



HackMaster

Zealot's Guide

Book the Fourth

CHURCH OF THE NIGHT'S BEAUTY

Alignment: Chaotic good

Spheres of Influence: Moons, beauty

Tenets of the Faith: The Shimmering One attracts an eclectic mix of adherents with its reverence of beauty in all forms (especially the inner beauty of people) and the moons. Adherents value individualism and the freedom to express oneself through art and ideas. Hypocrisy is an anathema and followers may go to great lengths to expose corrupt leaders seeking to hold others accountable to (moral) standards they themselves blithely ignore.

In rustic human settlements, the Church of the Night's Beauty is often viewed suspiciously for their nocturnal activities – prejudice indiscriminately equating them with the cadre of nightly threats farmers must be wary of. Followers are primarily social outsiders, those marginalized by the patriarchal hierarchy.

In unsettled lands, worshippers are typically fey (elves and pixie-fairies). These denominations are usually far older, many predating human settlement. By nature of their culture, sects are held in high esteem with ranking clerics often serving as advisors or leaders. When threats arise, such as the Sarlangan, another facet of their lunar reverence may come to the fore – namely their skill at night fighting. Small bands of Moonknights often act as “special forces” conducting scouting and raiding operations against their foes.

Perhaps the largest numerical following can be found, ironically enough, in large cities. Such municipalities have the wherewithal to support a vibrant nightlife and the wealth necessary for the upper classes to sponsor artists. Freethinking youths are by far the largest and most faithful contingent but a fair percentage of these maintain a reverence for Ablutor into maturity often as a secondary deity.

The Moonknights' charitable efforts are especially directed at those suffering from lunacy. They believe these afflictions are an unfortunate side effect of the moons' powers and that it is their responsibility to minister to those so addled. Temples will often house the mentally ill and do their best to alleviate their suffering.

Lycanthropy, the disease most notoriously associated with the moon, is a special concern for the Moonknights. Eradication of this pestilence is a *raison d'être* though methodology is a source of factional dispute. Many (mostly human) clerics view werewolves & wererats primarily as human beings who've been transformed into killers through no fault of their own. They believe these people deserve redemption and advocate for capture, treatment and if necessary incarceration. Hardliners (primarily elves and other non-humans) regret the fate to which these individuals are doomed but do not permit sympathy to cloud their judgment. In their eyes, these creatures are nothing but murderous 'typhoid marys' that need to be put down both to protect the innocents they threaten as well as to circumvent further transmission of the malady.

Worshippers are primarily active at night. Nighttime activities include midnight strolls through beautiful gardens or simply dancing in the moonlight. Followers perform a different dance in conjunction with nightly prayers for each phase of all moons.

Every 280 years Tellene's three moons appear full in a vertical line in the sky and all worshippers converge for a grand ceremony that dates back to early elven history. Ceremonial songs are sung in Elven and three magical charms representing each one of the moons are sacrificed. After the ceremony, the charms magically disperse to the ends of Tellene, awaiting another 280-year search.

The quest for the three lunar charms is a ritual the Shimmering One employs to encourage the growth of her followers. The purpose of this pursuit is the journey not the retrieval of the charms. In seeking to find the charms, Moonknights must interact with a bevy of strangers and, ideally, learn their stories and celebrate their individuality. These journeys also permit priests to experience the artistry of many different cultures and collect beautiful objects along the way. Said items are sacrificed (donated) to their temple allowing these places to serve as cultural museums.

It is rumored that the Face of Rapture will only permit a charm to be found by a worthy cleric she has marked for eventual ascension to head of the order. Others insist that charms are inexplicably found in times of great crisis and serve as a symbol of hope to the order. Only Ablutor knows what truth there is to these assertions, if any.

Those dismissive of this faith often portray them as cultural tourists and appropriators of others' folk arts. They insist these priests' only interests are in acquiring interesting anecdotes and engaging stories to impress their peers. That Moonknights rarely remain to aid in solving intractable social problems of the places they visit and often decamp with artifacts pilfered from tombs lends a certain credence to these claims...

About The Church of the Night's Beauty

Priesthood: Moonknights

Symbol: Full moon breaking through clouds

Animal: Owl

Colors: Silver

Place of Worship: Outdoor areas open to the sky near a pool of water.

Holy Days: Night of a full moon with clear skies. The night when the moon Diadolai becomes full is of particular importance.

Sacrifice: Silver or beautiful objects on holy days

Raiment: Clerics generally wear silver-colored robes or tunics. Ideally, such garments are constructed from cloth of silver.

Revered Names for Deity: The Shimmering One, The Face of Rapture, Ablutor, Aylloir (Fhokki), Bendon (Brandobian), Feyd (Dejy), Liganali (Kalamaran), Shimz (Svimohzish), Roovao (Reanaarese)

CHURCH OF THE NIGHT'S BEAUTY

Alignment: Chaotic good

Divine Icon: Full moon emblem

Preferred Weapon: Moonknights have no express weapons preference other than it must be silvered

Weapons Permitted: flail, mace, short sword, shortbow, sling, warhammer

Armor Permitted: any (though must be silver plated)

Bonus STPs: heavy armor and shield proficiencies; Astrology, Appraisal: Artwork, Appraisal: Gems & Jewelry, Artistry: Dancing, Language: Elven, Literacy, Musician: Vocal

Powers: turn undead, immune to lycanthropy, owl sight, start with 1 silvered weapon, full moon's favor

Mandatory Quirk: Late Sleeper



Deity's Appearance: Ablutor appears as a silvery humanoid-shaped light or a will-o-wisp. Its beauty instantly enamors any being gazing upon the Face of Rapture.

Advancement within Order: Advancement within the church is by meritorious service in pursuing the order's goals. The value ascribed to accomplishments, be it combatting lycanthropes, ministering to the mentally ill or acquisition of beautiful items for the church is largely dependent on the local chapter.

Church titles for clerics are shown in the table.

Title
Nightlight
Quarter Moon
Half Moon
Full Moon
Aligned One
Disciple of Diadolai
Patriarch of Pelselond
Var of Veshemo
High Var

Confederate Faiths: The Theater of the Arts, the Parish of Love, the Temple of the Stars, the Church of the Life's Fire.

Adversarial Faiths: The Church of Endless Night, the Conventicle of Affliction, the Temple of Armed Conflict, the Order of Agony

Sayings: *Let me look upon your beauty. - By the light of the night, all will be right. - Ponder the moons to find your inner beauty. - Look to the truth, look to the moons. - Beauty comes from above. - Like the moons, true beauty is eternal.*

SPECIAL POWERS:

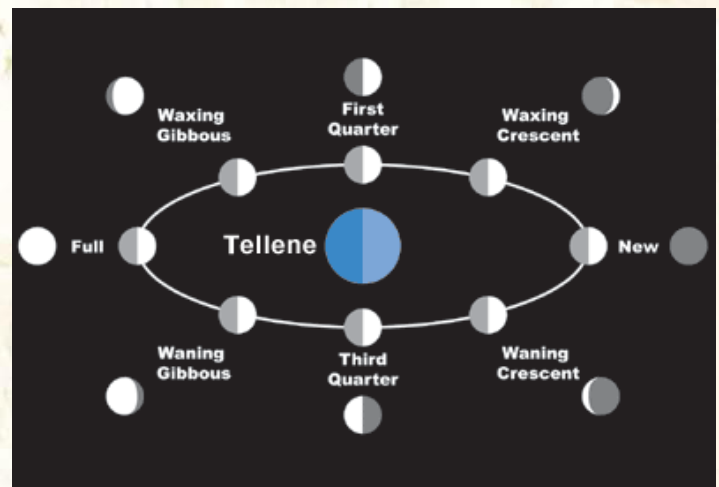
Immunity to Lycanthropy: Moonknights can never be afflicted by the viral scourge of lycanthropy

Owl Sight: Moonknights possess low light vision (see PHB p. 280) regardless of race. No additional benefit is gained should the character already have this superior visual acuity.

Silvered Weapon: Upon beginning play, a Moonknight receives a free silvered weapon of her choice. She must *always* wield a silver weapon except in extremis (and in the latter case must immediately seek to replace the broken, lost or stolen weapon).

Full Moon's Favor: The efficacy of prayers invoked by Moonknights varies with the phase of Veshemo. During nights of the gibbous moon, priests add 2 to their d20p+level roll when setting saving throws. On the night of the full moon, they add 4 to this roll and add +1 to any die rolls pertinent to the spell in question.

Conversely, during nights of the crescent moon, priests subtract 1 from their d20p+level roll when setting saving throws. On the night of the new moon, they subtract 3 from this roll.



The Church of Night's Beauty Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Alleviate Trauma	Bless	Cure Minor Wound	Alert
2	Celestial Prognosis	Ceremony: Anoint	Detect Influence	Bearskin
3	Ceremony: Consecrate Divine Icon	Doeskin	Doeskins	Directed Strike
4	Cure Trifling Wound	<i>Dramatic Entrance</i> ³	Enthrall Small Animal	Divine Steward
5	Enthrall Tiny Animal	Innocuousness	Glitterlight	Enchanted Vestments (Prima)
6	Induce Sobriety	Moderate Personal Climate	Improve Vigilance	Identify Poison
7	Know North	Purify Food	Know Position	Influence
8	Liana	Rejuvenate	Luna Moth Messenger	Psychoanalyze ²
9	Moderate Emotion: Remove Fear	Sanctify Weapon	<i>Pantomime</i> ³	Restore Speech ³
10	Purify Water	<i>Shelter I</i> ¹	Reveal Pits and Snares	<i>Shelter II</i> ¹
11	Sense Divine Magic	Tangle	Safe Haven	Silvering
12	Sense Presence of Evil	Trackless Passage	Therapeutic Touch	Speed of the Devout
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Bless, Secundo</i> ³	<i>Eidetic Recall</i> ²	<i>Bless, Tertius</i> ³	Break Camp
2	Ceremony: Investiture	Faith Shield 3	Call to Action	<i>Chime</i> ³
3	Create Water	Hold in Place	Cure Middling Wound	Create Campsite
4	Cure Light Wound	Holy Blessing	<i>Give 110%</i> ²	Cure Moderate Wound
5	Divine Providence	Laryngitis	God's Guidance	Enchanted Vestments (Secunda)
6	Enthrall Med. Animal	Moonlight	Heighten Vigilance	Faith Shield 4
7	Indifference	Part Stream	Hush	Lunarang
8	Pine Tar	Reattach Finger/Toe	Indulgence, Lesser	Suppress Quirk
9	Reveal Lycanthrope	Total Control	Protection from Wererats	Treat Poison
10	Stirring Speech	True Strike	Speed of the Righteous	<i>Vocal Mastery</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Alleviate Fatigue	Analgesic	Blessed Warmth	<i>Find the Way</i> ²
2	<i>Blessing, Tertius</i> ³	<i>Bless, Quartus</i> ³	Cure Serious Wound	Freedom of Motion
3	Extinguish	Dismiss Enchantment	Gale Force Wind	Hold Persons
4	Faith Weaponry	Find Item	Miracle Meal	<i>Pacify</i> ²
5	Heavenly Luck	Helping Hand	Moonblade	Spectral Owl
6	Mend Muscle Tear	Reflecting Pool	Protection from Lycanthropes	Stirring Sermon
7	Protection from Werewolves	<i>See the Secret Heart</i> ²	Remedy Supernatural Blindness	Suppress Lycanthropy
8	Remedy Supernatural Deafness	Speed of the Divine	Walk on Water	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Bless, Quintus</i> ³	Antitoxin	<i>Apple to Ants</i> ³	<i>Bless, Sexto</i> ³
2	Cure Considerable Wound	<i>Arthropod Repellent</i> ²	<i>Blessing, Quartus</i> ³	Cure Severe Wound
3	Indulgence, Minor	Assembly's Destiny	<i>Circle of Salt</i> ²	Enchanted Vestments (Quarta)
4	<i>Kaddish</i> ²	<i>Cerebral Shepherd</i> ²	<i>Irresistible Force</i> ²	Palisade Wall (M14)
5	Part Pond	<i>Nice</i> ³	Part River	Staunch Bleeding
6	White Energy Shroud	Redress Lycanthropy	Stirring Lecture	Storm Force Wind
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Mind Palace</i> ²	<i>Calamitous Jinx</i> ²	<i>Bless, Septimo</i> ³	<i>Action Hero[ine]</i> ³
2	<i>Schrödinger's Shelter</i> ²	Commune w/ Higher Power	Cure Lycanthropy	Cure Massive Wound
3	Walk on Air	Cure Terrible Wound	Quest	Exorcism
4	White Energy Shield	Part Lake	<i>Speed of Light</i> ²	<i>Swords into Plowshares</i> ²

Celestial Bodies & Calendar

Orbiting Tellene are three moons: Diadolai (Elven Moon), Pelselond (Big Star) and Veshemo (Mother Above). Diadolai is the smallest of the three moons and is reddish-pink in color. It is on an 80 day cycle from full moon to full moon. For most of the 80 day period, however, Diadolai does not appear in the nighttime sky. Because of its size (about $\frac{1}{3}$ the size of Veshemo), Diadolai does not give off much light, even when full. The elves believe Diadolai to be the home of the gods.

Pelselond is a small moon as well, appearing only slightly larger than Diadolai. Pelselond's full moon cycle is approximately 34 days and it usually appears white or off-white in color. Pelselond has an elliptic orbit and therefore, appears to be moving at varying speeds across the sky.

Veshemo is the largest of the three moons and occasionally eclipses the other moons from view. It is on a 28 day cycle, which is the basis for the calendar that most of Tellene uses. On the 14th of every month Veshemo is full; but being pale yellow in color, Veshemo gives off only slightly more light than Pelselond.

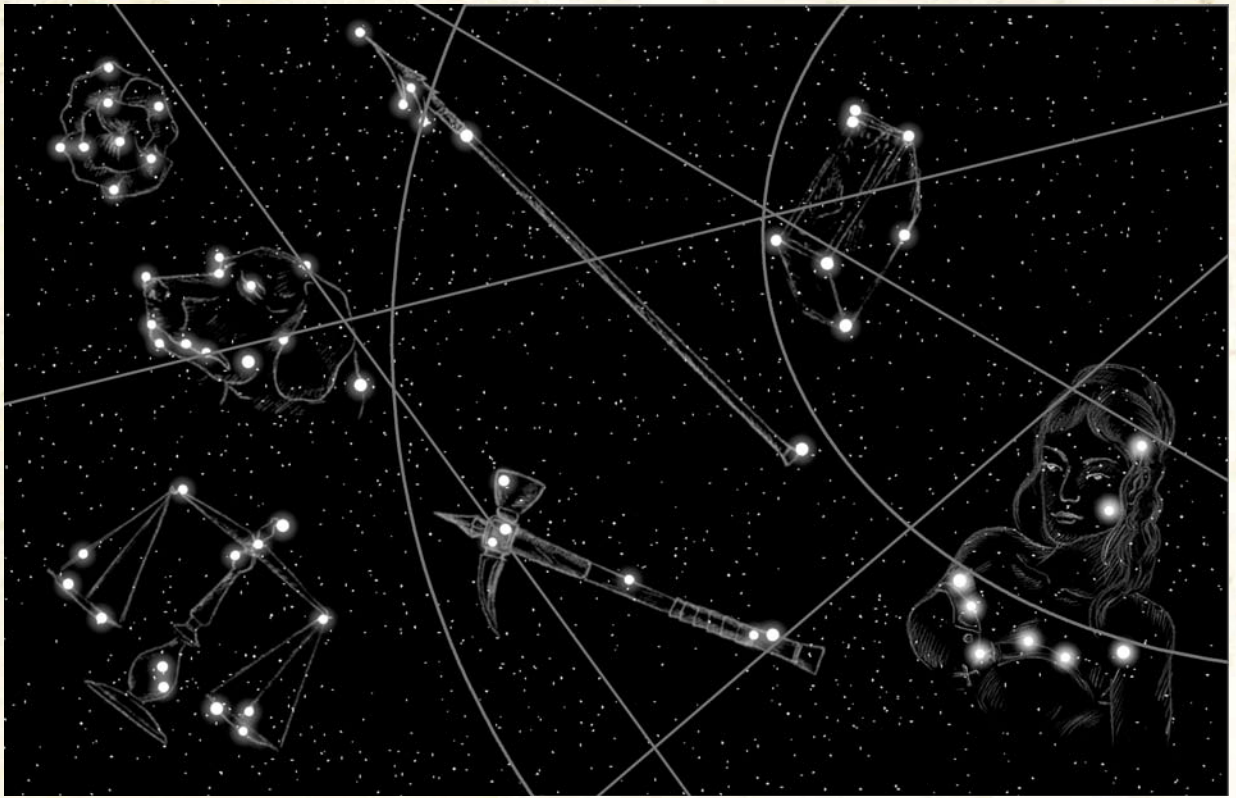
Every 280 years the three moons are aligned and full simultaneously. This event is recognized, but not

necessarily celebrated, by almost every religion on Tellene. Veshemo and Diadolai are full together on various days in a 20 year cycle. Veshemo and Pelselond as well as Pelselond and Diadolai are full together at least once per year. Veshemo, Pelselond and Diadolai align or are full concurrently once every few years in a 40 year cycle. Two of the moons are in alignment several times a year.

