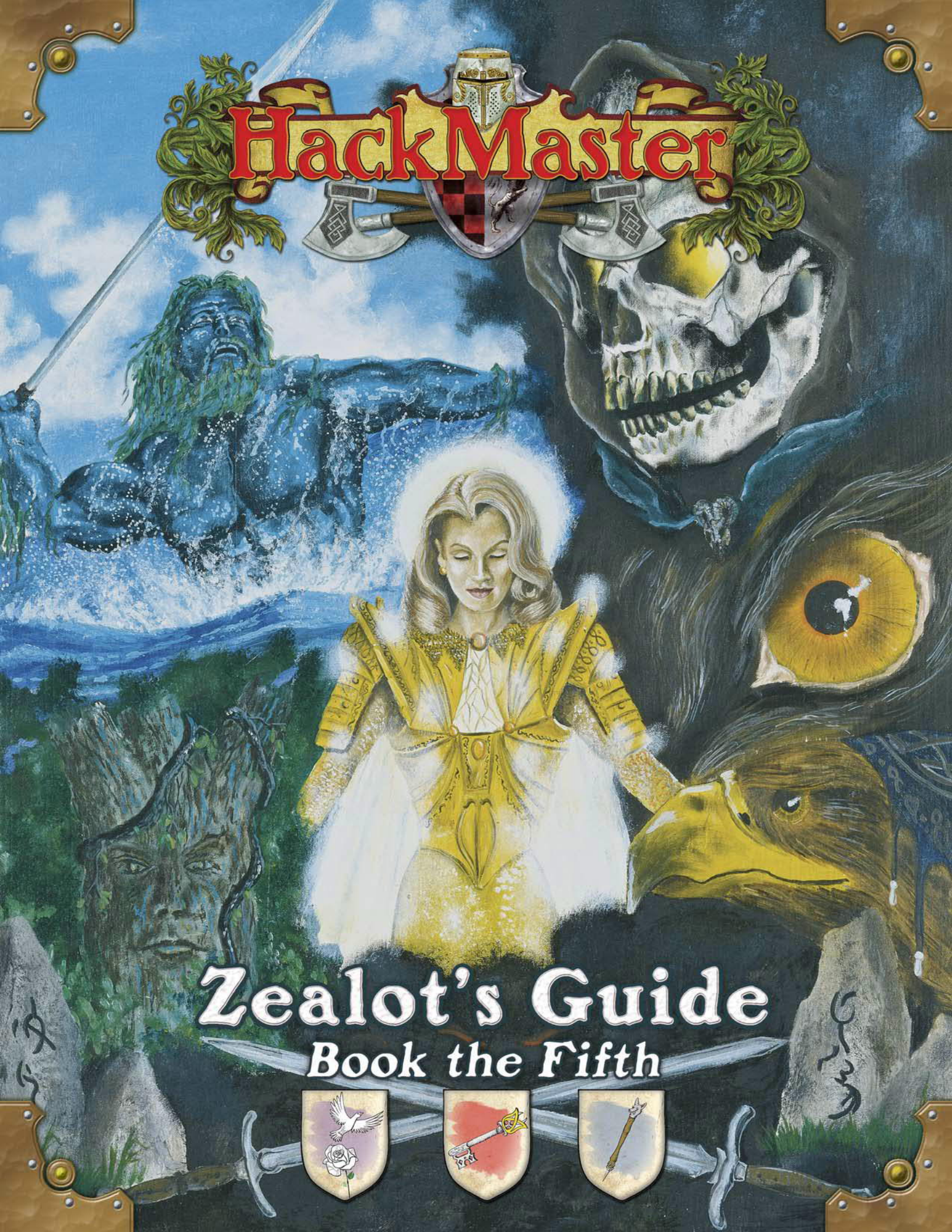


HackMaster



Zealot's Guide Book the Fifth



PARISH OF LOVE

Alignment: Neutral Good

Spheres of Influence: Love, harmony

Tenets of the Faith: The Children of Love believe the Pure One came into being as a result of the love that the Creator felt for all her works. They preach that in ages past, sapient beings led a miserable life of objectivism in a savage, lethally competitive world. It was the Pure One that brought love and harmony to the intelligent creatures of the world. This fostered a cultural revolution as it gave sapient races the means and desire to settle in extrafamilial communities and forgo their hunter-gatherer existence.

Priests and followers of the Pure One strive to embody Lady Love's virtues. They believe in selfless, unconditional love and many would willingly die for one another. The Children of Love are charged with promoting harmony and bringing as much love into the world as possible. In pursuit of these goals, they act as matchmakers, officiate wedding ceremonies, and strive to reconcile differences between couples, friends, business associates, rival groups, rulers and ruled as well as competing political entities.

Before formal ordination as a Servant of Harmony, an acolyte must embark upon a one-year mission during which he or she travels to foreign lands to promote harmony and understanding between people there. During this mission, the novice learns about other cultures and how different peoples coexist. This journey is both a rite of self-discovery and a teaching method designed to cut through the cleric's preconceived notions of love inherited from their own cultural milieu. By moving past these cultural blinders, the priest can search with an open mind and heart for the universal qualities that embody "love." The Child of Love must relate their personal discoveries with the Parish and their home community prior to formal investiture within the church. This is usually carried out in a symposium-like atmosphere in which the community both welcomes back a long-absent member and attempts to broaden their own perspectives.

At the core of the Parish's beliefs is its conception of how love can improve society on the whole. "Love" in this context is not limited to romantic expressions, but also encompasses feelings of platonic friendship and empathy in general. While other good-aligned religions promote and encourage virtuous behavior through reward and punishment, The Parish of Love teaches its adherents to value their fellow man as though he was a family member or dear friend. If everyone were able to view each other through this lens of empathetic love, The Parish teaches, then society would be aligned into a harmonious whole where crimes and evil acts would never be committed in the first place. In their idealized world, The Children foresee social distinctions gradually taking on less and less importance as people endeavor to live for one another, instead of for themselves. In such a world, kings would truly love and care for their subjects, and those subjects would return their leaders' love in kind.

To achieve such utopian ends, Children of Love practice love and empathy in every aspect of their daily lives. Said praxis has

brought with it a reputation for cool-headedness and deep, abiding kindness. Clerics of The Parish are called on to fulfill many different roles in the communities they minister to. They often act as mediators - frequently to the consternation of biased or corrupt magistrates. Their decisions always stress fair and equitable settlements that avoid any punitive measures. The Children also conduct marriage ceremonies between those they consider to be good matches for one another.

The Parish believes that while love itself may spring eternal, romantic expressions of love can often be fleeting or even misguided (especially on the part of young adults). To avoid unnecessary conflict, The Children of Love will intervene to discourage relationships between partners that are obviously ill-matched, making every effort to find better-suited partners for those involved. Marriages presided over by The Parish are not lifelong arrangements, but rather temporary social contracts agreed to by both parties. Marriage contracts between spouses may be mutually renewed every year (or every few years, depending on local customs) or they will expire, dissolving the union.

Criminals and those who commit evil acts are some of the principal targets of the Parish's proselyting. The Children of Love believe that most people are born inherently good, but that circumstance of birth and the cruel realities of life drive them to live immoral lives. Through faith and the daily practice of empathy, the Parish argues, these wayward sheep can find redemption and return to an uncorrupted state of love.

While the Children are a priesthood of near endless patience, they are not so naïve as to believe that the world they hope to transform is devoid of people and creatures that have no conception of (or seemingly no ability to express) love and empathy. The existence of such beings is a paradoxical conflict with the tenets of their faith demanding extraordinary means of remediation. True sociopaths are generally humanely isolated and imprisoned both for the safety of the greater community and also to prevent them from infecting the group's ideological purity. Irredeemably evil creatures, such as orcs and other nefarious monsters (exemplified by the undead), may be exterminated without personal guilt to the cleric, as these creatures can never hope to find a place in the coming utopia. Precisely demarking these two categories is an enigma that even the Grand Advocate of the Heart may grapple with.

Children of Love never resort to violence unless all other methods of conflict resolution have been exhausted and even then only if their own or others' lives are in danger. Once roused to virtuous action, however, the Children can be indefatigable opponents, even sacrificing their lives in defense of the people they love. The Parish works closely with many other good and neutral-aligned faiths to coordinate the mutual defense of the communities they are present in, not only for the strategic advantage of numbers, but also to maintain a rapport with the neutral religions. The Children of Love keep a close watch on these gray faiths, out of a concern that they could be swayed towards selfish or evil deeds out of expediency or great need in times of crisis. By helping these faiths to cleave more closely to the path

PARISH OF LOVE

Alignment: Neutral Good

Divine Icon: Silver rose

Preferred Weapon: As promoters of harmony, Children of Love have no preferred weapon

Weapons Permitted: Bare-handed, Club, Flail, Lasso, Mace, Mancatcher, Net, Warhammer

Armor Permitted: Any

Bonus STPs: Etiquette/Manners (native & 1 foreign), Bilingual (*specific language* – see *Cultural Awareness power*), Diplomacy, Glean Information, Literacy (native language), Recruitment

Restrictions: Children of Love may not possess any of the following quirks: ambivalent, boor, chauvinist, chisler, compulsive liar, cruel, greedy, hackluster, justiciar, mean drunk, merciless, ornery, quick tempered, racist, selfish, snob, swindler or touchy

Powers: Cultural Awareness, Matchmaking, Turn Undead



of good, The Parish hopes that they may speed the arrival of their utopian world.

About The Parish of Love

Priesthood: Children of Love

Symbol: Dove over a white rose

Animal: Dove

Colors: Pastels, white and floral patterns

Place of Worship: Temples or flower gardens

Holy Days: Spring equinox followed by a week-long celebration.

Sacrifice: Selfless good deeds as often as possible

Raiment: Robes with silver roses worn on the collar as listed in the table below.

