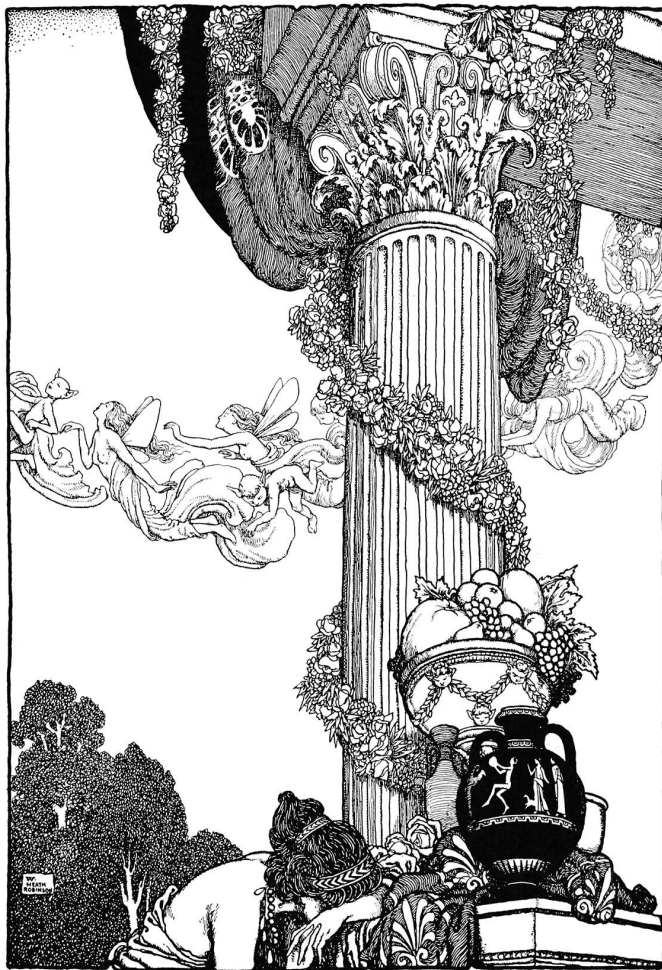


# THE RED HACK

## FANTASY ROLE-PLAYING GAME

*A version of D&D based on The Black Hack & the 1980 B/X edition.*



## 6: CLERIC SPELLS

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# CONTENTS

Divine Magic.....	4
Divine Spellcasting.....	4
Optional Rule: Spell Fatigue.....	5
Bonds.....	6
Forming Bonds.....	6
Spell Levels.....	8
Reversible Spells.....	9
Level 2 (Low).....	10
Command.....	10
Cure Light Wounds.....	10
☯ Cause Light Wounds.....	10
Detect Magic.....	10
Light.....	11
☯ Darkness.....	11
Protection From Evil.....	11
Purify Food & Water.....	12
Remove Fear.....	12
Sanctuary.....	12
Slow Poison.....	12
Level 4 (Low).....	13
Augury.....	13
Bless.....	13
Cure Blindness.....	13
☯ Cause Blindness.....	13
Ease Burden.....	14
Hold Person.....	14
Resist Fire.....	14
☯ Resist Cold.....	14
Silence 15' Radius.....	15

Snake Charm.....	15
Speak with Animals.....	15
Level 6 (Medium).....	16
Animal Growth.....	16
Continual Light.....	16
☯ Continual Darkness.....	16
Cure Disease.....	16
☯ Cause Disease.....	16
Glyph of Warding.....	17
Meld Into Stone.....	18
Predict Weather.....	18
Remove Curse.....	18
☯ Bestow Curse.....	18
Striking.....	19
Speak with the Dead.....	19
Level 8 (Medium).....	20
Create Water.....	20
Cure Serious Wounds.....	20
☯ Cause Serious Wounds.....	20
Detect Lie.....	20
Lower Water.....	20
☯ Raise Water.....	21
Neutralize Poison.....	21
Protection From Evil 10' Radius.....	21
Speak With Plants.....	21
Sticks to Snakes.....	22
Tongues.....	22
☯ Babel.....	22
Level 10 (High).....	23
Commune.....	23