The Brightstar: Another star exists only about half a light year away from Tellene's. It is a double star with its twin being a black hole. The two rotate around each other so this very bright star slowly disappears and then reappears. Some hold that the two stars influence good and evil. While the Brightstar shines goodwill prospers, but when it dims, evil reigns supreme.

Magnostorms: These are weird magnetic storms of extra-planetary origin that disrupt dwarf, gnome and halfling direction sense, as well as teleportation spells and devices. They are invisible and strike without warning. The effects usually last several days.





Elemental points of contact: Certain geographical locations are rumored to dimensionally overlap the elemental planes. The highest peak of the Elenon Mountains is reportedly in contact with the elemental plane of air. Spots in the ocean coexist with the elemental plane of water (though these latter connections are tenuous and last only weeks). Portals to the planes of fire and earth are also reported to exist on Tellene.

THE CONSTELLATIONS OF TELLENE

Addler: This constellation appears in the late spring and summer skies. Early in the evening, during twilight, this constellation is often mistaken for Madam.

Beech-staff: This constellation appears late in the spring and stays visible through the fall equinox.

Bloodtaster: This large group of stars is first visible low in the early spring sky and heralds the opening of campaign season. Late every summer, Bloodtaster “splits” Pelselond, marking the final month of campaign season before the onset of winter.

The Caregiver: This constellation resembles the profile of a dog’s head. For three months during winter, it appears high in the sky. It is best seen one hour before sunrise.

The Enlightener: This large constellation precisely forms a triangle within a circle, within a square. It remains unchanged year round.

The Eternal Bard: This constellation resembles a peacock. The Eternal Bard begins in mid spring and lasts until midsummer. It emerges low in the sky and is visible from midnight to sunrise.

The Full Circle: In early spring and continuing through late summer, this circle of stars appears high in the sky. Every 100 years, these stars encircle Diadolai and mark a four-day period of natural disasters—earthquakes, fires, floods, tornadoes and hurricanes.

The Goblet: Over the course of fall and winter this glass-shaped constellation appears to “tip” in the sky and slowly “empties” until it is completely inverted by mid-winter.

The Great Builder: This grouping of stars forms the shape of a brick low on the horizon. It begins in late winter and lasts through spring. The Great Builder is most visible at dawn.

The Hammer: A warhammer is this constellation’s pattern. It appears during the spring months, and somehow the Hammer is visible even during the most violent of storms.

The Harvester: This constellation shaped like a scythe is first seen in the fall. It is located low in the sky near the horizon and the constellation appears to be reaping Tellene.

The Hearth: This constellation appears in the western sky, near the horizon in late spring. On the evening of the Autumnal Equinox, the sun sets perfectly within the constellation giving it the appearance of a glowing fireplace.

The Hood: This rotating group of stars forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down.

The Hunter: This weapon-shaped configuration of stars first appears late in the summer sky and lasts through the fall and into the early winter. It is rumored that a worthy hunter who prays to this constellation will be rewarded with a kill.

The Jealous Eye: This orb-shaped constellation appears low on the horizon in midsummer and disappears during late fall.

The Keeper: This constellation is in the shape of a lion. The Keeper appears in late summer lasting until early winter and is ever watchful high in the sky.

Madam: This constellation appears low in the spring sky and signals the spring thaw. As the spring goes on, the Madam rises in the sky until mid summer when she vanishes from the sky.

Old Lucky: This group of stars moves from high to low in the winter and spring skies. Many people consider the variable number of stars shining through the face of this constellation to be a lucky number.

The Pure One: This large star cluster seems to form a rose. During the spring months, the Pure One emerges low in the sky and reaches its zenith about mid-spring. It remains radiant for three weeks, then declines and disappears by the beginning of summer.

Ribsplitter: This constellation first appears low in the fall sky and is very difficult to see. As the winter progresses, it rises higher and higher in the sky until spring approaches. It then descends and is no longer visible by the first day of summer.

The Riftmaster: This collection of stars forms a key. It is visible during the winter for two months. The Riftmaster illuminates the sky one minute before midnight on New Year's Eve. It is believed to open extraplanar gates worldwide for one minute, allowing any creature to pass.

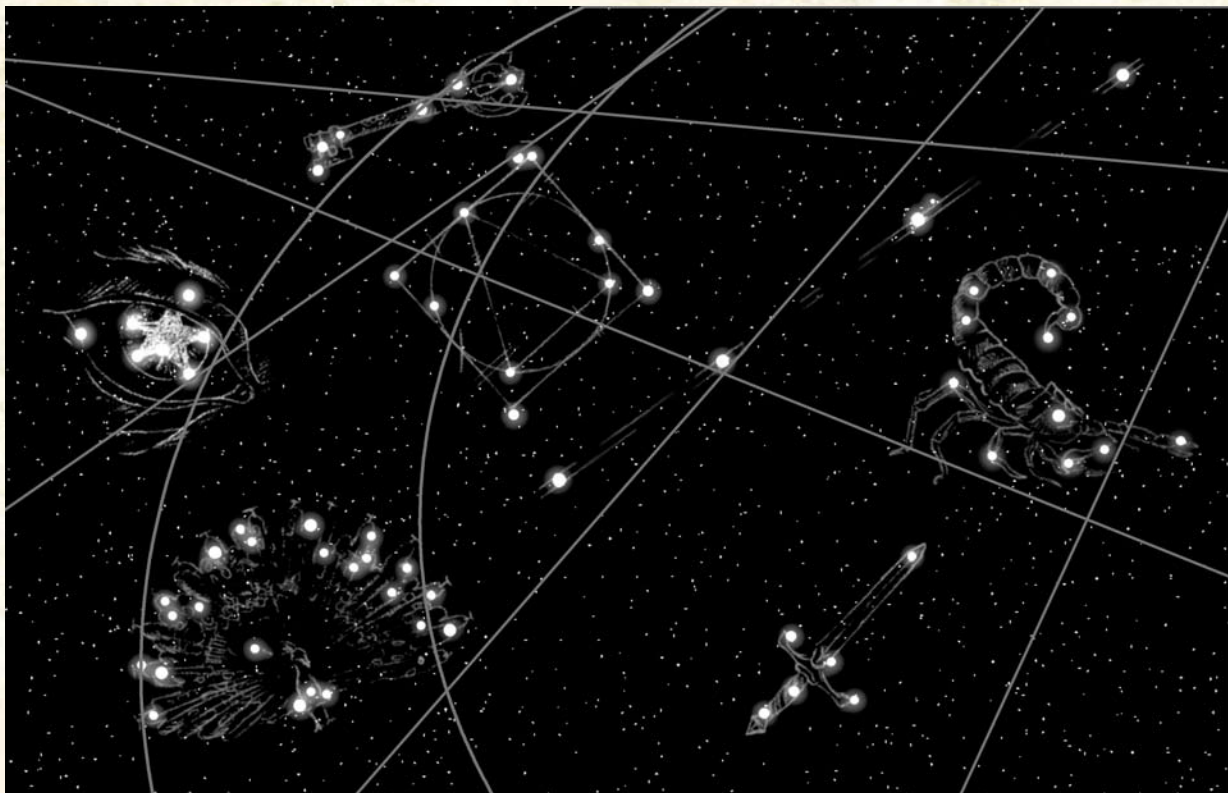
The Scales: This constellation appears in late summer, fall and winter. When it first appears, it seems to be tilted to one side, but by the first day of fall it is level.

The Shimmering One: These eight stars form a circle located high in the sky. During the summer months, the circle is visible for two hours, beginning one hour before midnight. On midsummer night's eve, the constellation encircles Veshemo. This event causes the effects of all spells cast by a Moonknight to be doubled.

The Staff: These four aligned stars seem to form a walking stick. The Staff appears on the first night of spring and it can be seen until the last day of summer. It mysteriously travels a different path each year, seemingly at random.

Stinger: This star pattern depicts a scorpion, ready to strike. It is seen only during the winter months. On the coldest and dreariest day, Stinger turns red. It is believed that on this day the Vindicator takes his revenge.





The True: This is a sword-shaped constellation. It appears in midsummer with its blade pointing toward Tellene. It is last seen on the winter solstice with its blade pointing toward the heavens.

Valor: This major constellation appears in the late winter and remains visible through the midsummer. It is at its zenith during the spring equinox.

Wavecrusher's Harpoon: This constellation appears high on the horizon and slowly moves across the fall sky.

The Whip: The Whip first appears in early summer and quickly reaches its highest point in the sky during the hot, dry, "dog days" of summer. It is during this time that one or all of the moons pass before the Whip and appear to get flogged.

Zymur's Bottle: Zymur's Bottle appears in the sky during the spring and remains visible for most of the summer. When Pelselond passes through the constellation, or "sips from Malmsey's mug," it signals the maturity of last year's wine.

THE CALENDAR OF TELLENE

Merchant's Tongue Names for Months of the Year

- | | |
|-----------------------|--------------|
| 1. Renewal | 8. Arid |
| 2. Sowing | 9. Reaping |
| 3. Mustering | 10. Harvest |
| 4. Declarations | 11. Frosting |
| 5. Mid-season Harvest | 12. Snowfall |
| 6. Replanting | 13. Famine |
| 7. Siege-hold | |

Merchant's Tongue Names for Days of the Week

- | | |
|-------------|------------|
| 1. Diaday | 5. Homeday |
| 2. Pelsday | 6. Godday |
| 3. Katarday | 7. Veshday |
| 4. Fireday | |

The year on Tellene is 364 days long and consists of thirteen 28-day months, each of which has four 7-day weeks. This calendar, which is still used throughout the realms, was first developed by the ancient Svimohz. As mentioned, the calendar is based upon Veshemo's 28-day orbit. The new year begins on the first day of spring, the first of Renewal, and runs through the 28th day of Famine.

THE WAY OF THE BERSERK

Alignment: Chaotic neutral

Spheres of Influence: Battle, berserking, chaos, courage

Tenets of the Faith: In battle, clerics of the Battle Rager are whirlwinds of destruction and many consider the Brothers in Blood to be the ultimate in fighting clerics. This is due to their rigorous physical training, their mastery of martial weaponry, and their ferocity in battle. However, individuals rarely follow a plan and do not work well with trained troops in combat. Additionally, clerics of the Red never retreat once engaged in battle¹.

The training of a cleric of the Red is like the forging of a weapon. There are three training phases for the Brothers in Blood. They are: the Stoking, the Forging and the Whetting. The Stoking involves intense religious training in which the initiate learns how to tap the berserk madness of the Blood Boiler during battle. They also learn to cast spells during battle. The Forging subjects the initiate to rigorous physical training that increases the endurance of the cleric. Initiates also learn how to receive punishment without yielding. The Whetting teaches the initiate how to use the sword or the axe in a lethal fashion. This helps provide them with the courage necessary to face any foe.

Clerics of the Fearless One are children of battle. They often seek employment in mercenary bands or elite guerrilla units, but never with an organized army. They will also join a group of adventurers as long ample opportunity exists to display their prowess in battle. It is well known that they dislike Knights.

One ritual of note among the Brothers in Blood is called the Dance of the Blade. Brothers place bladed weapons on the ground. A barefoot and blindfolded cleric must wildly dance among them. If the cleric can do this and remain uncut by the blades, the Brothers believe the Fearless One will guarantee the cleric victory that day.

A quirk of these clerics is that they are obsessed with understanding the emotions of victims at the instant of death. They will often pause before killing a foe simply to ask, "How does it feel to die?" Some say that a clever answer may spare your life. Others have taken advantage of this lapse to escape death.

About The Way of the Berserk

Priesthood: Brothers in Blood

Symbol: Crossed swords behind a double-bladed hand axe

Animal: Wolverine

Colors: Blue and red

THE WAY OF THE BERSERK

Alignment: Chaotic Neutral

Divine Icon: Small silver sword or double-bladed axe

Preferred Weapons: Battle Axe and Great Sword

Weapons Permitted: Any save pole arms

Armor Permitted: Any though shields are not permitted

Bonus STPs: heavy armor, battle axe, great sword & hand axe (melee) proficiencies, Stout and Physical Conditioning talents

Powers: battle rage, courage

Restrictions: Brothers in Blood must have a minimum score of 11/01 in both Strength and Constitution

Mandatory Quirk: Morbid Curiosity



Place of Worship: All battlefields. Temples are erected on the sites of famous battles. Altars are commonly found near military barracks.

Holy Days: New moon (Veshemo) and any day of battle

Sacrifice: Weapons, armor and banners of defeated foes both before and after battle.

Raiment: Clerics of the Prince of Turmoil wear no formal uniforms. However, every cleric must wear a red shoulder sash. Whenever they survive a battle¹, they add a black hash mark to the sash. A tiny axe symbol represents ten battles. These clerics take this adornment very seriously and it is never falsely marked.

Revered Names for Deity: Battle Rager, The Red, Sentinel of Unbridled Rage, The Fearless One, Blood Boiler, Prince of Turmoil, Falkker (Fhokki), Omvleln (Brandobian), Dokarek (Dejy), Pagarog (Kalamaran), Minammozh (Svimohzish), Feenoo (Reanaarese)

Deity's Appearance: Battle Rager appears as a stocky, middle-aged being with long, wavy, red hair. Clad in dark blue and red plate mail, the Red wields two large, doubled-bladed axes (Bloodletter and Headtaker). He also wields a greatsword (Foeslayer).

Advancement within Order: The Way of the Berserk has no formal church order. However, the Brothers in Blood do recognize personal achievements in battle and the loose church hierarchy is based solely on the sash described above. Therefore, a relatively low level cleric who has fought in many battles may be more respected and powerful within the church than an adventuring cleric who has gained much experience in fewer battles.

NOTE:
¹ "Battles", as defined by The Way of the Berserk, refer to large unit actions as opposed to raids and skirmishes. In general, these involve clashes with at least several score combatants on each side. Mauling a dozen orcs in a mine-shaft does not constitute a battle.

The Way of the Beserk Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	Alleviate Trauma	Aggravate Pain	Blessing	Addle ³
2	Ceremony: Consecrate Divine Icon	Bless	Cure Minor Wound	Alert
3	Cure Trifling Wound	Bless Weapon	Endure Cold	Anarchy ³
4	Diagnose Injuries	Ceremony: Anoint	Faith Weapon	Directed Strike
5	Extend Fuel	Curse, Petty	Improve Vigilance	Extreme! ³
6	Feat of Drunken Strength ³	Hair of the Dog	Know Position	Flaming Weapon
7	Know North	Purify Food	One-Upmanship ³	Manifest Animal Totem: Wolverine ³
8	Moderate Emotion: Remove Fear	Rejuvenate	Re-energize	Sanctify Weapons
9	Purify Water	Sanctify Weapon	Rectify Sprain/Hyperextension	Speed of the Devout
10	Sense Divine Magic	Unyielding	Strength of the Boar ²	Water to Wine ³
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Bless Weapons	Arcane Spell Dampening ^{1 2}	Call to Action	Alleviate Fatigue
2	Bless, Secundo ²	Battle Rage ³	Cure Middling Wound	Bless Weaponry
3	Consecrate Armor	Faith Weapons	Divine Grace	Dwarven Forebearance ²
4	Cure Light Wound	Holy Blessing	Give 110% ²	Hex: Exacerbate Wound
5	Exalt Warrior	Illumination: Lantern	Heighten Vigilance	Pariah ²
6	Hallowed Weapon	Reattach Finger/Toe	Indulgence, Lesser	Power Attacks ²
7	Rectify Strain	Strength of the Stag ²	Sanctify Weaponry	Treat Disease
8	Staunch Severe Bleeding	True Strike	Speed of the Righteous	Trumpet ³
Number	Ninth Level	Tenth Level	<p><i>Bolded Listings in Green are new spells presented in this document. Unbolded listings in green are new spells published in a previous Zealot's Guide with the specific book indicated by means of the superscript.</i></p>	
1	EXTREME!! ³	Analgesic		
2	Faith Weaponry	Cure Intermediate Wound		
3	Heavenly Luck	Dismiss Enchantment		
4	Incite Drunken Mob ³	Immovable Object ²		
5	Mend Muscle Tear	Alter Emotion: Mass Hack Frenzy		
6	Wicked Jinx ²	Strength of the Bear ²		

Confederate Faiths: The Thunderer's Temple, the Order of the Passionate One, the Temple of Strife, the Congregation of the Dead

Adversarial Faiths: The Halls of the Valiant, the Hall of Oaths, the House of Solace, the Temple of Armed Conflict, the Founder's Creation

Sayings: *Bring back their heads to adorn our hearts. - Spoken to a foe: "If you are scared you will walk away, if you are wise you will run." -Here I stand, bloodied but unbowed, facing the darkness. Give me sport cowards! (Reputedly spoken by the Sentinel of Unbridled Rage himself while helping his followers defeat hords of giants in the ancient Vrykarr Mountains.)*

COMBAT PROWESS

Battle Ragers are formidable combatants nearly equaling Barbarians in their ferociousness. The following battle specific rules for these priests are summarized below.

