound can enter the silenced zone from the outside. If a caster is within the range of the blessing, they cannot cast unless they have the ability to cast spells without speaking. This applies to the cleric himself, too.

1) Cure Poison (basic)

Blessing PWL: Cleric, 2nd Level

Range: Touch

Duration: 6 turns (approx. 1 hour)

The target is allowed to re-roll a single Saving Throw against poison that they just failed, to negate the poison effects. If the poison was deadly and the blessing is administered within 1 turn, the character can come back to life. If the character is not poisoned (yet), the blessing will allow a single re-roll for the first poison occurrence of the next hour.

2) Find Traps

Blessing PWL: Cleric; 2nd Level

Range: 2 zones

Duration: 2 turns

Any trap, magical or mechanical, is revealed in a pale, red luminescence; no details about traps are revealed, just their presence and location.

3) Hold Person (basic)

Blessing PWL: Cleric; 2nd Level

Range: 6 zones

Duration: 6 turns (approx. 1 hour)

The cleric targets 1d4 humans or humanoids (only sentient bipeds; centaurs count double because they have four legs, undead and other monsters are immune): each target is allowed a Saving Throw vs. paralysis (with STR) and if failed they are allowed only to stand still, or move away from the cleric and his allies, at very slow speed. If the cleric targets only a single person, the ST is rolled with -2. The spell is broken by attacks against the target(s).



4) Invisibility to Undead

Blessing PWL: Cleric; 2nd Level

Range: Touch

Duration: 1d4 + Level turns

The cleric or the target becomes at all effects invisible to undead; they cannot hear, smell or see the subject of the blessing as long as the blessing lasts. The subject doesn't know the exact duration of the blessing; the turns counter is kept in secret by the GM. The undead creatures will ignore the subject completely, as long as they don't somehow attract attention (attacking an undead, taking something from them directly). Anything that interacts only in minor ways with the environment will go unnoticed (like taking a small object or a little part of a treasure, as long as it's not on the undead bodies themselves). If a single undead attention is triggered, in the following round (a few seconds) all other undead in the area will be able to see the subject of the blessing.

5) Snake Charm

Blessing PWL: Cleric; 2nd Level

Range: 3 zones

Duration: Variable

One hit die (1 HD) of snakes or reptiles or other cold blooded creatures can be charmed into indifference or passivity for 2d4 turns, if they're not engaged in combat or excited against the cleric for any reason. If the target is already hostile, the blessing will last only 2d4 rounds of combat, but not cease if the snakes are attacked. Non-hostile snakes can also be forced to submit to the cleric's telepathic commands, although this will reduce the blessing of 1d4 turns (rolled in secret by the GM), but never

to less than 1 turn. Snakes are limited in following commands by their own animal and limited intelligence, and cannot telepathically answer to the cleric, but can perform basic tasks and perhaps communicate other manners.

6) Speak with Animals

Blessing PWL: Cleric, 2nd Level

Range: Caster

Duration: 6 turns

The cleric can speak with normal or giant animals; when casting the blessing the cleric should define a single and simple family of animals, and the communication will be allowed only with those (for example: little birds, birds of prey, wolves and dogs, small insects, spiders, farm animals, and so on). The communication is limited by the animals' intelligence, and usually the cleric cannot receive verbose responses, but only simple ones (such as yes and no), simple concepts (fear, danger, safe, follow, etc.) and brief visions of the animal's memory. The animals do not change their attitude or become especially friendly, but will be potentially more cooperative: fearful animals will grant some trust to the cleric, and aggressive ones will probably delay their attack. Depending on the concepts expressed by the cleric and his gestures, the attitude of the animals might shift towards very friendly or openly aggressive. After gaining the trust of some animals, the cleric might even request from them some simple service or task.



POWERLEVEL 3



CIRCLE OF MORE BLESS

1) Bless (advanced)

Blessing PWL: Cleric; 3rd Level
Range: Touch, but not during combat
Duration: Immediate

The target gains a number of points equal to 1d6+Cleric's Level, to be used until the next dawn. Points can be spent at will to adjust any sort of rolls (attributes checks, saving throws, attack rolls, etc.) but not damage or magic rolls (resistance to magic, yes, and saving throws against magic, yes). The player must declare how many points they wish to spend before the roll is made. If cast on a weapon, it gains 1d6 extra damage in the next combat, and on armor it grants 1d6 AC points to be spent during the next combat (to declare before each round).