Parish of Love Hierarchy	
Title	Raiment
Initiate	green robe
Servant of Harmony	green robe and 1 silver rose
Advocate of Harmony	yellow robe and 1 silver rose
Keeper of Harmony	yellow robe and 2 silver roses
Servant of Love	pink robe and 2 silver roses
Advocate of Love	pink robe and 3 silver roses
Guardian of the Heart	blue robe and 3 silver roses
Advocate of the Heart	blue robe and 4 silver roses
Grand Advocate of the Heart	pastel floral robe with white background and 5 silver roses

Revered Names for Deity: The Pure One, Lady Love, Protector of the Heart, Koverr (Fhokki), Lelnani (Brandobian), Yewaji (Dejy), Lelani (Kalamaran), Shanano (Svimohzish), Lauraiz (Reanaarese)

Deity's Appearance: The Pure One appears either as a dove or a young, beautiful being with long hair in a robe made of flowers. It is said that those who gaze upon her magical robe will fall in love with the next person they see.

Advancement within Order: Advancement is based on experience, dedication and success in bringing love and harmony into the world.

Confederate Faiths: The House of Solace, the Church of Everlasting Hope, the Home Foundation.

Adversarial Faiths: The Temple of Strife, House of Scorn, the House of Shackles, the Congregation of the Dead, the Temple of Armed Conflict, the Way of the Berserk.

Sayings: *A man without love has nothing. – A broken heart is worse than a broken bone. – Love is Eternal. – Achieve harmony through love. – Love thy enemy and he will become thy friend. – It is better to have loved and lost than never to have loved at all.*

Special Powers

Cultural Awareness: As a result of their missionary service, Children of Love gain native fluency and proficiency in Etiquette/Manners appropriate to the culture they ministered to during their year of ecclesiastical outreach. This is customarily assigned by the GameMaster but may be chosen by the PC should he game out this experience (starting as a zero level character).

Matchmaking: Children of Love are adept matchmakers. This term is employed broadly as their expertise extends far beyond arranging marriages. Their skill is arranging stable and mutually beneficial partnerships – be they romantic, business or political. While superficially similar to the Profiteers, the fundamental difference is that while the latter are expert deal-makers, Children of Love endeavor to establish long-term partnerships that mutually enrich both parties. They will refuse to broker transactions that are inequitable, duplicitous or leave one party in a compromised and potentially powerless status. Parties seeking to gain leverage or inordinate profit may well find such arrangements unpalatable.

In practice, this skill may prove beneficial to player characters in the following scenarios:

Hirelings: Children of Love are functionally equivalent to agents (see GMG p. 179).

Henchmen: Upon achieving 6th level, Children of Love may attempt to recruit henchmen even if they do not possess the requisite level of Fame.

Recruitment Modifier: These clerics receive a Fame bonus equivalent to 3x their level that is applied to relevant mechanics used when determining success at recruiting hirelings and henchmen.

Loyalty Modifier: NPCs gain +2 Loyalty (see GMG p. 181) in service of a cleric of the Pure One.

Skill Focus: The following list of skills represent areas where these clerics excel: Diplomacy, Glean Information, Recruitment. If a Child of Love purchases any of these skills, the mastery roll is modified by +3 or the priest's relevant ability score modifier, whichever is better.

The Parish of Love Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Adonis, Minima</i> ³	Bless	<i>Adonis, Minuscula</i> ³	Alert
2	Alleviate Trauma	Ceremony: Anoint	Blessing	<i>Corvee</i> ²
3	Alter Emotion: Empathy	<i>Ceremony: Newborn Blessing</i> ²	Cure Minor Wound	Divine Steward
4	Celestial Prognosis	<i>Hair of the Dog</i> ³	Detect Influence	Enchanted Vestments (Prima)
5	Ceremony: Consecrate Divine Icon	Induce Drunkenness: Buzzed	Endure Cold	Faith Shield 2
6	<i>Ceremony: Marriage</i> ²	Innocuousness	Endure Heat	<i>Housekeeping</i> ²
7	Cure Trifling Wound	Moderate Personal Climate	Glitterlight	Influence
8	Extend Fuel	<i>Nurse Wound</i> ¹	Imperceptibility to Undead	Morale Booster 1
9	Faith Shield 1	Purify Food	Know Position	<i>Psychoanalyze</i> ²
10	Induce Sobriety	Rejuvenate	<i>Pantomime</i> ³	<i>Shelter II</i> ¹
11	Moderate Emotion: Remove Fear	<i>Shelter I</i> ¹	Safe Haven	Speed of the Devout
12	Purify Water	Sterilize	<i>Vialis</i> ²	<i>Water to Wine</i> ³
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Bless, Secundo</i> ³	<i>Adonis, Minuta</i> ³	Alter Emotion: Amiability	Alter Emotion: Greater Empathy
2	Ceremony: Investiture	Bodyguard	<i>Bless, Tertius</i> ³	<i>Bless Crops</i> ²
3	Consecrate Armor	<i>Eidetic Recall</i> ²	Cure Middling Wound	Enchanted Vestments (Secunda)
4	Create Water	Faith Shield 3	Divine Grace	Faith Shield 4
5	Cure Light Wound	Holy Blessing	<i>Give 110%</i> ²	<i>Herd Immunity</i> ²
6	Defensively Minded	<i>Muse</i> ³	God's Guidance	<i>Honey for Nothing</i> ³
7	Divine Providence	Reattach Finger/Toe	Heighten Vigilance	Rigor Mortis
8	<i>Inoculation</i> ²	<i>Silvering</i> ⁴	Indulgence, Lesser	Treat Disease
9	Rectify Strain	Soothe the Savage Beast	Morale Booster 2	Treat Poison
10	Revive	Total Control	<i>Perceive Desire</i> ²	<i>Vocal Mastery</i> ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Adonis, Magna</i> ³	Analgesic	Blessed Warmth	<i>Adonis, Maior</i> ³
2	<i>Blessing, Tertius</i> ³	Battle Buddies	Cure Serious Wound	Find the Way
3	Cure Medium Wound	<i>Bless, Quartus</i> ³	Emotion Shielding	<i>Lullaby</i> ³
4	Extinguish	Dismiss Enchantment	Fiery Furnace	<i>Pacify</i> ²
5	Heavenly Luck	Find Item	Mend Broken Bone	<i>Panacea</i> ²
6	Remedy Supernatural Deafness	Helping Hand	Miracle Meal	Repair Torn Tendon/Ligament
7	<i>Suppress Quirk</i> ⁴	Resuscitate	Morale Booster 3	<i>Shelter V</i> ¹
8	<i>Sword into Plowshare</i> ²	<i>See the Secret Heart</i> ²	<i>Staunch Internal Bleeding</i> ²	Stirring Sermon
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	Arthropod Repellent	<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>Irresistible Dance</i> ³	Cerebral Shepherd	Cure Heavy Wound	<i>Redress Lycanthropy</i> ⁴
5	Kaddish	Nice	Part River	Staunch Bleeding
6	White Energy Shroud	<i>Tractor Beam: Huge</i> ⁴	Stirring Lecture	Walk on Air
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Alter Emotion: Mass Calm	Commune w/ Higher Power	<i>Bless, Septimo</i> ³	Enchanted Vestments (Quinta)
2	Cure Extensive Wound	Exorcism	Cure Critical Injury	Regenerate Wounds
3	<i>Shelter VII</i> ¹	<i>Mind Palace</i> ²	Cure Extreme Wound	<i>Swords into Plowshares</i> ²
4	White Energy Shield	Stigmata	Quest	<i>Teleport Adversary</i> ²

TEMPLE OF ENCHANTMENT

Alignment: Neutral

Spheres of Influence: Magic

Tenets of the Faith: The Keyholders believe that a finite amount of magic exists in the multiverse and that the Riftmaster oversees and regulates its flow. When additional magic is induced to flow to the material world, magic must be shunted from another plane of existence. It is presumed that the Flowmaster does not automatically countenance such diversions. When a creature is able to resist magic, the Keyholders posit that it is because the Gatekeeper would not allow the magic energy to be effectively transferred. This power, conclude the faithful, accounts for the Flowmaster's influence among mortals and gods alike, although less so among the latter.

The Temple of Enchantment preaches a doctrine of conservation of magic. They believe that the gift of magic should be used both sparingly and wisely. Those who abuse magic will upset the balance of magic in the universe as well as harmfully disrupting economics and society. If the flow is upset, the Riftmaster must ration the magic from the available reservoirs. The Keyholders feel that excessive magical current will ultimately result in spells being less effective and could possibly lead to the loss of magic throughout Tellene.

Keyholders staunchly believe that magic can often be a crutch that serves to inhibit mankind's progress by circumventing the slow and incremental process of research, development and diffusion of technologies and processes. By substituting magically superior versions of status quo objects, there is no longer an economic incentive to innovate. Eventually unfettered magic use could one day destroy all artisanal skills as enchantments replace basic know-how.

A common nightmare is a dystopian world in which all skilled knowledge has been lost – replaced by permanent magics that provide everything from lighting to physical structures. Should this unstable artifice fail, controlled as it is by a tiny cabal of practitioners, humanity would be worse off than their Neolithic ancestors. And should it succeed, humans would be reduced to bat guano gatherers before their wholesale replacement by golems and automatons.

Duties of clerics include educating sapient beings in the perils that accompany reliance on magic and enforcing proper magic use. The Temple of Enchantment often calls upon its clerics to confront those spellcasters who abuse the gift of magic. They sometimes find it necessary to eliminate those who continually abuse their magical prowess. Such enterprises may involve the unlikeliest of allies such as dwarves or even a barbarian horde!