Weapon Proficiencies: Battle Ragers begin play with (free) proficiencies in the Battle Axe, Hand Axe (melee) and Great Sword. Additional proficiencies may be purchased for 1 BP less than listed on p. 142-143 of the PHB).

Untrained Weapon Penalties: If wielding a weapon in which the priest is not proficient, penalties are reduced by one.

Weapon Specialization: Battle Ragers, when specializing in their religion's preferred weapons, can do so for a favorably modest expenditure of BPs – at least initially. However, like Barbarians, they lack the discipline necessary to truly master these weapons and obtaining high levels of skill becomes increasingly onerous.

Battle Rager advancement table

Level	Hit Dice (d10)	Attack Bonus	Speed	Initiative	Initiative Die	Divine Spells
1	1	0	0	+1	standard	none
2	1 + re-roll	0	0	0	standard	1
3	2	+1	0	0	standard	1
4	2 + re-roll	+1	0	0	standard	1,2
5	3	+2	0	0	standard	1,2
6	3 + re-roll	+2	0	-1	standard	1,2,3
7	4	+2	0	-1	one better	1,2,3
8	4 + re-roll	+3	-1	-1	one better	1,2,3,4
9	5	+3	-1	-1	one better	1,2,3,4
10	5 + re-roll	+3	-1	-2	one better	1,2,3,4,5
11	6	+4	-1	-2	one better	1,2,3,4,5
12	6 + re-roll	+4	-1	-2	two better	1,2,3,4,5,6
13	7	+4	-1	-2	two better	1,2,3,4,5,6
14	7 + re-roll	+5	-1	-2	two better	1,2,3,4,5,6,7
15	8	+5	-2	-2	two better	1,2,3,4,5,6,7
16	8 + re-roll	+5	-2	-3	two better	1,2,3,4,5,6,7,8
17	9	+6	-2	-3	two better	1,2,3,4,5,6,7,8
18	9 + re-roll	+6	-2	-3	two better	1,2,3,4,5,6,7,8,9
19	10	+6	-2	-3	three better	1,2,3,4,5,6,7,8,9
20	10 + re-roll	+7	-2	-3	three better	1,2,3,4,5,6,7,8,9,10

Battle Rager Specialization Costs

Bonus Gained	BP Cost
+1	6 (24 for all)
+2	14 (56 for all)
+3	24 (96 for all)
+4	40 (160 for all)
+5	60 (300 for all)

With respect to other weapons, these priests utilize standard clerical specialization costs (8 BP) for the first three gradients (+1 to +3). Thereafter the cost increases to 10 BP and 12 BP for the two successive tranches.

Weapon Talents: Battle Ragers may purchase the Attack Bonus, Damage Bonus, Swiftblade and Parry Bonus talents for 7 BP. These talents may be applied to any permissible weapon.

Battle Rage: These clerics may voluntarily induce a manic state functionally equivalent to HackFrenzy (see PHB p. 138-139). As this battle rage is triggered at the priest's discretion, no compulsion exists to attack a particular target.

Courage: Battle Ragers are completely immune to fear in any form.

NEW QUIRK

Morbid Curiosity: These individuals are obsessed with understanding the emotions of victims at the instant of death. They will often pause before killing a foe simply to ask, "How does it feel to die?"

Functionally, persons with this quirk are compelled to spend 5 seconds interrogating sapient creatures they've either TOPed or mortally injured (i.e. wounded to negative hit points $\leq \frac{1}{2}$ CON). If the wounded party cannot communicate due to lack of a common language, the morbidly curious individual is free to pursue other actions including initiating a coup de grâce.

However, if the injured party can communicate, a competing Wisdom check is in order (d20p+WIS vs. d20p+WIS). Should the morbidly curious person fail this check, he becomes singularly focused on the dying man's revelations for the next 10 seconds and can do nothing but listen intently unless called upon to defend himself from another assailant. Each 10 seconds thereafter, another competing Wisdom check must be made with each failure indicating another 10 second delay. Should the hurt party recover from trauma during his tale, he may bolt (the morbidly curious individual must roll a d3 Initiative die [adding or subtracting all appropriate modifiers just like any other encounter] to determine the number of seconds that pass before he can react).

If at any point the morbidly curious individual rolls a 1 on his competing check, he's gained some fundamental insight and is compelled to let the injured party escape.

NOTE:

The Brothers in Blood do not receive spells at first unless they possess exemplary Wisdom.

In the latter case, the bonus spell is limited to a first level spell until the Battle Rager reaches 4th level.

THE TEMPLE OF SLEEPLESS NIGHTS

Alignment: Chaotic Evil

Spheres of Influence: Fear and nightmares

Tenets of the Faith: The Fellowship of Terror exists for the sole purpose of spreading dread in the name of their master, the Sultan of Fear. These clerics wage psychological warfare, known as the War of the Intangibles, against all sentient beings on Tellene. They believe that once fear is implanted in the mind, the brain will wage war within itself, eventually destroying the victim.

Clerics of Old Shivers are masters of alchemy and mind influencing drugs. Even the most powerful and fearless warrior can easily be taken captive when under the influence of a specially concocted powder.

In hand-to-hand combat, it is obvious that these clerics are extremely weak combatants, after all, fear is but an illusion. Therefore, clerics of the King of the Macabre try to avoid pitched battles when the odds are not strongly in their favor lest they dispel their fearsome image.

Fellows tend to employ their powers of fear and illusion to confuse, disorient and separate their opponents. Once prey is alone or in small groups, the fellows will herd them into confining traps or emerge from the shadows to overwhelm them with nets, mancatchers or disabling concoctions.

Prisoners are rarely killed outright. Rather, they are psychologically tortured for months or years until their will is broken and they are rendered hysterically skittish shells of their former selves. Such individuals are then freed to bear witness of the power of the Fellowship of Terror and passively spread fear wherever they roam.

Those resistant to the fellowship's frightful regimen are gorily sacrificed to the Prince of Terror.

While it may be comforting to the highborn to relegate the fellowship to the shadows as inhabitants of haunted venues responsible for terrorizing the incidental peasant or traveller whose ill luck caused their paths to cross, this cult has far grander and malevolent aspirations. There is more to fear than simply the threat of immediate bodily harm.

Fellows are reported to have infiltrated the commercial sector of Svimohzia and engaged in forgery, counterfeiting and market manipulation to destabilize commerce and cause the financial ruin of unwary merchants. By chipping away at trust – and enhancing the fear of being hoodwinked and hornswoggled – the cult has more to harm society than thousands of abductions would have accomplished.

Similarly, fellows invariably are drawn to the seemingly incessant conflicts occurring throughout the world. While their presence is unlikely to make any meaningful battlefield contribution, their doleful effect on morale – playing on the fears of soldiers and more so civilians – has more than compensated. A fortress or town so demoralized and racked by fear induced in-fighting that it surrenders to a siege sans assault (perhaps to an enemy incapable of maintaining a long siege much less succeeding at an attack) is an unqualified coup.

THE TEMPLE OF SLEEPLESS NIGHTS

Alignment: Chaotic evil

Divine Icon: Shrunken head

Preferred Weapon: swords (all) & morning stars

Weapons Permitted: any – Note that formidable or intimidating looking weapons are preferred. As such, these priests often gravitate towards *arme de vertu* (see GMG) for shock value rather than more capable but utilitarian quality weaponry.

Weapon Specialization: Specialization costs 9 BP

Armor Permitted: none

Bonus STPs: Poison Resistant (3 tallies), Improved Awareness, Current Affairs, Distraction, Hiding, Interrogation, Literacy, Observation, Persuasion, Skilled Liar, Sneaking

Powers: command undead, inspire fear, fleeing opponent (as thief), advantageous skill purchases



About The Temple of Sleepless Nights

Priesthood: The Fellowship of Terror

Symbol: Face filled with terror

Animal: Coal black stallion

Colors: All

Place of Worship: Abandoned, haunted or reputedly haunted locations

Unholy Days: Unholy days are periodic and announced to the public in advance to inspire fear and nightmares

Sacrifice: The Master of Horrors requires only fear as a sacrifice. A sacrifice is confined to a cell, drugged to a state of absolute paranoia and literally scared out of his mind. Clerics do these actions repeatedly until the victim dies or is driven permanently insane. Insane victims are released as their deranged babblings help spread the fearful reputation of the Temple of Sleepless Nights

Raiment: Fellows of Terror wear multi-hued sequined robes. These shimmering garments appear to change colors right before the viewer's eyes. They also cover themselves with hideous, revolting tattoos. A cleric of the Bloodcurdler will usually wear a mask bearing a grotesque visage.

Should circumstances necessitate discretion, fellows may wear situationally appropriate alternate clothing (likely with long sleeves to conceal their tats).

Revered Names for Deity: Prince of Terror, Sultan of Fear, Bloodcurdler, Master of Horrors, Old Shivers, King of the Macabre, Sender of Dread, Fintor (Brandobian), Adajy (Dejy), Goli (Kalamaran), Owzhi (Svimohzish), Tannar (Fhokki), Vasau (Reanaarese)

The Temple of Sleepless Nights Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Addle, Partial</i> ³	<i>Alter Emotion: Frighten</i>	<i>Cure Trifling Wound</i>	<i>Addle</i> ³
2	<i>Alleviate Trauma</i>	<i>Ceremony: Anoint</i>	<i>Cursing</i>	<i>Anarchy</i> ³
3	Audible Clamor (Mj)	<i>Curse, Petty</i>	<i>Detect Influence</i>	Disguise (M2)
4	<i>Ceremony: Consecrate Divine Icon</i>	<i>Detect Poison</i>	Frighten (M2)	<i>Disinter</i>
5	<i>Diagnose Injuries</i>	Flashbang	Illusory Pit	<i>Divine Steward</i>
6	<i>Exhume</i>	Fusillade of Phantom Crossbow Bolts	<i>Imperceptibility to Undead</i>	HackRazor
7	Illusory Mural (Ma)	<i>Lower Tolerance</i> ³	<i>Pantomime</i> ³	Hypochondriac
8	<i>Liana</i>	<i>Manifest Animal Totem: Riding Horse</i> ³	Psychosomatic Deafness	<i>Identify Poison</i>
9	<i>Moderate Emotion: Cause Fear</i>	<i>Melancholia</i> ³	<i>Quick Change</i> ³	<i>Influence</i>
10	<i>Sense Divine Magic</i>	Phantom Wound	<i>Touch of Gray</i> ³	Monster Phobia
11	<i>Sense Presence of Good</i>	Spook Animal	<i>Unholy Resolve (Unum)</i>	Phantom Fury
12	Startle	Throw Voice (M1)	<i>Venal Jinx</i>	<i>Psychoanalyze</i> ²
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Cannabis Cloud (skunky)</i> ³	<i>Arcane Spell Dampening</i> ^{1 2}	<i>Curse, Vicious</i> ²	<i>Addle, Thorough</i> ³
2	<i>Curse, Wicked</i> ²	Copycat (M5)	Divine Steward: Döppelgänger	Animate Scarecrow
3	Get Lost	Cower in Fear	<i>Idiosyncrasy</i> ²	<i>Enchanted Vestments (Secunda)</i>
4	<i>Danse Macabre</i> ³	<i>Cure Small Wound</i>	Illusory Wall	Encoded Script
5	Illusory Fire	Disguise Object 1	Induce Nervousness (M6)	<i>Hex: Exacerbate Wound</i>
6	<i>Induce Migraine</i>	<i>Hex: Augment Toxicity</i>	<i>Indulgence, Lesser</i>	Hologram: Static
7	<i>Manifest Animal Totem: Rounsey</i> ³	<i>Hold in Place</i>	Mind Reading (M6)	Invisibility (M6)
8	Mesmerism	<i>Jinx</i> ²	<i>Perceive Desire</i> ²	<i>Manifest Animal Totem: Coursier</i> ³
9	Panic (M5)	<i>Laryngitis</i>	<i>Pestilent Swarm</i>	<i>Pariah</i> ²
10	<i>Roofie</i> ³	<i>Unholy Laud</i>	<i>Seraphic Weapon</i>	<i>Treat Poison</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Aura of Fear	Camouflage as Trees	<i>Addle, Comprehensive</i> ³	Cower in Fear, Mass
2	<i>Cursing, Wretched</i> ²	Confound	<i>Cannabis Cloud (dank)</i> ³	Disguise Object 3
3	Disguise Object 2	<i>Dismiss Enchantment</i>	<i>Cure Medium Wound</i>	Illusory Wall, Permanent
4	Duplicity	Döppelgang	Ghost Form (M10)	<i>Impossible Stairwell</i> ³
5	Induce Fratricide (M7)	Psychosomatic Blindness	Nightmare	Labyrinth
6	Summon Shadow	<i>See the Secret Heart</i> ²	<i>Mass Influence</i>	<i>Manifest Animal Totem: Destrier</i> ³
7	<i>Wicked Jinx</i> ²	Transmogrify, Area	Shill 'o' the Wisp	Hologram: Dynamic
8	<i>Zombie Slave</i> ³	Triplicity	Veil of Darkness, Permanent	Sphere of Invisibility (M10)
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Curse, Iniquitous</i> ²	Alter Ego	Alter Emotion: Hopelessness	<i>Cannabis Cloud (purple haze)</i> ³
2	Ghoulish Touch	<i>Antitoxin</i>	<i>Cursing, Vile</i> ²	<i>Curse, Ruinous</i> ²
3	Illusory Terrain 1	<i>Cerebral Shepherd</i> ²	<i>Stirring Lecture</i>	Illusory Terrain 2
4	Quantum Leap (M2)	<i>Cure Large Wound</i>	<i>Stones to Spiders</i>	<i>Outcast</i> ²
5	Shadowform	Massmerism	<i>Terrible Jinx</i> ²	<i>Quirkiness</i> ²
6	<i>Sow Fear, Uncertainty, & Doubt</i>	Summon Shadows	<i>Unholy Resolve (Secunda)</i>	<i>Twist Truth</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Heavy Wound</i>	<i>Arcane Spell Dampening</i> ^{3 2}	<i>Curse, Massive</i> ²	<i>Dragonspeak</i> ²
2	<i>Intimidating Aura</i> ²	<i>Calamitous Jinx</i> ²	Illusory Terrain 3	<i>Enchanted Vestments (Quinta)</i>
3	<i>Schrödinger's Shelter</i> ²	<i>Commune w/ Higher Power</i>	Hologram: Permanent	Frighten to Death
4	<i>Staff to Serpent</i>	Confound, Mass	<i>Quest</i>	<i>Teleport Adversary</i>

Bolded Listings in **Green** are new spells presented in this document. Unbolded listings in **green** are new spells published in a previous Zealot's Guide with the specific book indicated by means of the superscript.

Deity's Appearance: The Prince of Terror always assumes the form of his viewer's worst nightmare

Advancement within Order: Advancement is through mortal combat. Once a cleric issues a challenge to a superior, the only rule is that the survivor gains or maintains the ranking position

Confederate Faiths: The Order of Agony, the Church of Endless Night, the Congregation of the Dead, the House of Knives

Adversarial Faiths: The Face of the Free, the Assembly of Light and the Theater of the Arts

Sayings: *When you sleep sound, we will soon be around. - The war within thyself has begun. - Fear is the mind killer. - All Tellene trembles before the Prince [of Terror].*

SPECIAL POWERS:

Inspire Fear: Fellows, with their aberrant tattoos, clothing, mannerisms and wicked looking weapons, present a dangerous and perplexing image to sapient foes. Any such creature that closes to within weapon reach of the Fellow needs to succeed at a Tenacity check or else he [it] is spooked and compelled to withdraw.