2) Blessed Protection

Blessing PWL: Cleric; 3rd Level
Range: Touch, but not during combat
Duration: 1 turn per Level

The clothes touched by the Cleric gain a 1d6 AC and not less than the Cleric's own Level, but not more than AC +6. The target must be clothing of some kind, covering enough of the body, and cannot be regular armor. Wearing armor or other protections does not undo the blessing, but also does not cumulate (incl. shields).

3) Detect Illusions

Blessing PWL: Cleric; 3rd Level
Range: 1 zone per Level
Duration: 1 turn per Level

As long as the spell lasts, the caster is able to distinguish illusions from reality. The caster is still able to see the illusion, but at the same time can recognize it for what it is, and see the reality behind it. By reducing the spell range and duration of one per additional subject, the caster can grant this power to others (reduce of 1 zone and 1 turn to give this power to an ally, of 2 zones and 2 turns for two allies, etc.).

4) Hold Person (advanced)

Blessing PWL: Cleric; 3rd Level
Range: 3 zones
Duration: 6 turns (approx. 1 hour)

The cleric targets 1d4 humans or humanoids (only sentient bipeds; centaurs count double because they have four legs, undead and other monsters are immune); each target is allowed a Saving Throw vs. paralysis (with STR) and if failed they are completely paralyzed. They live and breathe, but cannot even speak. If the cleric targets only a single person, the ST is rolled with -2. The spell is broken by attacks against the target(s).



CIRCLE OF CARE

5) Locate Object (Cleric)

Blessing PWL: Cleric; 3rd Level

Range: 1 zone per Level

Duration: 1 round per Level

The cleric perceives a supernatural pulling sensation that directs them towards the object specified. It cannot be something generic (no way of casting "pull towards gold") but it must be a pull towards a specific object that was seen already. If the cleric uses the blessing for a noble purpose, or an altruistic purpose, then it can be directed towards something generic (like "pull towards water" to save the party from thirst, or "pull towards the necklace worn by the girl that was kidnapped" to be able to track her down). The locate blessings must always be directed at something inanimate - not a person, not a creature.

6) Read Magic (Cleric)

Blessing PWL: Cleric; 3rd Level

Range: 1 zone

Duration: 1 scroll/writing or spell's effect, magic object, creature, etc.

This blessing reveals to the cleric the meanings of magic scrolls, spell books, dungeon walls and similar. When an item has been read once, it remains understandable forever to the cleric. A Saving Throw is allowed for cursed scrolls and similar, to avoid triggering their effect. The spell can also be used to understand the power of magical items or creatures within range.

1) Continual Light

Blessing PWL: Cleric; 3rd Level

Range: 5 zones

Duration: Until dispelled

The target (person or object), which must be within range, produces light as bright as daylight. It illuminates 5 zones, even more in open spaces. The caster can reduce the light, but only by ending the spell the light can be fully extinguished. A target creature is allowed a Save to negate the spell: if they succeed then the light just affects the area without following them; if instead they're affected by the spell, they might be blinded until it's dispelled, if it's cast directly in their eyes.

2) Cure Disease

Blessing PWL: Cleric; 3rd Level

Range: Touch

Duration: Immediate

The blessing removes one disease (of any kind, including rot, infections, and even magical diseases) affecting the target; multiple blessings are necessary in case of multiple diseases. The blessing stops the disease from spreading further and removes any source of infection. If the blessing is cast against something or a creature that is an infection or a disease, it will inflict 1d6 damage per cleric level, or remove the thing completely. The spell does not cancel any damage the disease has already inflicted.



3) Cure Poison (advanced)

Blessing PWL: Cleric; 3rd Level

Range: Touch

Duration: Immediate

The target is allowed a single re-roll as per Cure Poison (basic). Moreover, a single poison dose is neutralized completely: if the poison requires additional Saves, might cause lasting effects, etc. then the blessing cancels them all out. If the character was poisoned with two different poisons, two blessings are required to negate both of them.

4) Cure Serious Wounds

Blessing PWL: Cleric, 3rd Level

Range: Touch

Duration: Immediate

Cost: as 2 daily blessings

By imposing the religious symbol, the cleric cures 2d6+2 HP of damage, and heals serious wounds. By reducing the healing to only 1d6+1, the cleric can also cure one serious condition affecting the character (natural, or magical) such as paralysis, blindness, and so on. Magical conditions can be cured when they are not curses or the result of an ongoing spell: in those cases use Remove Curse and/or Dispel Magic. The blessing can also restore lost Attribute points that are not the consequence of a critical wound (such as an amputation): one instance of the blessing will restore all points of a single Attribute.