About The Temple of Enchantment

Priesthood: The Keyholders

Symbol: a platinum key

Animal: Dragon

Colors: Black and White

Place of Worship: High mountain peaks

Holy Days: Full and new moon (Diadolai)

Sacrifice: Magical items on holy days. Particularly powerful items are favored as sacrifices since they have the potential to

TEMPLE OF ENCHANTMENT

Alignment: Neutral

Divine Icon: Colored Key

Preferred Weapons: none

Weapons Permitted: Knife, Staff

Armor Permitted: none

Bonus STPs: Arcane Lore, Magical Transcription, Literacy (two purchases in native language)

Powers: Arcane Spellcasting



upset the balance in the planes of existence. Platinum may be substituted if a magic item is not available (a merest pinch¹ of dust will suffice for novice priests).

¹ A pinch equates to 0.5 grams. Since coins weight ~6 grams, this has a bullion value of 8½ silver pieces).

The Keyholders must briefly meditate once per day, usually in the morning. This meditation allows them to detect the balance of magic within the universe¹. If the meditation reveals that magic waxes too strong in Tellene, then they must strive to ration it. If it reveals that not enough magic energy exists on that day, they must use spells liberally in order to restore the balance.

2d6 result	Daily Balance of Magical Energy
11-12	Too Strong ²
3-10	Balanced ³
2	Insufficient ⁴

¹ This reading will be identical for all Keymasters on a particular day. Once the state of magical flux has been determined, subsequent reads by any priest will yield the same results.

² When magic waxes too strong, Keyholders may not cast arcane spells at all except for those empowered by spell points they have drained from another arcane caster. They must also actively discourage arcane magic use by others.

³ When magical energy is in balance, Keyholders may cast as many arcane spells as their pool of spell points will support. However, they may not 'amp up' spells by the addition of extra spell points.

⁴ When insufficient magical energy exists in the world, Keyholders must *fully expend* all of their spell points (else suffer the loss of 1 point of Honor). All arcane spells cast must be 'amped up' or 'overamped'.

In the corner case of a novice Keyholder without access to any arcane spells, he may offer a sacrifice (a pinch of platinum) to The Riftmaster as penance for his sin to avoid the Honor loss.

Raiment: Clerics wear robes with a black and white checkered pattern

Revered Names for Deity: The Riftmaster, The Gatekeeper, Sorcerer Supreme, The Flowmaster, Tykhor (Fhokki), Emnon (Brandobian), Djahn (Dejy), Hokalas (Kalamaran), Ehnovam (Svimohzish), Bealai (Reanaarese)

Deity's Appearance: The Riftmaster appears as a cloaked skeletal figure. The Sorcerer Supreme is a fearsome sight for non-worshippers.

The Temple of Enchantment Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Ceremony: Consecrate Divine Icon</i>	<i>Ceremony: Anoint</i>	<i>Endure Cold</i>	<i>Addle</i> ³
2	<i>Enthrall Tiny Animal</i>	HAS: Confiscate Magic 2	<i>Endure Heat</i>	<i>Alert</i>
3	HAS: Neutralize Magic 1	<i>Cure Trifling Wound</i>	<i>Enthrall Small Animal</i>	<i>Cure Minor Wound</i>
4	<i>Purify Water</i>	<i>Dramatic Entrance</i> ³	<i>Fire Breathing</i> 1 ³	<i>Divine Steward</i>
5	<i>Sense Divine Magic</i>	HAS: Induce Spell Fatigue 1	<i>Glitterlight</i>	<i>Influence</i>
6	Sense Magic Aura (Mj)	<i>Innocuousness</i>	<i>Imperceptibility to Undead</i>	<i>Psychoanalyze</i> ²
7	Sense Presence of Chaos	<i>Melancholia</i> ³	<i>Pantomime</i> ³	<i>Restore Speech</i> ³
8	<i>Sense Presence of Evil</i>	<i>Moderate Elemental Damage</i>	<i>Psychosomatic Deafness</i> ⁴	<i>Searing Metal</i>
9	<i>Sense Presence of Good</i>	<i>Moderate Personal Climate</i>	<i>Safe Haven</i>	<i>Shelter II</i> ¹
10	Sense Presence of Law	<i>Protection from Laryngitis</i>	<i>Venal Jinx</i> ²	<i>Tractor Beam: Tiny</i> ⁴
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Curse, Wicked</i> ²	<i>Arcane Spell Dampening</i> 1 ²	<i>Cure Lesser Wound</i>	<i>Addle, Thorough</i> ³
2	HAS: Induce Spell Fatigue 2	<i>Eidetic Recall</i> ²	<i>Divine Steward: Doppelganger</i> ⁴	<i>Chime</i> ³
3	HAS: Spell Point Cap	HAS: Confiscate Magic 6	<i>God's Guidance</i>	<i>Dismiss Enchantment</i>
4	Identify Spellcaster (M6)	HAS: Spell Inflation	<i>Heighten Vigilance</i>	<i>Enchanted Vestments (Secunda)</i>
5	<i>Induce Migraine</i>	<i>Illusory Credentials</i> ⁴	<i>Hush</i>	HAS: Induce Spell Fatigue 3
6	HAS: Neutralize Magic 5	<i>Jinx</i> ²	<i>Indulgence, Lesser</i>	Magical Warding: Nullification
7	<i>Scooby Snack</i> ³	<i>Laryngitis</i>	<i>Supernatural Cloaking</i> ⁴	<i>Pariah</i> ²
8	<i>Stirring Speech</i>	<i>Mesmerism</i> ⁴	<i>Tractor Beam: Small</i> ⁴	<i>Rigor Mortis</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Cure Moderate Wound</i>	HAS: Confiscate Magic 10	<i>Confound</i> ⁴	<i>Arcane Spell Dampening</i> 2 ²
2	<i>Heavenly Luck</i>	<i>Cure Medium Wound</i>	<i>Doppelg�ng</i> ⁴	<i>Find the Way</i> ²
3	<i>Impression of Propriety</i>	<i>Encoded Script</i> ⁴	<i>Duplicity</i> ⁴	<i>Hex Arcane Spellcaster: Resist Magic</i> ²
4	<i>Janus</i> ²	HAS: Induce Spell Mishap	HAS: Induce Spell Fatigue 4	Magical Warding: Reflect
5	HAS: Neutralize Magic 9	<i>Mommet</i> ³	Magical Warding: Nullification (Area)	<i>See Reason</i> ²
6	<i>Panic Room</i> ⁴	<i>See the Secret Heart</i> ²	HAS: Neutralize Magic 11	<i>Speak to the Dead</i>
7	<i>Suppress Quirk</i> ⁴	<i>Shill o' the Wisp</i> ⁴	<i>Psychosomatic Blindness</i> ⁴	<i>Stirring Sermon</i>
8	<i>Wicked Jinx</i> ²	<i>Tractor Beam: Medium</i> ⁴	<i>Temporary Tattoo of Shame</i> ²	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Bless, Quintus</i> ³	<i>Cerebral Shepherd</i> ²	<i>Cure Substantial Wound</i>	<i>Bless, Sexto</i> ³
2	<i>Bug</i>	<i>Disguise Object</i> 3 ⁴	<i>Fire Breathing</i> 5 ³	<i>Enchanted Vestments (Quarta)</i>
3	<i>Cure Large Wound</i>	HAS: Confiscate Magic 14	<i>Irresistible Force</i> ²	HAS: Confiscate Magic 16
4	<i>Defame</i> ²	<i>Labyrinth</i> ⁴	Magical Warding: Reflect (Area)	Magical Warding: Repartee
5	HAS: Neutralize Magic 13	<i>Marionette</i> ³	<i>Shadowform</i> ⁴	<i>Outcast</i> ²
6	<i>Indulgence, Minor</i>	Purge Magic	<i>Stirring Lecture</i>	<i>Twist Truth</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Severe Wound</i>	<i>Arcane Spell Dampening</i> 3 ²	<i>Confound, Mass</i> ⁴	<i>Dragonspeak</i> ²
2	HAS: Neutralize Magic 17	<i>Commune w/ Higher Power</i>	<i>Hurricane Force Wind</i>	HAS: Confiscate Magic 20
3	<i>Mind Palace</i> ²	<i>Cure Extensive Wound</i>	<i>Quest</i>	<i>Enchanted Vestments (Quinta)</i>
4	<i>Schr�dinger's Shelter</i> ²	<i>Mommet, Grande</i> ³	<i>Speed of Light</i> ²	<i>Teleport Adversary</i> ²

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.
HAS is an acronym for "Hex Arcane Spellcaster"

Advancement within Order: Advancement is gained primarily through the efficacy of actions taken to propitiate magic use though exceptional sacrifices or breakthroughs in magical knowledge shared with the church are viewed as favorable secondary achievements. Level titles within the church are all “Holder of the X Key,” where X is the cleric’s Divine focus color as listed below.

As part of the rites governing ascension to the executive ranks (Holders of the Red Key), candidates must demonstrate their mastery of arcane lore by fashioning a power staff. This item, bearing the symbol of the Riftmaster and signifying the rank of the cleric, is a powerful spell[point] storing device capable of sequestering potent magical energies.