Fleeing Opponent: Should an opponent flee from melee with a Fellow, the priest can strike with a readied weapon as if dealing a backstab (q.v.).

Skill Purchases: The skills received gratis at first level represent special competencies of Fellows. If a cleric purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier (see PHB Chapter 11: Skills), whichever is greatest.

In addition, Fellows may purchase the Trap Design skill at half BP cost and are not restricted by this skill's prerequisites.

Fellowship of Terror advancement table

Level	Hit Dice (d4)	Attack Bonus	Initiative
1	1	0	0
2	1 + re-roll	0	0
3	2	0	0
4	2 + re-roll	0	0
5	3	+1	0
6	3 + re-roll	+1	-1
7	4	+1	-1
8	4 + re-roll	+1	-1
9	5	+1	-1
10	5 + re-roll	+1	-1
11	6	+2	-1
12	6 + re-roll	+2	-2
13	7	+2	-2
14	7 + re-roll	+2	-2
15	8	+2	-2
16	8 + re-roll	+2	-2
17	9	+3	-2
18	9 + re-roll	+3	-2
19	10	+3	-3
20	10 + re-roll	+3	-3

Alter Ego

Components: V, S
Casting Time: 5 seconds
Range: 25 feet
Volume of Effect: 1 sapient creature with whom the priest can communicate
Duration: 20 minutes
Saving Throw: Mental (negates)

Those beguiled by this spell are compelled to take on a role assigned to them by the cleric and act according.

As the prayer is completed, the cleric must declare to the subject what identity he is about to assume. This persona is entirely the discretion of cleric. He could make the target believe and act as if he were a chicken, Emperor Kabori of Kalamar, an ogre, or anything else the caster can imagine. The target of the spell must be able to comprehend the priest's diktat in order to comply thus average (or better) mastery in the target's language is mandatory for the spell to have any chance of succeeding.

The victim's ability to roleplay the selected persona is limited and shaped by his familiarity with and presuppositions about the target role. Roles that are totally outside the intellectual scope of the target creature fail automatically (e.g., a bugbear chieftain most likely has no idea who or what Emperor Kabori is and so cannot attempt to adopt the persona. However, it could attempt to act out its idea of a "human king" or "human leader.")

Because this spell relies on abstract concepts of "self" and "otherness," non-sentient creatures are immune to its effects.

Alter Emotion: Hack Frenzy

Components: V, S, DI
Casting Time: 3 seconds
Range: 20 feet
Volume of Effect: 1 sapient creature
Duration: varies
Saving Throw: Mental (negates)

This mind-altering spell causes its target to fly into an uncontrollable rage, consumed by bloodlust and anger. This state of mind is identical to the HackFrenzy flaw as described in the *Player's Handbook*, pg. 138 excepting the compulsion to attack the foe that delivered the frenzy-inducing blow.

Anointed followers of the priest's religion receive no saving throw. Other willing recipients of this blessing can choose to forgo their Mental saving throw and let the Hack Frenzy wash over them by symbolically placing their d20 in front of them with the "1" facing up.

Alter Emotion: Hopelessness

Components: V, S, DI
Casting Time: 6 seconds
Range: 30 feet
Volume of Effect: 1 sapient creature
Duration: 3d4p x 10 minutes
Saving Throw: Mental (negates)

With this doleful invocation, the cleric is able to excise all feelings of hope from the heart of his target thus compelling them to surrender. Creatures affected by this spell behave in a servile manner, unable and unwilling to make any decisions for themselves.

This spell can be especially devastating to group morale if cast on a leader. Underlings who witness their leader give up the fight while under the influence of this spell must make an immediate tenacity check.

Alter Emotion: Mass Hack Frenzy

Components: V, S, DI
Casting Time: 7 seconds
Range: 0 feet
Volume of Effect: 20 foot radius
Duration: varies
Saving Throw: Mental (negates)

This spell functions identically to *Alter Emotion: Hack Frenzy* except that all sapient allies and co-belligerents within a 20 foot radius of the caster are subject to its effects.

The priest invoking this berserk rage is, of course, mandatorily driven into Hack Frenzy.

Animate Scarecrow

Components: V, S, M, C, DI
Casting Time: 6 hours
Range: Touch
Volume of Effect: 1 Scarecrow
Duration: Permanent
Saving Throw: not applicable

This ritual allows a cleric to imbue a straw mannequin with *élan malfaisant*, causing it to animate and take on all the statistics and abilities of the Scarecrow as described on page 34.

The creator must undertake a complex series of rites as he constructs the body of the creature from straw, rope, parchment, sacks of leaves, wicker, reeds, or other similar materials. When finished, the dummy is dressed in the clothing worn by the mandatory sapient sacrificial

offering. Upon the conclusion of the ritual, the victim is murdered and his blood sprinkled upon the inanimate scarecrow thereby providing it 'life'.

Scarecrows do not possess intelligence per se, they must be directed in their actions. However, the enchantment provides for some degree of situational processing and adaptation to circumstances meaning that orders can be broad stroke — "Let no one pass unless they are with me" or "Let no one pass unless they bear this mark" being some examples of this. Given their peculiarities, Scarecrows are frequently deployed as warding guards rather than shock troops.

Aura of Fear

Components: S, DI
Casting Time: 4 seconds
Range: Self
Volume of Effect: 8' radius centered on priest
Duration: 5 minutes
Saving Throw: Mental (negates)

This baleful prayer enables the cleric to radiate a palpable aura that instills dread in any that approach him. While anointed followers of the cleric's faith are immune to its effects, any other creature that comes within eight feet of the cleric must succeed at a Mental saving throw or else they are compelled to immediately execute a Scamper Back special combat move and may not subsequently verge upon the priest for the duration of this spell.

Camouflage as Trees

Components: S, M
Casting Time: 10 seconds
Range: 0 feet
Volume of Effect: 40 foot radius
Duration: special
Saving Throw: not applicable

This illusion causes each sapient being within the area of effect to take on the visual appearance of a mature tree (if desired, the priest may designate a species otherwise they conform to the most prolific species within the concurrent area). Given an appropriate ecosystem, this disguise provides excellent camouflage and indigenous animals will ignore individuals so obfuscated. The deception may only be revealed by actually touching the individual (or by chance choosing that very tree to embed an axe into...)

Once so camouflaged, individuals may not take any actions other than movement at crawling speed without dispelling their illusory arboreal visage. Such movement

whilst under direct observation will certainly alert viewers but it may be possible to conduct short staggered advances while a casual observer's focus is elsewhere. Whether or not anyone notices that a particular tree has moved from its original location is contingent on their own powers of observation.

Should an arborally disguised creature take any action other than those described above, the façade vanishes immediately.

The material component is a tree branch.

Confound

Components: V, S
Casting Time: 5 seconds
Range: 60 feet
Volume of Effect: 1 creature
Duration: 5 seconds/level
Saving Throw: Mental (negates)

This spell warps its victim's perceptions such that tangible objects appear to inexplicably shift position and take on the form of adjacent items. This spatial confusion prevents the subject from having any surety that what he sees before him is actually there.

An individual so addled is incapable of distinguishing friend from foe or even assuredly distinguishing individuals. Similarly, he cannot accurately judge his surroundings and may unintentionally walk or jog in the wrong direction thinking a door, corridor, ally or other destination lies in a certain direction when in reality it is somewhere else.

To simulate this on a tactical scale (e.g. when using miniatures that provide unambiguous coordinates), the individual declares any actions and the GameMaster then randomly determines the results. For example, any intended movement requires a die roll to determine actual direction taken (d8 suggested with 1=North, 2=Northeast, and so forth). If the character attempts to attack a nearby opponent, the GM should randomly determine the true target by considering all creatures within 10 feet to be equally likely opponents. With regard to possible missile fire, actual targets can be anyone in a 360° circle.

Those affected by Confound suffer +2 to Initiative, -2 Attack and Defense, a +2 speed penalty, and cannot cast spells.

Confound, Mass

Components: V, S
Casting Time: 8 seconds
Range: 60 feet
Volume of Effect: 20' radius
Duration: 5 seconds/level
Saving Throw: Mental (negates)

This spell is functionally similar to *Confound* except that it affects all creatures in a 20 foot radius from the epicenter rather than a solitary target.

Cover in Fear

Components: V, S
Casting Time: 2 seconds
Range: Touch
Volume of Effect: 1 sapient creature
Duration: 2d6p x10 seconds
Saving Throw: Special

This demonstrative exhibition of horror compels its target to make a tenacity check. Failing this check means that the target is overpowered by fright for 2d6px10 seconds. While cowering in this state, the target cannot move faster than their crawl speed and may only take actions to extricate themselves from danger such as fully parry, scamper back, or give ground (the target may exceed their crawl speed when using scamper back and give ground).

Only self-aware creatures are subject to this spell. Those immune to fear cannot be cowed.

Cover in Fear, Mass

Components: V, S
Casting Time: 4 seconds
Range: 60 feet
Volume of Effect: all sapient creatures within a 30 foot diameter circle
Duration: 3d6p x10 seconds
Saving Throw: Special

This spell functions similarly to *Cower in Fear*, except that it affects all creatures within the confines of a 30' diameter circle for a somewhat lengthier duration.

Cure Lycanthropy

Components: V, S, DI
Casting Time: 8 hours
Range: Touch
Volume of Effect: 1 human (or half human) infected with lycanthropy
Duration: Permanent
Saving Throw: special

This beneficent ritual requires extensive preparation of the subject prior to the priest beginning the lengthy ceremony. The cleric casting the spell is not required to personally perform this preparatory task but must periodically monitor the acolytes charged with its execution.

The month-long regimen (full moon to full moon) wherein the lycanthrope imbibes a horrific daily concoction of blessed minerals, waters, other liquids and various herbal stuffs infused with wolfsbane prepares the subject for the final ceremony. If not completed to standard, the final ritual automatically fails.

Said ritual is begun at dusk on the night of a full moon. The subject lycanthrope will transform to wereform during the latter part of the ceremony so it must be restrained. Upon completion of the rite, the subject is permitted a check to determine if he is cleansed of the infection (d20p + Lycanthropy Virulence Factor vs. d20p + subject's Constitution -2).

Success will be readily apparent as the lycanthrope will immediately transform back into its human form. If the ritual fails, it may be repeated in a month's time (subject to another conditioning regimen) but each successive application incurs an additional -2 penalty to the subject's resistance check.

Disguise Object

Components: S
Casting Time: varies
Range: Touch
Volume of Effect: varies
Duration: fortnight
Saving Throw: not applicable

This illusion conceals an object's appearance by making it appear to be something else of comparable size (e.g. +/- 25%). The illusory visual patina is not dispelled upon touching it. However, the object's true form is never altered and may be interacted with. Thus a treasure chest disguised as a rock would, upon being touched, reveal the outline of the chest to probing hands.

Note that any skill checks performed on the object must be made sans visual reference (i.e. blindly). This may

complicate matters increasing difficulty by perhaps two categories (for a task partially dependent on sight such as lock picking) or render them impossible (i.e. appraisal). Difficulty adjustments are, of course, at the GM's discretion.

There are several incrementally more potent versions of this illusion details of which are listed below:

Disguise Object specifics

Spell Name	Casting Time (m)	Maximum Volume of disguised object
Disguise Object 1	1	5' x 5' x 5'
Disguise Object 2	3	10' x 10' x 10'
Disguise Object 3	7	30' x 30' x 40'
Disguise Object 4	10	50' x 50' x 100'

Divine Steward: Döppelgänger

Components: V, S, DI

Casting Time: 5 minutes

Range: Special

Volume of Effect: Special

Duration: 2 hours + 30 minutes/cleric level

Saving Throw: not applicable

This prayer summons a *Divine Steward* (q.v.) with enhanced capabilities for visual deception.

Unlike the lesser steward that appears as a translucent humanoid with no distinguishable facial features, this steward can take on the appearance of any bipedal creature within one size category of the cleric who summoned it. The steward can appear as a generic example of any creature the caster has seen before or as an exact copy of himself. Note that the specific form must be verbalized as the prayer is uttered and is unalterable afterwards.

The steward will act upon mental commands issued by the cleric provided the latter is within 30 feet. If the cleric moves outside this range, the steward continues acting upon its last order until either the spell duration elapses or the cleric returns and instructs it to perform a new action.

The priest may also speak through the steward employing it as a mouthpiece though the cleric must mouth the words the divine steward recites. No special language capabilities are granted thus the ventriloquist must depend upon his own fluency should he wish to have a non-human appearing steward speak in its native tongue. It bears noting that the steward CANNOT be used as a relay for spellcasting (e.g. the priest may not remotely cast spells through the steward).

Like a standard *Divine Steward*, it can only perform minor tasks and has an effective strength of 3/01 for purposes of determining how much it can carry, lift or drag. It is dispelled upon suffering 1 point of damage and rolls d20p-4 for Defense if physically attacked.

Döppelgang

Components: S

Casting Time: 3 seconds

Range: Self

Area of Effect: 15' radius

Duration: 5 minutes

Saving Throw: not applicable

This illusion causes every bipedal creature within 15 feet of the cleric to immediately transfigure into an exact replica¹ of himself for the duration of the spell. Any subsequent 'marking' of the duplicates (e.g. an arm sheared off as a result of a critical hit) will not be apparent to observers as all copies of the priest continue to mirror his visage. Note that once this spell is enacted, replicants need not remain in the priest's vicinity to maintain this illusion.

Targets' voices are altered to match the caster's as well. Note that replicants may include nearby enemies as well as allies and co-belligerents.

Because this spell makes it impossible to distinguish one replicant from another, certain allowances must be made when employing miniatures as metaknowledge may permit players to functionally circumvent the effects of this illusion. Therefore...

▶ Any attempt to attack a member of the döppelgang is equally likely to be directed at any replicant within five feet of the attacker. The GM should randomly the true opponent from a list of possible targets.

▶ Spells directed at a member of the döppelgang are equally likely to be directed at any replicant within ten feet of the attacker. The GM should randomly the true target from a list of possible victims.

¹ The illusion alters appearance not actual forms. As such, disguised creatures retain their combat abilities.

Duplicity

Components: S

Casting Time: 1 second

Range: Self

Area of Effect: Self

Duration: special

Saving Throw: not applicable

This spell cloaks the cleric in *Invisibility* (q.v.) while simultaneously manifesting a divine steward identical in appearance to the caster. The divine steward has capabilities identical to those described in *Divine Steward: Döppelgänger* and can be mentally commanded to take any action it is capable of.

Encoded Script

Components: S, M
Casting Time: 1 hour
Range: Touch
Area of Effect: special
Duration: Permanent
Saving Throw: special

This prayer provides divine inspiration in the form of a cryptologic algorithm that the priest may employ to encode documents or correspondence to render them undecipherable. The corresponding key may be written down and passed along to potential recipients permitting them to decode messages after an hour's effort per written page by an individual with advanced literary mastery in the message's language.

The priest may always effortlessly read his own encrypted writing.

Captured documents are subject to decryption by an individual possessing the Code Breaking skill (see *Griftmaster's Guide*).

The spell's material components are ink and parchment that are consumed by inscribing the encoded script.

Flashbang

Components: S, M
Casting Time: 1 second
Range: 30 feet
Area of Effect: 20' radius centered on impact point
Duration: variable
Saving Throw: Mental (negates)

This spell allows the caster to imbue a small held object (such as a stone or pinecone) with concussive properties. The caster can either throw the magical grenade immediately upon completing the incantation, or hold it in reserve for future use (such as after a door has been battered open). Note that once invoked, the flashbang will discharge in no more than 10 + d10p seconds or upon striking a solid object.

Should the spellcaster wait too long before physically throwing the grenade, it will explode in his hand. This results in a d4p+4 second penalty to his next action and flash blindness as described below. It also subjects those within 20' to the effects of the spell. Those around him are permitted a save but the cleric is not.

The grenade must be thrown at the caster's intended point of impact. Use the hurled object rules (GMG p. 19) to determine whether or not the caster hits the point he's aiming for – and if not – how far off he is.

Upon detonation, the object explodes emitting a flash of blinding and making a startlingly loud bang.

The grenade is particularly effective against enemies who have not yet reacted to a dangerous situation. Such individuals in the area of effect must apply a 2d4p second penalty to their initiative.

Anyone in the area of effect who has already become "situationally aware" (i.e. they can act having reached their count up number) is disoriented and must apply a d4p second penalty to their next action.