5) Resist Cold/Fire

Blessing PWL: Cleric; 3rd Level

Range: Touch

Duration: 1 turn per Level

When casting the blessing, the cleric should specify if casting against cold or against fire. The blessing grants that natural (non-magical) freezing cold or fire (and heat) will leave the target unharmed. The target also gains a +2 to Saving Throws against magical or area attacks based on cold, and +3 against fire and heat. Additionally, damage inflicted by magical cold or fire and heat will be reduced by a number equal to the Cleric's Level, up to a maximum of damage -9. In any case, such reduction cannot bring damage to zero, but at least 1 HP damage remains.

6) Sacrifice

Blessing PWL: Cleric; 3rd Level

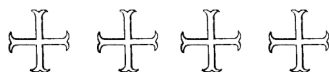
Range: Touch

Duration: Immediate

The Cleric can transfer any number of Hit Points from himself to the target.



POWERLEVEL 4



CIRCLE OF SPIRITS

1) **Block Spells**

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: 1d6 + Level turns

The cleric can cast this blessing on himself and on other targets as well, as long as all of them are touching each other when casting. When casting, roll for the duration and divide the number of turns equally (rounded down) among all those protected. As long as one is protected by this blessing, all evil and chaotic spells and spell-like abilities are resisted with a +8 bonus to the Saving Throw, while a +4 is granted to Saves against other spells, spell-like, and various magical effects.

2) **Detect Lie**

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: 6 turns (approx. 1 hour)

For one hour, every lie that the cleric hears will be perceived as a little painful shock, allowing the cleric to recognize every statement as true or false. Note that the blessing, when detecting a lie, does not give to the cleric any insight about what would be the truth, but just certain knowledge that the one speaking is currently lying. The blessing lasts one hour, and can be used in retrospect to analyze something that was said not more than one hour before. The total duration of the blessing is one hour, so if the cleric goes back in time 30 minutes to validate something he heard, he can still use the spell for

another 30 minutes. Something that is not true but is said with honest belief that it is, will be detected as the truth by the blessing. In other words, the blessing does not judge the reality of things, but what the speaker believes. Many lies heard all at once will cause 1d8 damage to the cleric and make the blessing end abruptly because of the shock.

3) **Dispel Magic**

Blessing PWL: Cleric, 4th Level

Range: 5 zones

Duration: Immediate

Cost: as 2 daily blessings

The spell can be used to dispel most spells and enchantments, and temporarily neutralize magic items and special magical powers of monsters and creatures. The spell automatically negates and ends every spell in its range (also friendly spells, and other spells of the same caster) that were cast by a character or creature of Level equal or lower than the caster. Spells or creatures of higher level have a cumulative 15% chance of avoiding the spell for each Level (or HD) of difference. Magical items and special and magical powers of monsters and creatures (but not other casters) are nullified for 1d6+1 turns. Unless specified, all magic items are the equivalent of Level 5+1d4. If cast by touching the object and every day at dawn for three days in a row, it will disenchant an item permanently (roll the chance of save only on the third day).

4) Prayer
Blessing PWL: Cleric, 4th Level
Range: Caster
Duration: Until next blessing

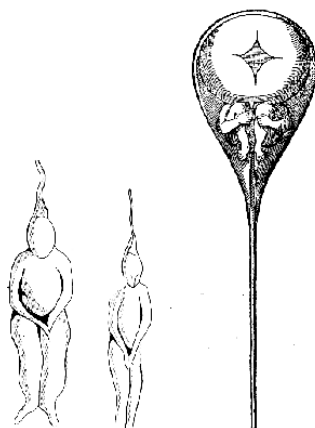
The prayers of the cleric give additional strength to the next blessing: the cleric can decide if to increase the Range of the next blessing up to 50% more, if to increase the Duration up to 50% more, or increase the effect. If the cleric increases the effects of the next spell, add one die to its effects, or a +2 bonus to its effects, or a -2 to the Save to resist its effects, and the like. The GM is the ultimate arbiter about what can be increased and how, but all the aforementioned examples should be allowed for basically every blessing. Note that the cleric must cast Prayer successfully, and the next blessing must be cast within the same day.

5) Speak with Dead
Blessing PWL: Cleric, 4th Level
Range: 2 zones
Duration: 3 questions

The caster can ask up to three questions to a corpse; the corpse might be already rotten but might still have some sort of human form left to it. Clerics from Level 6 and higher can ask questions to skeletons, mummies, and even skulls. For the questions to be answered, though, the cleric must know the name of the deceased, and the corpse must be in sight - although not necessarily touched by the cleric. Touching the corpse allows the cleric to ask a fourth and final question. The answers are clearly audible to everyone in proximity to the corpse, although the corpse itself does not appear to be speaking.