Keyholders Hierarchy
Holder of the White Key
Holder of the Brass Key
Holder of the Black Key
Holder of the Copper Key
Holder of the Green Key
Holder of the Bronze Key
Holder of the Blue Key
Holder of the Silver Key
Holder of the Red Key
Holder of the Gold Key
Holder of the Platinum Key

Confederate Faiths: The Order of Thought, the Assembly of the Four Corners, the Founder’s Creation

Keyholders advancement table

Level	Hit Dice (d4)	Total Spell Points	Saving Throw bonus vs. Spells	Opponent Saving Throw penalty vs. Spells	Attack Bonus	Initiative
1	1	60	0	-1	0	+2
2	1 + re-roll	100	+1	-1	0	+2
3	2	140	+1	-1	0	+2
4	2 + re-roll	190	+2	-1	0	+2
5	3	225	+2	-1	+1	+1
6	3 + re-roll	260	+3	-2	+1	+1
7	4	300	+3	-2	+1	+1
8	4 + re-roll	340	+4	-2	+1	+1
9	5	385	+4	-2	+2	+1
10	5 + re-roll	430	+5	-2	+2	+1
11	6	480	+5	-3	+2	0
12	6 + re-roll	530	+6	-3	+3	0
13	7	585	+6	-3	+3	0
14	7 + re-roll	640	+7	-3	+3	0
15	8	700	+7	-3	+3	0
16	8 + re-roll	760	+8	-4	+3	0
17	9	825	+8	-4	+4	0
18	9 + re-roll	890	+9	-4	+4	0
19	10	960	+9	-4	+4	-1
20	10 + re-roll	1030	+10	-4	+4	-1

Adversarial Faiths: The Confuser of Ways, the Temple of Strife, the Halls of the Valiant

Sayings: *A fool and his magic soon part ways. – Magic used wisely is there when needed. – May your wisdom be as powerful as your spells. – I am magic. – A farewell: Use well your sorcery.*

MAGICAL PROWESS

Spellcasting: Keyholders have a very broad selection of spells to choose from encompassing both their clerical spell list as well as those of a mage. Thus a first level Keyholder may memorize an apprentice and journeyman arcane spell (should he have access to such – see below) and his choice of either a divine or arcane first level spell. As he gains experience and additional spell slots, these may be filled with either an arcane spell or a divine one. As with a mage, the Keymaster may opt to cast arcane spells he knows (i.e. inscribed into his spellbook) but hasn’t memorized at double SP cost. This latter instance is not considered ‘amping up’ a spell and may be employed as long as his auguries permit casting arcane magic that day.

Note that priests of the Sorcerer Supreme gain a unique power in that these favored individuals penalize their opponent’s saving throws. This is a concrete reflection of their deity’s direct influence in favorably mediating the flow of magic and is applicable to both arcane and divine spells.

Wisdom-based Bonus Spells: Additional spell slots gained via high wisdom may only be used to memorize divine spells.

Spellbook: Keymasters must maintain a spell book just like mages and are subject to identical rules per the Mage Spell Cognition table (PHB p. 61). Although they begin play with a spellbook, self-crafted whilst learning the magical transcription proficiency, *they do not start with any known spells nor do they acquire spells when training.* Any spells they wish to cast must be liberated from the clutches of arcane spellcasters (perhaps once, twice or thrice removed) either as scrolls or spellbooks and recycled.

Magic Items: These clerics are considered both mages and priests (whichever is most favorable) should a magic item have class restricted access to its powers.

Weapons and Armor: Keymasters may specialize in their limited selection of weaponry per the rules for clerics. They may never wear armor nor carry shields and are prohibited from gaining such proficiencies. Risking a spell mishap and attendant waste of magic is an unconscionable sin to commit.

Skill Focus: Keymasters gain free mastery points in Arcane Lore equal to their Intelligence Mastery Die modifier each time they advance in level. This is obviously a function of Intelligence and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on PHB page 154.

HOUSE OF SCORN

Alignment: Neutral Evil

Spheres of Influence: Hate, bigotry

Tenets of the Faith: Sects of the House of Scorn exist in all nations. Seemingly each race and every kingdom is represented by a different synod. This naturally causes each House to despise the others. This internecine conflict is entirely due to the teachings of Hatemonger. Alliances are formed only when it is mutually beneficial to put aside their differences, such as when a more hated third party can serve as a foci for mutual animosity.

The Purgers preach a doctrine of racial superiority. Their race (or ethnicity in phenotypic variant humans or subrace/clade in more diverse species like orcs) is unquestioningly exceptional and destined to rule over all. This prejudicial creed makes it easy to distinguish between trusted insiders and hated outsiders giving followers a ready bond.

Enemies are rank ordered by the existential threat they pose to the Purgers' race. This danger is frequently economic not military as the latter is sufficient to rally individuals regardless of beliefs – though, importantly, not to the Purgers' ultimate ends.

The House of Scorn is most successful in rallying people to their cause when motivated by economic insecurity. Unsurprisingly, topping the list of enemies is invariably a minority group that competes with the Purgers' ranks. These people are terrorized with the ultimate goal of expropriating their wealth. Ideally, they are reduced to slaves or serfs such that their property can be stolen and an ongoing stream of profit extracted from their labor – often disproportionately benefitting the priesthood. Their continued existence as a low status group offers a ready scapegoat for societal ills or the church's mismanagement. It also socially elevates the favored ethnicity, offering even the lowest amongst them someone to compare favorably against and a powerful incentive to support the status quo.

Those who cannot be cowed present a conundrum. The Purgers are bullies not soldiers and do not relish a fight they cannot be assured of exiting victorious. Ironically, numerically powerful frenemies are often cast as acceptable outsiders that embody many of the same virtues esteemed by the insider group. While surely not the equal of the superior race, they are nonetheless deserving of grudging respect. This is, of course, subject to later revision should the balance of power tilt towards the Purgers' advantage...

Those who will not yield to the yoke but are insufficiently numerous to resist the Despiser are subject to "The Purging" (a.k.a. genocide). In this quest, the clerics of the Slayer of the Inferior seek to cleanse the taint of the despised race from their people. This process goes far beyond murder and seizure of property. It is a wholesale assault on their very existence. History is literally rewritten and any reference to their populating the region – whether it be place names, architecture, or even artistic expression is wiped from the earth.

THE HOUSE OF SCORN

Alignment: Neutral Evil

Divine Icon: small golden sceptre

Preferred Weapon: While Purgers unquestioningly employ violence, it is one of many means to an end and not sufficiently favored to warrant a sanctioned weapon

Weapons Permitted: Any

Armor Permitted: Any

Bonus STPs: Literacy (native language), Oration, Persuasion, Rope Use

Mandatory Quirk: all Purgers begin play with the *Racist* quirk for which they gain full BPs (40) as their first quirk/flip; subsequent quirks or flaws are subject to derating per PHB Chapter 8 whether cherry picked or randomly determined except for *Chauvinist* (the latter is worth full BPs; 15 if randomly determined or 7 if cherry picked)



Racial animosity is the most surefire characteristic for the Purgers to seize upon. However, should that be insufficiently compelling in a particular circumstance, they may inflame nationalism, religious intolerance or even something as petty and banal as rivalry between supporters of different charioteering teams. In the end it is not the conflict they are invested in but rather pitting the prejudices of one group against another.

About The House of Scorn

Priesthood: The Purgers

Symbol: Golden scepter on a blue background

Animal: Jackal

Colors: Gold, dark blue

Place of Worship: Temples in cities and large towns. Huge cathedrals exist in Eldor and other intolerant nations. Altars are also found in righteous lands, however, these are well hidden in cellars and the like.

Holy Days: Quarter Moon (Diadolai)

Sacrifice: Lynchings, performed at least once a month. Victims are usually foreigners or races considered inferior. If a lynching is not possible, clerics must desecrate or destroy works of art or other goods that are representative of, and have strong sentimental value to, another race.

Raiment: Golden robes are worn during ceremonies and lynchings, otherwise the clerics dress normally.

Revered Names for Deity: Emperor of Scorn, The Despiser, Slayer of the Inferior, Lord of Intolerance, Hatemonger, Purge of Tellene, Hater of Elves (or Dejj, Halflings, Hobgoblins, Kalamarans, etc.), Mormov (Brandobian), Thananany (Dejj), P'Rakeke (Kalamaran), Slazhozh (Svimohzish), Jhekkarr (Fhokki), Peasor (Reanaarese)

The House of Scorn Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Addle, Partial</i> ³	Bless Weapon	Alter Emotion: Resignation	Addle ³
2	Aura of Innocence (Ma)	Ceremony: Anoint	Blessing	Anarchy ³
3	Ceremony: Consecrate Divine Icon	Ceremony: Newborn Blessing ²	Cursing	Command
4	Ceremony: Marriage ²	Cure Negligible Wound ¹	Detect Influence	Cure Trivial Wound
5	Diagnose Injuries	Dramatic Entrance ³	Hex Skill Mastery ²	Divine Steward
6	Extend Fuel	Hate Beacon Prima	Ingénue ³	Flaming Weapon
7	Faith Shield 1	Innocuousness	One-Upmanship ³	Identify Poison
8	Inflict Trifling Wound	Lower Tolerance ³	Quick Change ³	Influence
9	Know North	Mimic Odor ⁴	Rectify Sprain/Hyperextension	Psychoanalyze ²
10	Liana	Protection from Laryngitis	Safe Haven	Racial Veneer
11	Moderate Emotion: Cause Fear	Shift Blame (M1)	Taint Food	Restore Speech ³
12	Sense Presence of Good	Unyielding	Translate (M1)	Übermensch
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	Ceremony: Investiture	Come to Me ³	Call to Action	Addle, Thorough ³
2	Curse, Wicked ²	Cure Small Wound	Curse, Vicious ²	Cower in Fear ⁴
3	Divine Providence	Hate Beacon Secunda	God's Guidance	Enchanted Vestments (Secunda)
4	Exalt Warrior	Holy Blessing	Half Ass It ³	Herd Immunity ²
5	Illusory Fire ⁴	Illusory Credentials ⁴	Idiosyncrasy ²	Inflict Moderate Wound
6	Inflict Light Wound	Induce Drunkenness: Sloshed	Indulgence, Lesser	Pariah ²
7	Pine Tar	Jinx ²	Mind Reading (M6)	Roly Poly ³
8	Roofie ³	Mesmerism ⁴	Perceive Desire ²	Speed of the Righteous
9	Scooby Snack ³	Righteous Cursing	Reveal Lycanthrope ⁴	Treat Disease
10	Stirring Speech	Total Control	Supernatural Cloaking ⁴	Vocal Mastery ³
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	Cure Middling Wound	Bless, Quartus ³	Blessed Warmth	Aura of Fear ⁴
2	Cursing, Wretched ²	Dismiss Enchantment	Confound ⁴	Cure Intermediate Wound
3	Impression of Propriety	Find Item	Fiery Furnace	Malicious Jinx ²
4	Incite Drunken Mob ³	Encoded Script ⁴	Ineptitude ²	Repair Torn Tendon/Ligament
5	Induce Fratricide (M7)	Hate Beacon Tertia	Mass Influence	Spiteful Reciprocation ²
6	Mend Muscle Tear	Mildew Growth	Molotov ³	Stirring Sermon
7	Transpecies Veneer	See the Secret Heart ²	Svengali ²	Übermenschen
8	Treat Poison	Take Up Arms ²	Temporary Tattoo of Shame ²	Warding Sigil
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	Ballroom Blitz ³	Alter Ego ⁴	Antitoxin	Curse, Ruinous ²
2	Defame ²	Cower in Fear, Mass ⁴	Cure Considerable Wound	Enchanted Vestments (Quarta)
3	Indulgence, Minor	Marionette ³	Cursing, Vile ²	Outcast ²
4	Nightmare ⁴	Massmerism ⁴	Inflict Heavy Wound	Quirkiness ²
5	Protection from Lycanthropes ⁴	Pied Piper ³	Stirring Lecture	Staunch Bleeding
6	Sow Fear, Uncertainty & Doubt	Replicant	Terrible Jinx ²	Twist Truth
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	Cure Heavy Wound	Calamitous Jinx ²	Bless, Septimo ³	Cure Terrible Wound
2	Curse, Sterility ³	Commune w/ Higher Power	Confound, Mass ⁴	Dragonspeak ²
3	Intimidating Aura ²	Inflict Terrible Wound	Mar ²	Enchanted Vestments (Quinta)
4	Walk on Air	Spitemata ²	Quest	Fire Strike