Additionally, anyone in the area of effect who views the detonation suffers mild flash blindness and takes a -2 penalty to attack and -1 defense for 30 seconds.

A successful dodge saving throw negates these effects, as the victim was able to successfully shield their eyes from the blast, and brace himself for the loud noise the spell produces.

The material component is a palm sized spherical rock or pinecone.

Frighten to Death

Components: S, DI
Casting Time: 8 seconds
Range: 40 feet
Volume of Effect: 1 sapient individual
Duration: Instantaneous
Saving Throw: Mental + Trauma

Frighten to Death causes its target to believe they are experiencing an encounter with their worst, darkest fear. Whether that fear takes the form of a terrible beast or something more abstract, is dependent entirely on the psychology of the target. Whatever the case, the spell can cause sufficient mental trauma to kill its victim.

The target must first roll a Mental saving throw to gauge resistance to the illusion. Even if successful, the victim will be so rattled by the experience that he will be unable to approach or in any way attack the spell's initiator for the next 15 minutes, as they perceive him to be the personification of all their fears.

If the victim fails the initial Mental save, he must make an immediate Trauma check. Success indicates that the target survives, but is nonetheless rendered catatonic for 5d6 minutes. If the target fails this latter check, his mind shuts down from extreme terror and he dies.

The Illusion Resistant talent gives any target of this

spell a +6 bonus to resist the initial Mental saving throw, but no bonuses to the Threshold of Pain check.

Fusillade of Phantom Crossbow Bolts

Components: S, C
Casting Time: 4 seconds
Range: dependent on missile weapon emulated
Volume of Effect: Special
Duration: 60 seconds
Saving Throw: none

To effect this spell, the cleric must have a crossbow or bow in hand (the missile weapon being the catalyst). While under the effects of this illusion, the cleric appears to shoot his weapon at a rate of up to one missile every 5 seconds (though he may choose to do so less frequently).

Phantom missiles are launched simply by gesturing at the desired target. Doing so sends a 'quarrel' or 'arrow' flying downrange. The target should roll a d20p to avoid being struck as if the projectile were real, but regardless of his score, the bolt always misses. However, the target will hear the sound of an arrow whizzing by their ear and believe to feel its wind on their face.

This deception is intended to fool those targeted that they are sustaining a barrage of missiles and induce them into wasting time seeking cover or dissuade them from boldly advancing. Note that the priest is capable of using the missile weapon normally while under the effects of this spell and thus may intersperse actual bolts (or arrows) at his normal rate of fire to lend authenticity to the illusion.

Get Lost

Components: V
Casting Time: 2 seconds
Range: 60 feet
Volume of Effect: 20' radius
Duration: d4p+1 days
Saving Throw: Mental (negates)

Those affected by this curse cannot find their way. All attempts by anyone who has succumb to understand directions, navigate the wilderness, read a map, or other such activities result not only in severe misinterpretation, but also arouse a deeply self-assured confidence that they are "on the right track." Contesting their judgment may provoke belligerency.

Naturally any Tracking skill checks may by such individuals automatically fail. GMs should give player characters under the affects of this spell intentionally false directions.

Ghoulsh Touch

Components: S, C
Casting Time: 5 seconds
Range: Touch
Volume of Effect: creature touched
Duration: 30 seconds + 10s/level
Saving Throw: special

This baneful prayer provides the cleric with the same paralyzing touch possessed by a ghoul. Should the cleric succeed in striking an opponent with an open-hand attack [though not necessarily inflicting damage], the defender must succeed at an opposed Wisdom check versus a ghoul's Will Factor (i.e. WIS check vs. d20p+6) or be paralyzed with fear for 2d4p minutes.

Note that unlike other spells delivered by touch, a shield hit is insufficient to trigger the need for a saving throw. Likewise, the priest cannot augment weapon attacks with this power.

The prayer's catalyst is a small bone extracted from a slain ghoul.

Hack Razor

Components: S, DI
Casting Time: 2 seconds
Range: Self
Volume of Effect: 1 weapon
Duration: 5 minutes
Saving Throw: special

This mirage causes the cleric's weapon to appear to warp and twist into a truly cruel and wicked form. Any sapient opponents within reach of the cleric's weapon must make a tenacity check as the very sight of the vicious killing implement fills their imaginations with hideous images of what the weapon could do to them.

Note that should an opponent fail to be intimidated by the *Hack Razor*, he need not make additional tenacity checks stemming from exposure to this deception.

Hologram: Dynamic

Components: V, S
Casting Time: varies
Range: 40 feet
Volume of Effect: up to 20' x 20' x 20'
Duration: fortnight
Saving Throw: special

This enchantment permits the cleric to depict a realistic three-dimensional setting with interactive

elements that can vary based upon external cues.

For example: A simple example might be to depict a songbird perched in an [actual] birdcage. When anyone enters the room, the bird stirs from sleep and chirps a melody chosen randomly from the six tunes it has to choose from.

As with all holograms, any solid object depicted is ephemeral.

At the time this Hologram is enacted, the cleric has two options. He may either pre-program the Hologram with a series of instructions (taking the form of a series of “IF THEN” statements) or he may ‘wing it’ by personally directing the Hologram.

The former option undoubtedly involves a protracted casting time but has the advantage of autonomous functionality once established. Only this option persists for the spell’s full duration. The casting time varies as a function of the Hologram’s complexity. A useful rule of thumb is to time how long (in minutes or, heaven forbid, hours) it takes the player to meticulously program the Hologram he wishes to enact. This becomes the casting time for that particular application.

The latter option is best employed as a one-off as it allows the cleric to quickly stage a scene or a single character and react to an indeterminate situation. As such, it may be more convincing than a rigid script. However, this implementation requires the full concentration of the priest preventing him from taking any other actions and necessitates him maintaining line of sight on the Hologram. Any verbalization on the part of a Holographic character must be mumbled aloud. Should the priest take any other action, the Hologram ceases immediately.

Hologram, Permanent

Components: V, S

Casting Time: varies

Range: 40 feet

Volume of Effect: up to 20' x 20' x 20'

Duration: Permanent

Saving Throw: special

This spell functions like *Hologram: Dynamic* except that the choreographed scene is permanent. A permanent hologram may only be pre-programmed never ad-libbed.

Hologram: Static

Components: V, S

Casting Time: varies

Range: 40 feet

Volume of Effect: up to 20' x 20' x 20'

Duration: fortnight

Saving Throw: special

This spell permits the cleric to create a three-dimensional ‘scene’ that appears to be real, flawlessly replicating the visual appearance of any object or objects. However, if touched, one’s hand simply passes through any constituent component as if it wasn’t there (because it isn’t).

The “void space” (i.e. volume that would be solid were the hologram real) can conceal items or persons effectively hiding them provided they do not accidentally breach the hologram’s outline. Those so concealed may see out of the hologram.

The casting time varies as a function of the Hologram’s complexity. A useful rule of thumb is to time how long (in seconds) it takes the player to describe the Hologram he wishes to enact. This becomes the casting time for that particular application.

Hypochondriac

Components: S

Casting Time: 1 second

Range: 5'

Volume of Effect: 1 sapient individual

Duration: Special

Saving Throw: Mental (negates)

This spell clouds the mind and convinces its victim that he’s fallen ill. For the spell’s duration, the victim experiences and suffers all effects (short of death¹) of one disease of the caster’s choice. All penalties are purely psychosomatic.

In order to make the target believe they have been exposed to an illness, the cleric must engineer an “exposure event” as he implants the mental seed that the victim will think back to as justifying their sudden illness. This could be anything as simple as coughing on or touching the target as the spell is cast, to serving him odd-tasting food, or whatever else the cleric imagines.

At this point, the target is permitted a Mental save. If successful, he resists the notion that he’s been exposed to an illness. However, should he fail, the belief that he’s caught some ailment is implanted in his consciousness and will thereafter manifest psychosomatic manifestation of the disease’s minor effect. Should he fail by 6 or more, the belief is especially prominent and the victim will manifest symptoms of the disease’s major effect.

After the particular disease’s normal onset time, the victim will believe that they are feeling unwell and begin to suffer penalties² per the disease description in the GameMaster’s Guide. However, they will not manifest any physical symptoms.

An average difficulty First Aid skill check will reveal the patient to be asymptomatic. This permits a new Mental save (with a bonus or penalty equivalent to the first aid provider's Charisma based Morale Modifier). If successful, the patient 'recovers' immediately. However, should he fail, he refuses to believe the diagnosis and persists in his phantom illness. Further attempts by that first aid provider to convince him of his true wellness will never succeed. However, a second opinion may...

Barring all else, once the 'illness' runs its natural course, the patient will 'recover'.

¹ Should the disease progression indicate death, the victim simply falls asleep for 12 hours. This is normal sleep from which he may be aroused by a third party.

² These penalties are real in that the victim, given his false belief that he's sick, will refrain from exerting himself to his full potential.

Illusory Credentials

Components: S, C

Casting Time: 1 second

Range: Touch

Area of Effect: 1 document

Duration: 10 minutes

Saving Throw: Mental (negates)

This illusion causes a blank piece of paper, parchment, or vellum to appear as if it were actually an important and in-context pass, proof of purchase, pardon, certification, or other official document. The cleric presenting the *Illusory Credentials* must verbally prompt his audience, "letting them know" what the paper is before any effect can take place.

For example, Ludo, a cleric, attempts to gain entry into Frandor's Keep after night has fallen, knowing that the guards will not let him inside without special permission. Before he approaches the gates, Ludo casts Illusory Credentials on a piece of parchment and rolls it up in his hand. When Ludo talks with the guards, he informs them that he has special dispensation from the Earl to enter the city after dark and presents the blank sheet of parchment. The guards both fail their Mental saving throws and therefore believe Ludo has permission to enter.

This spell is only effective against creatures from literate societies that use official documentation as stand-in for authoritative entities. This effect may be used on illiterate creatures from such societies, as they are still able to recognize tokens of authority.

Extremely unbelievable claims primarily or solely supported by this documentation will fail automatically. What is "extremely unbelievable" is up to the discretion of

the GM, but includes situations such as claiming to be a noble and not looking or sounding the part, using the spell to enact sweeping social change, seizing large amounts of money or valuable goods under royal decree, etc. As a rule of thumb, remember that the greater the deception, the greater the suspicion.

Illusory Fire

Components: S

Casting Time: 5 seconds

Range: 30 feet

Area of Effect: up to 30' long, 5' wide and 7' high

Duration: 15 minutes

Saving Throw: special

This spell conjures up a pseudo conflagration (up to 30 feet long, 5 feet wide, and 7 feet high) that appears to be a real, burning fire. Those within 5 feet of the *Illusory Fire* will have a [placebic] feeling of intense heat and anything cast into the fire will appear to ignite if flammable. However, any object withdrawn from the fire will be unsinged and exposed flesh will never suffer a burn.

Illusory Fire sheds real light, providing double the illumination radius of a torch.

Illusory Pit

Components: S

Casting Time: 2 seconds

Range: 50 feet

Area of Effect: up to 20' x 20'

Duration: 30 minutes

Saving Throw: special

This illusion makes a patch of ground up to 20' x 20' appear as though there is a significant depression present. At the whim of the instigator, this void space may take the form of a well, sinkhole, excavated pit or any similar perforation of the earth's surface. The pit's apparent depth and terminal conditions (such as an array of spikes embedded in the floor) are also within the purview of the creator.

Anything visually observing the *Illusory Pit* will believe it to be genuine until such time as they take actions to disprove its legitimacy. Whether NPCs take such actions and how quickly they do so is a judgment call the GameMaster must make.

As with all such tricks, the more reasonable its presence is the greater the likelihood that it will be taken to be real. *For example, the sudden appearance of a large pit in a primary access corridor of an orc lair – which the inhabitants know wasn't there an hour ago – is likely to be quickly contested (probably by pushing the weakest of their companions into it!)*

Contrarily, a broad shaft in an area unknown to the NPC will probably be falsely recognized as a real obstacle. Note that creatures having previously encountered an *Illusory Pit* will thereafter be very wary of a similar trick.

Creatures tossing pebbles, rocks or other small objects down the *Illusory Pit* will result in the observers “seeing” the item strike bottom after an appropriate delay (when, in fact, said object is cloaked by invisibility and resides where tossed on the ground). Similarly, “prodding” with a pole returns the false sensation that the stick encountered no resistance when breaking the plane of the pit when the prober was actually dragging it along the ground.

Tactile interaction with an *Illusory Pit* will reveal the deception. Any individual traversing the illusion will encounter nothing but firm ground under his feet¹ and will be seen by observers to be “walking on air”.

¹ This presupposes that the *Illusory Pit* was enacted on flat ground. It is, of course, possible to conceal a real pit by means of this spell.

Illusory Terrain

Components: S

Casting Time: *varies*

Range: 0 feet

Area of Effect: *varies*

Duration: *fortnight*

Saving Throw: *not applicable*

This illusion alters the appearance of the area surrounding the cleric to appear as whatever sort of terrain he desires. The phantom landscape proffered by this prayer is intangible, but seemingly reacts to stimuli as if it was really there.

For example, if this spell were used to create a puddle, then anyone throwing a real pebble “into” that illusory puddle would believe they heard a splash and witnessed ripples emanating from the point of impact. However, if that person were to step into that puddle, their feet would remain dry as there is no water actually there.

Skilled practitioners of the illusory arts often overlap their illusions on top of real world objects in order to give them a sense of tangibility, for example overlapping the false image of a dead tree onto a real tree, so that if anyone were to touch it, they could feel the bark under their fingers.

The cleric invoking *Illusory Terrain* can see through the mirage as can anointed followers present at the time of its creation.

Illusory Terrain specifics

Spell Name	Casting Time (minutes)	Area of Effect
Illusory Terrain 1	10	¼ acre
Illusory Terrain 2	30	1 acre
Illusory Terrain 3	60	5 acres

Illusory Wall

Components: S

Casting Time: 4 seconds

Range: 30 feet

Area of Effect: up to 10' x 10'

Duration: *fortnight*

Saving Throw: *not applicable*

This illusion makes it appear as if a wall exists where, in fact, there is none. Its creator determines the wall's appearance at the time he enacts this deception.

The wall is entirely insubstantial and offers no protection besides visual obfuscation. Anyone who physically interacts with the wall will be able to simply step through the illusion.

Illusory Wall, Permanent

Components: S

Casting Time: 5 minutes

Range: 10 feet

Area of Effect: up to 10' x 10'

Duration: *Permanent*

Saving Throw: *not applicable*

This spell functions as *Illusory Wall*, except that the hallucinatory wall it creates is permanent.

Labyrinth

Components: V, S

Casting Time: 3 seconds

Range: 50 feet

Volume of Effect: *special*

Duration: *special*

Saving Throw: *Physical (negates)*

This spell transfers the subject from the physical world into an extra planar maze. To avoid entrapment, the target must succeed at a Physical saving throw.

Failure causes the target creature to inexplicably wink out of existence (having been transferred to the remote

labyrinth).

Escaping from the maze requires the trapped individual to find the exit. This process is simulated by permitting a Mental save after 10 minutes have elapsed and every 10 minutes thereafter. Success indicates that an exit has been discovered. Stepping through this portal returns the prisoner to the very spot he initially disappeared from.

Minotaurs affected by this spell always escape the labyrinth in 2 minutes and need make no Mental saving throw.

Luna Moth Messenger

Components: V, S, M, DI

Casting Time: 30 seconds

Range: special

Volume of Effect: 1 moth

Duration: variable (until dawn)

Saving Throw: not applicable

This prayer, which may only be cast at night, summons a luna moth that can act as an innocuous courier to deliver a message to a co-religionist. It is necessary to have an active light source in close proximity to attract the moth (functionally the material component).

The moth will flutter around the nearby illumination awaiting orders. It may be verbally given a message to relate and a named recipient (who must be an anointed follower of the cleric's religion). The moth will then fly off, guided by divine providence, and locate the recipient. If the intended target is within 10 miles, the moth will be able to locate him.

Once it arrives at its destination, the moth circles the recipient's head and psychically implants the message silently into his consciousness.

Given the nature of this courier, it will not draw the attention of sapient observers even should its path necessitate crossing through guarded territory. However, it is subject to predation by owls. There is a 10% chance that any luna moth is eaten during its flight.

Lunarang

Components: V, S

Casting Time: 3 seconds

Range: as throwing axe

Volume of Effect: special

Duration: 10 seconds/cleric level

Saving Throw: none

This spell conjures three crescent shaped arcs of moonlight each approximately a foot in breadth representing

Tellene's moons (Diadolai, Pelselond and Veshemo). To all but the cleric these are intangible and readily pass through any solid object.