6) Strengthen
Blessing PWL: Cleric, 4th Level
Range: Touch
Duration: 1d6 + Level turns

This spell might be cast upon a creature or an object, making them larger and proportionally stronger. A creature gains 1d6 Strength (adjust the combat bonuses, to hit and damage, appropriately) and grows of around 50% its size. If the caster is Level 5 or higher and so it the target creature, the size can be doubled and the Strength grows of 2d4. The Strength score cannot grow beyond 19 for a human (with a +4 bonus). The spell does not affect the targets' gear, clothes and equipment. A Save is allowed against the spell, if the target wants to resist the effects. If the spell is cast against an object, the caster is able to somehow control the growth, at least partially, so the 50% or 100% growth (depending on the caster Level) can be roughly shaped; for example the spell might be used to strengthen the ropes of a shaky bridge, without making it "longer" or "wider"... The caster can affect approximately an amount of inanimate material equal to the weight/size of a couple of humans.





CIRCLE OF SAINTS

1) Create Food and Water

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: Immediate

This blessing creates 1d10 rations out of some solid, natural (not magical) and organic material. The rations are complete of food and water, and although the food retains somehow the original aspect of the organic source material, it tastes good enough. As an alternative, the rations could be created for animals (like horses) but not a mix of the two.

2) Cure Critical Wounds

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: Immediate

Cost: as 2 daily blessings

By imposing the religious symbol, the cleric cures 3d8+3 HP of damage, and heals critical and deadly wounds, including amputations, evisceration, and the like. By reducing the healing to only 1d8+1, the cleric can also cure one serious or critical condition affecting the character (natural, or magical). Magical conditions can be cured when they are not curses or the result of an ongoing spell: in those cases use Remove Curse and/or Dispel Magic. The blessing can also restore lost points of a single Attribute. The blessing can reattach a limb only if it's cast right after the amputation, otherwise you must resort to Restore.



3) Protection from Evil (zone)

Blessing PWL: Cleric, 4th Level

Range: all allies in the same zone

Duration: 6 turns (approx. 1 hour)

The spell creates a magical field of protection around the caster and his allies, blocking out all evil creatures, mind control, summoned creatures and similar. The caster and his allies gains a +2 AC against evil attacks, and +2 for Saving Throws against their spells and similar. The spell does not grant immunity but serves as additional protection, and allows to attack those evil creatures from behind this magic protection. Allies must remain in the same zone as the caster to benefit from this protection.

4) Remove Curse

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: Immediate

A single curse affecting the target is removed and dispelled; if the curse is caused by an item, the target is now able to get rid of it, but the item itself remains cursed. The blessing does not reverse any effect the curse inflicted already. It can be used to remove a curse from an item (follow the rules of the Dispel Magic blessing), by casting the blessing three days in a row at dawn.

5) Restore

Blessing PWL: Cleric, 4th Level

Range: Touch

Duration: Immediate

Cost: as 2 daily blessings

The blessing allows the cleric to completely reverse the damage either natural, magical or by a curse, on a given subject. The subject will regain all Hit

Points at the next dawn, loss limbs will be reattached or regrown, disfiguration or mutations caused by curses are removed, Attributes points restored, and so on. The cleric, as a consequence of the healing, will lose 1d4 Hit Points permanently (remove from the Maximum Hit Points), even if the blessing was unsuccessful.

6) Turn Major Undead
Blessing PWL: Cleric, 4th Level
Range: 4 zones
Duration: 1d10 + Level Turns

The cleric has the chance to destroy and turn a variable number of undead, if the blessing is cast successfully. Roll a d10 + Level and turn an equal number of Hit Dice of minor undeads (with 5 HD or less). The cleric can allocate one point more to each undead of 5 HD or less and destroy it, instead of turning it (deciding which one). Then roll a d6 + Level, and turn remaining undeads (if any), even of HD 6 or more. As always, undead with lower HD will always be turned before those of higher levels. For example, a cleric of Level 6 rolls a 7 on the d10: he can turn up to 13 (7+6) minor undeads, for instance two HD 1 (start always from the ones with the lowest HD), three HD 2 and one HD 4 ($2 \times 1 + 3 \times 2 + 1 \times 4 = 12$). Since he has one point left, the cleric decides to destroy one of the minor undead; he can decide which one, so of course he destroys the HD 4 undead. Then the cleric rolls a d6 and gets a 2, plus 6 of his Level, it's 8 points to turn (just turn, no destruction) major undeads of HD 6 or more. If for example there are two major undead of HD 6 and HD 7, only one can be turned with the 8 points available, and it must be the one of HD 6 (start always from the ones with the lowest HD).