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 Despiser appears as a perfect physical specimen of the same race as the observer. When angry, the Emperor of Scorn changes his facial features to those of a jackal.

Advancement within Order: Although this religion varies from region to region, advancement is usually attained through seniority and number of converts gained.

Confederate Faiths: The Courts of Inequity, the House of Shackles, the House of Knives

Adversarial Faiths: The Parish of Love, the House of Solace, the Church of Everlasting Hope, the Temple of the Stars

Sayings: *Love and friendship are for the weak and ignorant. - Unity and purity are most noble goals. - We shall not rest until the land is pure. - Those of our kind that oppose us shall be the first to die. - It's the drop for you, half-breed!*

Special Powers

Skill Focus: The following list of skills represent areas where these clerics excel: Oration, Persuasion. If a Purger purchases any of these skills, the mastery roll is modified by +3 or the priest's relevant ability score modifier, whichever is better.

Alter Emotion: Amiability

Components: **V**
Casting Time: **5 seconds**
Range: **10 feet**
Volume of Effect: **1 sapient individual**
Duration: **3d4p minutes**
Saving Throw: **Mental negates**

An individual affected by this spell will behave as if they were under the affects of a +3 to +7 result on the Encounter Results table (GMG p. 67). While in this state, the target will patiently listen and be inclined to be helpful to anyone he interacts with. He will, however, still respond to aggressive actions or threats as befits his unaltered personality thereby breaking the spell's hold on his emotions.

Alter Emotion: Empathy

Components: **V, S, DI**
Casting Time: **5 minutes**
Range: **Touch**
Volume of Effect: **1 creature**
Duration: **8 hours**
Saving Throw: **not applicable**

This blessing confers a protective aura upon its recipient. Should he be in a helpless state (i.e. incapacitated from trauma, sleeping, paralyzed, etc), any sentient creature seeking to do him harm – such as performing a coup de grace – will inexplicably have a deeply empathic vision of role reversal in which they are subject to being murdered under similar circumstances. This frightening realization is sufficient to deter them from undertaking any harmful action unless resisted via a successful Mental saving throw.

Alter Emotion: Greater Empathy

Components: **V, S, DI**
Casting Time: **5 minutes**
Range: **Touch**
Volume of Effect: **1 creature – 5 foot radius**
Duration: **4 hours**
Saving Throw: **not applicable**

The recipient of this blessing emanates palpable empathy to sentient creatures up to five feet away. Even if verbal communication is unavailable due to a language barrier, others will be able to perceive the host's desires, wishes and moods. While a clumsy substitute for spoken communication, it can relay general intent.

Should the host be non-aggressive, anyone seeking to do him harm must overcome the emotional empathic

bond via a successful Mental saving throw in order to carry out said action. Otherwise they are compelled to leave the host be.

Alter Emotion: Mass Calm

Components: **V**
Casting Time: **10 seconds**
Range: **0 feet**
Volume of Effect: **40 foot radius**
Duration: **30 minutes**
Saving Throw: **Mental negates**

Upon vocalizing this prayer, every creature within forty feet of the cleric is subject to being instantly calmed, losing the ability to act on any aggressive or belligerent impulses¹ even should they subsequently exit the area of effect. The ability to commit provocative acts in any form, even rude gestures and offensive language, are totally quashed in those failing to resist this peaceful beseechment.

Note that this serenity does not compel virtuous behavior; it merely prevents aggression whether active or passive. In many instances, this truce may provide ample time for cooler heads to prevail and for disbursement of a tumultuous crowd. Alternatively, a negotiator may take advantage of the lull in hostilities to broker a more permanent peace.

¹ If attacked, calmed individuals may only take the following actions: *Hold at Bay, Ready Against Charge, Fully Parry, Give Ground, Scamper Back, Fighting Withdrawal or Flee.*

Alter Emotion: Resignation

Components: **V**
Casting Time: **10 seconds**
Range: **5 feet**
Volume of Effect: **1 sapient creature**
Duration: **4+ hours**
Saving Throw: **Mental negates**

This insidious hex acts upon its subject's will inducing them to accept their current undesirable condition as inevitable and inescapable. While so addled, the subject cannot muster the energy to take actions that might alter his situation.

When enacting the hex, the cleric must verbally disabuse the target of any hope that his efforts can alter the status quo. For example, a prisoner would glumly accept his captivity and not seek to escape having been magically convinced it is impossible. Likewise a grumbling porter would stoically heft his burden without complaint

as he's been persuaded that there is no alternative.

Subjects failing their initial Mental saving throw are resigned to their fate for no less than four hours. After this time elapses, they are permitted a new save. Failure prolongs their mental incarceration for an additional increment of four hours when they are again permitted an additional save attempt.

When the spell's duration finally ends, the target's normal personality, resiliency and disposition resurface.

Battle Buddies

Components: V, S, DI

Casting Time: 1 minute

Range: Touch

Volume of Effect: Cleric + up to 7 additional individuals

Duration: 20 minutes

Saving Throw: Mental negates

This invocation permits a squad (numbering no more than 8 individuals) to pair off as "battle buddies" with one partner acting as the primary combatant and the other as secondary¹.

Provided that the battle buddies are positioned shoulder-to-shoulder or back-to-back, any enemy wishing to strike at the secondary combatant² must succeed at a Mental saving throw. Failure compels the adversary to forgo this intent and instead attack the primary – provided there is an opportunity for them to do so. If the primary is surrounded and an additional adversary cannot engage with him (see Maximum Number of Opponents p. 223 PHB), these foes may freely engage the secondary combatant.

¹ Battle buddies must pair off. The odd member of a team is excluded.

² The compulsion to strike at the primary combatant applies only to melee combat. Missile fire may be directed at any target the shooter desires.

Bodyguard

Components: V, S, DI

Casting Time: 2 seconds

Range: Touch

Volume of Effect: Cleric + 1 individual

Duration: 5 minutes

Saving Throw: Mental negates

By means of this prayer, the priest bonds with another ally taking the role of his protector. Provided that the pair is positioned shoulder-to-shoulder or back-to-back, any enemy wishing to strike at the cleric's ward must succeed

at a Mental saving throw. Failure compels the adversary to forgo this intent and instead attack the cleric.

If the cleric's charge is an anointed follower, any foes wishing to harm him suffer a -4 penalty to their Mental save.

Defensively Minded

Components: V, S, DI

Casting Time: 6 seconds

Range: 30 feet

Volume of Effect: 1 sapient creature

Duration: 1d4p+1 minutes

Saving Throw: Mental negates

This prayer bestows a frightening visage of the recipient's fleeting mortal existence. Unless he can quell these thoughts (via a successful Mental saving throw), he is compelled to cease taking risky actions and do all in his power to preserve his life. If engaged in melee, he may only take the following actions: Hold at Bay, Ready Against Charge, Fully Parry, Give Ground, Scamper Back, Fighting Withdrawal or Flee.

Which option(s) he chooses are situationally dependent. He should immediately attempt a Tenacity Check given the current state of the battle. If successful, he remains on the battlefield to share in his allies'/co-belligerents' victory. Obviously failure will compel immediate retreat.

Hate Beacon Prima

Components: V, S

Casting Time: 1 minute

Range: 0 feet

Volume of Effect: 30 foot radius

Duration: 2 hours

Saving Throw: Mental negates

After giving a brief but animated sermon on the dangers of race mixing, the cleric thereafter radiates a fixed aura that permeates the subconscious of any sentient being that comes within thirty feet of the hatemonger. Should they fail to resist this influence, they become biased and will judge all other sentient species more negatively.

Consult the Racial preference Table on pg. 37 of the Hackmaster Player's Handbook and degrade the individual's view of all other races by one category. For example, a dwarf under the effect of this spell would change his view of elves from "dislike" to "disdain," his view of gnomes from "like" to "tolerate," and so on.¹

¹ The most extreme level of racial prejudice is Fear. For those subject to the effects of this spell, this is the maximum possible result.