The priest may employ these arcs as throwing weapons similar to a boomerang though no explicit weapon proficiency is required. They may be hurled every 6 seconds. Should the cleric miss on his Attack roll, the arc returns to his hand the following second.

Targets gain no benefit from cover (though they may derive a concealment bonus if secreted behind hard cover – see GMG p. 17).

Should a Lunarang strike a mortal creature, it inflicts 1d4p damage plus 1 point for every 4 levels of the priest (any Damage Reduction is ignored). The luminous crescent will pass through the defender's shield and armor draining the creature's *élan vital* but leaving no visible wound¹.

If a thrown Lunarang strikes an undead being, the glowing arc inflicts 2d4p damage +1 point for every 2 levels of the cleric (again, bypassing any DR). In this instance, it will leave a ragged wound in the undead being's form.

Supplemental damage from high strength is not applicable. Once it impacts a creature, that particular Lunarang dissipates.

¹Though no laceration is visible, the injury is treated as any other discrete wound for purposes of *Cure Wound* spells. It is not, however, possible to treat this injury with first aid.

Massmerism

Components: V, S, C

Casting Time: 5 seconds

Range: 15 feet

Volume of Effect: see text

Duration: special

Saving Throw: Mental (negates)

This spell functions like *Mesmerism*, except that it can affect all sapient beings within 15 feet of the mesmerist.

Mesmerism

Components: V, S, C

Casting Time: 5 seconds

Range: 10 feet

Volume of Effect: 1 sapient individual

Duration: special

Saving Throw: Mental (negates)

This mind-affecting incantation causes its target to settle into a state of heightened suggestibility, in which they can be easily manipulated. Subjects that do not share a common language with the cleric (or who are too aggressive to parley with) cannot be successfully influenced by this spell.

To coax his target into this state, the cleric employs a hypnotic technique.

An eye-catching object [the catalyst] for his target to focus on, such as a pendant, a precious stone attached to a short chain, or other roughly analogous item is an essential element of the spellcasting. The priest begins by gently swinging the focus object and calmly exhorting his target to concentrate on it and forget his troubles. Should the target fail his saving throw, he relaxes into a suggestive state and awaits the orders of the mesmerist.

Any command given must be simple enough to be completed within an hour and cannot contain any suicidal orders. The subject will not undertake any orders that would seriously deviate from his innate personality and pre-established values per the GM's discretion.

Upon completion of the task, the subject is freed from the mesmerist's hold but will not be able to recall any actions taken while under his influence.

Mimic Odor

Components: S

Casting Time: 5 seconds

Range: 40 feet

Volume of Effect: static 20 foot radius sphere

Duration: 2 hours + 15 minutes/level

Saving Throw: not applicable

By means of this spell, the cleric can replicate any odor he is familiar with, foul or aromatic. Smells that would normally prompt checks or saving throws (such as the nauseating stench of a ghast) can be duplicated by this spell – however, it cannot induce impairment.

This limitation should not be revealed to those exposed to the scent. Instead, the GM should leverage Pavlovian conditioning to foster trepidation by prompting saving throws for appropriate smells. Regardless of the results, no harm will come to those exposed to said odor.

Odors may be employed to dissuade or frighten opponents (e.g. the scent of weasel urine may discourage the approach of a basilisk or cockatrice) or to distract them. The scent of fresh meat permeating an area could certainly command the interest of lupines tracking someone – delaying them and possibly necessitating an additional tracking check.

Monster Phobia

Components: V, S

Casting Time: 4 seconds

Range: 40 feet

Volume of Effect: 1 creature

Duration: 1 hour

Saving Throw: Mental (negates)

This mind-influencing spell induces the target to develop an intense fear of a type of named creature from the *Hacklopedia of Beasts*, be they bugbears, dogs, wyverns, humans, or some other being. While under the influence of *Monster Phobia*, the target's morale is reduced to "coward" whenever threatened by the named creature. The target's own species may never be selected as the creature to be feared.

Moonlight

Components: V, S, M

Casting Time: 7 seconds

Range: Special

Area of Effect: 4 acres

Duration: 15 minutes/cleric level

Saving Throw: not applicable

Upon blessing a moonstone and hurling it skywards, the gem ascends to a height of 200 feet and transforms into a luminous orb. This moon-like sphere is sufficiently bright to illuminate a four acre [1.6 hectare] area¹ in dim illumination (see PHB p. 280).

In most circumstances, this blessing may only be enacted outdoors though in theory a stupendously large underground cavern with sufficient overhead clearance could be illuminated via this spell.

The material component is a moonstone of no less than 5 sp value.

¹a 235 foot radius from the point of casting

Nightmare

Components: S, C

Casting Time: 9 seconds

Range: 66 feet

Area of Effect: 39 foot radius

Duration: special

Saving Throw: Mental (negates)

This spell allows the cleric to conjure a vision of horrible subtlety and terrible undertones. It is centered on the a point of the priest's choosing, within 66' of him, and affects anyone within 39 feet of that point. Those who see such a vision will not understand it's abject terror all at once, and will seem unaffected. However, the next time they go to sleep, they must make a Mental Saving throw against the cleric. Should they fail they will be subject to dreadful nightmares that begin about 30 minutes after they fall asleep. Any character that is subject to such night terrors can only gain 1 functional hour of sleep that night,

and is thus subject to the sleeping exhaustion rules. These nightmares continue indefinitely. Each time the character tries to sleep, they must make a saving throw. Once a saving throw is made, the nightmares cease.

For every 24 hours that pass from the time they initially gazed upon the vision, the victims of Nightmare gain a +1 to their save as the horror of the vision slowly fades away. The cleric's original roll remains static.

The catalyst is a shrunken head or some other ghastly trinket.

Panic Room

Components: V, S, DI

Casting Time: 10 seconds

Range: Touch

Volume of Effect: special

Duration: 4 hours + d100 minutes

Saving Throw: not applicable

This prayer conjures a virtual redoubt in which the cleric (and associates) may take temporary refuge.

Upon completion of the prayer's recitation, the cleric traces a door on any solid vertical surface (such as a building's interior wall, a fortress' curtain wall or even a natural cave) and when finished a solid hardwood door appears.

Opening the door reveals a 15' x 15' unfurnished room. This is actually a 'pocket dimension' connected to the real world via the door's aperture. There is no necessity that clearance exists behind the door (i.e. a Panic Room enacted on a building's exterior will not provide access to the building's interior).

The Panic Room's interior temperature is a consistent 68° Fahrenheit. The door may be locked from the inside (requiring a Feat of Strength vs. d20p+14 to circumvent) and features a peep hole through which the occupants can view the outside world.

Determined efforts to break into the Panic Room will eventually succeed, as is the case with most passive defenses. 10 minutes of laborious effort employing axes, mauls or other construction tools will break down the door permitting access. The door is fire rated to 30 minutes, resisting smoke infiltration in the case of a general conflagration until it is compromised. Subsequent destruction of the wall upon which the door was inscribed will not dispel the Panic Room though it will certainly reveal it to be a magical portal given that it is hanging in mid-air with nothing apparently behind it.

When the spell's duration elapses, the pocket dimension collapses disgorging any occupants into real space. Such violent decompression inflicts 3d4p damage

(with no armor DR possible) and necessitates a d12+3 Initiative roll should immediate actions be required thereafter.

Phantom Fury

Components: S

Casting Time: 1 second

Range: Touch

Volume of Effect: 1 creature

Duration: 60 seconds

Saving Throw: not applicable

This illusion gives the impression that the spell's subject is attacking at twice their normal rate. In reality, feints and jabs occurring between 'normal' attacks are misinterpreted as deadly lunges resulting in the seeming rapidity of attacks.

To maintain the illusion, the GM should still roll the illusory attacks with each one missing regardless of the die results. Frenzied parrying of such phantom assaults can prove injurious as it subjects the defender to increasing fatigue and may leave him vulnerable to free attacks stemming from rolling a "nat 1" on defense. Any fumbles resulting from phantom attacks are ignored.

Placebo

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area of Effect: 1 sapient creature

Duration: Permanent

Saving Throw: Mental (failure required for efficacy)

To enact this ruse, the caster must convince the subject that he is performing palliative care. Fragrant ointments, strange animal parts, metallic copper bands or other forms of "snake oil" are an essential component of the performance.

The patient is permitted a Mental saving throw to gauge whether he believes the treatment is effective. Those succeeding will doubt the efficacy of the regimen and thus receive no benefit. Failure indicates that they are taken in by the homeopath.

Those believing in the proffered cure are restored d3 hit points if the subject of the treatment was a wound or are permitted another severity check (albeit at a -4 penalty) to mitigate the severity of a disease.

Phantom Wound

Components: S

Casting Time: 2 seconds

Range: Touch

Area of Effect: 1 sapient creature

Duration: Special

Saving Throw: Mental (negates)

This hex delivers a momentary sensation of pain and may induce the victim to believe that he has suffered a substantive wound.

Upon touching the target, he is permitted a Mental saving throw (though the GM should lie and state that it's a Physical save to throw off any metagaming). If the save is failed, the target believes he's suffered a 3d4p wound (the GM should simply state the amount of damage).

In reality, no wound is sustained. However, if this damage induces a Trauma check, it needs to be rolled and the victim will react as if he were ToP'ed.

Ideally, the *Phantom Wound* has a second order effect in that it encourages the recipient to be less aggressive thinking he can he sustain fewer subsequent wounds before being killed. In actuality, should the victim 'die' as the result of this hit point loss – whether immediately or as the result of ensuing damage, he inexplicably remains conscious and viable and suffers no game effect other than surprise to be alive.

Any successful [trivial] First Aid check reveals the wound to be nonexistent.

Protection from Lycanthropes

Components: V, S, DI

Casting Time: 7 seconds

Range: Touch

Area of Effect: 1 individual

Duration: 10 minutes

Saving Throw: Physical (negates for individual attacker)

This prayer grants the recipient a protective ward that constrains all lycanthropes from approaching within 5 feet of the individual.

Upon granting the barrier, the priest should roll d20p+level to determine the efficacy of the protection. Any lycanthrope subsequently attempting to approach the guarded individual needs to succeed at a Physical saving throw vs. the aforementioned standard or else it is held at bay at a distance of 5 feet and cannot approach closer. Lycanthropes that overcome the barrier are free to attack and need not recheck resistance should they leave and reenter the perimeter.

Lycanthropes may, of course, target the protected individual with spells, missiles and weapons with a reach exceeding five feet should they possess the ability to do so.

Note that protection does not extend to lycanthropes whilst in their fully human guise.

Protection from Wererats

Components: V, S, DI

Casting Time: 4 seconds

Range: Touch

Area of Effect: 1 individual

Duration: 5 minutes

Saving Throw: Physical (negates for individual attacker)

This prayer grants the recipient a protective ward that constrains wererats from approaching within 5 feet of the individual.

Upon granting the barrier, the priest should roll d20p+level to determine the efficacy of the protection. Any wererat subsequently attempting to approach the guarded individual needs to succeed at a Physical saving throw vs. the aforementioned standard or else it is held at bay at a distance of 5 feet and cannot approach closer. Wererats that overcome the barrier are free to attack and need not recheck resistance should they leave and reenter the perimeter.

Wererats may, of course, target the protected individual with spells, missiles and weapons with a reach exceeding five feet.

Note that protection does not extend to wererats whilst in their fully human guise.

Protection from Werewolves

Components: V, S, DI

Casting Time: 5 seconds

Range: Touch

Area of Effect: 1 individual

Duration: 5 minutes

Saving Throw: Physical (negates for individual attacker)

This prayer grants the recipient a protective ward that constrains werewolves from approaching within 5 feet of the individual.

Upon granting the barrier, the priest should roll d20p+level to determine the efficacy of the protection. Any werewolf subsequently attempting to approach the guarded individual needs to succeed at a Physical saving throw vs. the aforementioned standard or else it is held at bay at a distance of 5 feet and cannot approach closer. Werewolves that overcome the barrier are free to attack

and need not recheck resistance should they leave and reenter the perimeter.

Unusual werewolves may, of course, target the protected individual with spells, missiles and weapons with a reach exceeding five feet should they possess the ability to do so.

Note that protection does not extend to werewolves whilst in their fully human guise.

Psychosomatic Blindness

Components: V, S

Casting Time: 6 seconds

Range: 25 feet

Area of Effect: 1 sapient creature

Duration: special

Saving Throw: Mental (negates)

This malevolent prayer induces its subject to believe that he has suddenly lost his sight. Those affected by this spell behave exactly as if they had gone blind and suffer all the drawbacks associated with the disorder (see Player's Handbook, pg. 137).

Victims remain effectively blind until examined by a first aid provider that convinces them that they have no physical injury or impairment that warrant their current incapacity. This permits a new Mental save (with a bonus or penalty equivalent to the first aid provider's Charisma based Morale Modifier). If successful, the patient 'recovers' immediately. However, should he fail, he refuses to believe the diagnosis and persists in his psychosomatic blindness. Further attempts by that first aid provider to convince him of his true condition will never succeed.

"Treatment" by individuals the victim knows to have no competency in medical matters (e.g. certain PCs) will never be effective. However, it is possible for an untrained third party to convince the individual suffering from *Psychosomatic Blindness* of his true condition provided he could bluff his credentials.

Psychosomatic Deafness

Components: V, S

Casting Time: 5 seconds

Range: 25 feet

Area of Effect: 1 sapient creature

Duration: special

Saving Throw: Mental (negates)

This curse induces its subject to believe that he has suddenly lost his hearing. Those affected by this spell behave exactly as if they had gone deaf and suffer all the drawbacks associated with the disorder (see Player's Handbook, pg. 137).

Victims remain effectively deaf until examined by a first aid provider that convinces them that they have no physical injury or impairment that warrant their current incapacity. This permits a new Mental save (with a bonus or penalty equivalent to the first aid provider's Charisma based Morale Modifier). If successful, the patient 'recovers' immediately. However, should he fail, he refuses to believe the diagnosis and persists in his psychosomatic deafness. Further attempts by that first aid provider to convince him of his true condition will never succeed.

"Treatment" by individuals the victim knows to have no competency in medical matters (e.g. certain PCs) will never be effective. However, it is possible for an untrained third party to convince the individual suffering from *Psychosomatic Deafness* of his true condition provided he could bluff his credentials.

Redress Lycanthropy

Components: V, S, DI

Casting Time: 1 hour

Range: Touch

Volume of Effect: 1 human (or half human) infected with initial stage lycanthropy

Duration: Permanent

Saving Throw: not applicable

This lengthy remedatory spell will cleanse a person infected with precursory lycanthropy (i.e. the individual has succumb to the bite of a lycanthrope but not yet undergone a transformation to wereform). Once said person undergoes a physical transformation under a full moon, the infection becomes too deeply embedded for this remedy to be effective.

After receiving this blessing, the subject is incapacitated for a day exhibiting vomiting and diarrhea, a sensation of burning, tingling, and numbness in the mouth and face, and of burning in the abdomen.

The material component is a tub filled with a slurry formed by boiling plants of the genus *aconitum* (wolfsbane). The subject of the spell must be immersed in this liquid for the duration of the casting.

Reflecting Pool

Components: V, S, DI

Casting Time: 5 minutes

Range: Touch

Area of Effect: special

Duration: 15 minutes

Saving Throw: not applicable

This prayer enables a pond or similar natural body of water to display another part of the world upon which the moon's light also shines.

The spell must be cast at night upon a pure pool of water¹. Once enacted, the cleric names the geographical location² he wishes to view. The level of detail revealed is a function of the moon's cycle.

For the week between the waxing and waning crescent (e.g. new moon), the spell is ineffective.

For the two weeks in which a quarter moon appears (waning crescent to waning gibbous and waxing crescent to waxing gibbous), major structures can be clearly seen in a fashion comparable to an overview map. Movement can be seen but it is impossible to identify species or even to gauge size except in relative measure.

During the week of a full moon (waxing gibbous to waning gibbous), resolution permits identification of specific species but cannot identify specific individuals.

¹ If the water is safe to drink, it is sufficiently pure.

² The location must either bear a name (such as a settlement or prominent geographical landmark) or have been personally visited by the priest. It cannot facilitate locating an area not commonly known (hence the naming requirement).

Reveal Lycanthrope

Components: S
Casting Time: 2 seconds
Range: Self
Area of Effect: 2 foot radius
Duration: 10 minutes
Saving Throw: not applicable

Upon invoking this divination, the cleric can sense a lycanthrope in human form. The range is very limited necessitating that the priest approach the werebeast closely in order to determine the duplicitous nature of its human visage.