Hate Beacon Secunda

Components: V, S

Casting Time: 3 minutes

Range: 0 feet

Volume of Effect: 30 foot radius

Duration: 2 hours

Saving Throw: Mental negates

After reciting a polemic excoriating other races, the cleric thereafter radiates a fixed aura that permeates the subconscious of any sentient being that comes within thirty feet of the hater. Should they fail to resist this influence, they become strongly biased against all other sentient species.

Consult the Racial preference Table on pg. 37 of the Hackmaster Player's Handbook and degrade the individual's view of all other races by two categories. For example, a human under the effect of this curse would change his view of elves from "tolerate" to "disdain," his view of halflings from "like" to "dislike," and so on.¹

Hate Beacon Tertia

Components: V, S

Casting Time: 5 minutes

Range: 0 feet

Volume of Effect: 30 foot radius

Duration: 2 hours

Saving Throw: Mental negates

After giving a charged diatribe on the dirty, lazy, thieving, et al characteristics of other races, the cleric thereafter radiates a fixed aura that permeates the subconscious of any sentient being that comes within thirty feet of the hater. Should they fail to resist this influence, they become strongly prejudicial and will harshly judge all other sentient species.

Consult the Racial preference Table on pg. 37 of the Hackmaster Player's Handbook and degrade the individual's view of all other races by three categories. For example, a half-elf under the effect of this vile prayer would change his view of elves from "prefer" to "dislike," his view of dwarves from "tolerate" to "hate," and so on.¹

Hex Arcane Spellcaster: Confiscate Magic

Components: V, S, DI

Casting Time: varies

Range: 30 feet

Volume of Effect: 1 creature possessing spell points

Duration: Instantaneous

Saving Throw: Mental negates

HAS: Confiscate Magic specifics

Spell Name	Casting Time (s)	SP confiscated	SP confiscated (random determination)
HAS: Confiscate Magic 1	1	28	7d6p
HAS: Confiscate Magic 2	1	38	10d6p
HAS: Confiscate Magic 3	1	52	13d6p
HAS: Confiscate Magic 4	2	68	17d6p
HAS: Confiscate Magic 5	2	86	22d6p
HAS: Confiscate Magic 6	2	106	27d6p
HAS: Confiscate Magic 7	3	128	32d6p
HAS: Confiscate Magic 8	3	152	38d6p
HAS: Confiscate Magic 9	3	178	45d6p
HAS: Confiscate Magic 10	4	206	52d6p
HAS: Confiscate Magic 11	4	236	59d6p
HAS: Confiscate Magic 12	4	268	67d6p
HAS: Confiscate Magic 13	5	302	76d6p
HAS: Confiscate Magic 14	5	338	85d6p
HAS: Confiscate Magic 15	5	376	94d6p
HAS: Confiscate Magic 16	6	416	104d6p
HAS: Confiscate Magic 17	6	458	115d6p
HAS: Confiscate Magic 18	6	502	126d6p
HAS: Confiscate Magic 19	7	548	137d6p
HAS: Confiscate Magic 20	7	596	149d6p

This powerful hex siphons arcane magical energy possessed by the spell's target. If unsuccessful at resisting the draining (i.e. a failed saving throw), the arcane spellcaster suffers a loss of spell points with half the value transferring to the expropriator. The sequestrator may employ these SPs to power his own spells (if applicable¹) or to empower items that offer the option of exchanging SPs for charges. The recipient may temporarily exceed his maximum spell point limit (again, if applicable). Once the benefactor of these additional SPs becomes unconscious – whether from sleep, injury or other means – the supplemental SPs are lost.

The targeted arcane spellcaster cannot be drained of more spell points than he currently possesses. If more are called for, the spell's effect is capped at his current remaining SPs.

This loss does not induce spell fatigue nor will it cause physical injury. Spell points may be recouped after sufficient sleep per the standard replenishment mechanism.

The quantitative number of spell points siphoned is a function of the hex's ordinal grade. At the GM's option, this may determined randomly or a set value may be employed. At the GM's option, this may determined randomly or a set value may be employed. Since a mage can possess hundreds or thousands of spell points, random determination of a meaningful percentage of said may involve rolling *a lot* of dice². This may be entertaining or annoying, hence the option.

¹ Clerics may utilize these spell points to amp up spells on their spell list drawn from the arcane spell repertoire.

² Six sided dice were specifically chosen with the knowledge that this is far and away the most common die type and a group may have access to hundreds of them.

Hex Arcane Spellcaster: Induce Spell Fatigue

Components: V, S, DI
Casting Time: *varies*
Range: 30 feet
Volume of Effect: 1 creature possessing spell points
Duration: *varies*
Saving Throw: Mental negates

This hex immediately induces spell fatigue in the targeted arcane spellcaster (or individual possessing the Supernatural Affinity talent) should he fail a Mental saving throw. If the target is in the midst of casting a spell, the dweomer is aborted and a spell volatility check must be made with a -5 penalty.

The spell fatigue induced upon the arcane spellcaster may be significantly more severe than 'ordinary' spell fatigue owing to the capacity of this enchantment. The talents Diminish Spell Fatigue and Mitigate Spell Fatigue do, however, counteract this fatigue to the limits of their capacity.

HAS: Induce Spell Fatigue specifics

Spell Name	Casting Time (s)	Spell Fatigue Duration
HAS: Induce Spell Fatigue 1	3	1d6p+5 seconds
HAS: Induce Spell Fatigue 2	5	2d12p+15 seconds
HAS: Induce Spell Fatigue 3	7	4d12p+30 seconds
HAS: Induce Spell Fatigue 4	10	1d6p+5 minutes

Hex Arcane Spellcaster: Induce Spell Mishap

Components: V, S, DI
Casting Time: 3 seconds
Range: 50 feet
Volume of Effect: 1 creature possessing spell points
Duration: 4 hours
Saving Throw: Mental negates

This potent hex is a potentially lethal quandary for the unfortunate mage unable to resist its influence. The very next spell he casts (within the four hour duration of the hex) will automatically result in a Spell Mishap. As this curse issues from The Riftmaster himself, neither genius level intellect nor expertise in arcane lore can avert this outcome.

The resultant Spell Mishap Tier is guided solely by the volatility of the spell (see GMG Table 4.2: Spell Volatility Rating and Table 4.5: Spell Mishap Ceiling).

Note that a mage succumbing to this hex will not be aware that he has been so cursed and thus forewarned of the ramifications of this spell unless he succeeds at an (Average) Divine Lore skill check while spending a second of absolute focus as the cleric hexes him.

Hex Arcane Spellcaster: Neutralize Magic

Components: V, S, DI
Casting Time: *varies*
Range: 30 feet
Volume of Effect: 1 creature possessing spell points
Duration: Instantaneous
Saving Throw: Mental negates

This powerful hex nullifies arcane magical energy possessed by the spell's target. If unsuccessful at resisting the negating force (i.e. a failed saving throw), the arcane spellcaster suffers a loss of spell points. The spellcaster cannot, however, be reduced to below zero SPs.

This loss does not induce spell fatigue nor will it cause physical injury. Spell points may be recouped after sufficient sleep per the standard replenishment mechanism.

The quantitative number of spell points neutralized is a function of the hex's ordinal grade. At the GM's option, this may determined randomly or a set value may be employed. Since a mage can possess hundreds or thousands of spell points, random determination of a meaningful percentage of said may involve rolling *a lot* of dice. This may be entertaining or annoying, hence the option.

HAS: Neutralize Magic specifics

Spell Name	Casting Time (s)	SP neutralized	SP neutralized (random determination)
HAS: Neutralize Magic 1	1	52	14d6p
HAS: Neutralize Magic 2	1	71	19d6p
HAS: Neutralize Magic 3	1	97	26d6p
HAS: Neutralize Magic 4	2	126	34d6p
HAS: Neutralize Magic 5	2	160	43d6p
HAS: Neutralize Magic 6	2	197	53d6p
HAS: Neutralize Magic 7	3	238	64d6p
HAS: Neutralize Magic 8	3	283	76d6p
HAS: Neutralize Magic 9	3	331	89d6p
HAS: Neutralize Magic 10	4	383	103d6p
HAS: Neutralize Magic 11	4	439	118d6p
HAS: Neutralize Magic 12	4	498	134d6p
HAS: Neutralize Magic 13	5	562	151d6p
HAS: Neutralize Magic 14	5	629	169d6p
HAS: Neutralize Magic 15	5	699	188d6p
HAS: Neutralize Magic 16	6	774	208d6p
HAS: Neutralize Magic 17	6	852	229d6p
HAS: Neutralize Magic 18	6	934	251d6p
HAS: Neutralize Magic 19	7	1019	274d6p
HAS: Neutralize Magic 20	7	1109	298d6p

Hex Arcane Spellcaster: Spell Point Cap

Components: **V, S, DI**

Casting Time: **1 second**

Range: **50 feet**

Volume of Effect: **1 creature possessing spell points**

Duration: **4 hours**

Saving Throw: **Mental negates**

This admonishing hex is often employed as a counter to a co-belligerent suffering from “premature magiculation”¹. The target of this curse is unable to “amp up” or “overamp” any of his arcane spells while the hex persists.

¹ This condition manifests as an inability to ration spell points for optimal effectiveness. Sufferers will often profligately amp up offensive spells and squander them to overwhelm opponents that could, with minimal effort, be overcome by other means.

Hex Arcane Spellcaster: Spell Point Inflation

Components: **V, S, DI**

Casting Time: **2 seconds**

Range: **50 feet**

Volume of Effect: **1 creature possessing spell points**

Duration: **4 hours**

Saving Throw: **Mental negates**

Those creatures possessing spell points that succumb to this hex are stricken with a curse that negatively affects their ability to convert spell points into demonstrable magical effects. Any such use, whether to empower a wand or to enact a spell requires double the number of spell points to accomplish.

For example, casting Magic Projectile while under this hex's influence would cost 120 SP and each additional missile requires an additional 60 SP.

Magical Warding: Nullification

Components: **V, S, DI**

Casting Time: **10 seconds**

Range: **Self**

Effect: **1 spell**

Duration: **1 hour**

Saving Throw: **not applicable**

This protective dweomer offers a failsafe protection against spells in that the next spell directed at the cleric¹ is automatically nullified without the need for the priest to attempt a saving throw. Said spells may be divine or arcane in origin.

Spells that sequentially target individuals, such as *Magic Projectile of Skewering*, are nullified upon contact with the cleric. Thus this missile may impact and wound creatures before reaching the priest, but upon encountering him the spell terminates and potential downstream targets are spared as well.

It bears noting that this nullification power applies to all spells regardless of intent or source. Thus an allied priest attempting to heal someone protected by this ward via *Cure Light Wound* will witness his spell failing as will a cleric choosing to cast *Safe Haven* on himself.

¹ Area of Effect spells that encompass the cleric are not affected by this ward.

Magical Warding: Nullification (Area)

Components: V, S, DI
Casting Time: 10 seconds
Range: Self
Effect: 1 spell
Duration: 1 hour
Saving Throw: not applicable

This protective dweomer offers a failsafe protection against spells in that the next spell affecting the cleric is automatically nullified. Said spells may be divine or arcane in origin.

This ward will disrupt area of effect spells such as *Fireball* provided the cleric is engulfed within the blast. It will not, however, nullify persistent spells that did not affect the cleric when enacted. For example, a cleric entering a room already covered with a *Toxic Web* would not dismiss the spell (but it would have been dismissed had the spell been enacted whilst the cleric was in the room).

It bears noting that this nullification power applies to all spells regardless of intent or source. Thus an allied priest casting a *Blessing* on several allies while someone protected by this ward was within range will witness his spell fail as will a cleric choosing to cast another *Magical Warding* on himself.

Magical Warding: Reflect

Components: V, S, DI
Casting Time: 10 seconds
Range: Self
Effect: 1 spell
Duration: 1 hour
Saving Throw: not applicable

This protective dweomer offers aggressive failsafe protection against spells in that the next spell directed at the cleric¹ is automatically reflected back upon the caster without the need for the priest to attempt a saving throw. Said spells may be divine or arcane in origin. Should the spell permit a saving throw, the initiating spellcaster is certainly permitted such (made against his initial saving threshold).

Spells that sequentially target individuals, such as *Magic Projectile of Skewering*, are reflected upon contact with the cleric. Thus this missile may impact and wound creatures before reaching the priest, but upon encountering him the spell bounces back to the caster at its current strength (and may impact downstream targets allied to the initiating mage).

It bears noting that this reflective power applies to all spells regardless of intent or source.

¹ Area of Effect spells that encompass the cleric are not affected by this ward.

Magical Warding: Reflect (Area)

Components: V, S, DI
Casting Time: 10 seconds
Range: Self
Effect: 1 spell
Duration: 1 hour
Saving Throw: not applicable

This protective dweomer offers aggressive failsafe protection against spells in that the next spell affecting the cleric is automatically reflected back upon the caster without the need for the priest to attempt a saving throw. If an area of effect spell, it is now centered on the initial caster. Said spells may be divine or arcane in origin. Should the spell permit a saving throw, the initiating spellcaster (and possibly others in the AoE) are certainly permitted such (made against the caster's initial saving threshold).

This ward will reflect area of effect spells such as *Fireball* provided the cleric is engulfed within the blast. It will not, however, nullify persistent spells that did not affect the cleric when enacted. For example, a cleric entering a room already covered with a *Toxic Web* would not reflect the spell (but it would have been reflected had the spell been enacted whilst the cleric was in the room).

It bears noting that this reflective power applies to all spells regardless of intent or source.

Magical Warding: Repartee

Components: V, S, DI
Casting Time: 10 seconds
Range: Self
Effect: 1 spell
Duration: 1 hour
Saving Throw: not applicable

This protective ward not only protects the cleric from magic but allows him to commandeer the enchantment and repurpose it as befits the tactical situation.

When personally targeted¹ by a spell (either arcane or divine), the magic is captured in the priest's divine icon superseding any necessity for a saving throw. The icon will softly pulse in a color esteemed by the religion as a visual indicator that it has snared a spell.

The seized enchantment remains viable for five minutes before dissipating. At any time before it fades away, the

cleric may grasp his icon and be immediately informed as to nature of the captured enchantment (in metagaming terms, the spell effects). He may thereafter, at a time of his choosing, opt to re-issue the spell at a target of his choice by simply taking a one second action to point his divine icon at the new destination².

The re-issued spell operates exactly as it did when initially cast at the priest. Thus, if an arcane spell, any additional spell points invested to enhance its effect are incorporated in the retransmission. Saving throws are determined based upon the initial caster's level, not the cleric's. Should the spell permit a saving throw, the new target is certainly permitted such.

Spells that sequentially target individuals, such as *Magic Projectile of Skewering*, are captured at their current potency. Re-issuance occurs at the state the spell was at when impacting the cleric (which may be less than full efficacy).

It bears noting that this absorptive power applies to all spells regardless of intent or source. As such, it will indiscriminately capture a spell even if cast by an ally for beneficial purposes.

¹ Area of Effect spells that encompass the cleric are not affected by this ward.

² If the initial spell was delivered by a touch attack, this limitation carries through to any retransmission. In this case the cleric must score a touch attack with his divine icon to facilitate discharge of the spell upon the intended target.

Morale Booster

Components: V, S, DI

Casting Time: 5 minutes

Range: Touch

Volume of Effect: 1 creature per 2 cleric levels

Duration: 30 minutes

Saving Throw: not applicable

After giving an inspiring homily, the cleric touches each recipient upon the shoulder to impart a blessing that increases their morale when confronted by circumstances that might otherwise induce them to panic and flee.

In game terms, those receiving this blessing have their morale (or tenacity) bolstered by one or more categories depending upon the power of the spell. While generally of little use when provided to Player Characters (whose inherent 'Hero' morale level leaves all decision to flee in the player's hands), it will counteract the Coward quirk as well as providing ancillary resistance to fear effects. NPCs and companion animals stand to gain the most from this benison, particularly when coerced into confronting nearly insurmountable odds by their reckless PC peers.

Anointed followers of the priest's faith have their morale boosted for 4 hours instead of the default 30 minutes.

Refer to Hacklopedia p. 12 for a definition of tenacity/morale steps.

Morale Booster specifics

Spell Name	Morale/Tenacity bonus	Fear Save Bonus
Morale Booster 1	+1 step	+2
Morale Booster 2	+2 steps	+4
Morale Booster 3	+3 steps	+6

Purge Magic

Components: V, S, DI

Casting Time: 10 seconds

Range: 30 feet

Volume of Effect: 15 foot radius hemisphere

Duration: Instantaneous

Saving Throw: none

This invocation terminates the expression of any magical effects within its area of effect. As such, any spell currently "in effect" within the disruptive hemisphere immediately ends. Those benefitting from a *Bless* spell lose all bonuses; those currently invisible or in *Ghostform* immediately reappear; *Warrior Avatars* are dispatched and magically produced physical manifestations such as *Dense Fog*, *Firewall* or a *Brickwall* gain a 15' hemispherical void.

This prayer needn't be employed offensively as self-application will negate all curses, jinxes, charms and other debilitating magical effects (as well as desirable ones).

It is worth noting that the power of this divine extinguishment is limited to the *expression* of magic. Thus *stored* magic, whether it be in the form of potions, scrolls or a mage's spell points, is unaffected. Magical items that exude a permanent effect are quelled but for one second before once again providing their benefits (or curse).

Racial Veneer

Components: S, M

Casting Time: 1 minute

Range: Self

Volume of Effect: Self

Duration: 24 hours

Saving Throw: not applicable

With this spell, the cleric can alter his appearance to resemble a "generic" member of a different subgroup of his

own species (i.e., this spell cannot be used to impersonate a specific individual). In this way a Kalamaran human could appear as a Brandobian or Deji Human, a Krangi Hobgoblin could appear as a Kors Hobgoblin, a standard orc could appear as a white (highland) orc, and so on.

This dweomer does not impart any linguistic skills or cultural knowledge.

The material component of this spell is a drop of blood originating from a member of the subspecies to be imitated.

Replicant

Components: S

Casting Time: 1 second

Range: Touch

Volume of Effect: 1 sapient creature

Duration: up to seven days

Saving Throw: Physical negates

This divine favor permits a cleric to perfectly replicate the physical form of a sapient creature he touches. Said contact may be made duplicitously or forcefully (the latter requiring a successful bare handed attack which, unlike other touch spells, cannot circumvent a shield). This contact captures the host's pattern.

The cleric may retain this pattern internally for up to a week before it fades away. At any time, he can take a one second action and transform into the creature whose pattern he's appropriated¹. This form is an exact copy of the original, visually indistinguishable² and with an identical voice. The copy also cannot be distinguished by odor (for example, dogs acclimated to the original person's presence will not growl or bark at the replicant.)

While offering an excellent disguise and the opportunity to create mischief, this spell does have limitations. Chief amongst these is that only the target's semantic memory is accessible (and only partially so) but not episodic or procedural memories. Thus while the cleric can draw upon the target creature's general knowledge of facts³ (including language skills), he exhibits functional amnesia with respect to the target's personal memories neither can he call upon muscle memory associated with athleticism. If subjected to a "doppelgänger test" by a suspicious companion of the creature replicated, he may fare poorly unless extensively prepared.

It bears noting that a cleric may only replicate a creature of his own general size and shape (thus exclusively creatures of the same "size category"). The cleric always employs his own inherent combat statistics even should he mimic a creature of a different race.

Only one pattern may be stored. Successful use of this spell to capture a second creature's pattern deletes the previously stored one.