Note that the supernatural nature of this divination will trigger the 'spidey sense' of the lycanthrope informing it that its secret identity has been revealed to the cleric. How the werecreature responds is in the purview of the GameMaster.

Shadowform

Components: S
Casting Time: 2 seconds
Range: Self
Volume of Effect: Self
Duration: 5 minutes
Saving Throw: not applicable

Upon uttering this prayer, the cleric's body transforms into that of a Shadow (*Hacklopedia of Beasts*, pg. 268). All possessions fall to the ground where his corporeal form once stood.

In *Shadowform*, the cleric is statistically identical to this undead creature (except for his HP which remain the same as prior to this invocation) with all of its powers and weaknesses.

The priest may cast spells in this form provided they do not require material components, catalysts, or divine icons.

Shill o' the Wisp

Components: S
Casting Time: 5 seconds
Range: 500 feet
Volume of Effect: Special
Duration: 2 hours
Saving Throw: not applicable

This prayer conjures a small, bobbing orb of light that the priest may remotely control. The sphere, which could easily be misidentified as a Will-o'-the-Wisp¹, may be gesturally directed to float to any spot within 500 feet of the cleric, subject to line of sight. Such movement is accomplished at a rate of 15 feet per second.

The orb can emit light (in a hue of the cleric's choosing and alterable at will) as bright as the 8th level Mage spell, *Illumination* or as dim as that of a firefly. Intensity, as with hue, may be changed at will.

¹ Assuming that the cleric is somewhat familiar with the habits of this creature, he may emulate its tactics. The orb is, obviously, incapable of directing an attack but its insubstantial nature can replicate the difficulty of striking an actual Will-o'-the-Wisp and lend credence to the deception.

Silvering

Components: V, S, M
Casting Time: 10 seconds
Range: Touch
Area of Effect: 1 weapon (or 5 projectiles)
Duration: 4 hours
Saving Throw: not applicable

This prayer permits the cleric to coat a melee weapon in a thin veneer of silver potentially augmenting its effectiveness versus certain creatures. This film will even adhere to wooden implements such as staves and clubs. Alternatively, it may be employed to coat the warheads of up to five individual projectiles.

Once the duration expires, the coating begins to spall off the weapon in gossamer flakes readily carried aloft by the slightest breeze.

The material component is 4 silver coins (or an equivalent quantity of pure silver metal).

Snake Charm

Components: S
Casting Time: 2 seconds
Range: 10 feet
Volume of Effect: 1 snake
Duration: d30 minutes
Saving Throw: Mental (negates)

By staring into the eyes of an individual serpent, the cleric may mystically calm the beast, lulling it into a docile, relaxed state in which it is receptive to the verbal commands of the snake charmer.

To command the charmed snake, the caster speaks normally but his voice is magically transformed into hisses and rasps that render him intelligible to the snake. Snakes can only perform tasks within the scope of their limited intellect. This spell may be cast on asps, rattlesnakes, boas, and other common, non-monstrous snakes.

Snake Charm, Monstrous

Components: S
Casting Time: 5 seconds
Range: 15 feet
Volume of Effect: 1 monstrous snake
Duration: d30 minutes
Saving Throw: Mental (negates)

This spell is similar in most respect to the lesser incantation *Snake Charm*, except that it may be employed to bewitch far more deadly serpents.

Spectral Owl

Components: S, DI
Casting Time: 10 seconds
Range: special
Volume of Effect: special
Duration: 4 hours
Saving Throw: not applicable

This prayer, which may only be cast at night, summons a large¹ spectral owl. Its translucent form glows with the light of the moon providing illumination equivalent to torchlight.

Though insubstantial, the cleric may employ it as a flying mount and may be accompanied by a size M (or smaller) passenger provided said individual is an anointed follower of the priest's deity. The spectral owl flies at a rate of 40 ft/s (roughly 27 mph or 44 kmph).

Stealth is a virtual impossibility given the owl's luminescence – particularly when airborne. However, this is not purely a liability. Its eerie, ghostly form tends to dissuade non-sapient predators from approaching. Sapient creatures (particularly humanoids) must make a Tenacity check when confronted with a proximate² *Spectral Owl*. It thus may assist in clearing a "hot LZ".

¹ as in size L creature

² This check is made when the Spectral Owl approaches within 60 feet

Spook Animal

Components: V, S
Casting Time: 1 second
Range: 20 feet
Volume of Effect: 1 animal
Duration: Instantaneous
Saving Throw: special

This spell induces a normal animal (e.g. creatures with "Animal, Low" to "Animal, High" intelligence), even those as formidable as a tiger or grizzly bear, to immediately make a Tenacity check. Should it fail, the creature withdraws from the area as fast as it is able and will not return save under the influence of a trainer, keeper or other master.

Startle

Components: V, S
Casting Time: 1 second
Range: 20 feet
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: Mental (negates)

This bewitchment spooks its victim, causing the target to suffer a +5 modifier to their Initiative roll. This spell can only be cast on a creature whose initiative has not yet come up during a battle.

Summon Shadow

Components: S, DI
Casting Time: 9 seconds
Range: 60 feet
Area of Effect: 1 Shadow
Duration: 5 minutes
Saving Throw: not applicable

By means of this divine appeal, the cleric is empowered to muster a Shadow (*Hacklopedia of Beasts* pg. 268) from the inscrutable Shadow World, a non-Euclidean plane of existence that defies the laws of conventional physics.

This prayer must be executed whilst the cleric is enveloped in shadows. As such, both daylight and darkness are unsuitable mediums for summoning. Functionally, being within the dim ring of illumination cast by a point source of light such as a candle, torch or lantern will suffice.

The summoned Shadow is obedient to mental commands from the cleric provided he is within 60 feet (though a failed Tenacity check or being Turned will trump control). Should the priest exit the zone of control, the Shadow will attempt to conceal its presence while awaiting orders but will defend itself if assaulted. After the spell's duration lapses, the Shadow seeps back through mundane shadowstuff into the Shadow World.

Collateral Shadows: It may well occur that sapient adversaries the cleric has directed the Shadow to attack are themselves transformed into Shadows. These 'shadow spawn' are not subject to control by the cleric but will remain non-belligerent for one hour following their creation. These creatures will attack any mortal after said time elapses. Future actions of these second-generation undead beings are left to the discretion of the GameMaster.

Summon Shadows

Components: S, DI
Casting Time: 12 seconds
Range: 60 feet
Area of Effect: 2 Shadows
Duration: 5 minutes
Saving Throw: not applicable

This spell functions as *Summon Shadow* except that it musters a pair of Shadows from the Shadow World rather than a solitary creature.

Supernatural Cloaking

Components: S, DI
Casting Time: 1 minute
Range: Self
Area of Effect: Self
Duration: 8 hours
Saving Throw: not applicable

This spell hides the cleric from all supernatural perception (e.g. sensing via magical means not visual, auditory, olfactory or tactile).

Obvious protection includes countering attempts at scrying or use of *Clairaudience*, *Clairoptikos* and *Clairvoyance*. However, the protection extends to all magically enhanced perception including *Mind Reading*, *Sense Invisible Beings* and even *Sense Magic Aura* (should the priest be in possession of a magical item). It also disrupts undead sight¹ essentially rendering the cleric invisible to these supernatural beings.

¹ Undead beings with a Will Factor exceeding the cleric's level can circumvent the protection afforded by this invocation

Suppress Lycanthropy

Components: V, S, M
Casting Time: 10 seconds
Range: Touch
Area of Effect: 1 Lycanthrope
Duration: 12 hours
Saving Throw: Physical (negates)

This prayer stifles the lunar trigger of lycanthropy permitting an individual so afflicted to potentially pass through the night of a full moon without transforming. A willing recipient of this blessing will permit the priest to lay hands on him while administering the rite thereby ensuring he receives the protection (an adversarial target

requires a successful touch attack).

If employed as a preventative measure, the ward's efficacy is determined when the lycanthrope is compelled to shape change. Only then does the werebeast attempt a Physical saving throw. If successful, he morphs into the werecreature but if unsuccessful the transformation is suppressed for the night.

Alternatively, this prayer may be employed upon a being already in were form. Doing so requires a successful touch attack on the cleric's behalf and immediately calls for a Physical saving throw by the werebeast. If it fails, it is transformed back into its human form and cannot assume wereform for 12 hours (assuming a trigger such as a full moon exists or the werebeast has progressed to a point where it can voluntarily shapechange).

The material component is nine belladonna berries.

Suppress Quirk

Components: V, DI

Casting Time: 5 seconds

Range: Touch

Area of Effect: 1 individual

Duration: 1 hour

Saving Throw: not applicable

This beneficence grants the recipient peace of mind allowing him to functionally ignore the effects of one specific quirk for an hour's time. This is no cure but rather a temporary remedy intended to alleviate a chronic condition for a brief period of time when its expression would prove disruptive.

If the intended target is out of control (e.g. under the influence of raging HackLust), the priest must succeed at a touch attack to deliver this divine remediation.

Tractor Beam

Components: S

Casting Time: 1 second

Range: 100 feet

Volume of Effect: 1 object

Duration: 30 seconds

Saving Throw: special

This spell generates a beam of gravitonic energy that emanates from the cleric's hands.

The priest may direct this beam at an object (including animate creatures) by aiming it at object taking 4 seconds to do so. Stationary objects are automatically targeted while animate creatures (or objects in their possession) receive a Dodge save to avoid "lock on". A subject

avoiding a "lock on" may be subsequently retargeted after a 4 second reaiming delay.

Objects (and creatures) ensnared by the *Tractor Beam*, assuming their weight lies within the spell's capacity, are levitated 1 inch and drawn directly towards the cleric at a constant velocity of 10 feet per second.

Unwilling subjects may attempt to resist the pull of the *Tractor Beam*. While digging one's heels in is not an option, grabbing hold of a fixed emplacement (be it a doorframe, heavy piece of furniture, etc.) permits a Feat of Strength vs. the *Tractor Beam*. If successful, the subject being pulled retains his grip and cannot be drawn closer. However, he may not engage in any other actions and is considered a helpless opponent (see PHB p. 236) if physically attacked in this vulnerable position.

Those being hauled in may also grab onto an ally/co-belligerent. Should their combined weight exceed the *Tractor Beam's* capacity, the individual may attempt a Feat of Strength as above to resist being pulled further towards the priest. If their combined weight does not exceed the *Tractor Beam's* capacity, a successful Feat of Strength will draw both creatures towards the cleric.

If a weapon is targeted, the individual holding it is entitled to a Feat of Strength to resist it being torn from his hand. Even if successful, and presuming the cleric maintains his pull on the object, said weapon may not be used to attack or parry opponents effectively disarming the target. Note that only held objects may be so targeted. Objects strapped, belted or otherwise affixed to a creature may not be individually targeted. Thus a shield, helmet, backpack or pouch is considered as integral to the host creature while weapons, a potion flask, or material spell components are not.

A *Tractor Beam* overcomes the pull of gravity thus objects drawn over a pit or water will not fall in – unless the cleric deselects the current thing being drawn in. He may then reaim the gravitonic beam at a new object or proceed with other actions of his choosing.

Tractor Beam specifics

Spell Name	Capacity (pounds)	Pull Force (opposed FoS check)
Tractor Beam: Tiny	30	d20p
Tractor Beam: Small	90	d20p +3
Tractor Beam: Medium	250	d20p +7
Tractor Beam: Large	500	d20p +11
Tractor Beam: Huge	1000	d20p +15
Tractor Beam: Gigantic	2000	d20p +19

Transmogrify, Area

Components: V, S

Casting Time: 5 seconds

Range: Self

Volume of Effect: 10' radius centered on the caster

Duration: 3d4p+6 minutes

Saving Throw: not applicable

This prayer functions as the fourth level Mage spell *Transmogrify*, except that it can affect all creatures within a 10 foot radius centered on the caster.

Triplicity

Components: S

Casting Time: 1 second

Range: Self

Volume of Effect: Self

Duration: special

Saving Throw: not applicable

This spell functions identically to *Duplicity*, except that it manifests two *Divine Steward: Döppelgang*ers instead of one.

Veil of Darkness, Permanent

Components: V, S, M

Casting Time: 10 minutes

Range: 30 feet

Volume of Effect: 15' radius

Duration: Permanent

Saving Throw: not applicable

This spell functions as the third level Mage spell *Veil of Darkness*, but the effect is permanent.

The material component is a powdered stone of jet worth no less than 100 sp which the cleric must sprinkle on the area to be permanently veiled in darkness.

ILLUSIONS IN HACKMASTER

Many other RPGs employ a convention vis-à-vis illusions that treat such effects as “real” unless the beholder ‘disbelieves’ the mirage. In effect, this transforms poppycock spells like *Phantasmal Fireball* into the functional equivalent of a real sphere of flame with disbelief substituting for a Physical or Dodge save.

The reason I ascribe the pejorative ‘poppycock’ to such spells is that an illusion is purely a psychosomatic effect. No matter one’s belief in the reality of such mirages, they simply do not possess the capability to annihilate a swarm of gullible orcs or to strike out and inflict bodily harm as a shadow monster.

Illusions are trickery pure and simple. Their function is to deceive the subject into taking inappropriate and counterproductive actions in reaction to a mistaken belief. They are not substitutes for a mage’s heavy artillery.

Effective use of illusions is a true test of intelligence and creativity. While we have often stated that a mage requires functional as well as statistical intelligence, this assertion is exponentially more relevant to the illusionist. The latter needs to be virtuoso at bluffing and misdirection. He is dealt a substandard hand and by necessity must make the most of it.

Lest one doubt the value of deception, geriatric gamers that can recall my classic WW2 boardgame *The Pope’s Panzers* should be well aware of the value of deception in a straightforward strategic simulation. The phantom First US Army Group (headed by the credible Gen. Patton) succeeded in deceiving the Nazis that D-Day was headed for Pas de Calais and induced the Wehrmacht to build up forces there instead of Normandy. So while not

destroying a single unit (in HackMaster terms, inflicting a single hp damage), the deception immeasurably aided success in the real landing. It distracted forces that, if massed, would have proven insurmountable. So too should properly utilized illusions delay, disrupt and confuse your opponents such that they can be defeated in bite sized morsels.



From a functional standpoint, illusions should never be subject to discovery through a metagaming cheat such as the ubiquitous “I disbelieve” statement. Illusions *always* appear to be real – that is their *raison d’être*. Discovery of their true nature should involve actually subjecting oneself (or one’s character) to risk by physically interacting with the illusion to physically disprove its existence.

GameMasters must be prepared to step up their game when employing illusions. To make them effective, you must lie to your players and employ every psychological trick at your disposal to lend credence to their reality.

Some may say this is cheating. Hogwash. You are merely describing the situation *as the players perceive it*. Illusions are specifically designed to alter this perception. Doing otherwise – or, heaven forbid, allowing your players to effortlessly see through such mirages – deprives them of the challenge they sat down at your table to overcome.

SCARECROW

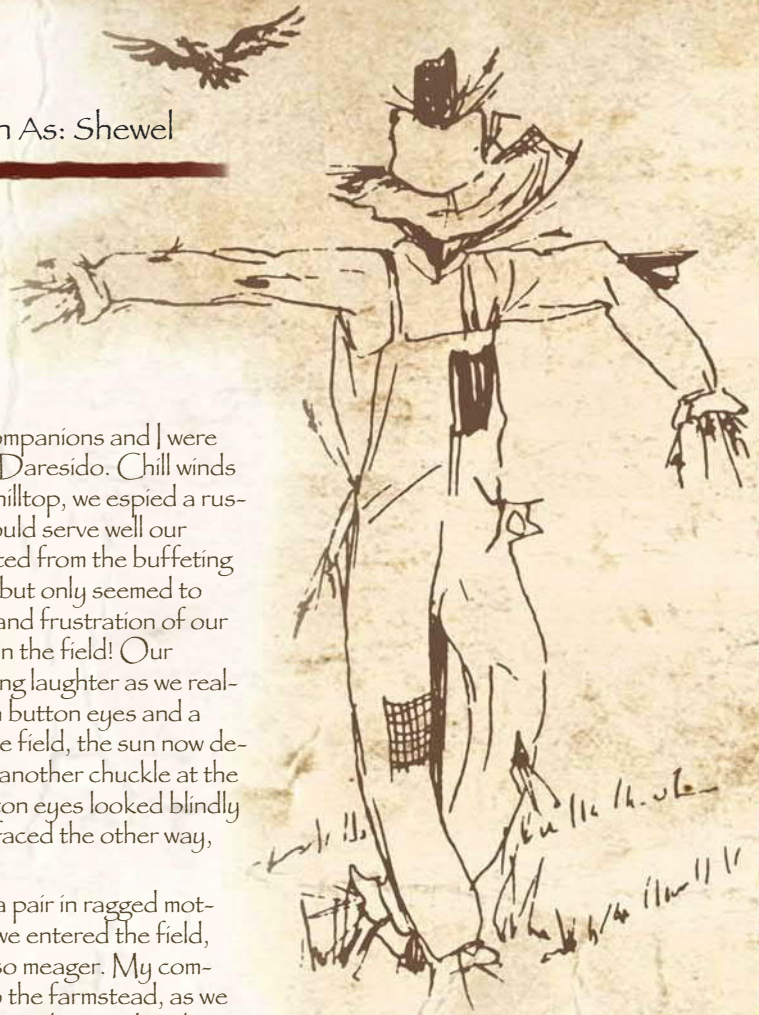
Also Known As: Shewel

Beware o wanderers! Beware the insidiousness of evil men, for all the world wouldst they pervert. From the highest offices to the lowest echelons, they labor to make anew a world of restless shadow. Wickedness does not nest only in the crypt, the labyrinth, and the forgotten places of the world. Evil seeps in wherever men are unwary and let close unwatchful eyes. Lo, even Arcadian fields might find themselves be-nighted by malevolence.