¹ A one second action also allows transformation back into his true form

² Note that shapechanging applies only to the cleric's physical form, not his clothing or equipment. Should the target have a visually distinguishable flaw, the replicant will bear the same deformity (and suffer identical penalties).

³ Semantic memory is only partially accessible. The cleric cannot utilize the target's knowledge to bolster his mastery of knowledge-based skills excepting language.

Resuscitate

Components: V, S, DI

Casting Time: 7 seconds

Range: Touch

Volume of Effect: 1 individual

Duration: Instantaneous

Saving Throw: not applicable

This efficacious palliative is able to revivify individuals on the brink of death. It can awaken those in a coma or instantly stabilize a dying individual (i.e. in negative hit points).

The recipient of this divine benevolence immediately recovers from the injury but remains in a weakened state that functionally parallels spell fatigue for 30 minutes.

This prayer may also be employed to rouse individuals suffering from lesser traumas as it incorporates all aspects of the spells *Revive* and *Alleviate Trauma*.

Revive

Components: V, S, DI

Casting Time: 5 seconds

Range: Touch

Volume of Effect: 1 individual

Duration: Instantaneous

Saving Throw: not applicable

By gently placing his hands upon a victim's head and reciting a brief prayer for aid, the priest can revive an individual knocked unconscious by a calamitous injury or the actions of an assassin. It may also be employed to alleviate the incapacitating trauma stemming from a grievous wound or wake an individual from magical sleep.

The recipient of this divine benevolence immediately recovers and may take any action after taking a second to get to his feet.

Sense Presence of Chaos

Components: **V, S**

Casting Time: **3 seconds**

Range: **Personal**

Volume of Effect: **15 foot radius**

Duration: **5 minutes per cleric's level**

Saving Throw: **not applicable**

This prayer empowers the caster to locate intrinsically chaotic sources of energy without differentiating a moral component (thus encompassing CG, CN & CE). The spell does not detect mortal creatures of chaotic alignment only those of supernatural origin (such as Valkyrie, Sidhe and Demons).

Relics aligned to Chaos may be sensed with this spell as can the "Holy of Holies" (or inner sanctum) of a temple consecrated to a Chaotic deity.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of a supernatural chaotic presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of Chaos.

Sense Presence of Law

Components: **V, S**

Casting Time: **3 seconds**

Range: **Personal**

Volume of Effect: **15 foot radius**

Duration: **5 minutes per cleric's level**

Saving Throw: **not applicable**

This prayer empowers the caster to locate intrinsically lawful sources of energy without differentiating a moral component (thus encompassing LG, LN & LE). The spell does not detect mortal creatures of Lawful alignment only those of supernatural origin (such as Angels, Dao and Devils).

Relics aligned to Law may be sensed with this spell as can the "Holy of Holies" (or inner sanctum) of a temple consecrated to a Lawful deity. Similarly, a structure wholly dedicated to the application of law (such as a courtroom) would radiate such.

By spreading his arms and chanting the incantation, the caster can then 'feel' the power of an overwhelming or supernatural Lawful presence. As long as the spell remains in effect, the caster can move to a new location and search again for the presence of Law.

Soothe the Savage Beast

Components: **S**

Casting Time: **10 seconds**

Range: **30 feet**

Volume of Effect: **1 creature**

Duration: **varies**

Saving Throw: **Mental negates**

With the power of music, the cleric can cause a creature of Animal, low to Animal, high intelligence to cease any aggressive actions and become calm. Any subsequent aggressive or threatening actions directed at the target will break the enchantment.

To enact this spell, the cleric must be proficient with an instrument and have said available. The instrument may be the priest's own voice if he has the Musician:Vocal skill (adding a Verbal component to the casting). The cleric's musical skill has a direct impact on the potency of the spell with each mastery level beyond novice affording a +1 bonus to the Saving Throw threshold.

Once a beast is soothed, the cleric may retain it in this state provided he continues to play his instrument. No other action may be taken (other than walking) while doing so.

Transpecies Veneer

Components: **S, M**

Casting Time: **1 minute**

Range: **Self**

Volume of Effect: **Self**

Duration: **24 hours**

Saving Throw: **not applicable**

This divine benevolence permits the cleric to physically transform into another sapient humanoid species subject to the following constraints:

- The new species must be within the size categories Small to Large
- Specific individuals cannot be imitated. The cleric's appearance will be unique but commensurate with the norms of the species
- No linguistic skills or cultural knowledge is imparted
- Should the cleric's new form be a different size category than his original form, his current clothing and body armor will be unusable

By default, the cleric's base combat statistics should remain unchanged. However, the GameMaster may set a precedent for his own campaign¹ and permit the assumption of the attributes of the new species. If allowed, the

cleric should temporarily substitute the baseline STR, DEX and CON scores for the new species as presented on Hacklopedia p. 364 and recompute his combat statistics based on any changes. As this may involve a fair bit of work (such as recomputing hit points based on size and CON changes), it is strongly suggested that the player wishing to do this prepare an alternate record sheet ahead of time.

The material component of this spell is a drop of blood originating from a member of the subspecies to be imitated.

¹The GM may unilaterally revoke this privilege should it prove bothersome, cumbersome or troublesome.

Übermensch

Components: V

Casting Time: 5 seconds

Range: 25 feet

Volume of Effect: 1 sapient creature

Duration: 30 minutes

Saving Throw: Mental negates

This hex induces the target sapient creature to develop an irrational fear of the cleric's species. For the duration of this curse, it will falsely believe that the cleric's race is renown for its puissant skill at war, mechanical aptitude, ingenuity and steadfastness.

These falsehoods will sap morale, as the target creature truly believes it is impossible to successfully confront this race of superbeings. The slightest setback will confirm these beliefs. Thus when confronted by any member of the cleric's race, the target's tenacity or morale is effectively reduced to Coward level. See Hacklopedia p. 12 for trigger events that will induce a tenacity check.

In social situations, the target is compelled to be respectful for fear that he will be punished if insolent. Any opposed skill checks are made with a -20% penalty due to the subject simply not trying as he believes he cannot possibly measure up to the inherently superior capabilities of the super race.

Obviously members of the cleric's own species (or sub-species) are immune to this curse.

Übermenschen

Components: V

Casting Time: 7 seconds

Range: 35 feet

Volume of Effect: all sapient creatures in a 20' radius

Duration: 30 minutes

Saving Throw: Mental negates

This curse induces the target sapient creatures to develop an irrational fear of the cleric's species. For the duration of this hex, they will falsely believe that all members of the cleric's race are heroic and supremely capable warriors incapable of being defeated unless grossly outnumbered.

This falsehood saps morale, as the creature embracing this propaganda (by virtue of failing a saving throw) truly believe it is impossible to successfully confront this race of superbeings. The merest setback will simply confirm these beliefs. Thus when confronted by any member of the cleric's race, the target's tenacity or morale is effectively reduced to Coward level. See Hacklopedia p. 12 for trigger events that will induce a tenacity check.

In social situations, the targets are compelled to be respectful for fear that they will be punished if impertinent. Any opposed skill checks are made with a -20% penalty due to the subjects simply not trying as they believe they cannot possibly measure up to the inherently superior capabilities of the master race.

Obviously members of the cleric's own species (or sub-species) are immune to this curse.

SIXTH LEVEL MAGE SPELL

Identify Spellcaster (a.k.a. Mage's Bane)

Base SP Cost:	100
Components:	V, S
Casting Time:	2 seconds
Range:	120 feet
Area of Effect:	20 foot radius
Duration:	60 seconds
Saving Throw:	None (see text)

Additional Spell Point schedule:

Increase Volume of Effect: 20 SP/ 5' radius (max 60')

Increase Duration: 10 SP/additional 20 seconds (no limit)

There's a long held though inaccurate belief that one can readily visually identify the spellcasters in a band of mercenaries and direct suppressive missile fire to contravene their offensive capabilities. Scant few if any mages choose to wear ridiculous conical hats and robes emblazoned with stars. In point of fact, wise mages have begun to adopt the arms (and occasionally light armor) of their more martial adventuring peers thus rendering them indistinguishable from any of their companions. That guy wielding a halberd might be a man-at-arms... or a mage.

Identify Spellcaster is a divination spell designed to penetrate this fog of war. It is employed to 'paint' or identify any spell casters within the area of effect of the dweomer. The spell does not identify spellcasters *per se*, rather it pinpoints the magical flux that passively emanates from those possessing spell points. As such, it is subject to limitations in that it cannot identify divine spellcasters (e.g. clerics) and is also prone to false positives from inherently magical creatures such as pixie-faeries.

Once cast, creatures within the volume of effect are subject to the spell's effect. Unlike most enchantments, the basis for efficacy is not a competing saving throw check. Rather, the spell is dependent on the quantity of spell points a creature *currently* has. To determine if a spellcaster is identified, divide his current SP total by 1000 to determine the percentage chance that the dweomer highlights his magical flux. For example, a 5th level mage with full SPs has a 43% of being affected ($430 \text{ SP} \div 1000$) while a non-mage pixie-faerie has a 10% chance ($100 \text{ SP} \div 1000$).

Any target whose magical flux is distinguished immediately begins to shimmer — as though thousands of glowing phantom fireflies were swirling around the mage's limbs, torso and head. This swirling action increases in intensity with each second as the mage begins to glow brightly. Finally, on the 10th second, a beam of light five feet in diameter centered on the target rises to a height of 20 feet. The shaft of light persists for sixty seconds before

dissipating. There are no tangible ill effects from this process.

Once so 'painted' with light, the target may be subject to preferential attack — both melee and ranged weaponry. As such it is a handy spell to have to quickly identify and eliminate spell lobbers in enemy ranks before they can unloose offensive spells.

Note: In regions of compromised illumination, consider each identified spellcaster to shed light equivalent to a torch.