It was during the height of the harvest season when my traveling companions and I were caught in an autumn gale a few days march from the eastern edge of Daresido. Chill winds buffeted us and as rain threatened, we searched for shelter. From a hilltop, we espied a rustic homestead in the distance amidst a field of corn and decided it would serve well our needs. Retreating into the tall corn stalks, we were somewhat protected from the buffeting wind, but quickly became disoriented. We stumbled blindly forward, but only seemed to succeed in further confounding our passage. Amidst the grumbling and frustration of our predicament, we were thoroughly startled we happened upon a man in the field! Our "valiant" warrior let out a falsetto cry, which quickly turned to chortling laughter as we realized this "man" in the field was nigh more than a crofter's shewel, with button eyes and a lolling, stitched head. In higher spirits, we pushed deeper through the field, the sun now descending in the cooling air. I turned back towards the shewel to steal another chuckle at the lopsided face, but saw that it was facing toward our group. The button eyes looked blindly forward over our heads and into the field. I had imagined that it had faced the other way, but I simply blamed my overtiredness and continued on.

It 'twas not long before we ran into more shewels. This time it was a pair in ragged motley, swaying in the breeze. We had not seen these scarecrows when we entered the field, we agreed, and wondered what farmer could need three for an area so meager. My companions stopped a moment to wonder how much farther it must be to the farmstead, as we had now been marching for a turn of the hourglass. I uncorked my water skein and took in our surroundings and nearly shrieked when I turned around. The first shewel was still behind us, but now not twenty feet away, planted firmly where we had trodden down the corn only moments before. Spinning back to alert my companions, I did scream, for the two shewels in motley had pulled themselves down from their posts to canter toward us on silent feet of straw. Instinct conquered surprise, and we came to blows as the three horrors closed in on us. Our warrior laid a mighty blow with his hammer, but the shewel seemed to take no notice. The motley pair lashed out swiftly, but merely touched the warrior. No sooner did their raking straw fingers make contact, he began to scream as unto a babe and collapsed into the mud below. Our dwarf, cunning as his kind are with flame, plunged his torch into the flank of the shewel and it went up like a fresh wick.

The fire jumped and caught the other shewel aflame as well. Wind whipped through the field and the dry stalks began to alight all around us. The shewels leaped and spun like tops as they burned. I watched transfixed for a moment, before I regained my senses and bade the dwarf to follow our trail back. We were running in a frenzy to escape the field as the growing light of the holocaust revealed more shewels creeping through corn with uneven, prancing gaits like vile marionettes. Racing back, retracing our path with the dwarf close at my heels, the first shewel loped towards me with its outstretched, crooked arms. I ducked in time to avoid its reaching touch and ran until the field was little more than a point of light, flickering and blazing in the distance.



SIZE COMPARISON

As befits their name, a scarecrow's powers are limited to frightening the living.

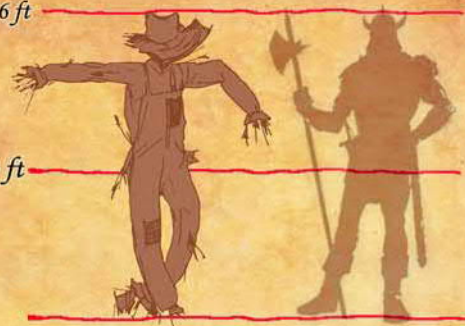
WILL FACTOR

4



6 ft

3 ft



Scarecrows are animated mannequins enlivened by dark energy. No two shewel look exactly alike, but they all tend to share a few similar qualities. All scarecrows are generally humanoid in shape and are constructed from easily obtainable components, be it straw, rope, parchment, sacks of leaves, wicker, reeds, or other similar materials. Some may even be built from papier-mâché and purposefully replicate the appearance or serve as a caricature of an individual, monster, demon or divine avatar.

It is rumored that to imbue a scarecrow with *élan malfaisant*, the creator undertakes a complex series of rites as he constructs the body of the creature. This involves dressing the dummy in the clothing worn by a sapient sacrificial offering. Upon the conclusion of the ritual, the victim is murdered and his blood sprinkled upon the inanimate scarecrow thereby providing it motive 'life'.

Scarecrows do not possess intelligence per se, they must be directed in their actions. However, the enchantment provides for some degree of situational processing and adaptation to circumstances meaning that orders can be broad stroke – “Let no one pass unless they are with me” or “Let no one pass unless they bear this mark” being some examples of this. Given their peculiarities, Scarecrows are frequently deployed as warding guards rather than shock troops.

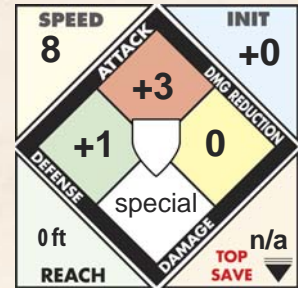
Combat/Tactics:

Scarecrows may derive substantial deceptive camouflage due to their essential indistinguishability from crude human mimics of the sort frequently employed by farmers. This is particularly true in agricultural regions where such effigies are commonplace. It is not unusual for animated scarecrows to be positioned amongst straw dummies so as to deceive observers as to their true nature or numbers.

As befits its moniker, a scarecrow's powers involve frightening opponents not physically disabling them. Every scarecrow radiates an aura of palpable fear similar to the mage spell *Panic*. Anyone, save those with 50 or more hit points, approaching within 15 feet of one of these creatures must succeed at a mental save (vs. d20p+4) or flee in terror for (d4p+3) x10 seconds.

Scarecrow

HIT POINTS:	16+1d8
SIZE/WEIGHT:	M/50 lbs.
TENACITY:	Fearless
INTELLIGENCE:	Non
FATIGUE FACTOR:	n/a



MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	20

SPECIAL ABILITIES:

Radiate Fear in 15' radius; touch lowers tenacity

SAVES

PHYSICAL:	0
MENTAL:	immune
DODGE:	+3

SPECIAL DEFENSES:

Immune to puncturing weapons, largely immune to crushing weapons

General Info

ACTIVITY CYCLE:	Any (always active)
NO. APPEARING:	1-4
% CHANCE IN LAIR:	100%
FREQUENCY:	Scarce
ALIGNMENT:	non
VISION TYPE:	standard
AWARENESS/SENSES:	standard
HABITAT:	any
DIET:	n/a
ORGANIZATION:	n/a
CLIMATE/TERRAIN:	any

Yield

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	nil
TREASURE:	nil
EDIBLE:	no
OTHER:	nil
EXPERIENCE POINT VALUE:	86

Should this effect fail to ward off trespassers, scarecrows will attempt to physically prevent passage. They will interpose themselves to block progress through the area or towards an aperture they are charged with guarding. If approached, they will strike out at the prospective infiltrator.

Clearly such pillowy assaults are unable to inflict measureable injuries. However, a successful attack will reduce the defender's tenacity (or morale) by one step. In the case of Player Characters (who barring certain quirks possess "Hero" morale and thus are never compelled to check tenacity regardless of circumstances), the initial blow of a scarecrow reduces them to 'Fearless' tenacity (see *Hacklopedia of Beasts* p. 12) and subjects them to possible compulsion to involuntarily flee if a trigger event occurs. Subsequent hits reduce their morale in stepwise progression to Brave, Steady, Nervous and Cowardly. Should their morale drop below Cowardly (perhaps abetted by a pre-existing Coward flaw), they are compelled to immediately surrender when faced by a hostile aggressor.

Compromised tenacity is restored at the rate of one step per hour.

Given the nature of their construction, shewel cannot be measurably harmed by piercing weapons. Crushing weapons, while able to inflict ancillary knockback effects (against which scarecrows are considered size S), are also unable to damage these pliable constructs. Hacking weapons are fully effective.

Scarecrows are, unsurprisingly, extremely vulnerable to fire. Boldly thrusting a torch at one will compel it to keep its distance. Should a scarecrow incur fire damage, it will be set alight and suffers 1d3p damage every 5 seconds until consumed. However, while so ablaze, any successful attack the creature makes inflicts a 1d4p hit point burn in addition for its morale weakening effect. Armor DR provides no reduction to this damage. A burning shewel can also be an ignition point for secondary fires – particularly if inflammable materials are located in the immediate vicinity.

Habitat/Ecology:

Scarecrows are automatons whose powers are fueled by dark energies. In the role of warders, they are supernaturally efficient at scaring away the curious trespasser. A distinct advantage they possess vis-à-vis other automaton undead (to wit, skeletons and zombies) is that they are unlikely to rouse the suspicions of those that hear tell of such an encounter. The walking dead are the subjects of ubiquitous folk tales such that the mere hint of the presence of such creatures is sufficient to inspire rabid gossip if not an outright call for immediate action to seek out and eliminate the threat. Conversely, relating how one was spooked by a scarecrow is likely to elicit nothing more than a guffaw.

Shewel are subject to deterioration owing to the perishable material with which they are constructed. Those left exposed to the elements may rot within a couple fortnights in a humid climate subject to frequent rains (e.g. the tropics).



WOLVERINE a.k.a. Skunk Bear

Rapacious is my single word summary of the wolverine (“vicious and mean little bastard” would be the fighting man’s equivalent if my fellow explorers are to be taken at their word).

Despite its relatively small size, it is not an animal to be trifled with. When a wolverine is provoked, which – for the record – is a seemingly trivial task, it attacks with a fearlessness and determination wholly unexpected for a creature of its proportions.

An angry wolverine knows no fear and will readily attack larger foes. Wolves and arctic cats double its weight stand little chance against a wolverine. Neither does it fear humans even when outnumbered.



Though related to the weasel, wolverines have a passing similarity to a very small bear. This coupled with the two distinctive silver to yellowish bands of fur that run from its shoulders and down along its sides is the source of the moniker “skunk bear”.

A wolverine weighs from 30-40 pounds and its yard long body is broad and heavily muscled. It possesses an extremely powerful jaw capable of cracking open the leg bones of an adult moose or biting through steel. Despite having short legs, its padded feet enable it to travel easily in snow. Of more importance to those facing a wolverine, its feet are armed with heavy, curving claws. A wolverine’s fur is typically dark in color and oily, giving it a natural resistance to cold.

Combat/Tactics

Wolverines are very aggressive both in defense of their territory and when seeking a meal. They will rush at perceived adversaries with the intent of driving them

off but won’t hesitate to bite and claw at nearly anything that decides to stand its ground – even something as ferocious as a bear.

Once engaged in combat, wolverines are extremely difficult to drive off for they seem to hardly notice minor wounds and rarely succumb to even grievous injuries.

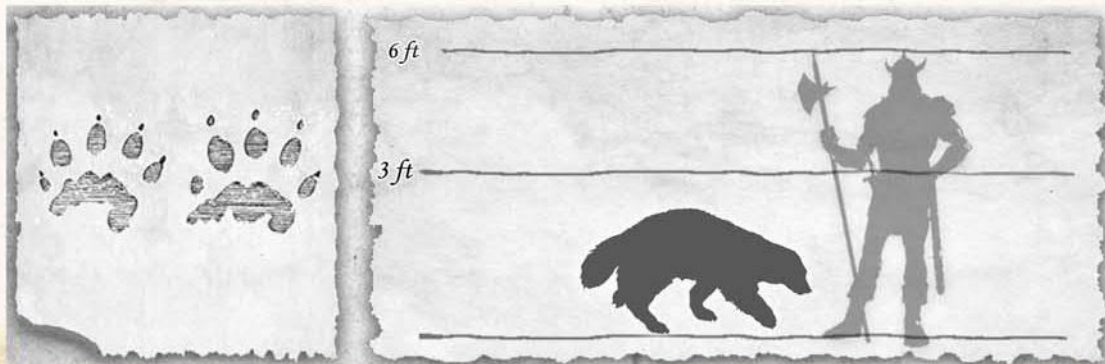
Functionally, wolverines attack by biting. Should they score a hit, this indicates that not only have they dispensed a $2d3p+5$ hp wound but that that have also locked their jaws onto the defender. The wolverine will subsequently inflict a similar wound every 8 seconds thereafter unless knocked off its victim.

As a small creature, inflicting a knock back is not a formidable task (a 10 hp blow will suffice) but doing so will also injure the subject of the wolverine’s bite as it tears loose flesh when swatted away (a knock-back on a wolverine subjects the creature it was locked on to a $d4p$ wound not mitigated by DR).

SIGN/TRACKS



SIZE COMPARISON



W

Habitat/Society

Wolverines dwell primarily in northern alpine regions, in dense woodlands and brush, plains and rocky mountainsides. A typical wolverine den is a rough bed of vegetation situated in a rock crevice or in a hollow under a fallen log, or perhaps in a burrow abandoned by other animals.

Wolverines are diurnal creatures, though preferring dawn, dusk and nighttime over the brighter daylight hours. The average wolverine has a territory of anywhere between 60 to 300 miles, which it marks with anal scent glands and urine.

Wolverines are solitary creatures, except during the summer breeding season. Gestation lasts about one to two months, with any kits from this mating (usually two to four) nursing for around two more months. These kits remain with their mother for about one year, learning various survival techniques, and reach maturity around the age of two or three.

The average lifespan of a wolverine is about eight to 10 years.

Ecology

Wolverines are mostly scavengers, feeding on the remaining kills of larger creatures. They supplement this diet of carrion with small mammals and eggs, as well as deer, moose, sheep and similar herbivores. A wolverine is powerful and savage enough to bring down another creature as much as five times larger than itself.

The wolverine's most common foe is the bear, from whom it often attempts to steal a kill. Wolves and mountain lions are also common foes. Though the wolverine rarely succeeds in killing these larger predators, it attacks with such ferocity that they often retreat rather than engage in a bloody fight with the unrelenting creature.

On Tellene

Trappers and hunters are often victims of the wolverine's talent for raiding food caches and traps, making the creature accursed among members of these and similar professions. Thus, should a trapper or hunter call another person as "nasty as a wolverine", this may be merely disgust at his thieving ways, rather than respect for his fighting prowess.

Wolverine

HIT POINTS:	22 + 1d8
SIZE/WEIGHT:	S/30-40 lbs
TENACITY:	Fearless
INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	-5

SPEED 8	INIT +1
ATTACK +6	DMG REDUCTION 6
DEFENSE +1	REACH 1'
DAMAGE 12	TOP SAVE ▼
see below	

MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	20

SAVES

PHYSICAL:	+5
MENTAL:	+4
DODGE:	+3

ATTACK: bite attack every 8 seconds for 2d3p+5; if bite successful it has locked on to defender and automatically inflicts 2d3p+5 hp damage every 8s thereafter; defender suffers d4p damage (no DR) if wolverine knocked off

SPECIAL DEFENSES:
immune to any type of fear

GENERAL INFO

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	1
% CHANCE IN LAIR:	15
FREQUENCY:	Uncommon
ALIGNMENT:	Neutral
VISION TYPE:	poor
AWARENESS/SENSES:	acute smell and hearing
HABITAT:	Boreal forests, Mountains, Plains
DIET:	Carnivore
ORGANIZATION:	solitary
CLIMATE/TERRAIN:	Sub-Arctic

YIELD

MEDICINAL:	unknown
SPELL COMPONENTS:	unknown
HIDE/TROPHY:	fur is quite valuable
TREASURE:	none
EDIBLE:	Yes
OTHER:	none
EXPERIENCE POINT VALUE:	110