Create Food.....	23
Cure Critical Wounds.....	23
☯ Cause Critical Wounds.....	23
Dispel Evil (Unnatural).....	24
Flame Strike.....	24
Insect Plague.....	24
Plane Shift.....	25
Quest.....	25
☯ Remove Compulsion.....	25
Raise Dead.....	25
☯ Finger of Death.....	26
True Seeing.....	26
☯ False Seeing.....	26
Level 12 (High).....	27
Aerial Servant.....	27
Animate Object.....	28
Blade Barrier.....	29
Find the Path.....	29
☯ Lose Your Way.....	29
Heal.....	29
☯ Harm.....	29
Part Water.....	30
Stone Tell.....	30
Word of Recall.....	30

# DIVINE MAGIC

Cleric spells are *divine* magic, meaning they tap into the powers of faith, spirits, gods, nature or otherworldly forces. They are gifts from beyond, and the cleric does not necessarily understand the principles by which they operate. Divine magic is more spontaneous and rooted in intuition and relationships than the more intellectual spellcasting of wizards.

Clerics do not have to memorise spells in advance, so their choices are limited only by the number of covenants they have made to gain power.

They are known for their ability to heal wounds and harm undead, as they can channel the spark of the divine which kindled life at the dawn of time. Other themes of their magic include nature, the receipt of divine wisdom, protection and faith.

## DIVINE SPELLCASTING

Upon attaining any *even* level Clerics gain a spell slot of *every* even level they possess. So, a level 2 Cleric has a single level 2 spell slot. At level 4, they would have a single level 4 and two level 2 slots.

Level	2nd	4th	6th	8th	10th	12th
2	1					
4	2	1				
6	3	2	1			
8	4	3	2	1		
10	5	4	3	2	1	
12	6	5	4	3	2	1

The Cleric can, as an action, cast any spell from their repertoire by using up a slot of its level. Slots regenerate with the break of dawn (or a different, fixed hour - a cleric of a god of darkness might instead gain their slots at sunset, if the DM approves.)

As with arcane spells, casting requires the ability to speak, a free hand or implement with which to gesture (a held weapon counts), takes two steps of initiative between declaring the spell and it going off, and triggers reaction attacks from foes. Being struck while casting a spell causes the spell to fail and the slot to be wasted.

### **OPTIONAL RULE: SPELL FATIGUE**

Don't keep track of spell slots. Instead, when you cast a spell, roll a die. If the result is 1-3, you cannot use any more spells *of that level* until the hour your spells regenerate.

If the spell is of the highest level you can cast, roll a d4.

For every two levels lower, step up the die type until you reach d20.

For example, a level 10 cleric would roll a d4 for level 10 spells, a d6 for level 8, a d8 for level 6, a d10 for level 4, and a d20 for level 2 spells.

This would give them an average of 1.3 level 10 spells, 2 level 8, 2.7 level 6, 3.3 level 4, and 4 level 1.

This is 13.3 spells in total, fewer than the 15 they'd have using slots, but the chance of multiple high level spells a day tends to make up for it.

# BONDS

Clerics learn divine spells by taking on Bonds. These are vows, oaths, geases, pacts, deals, bans, tabus and commands which form a covenant with some kind of spiritual power: As long as the cleric keeps their bond, they will have access to the spells granted by the god or spirit in question.

Each bond provides two spells of adjacent levels, with the precise levels determined by the power of the entity in question.

## FORMING BONDS

Simply put, a Bond is formed when a PC Cleric-

1. makes contact with a spirit of appropriate power, whether in downtime or while adventuring. This may occur when
  - Using the *Spiritual Journey* downtime action
  - Praying at a site of pilgrimage
  - Encountering a spirit in the world
  - Meditating at shrines, altars, or statues hidden in wild places
  - Communing with a location of sublime natural beauty
  - Gazing beyond the veil at places where the walls between worlds are thin
  - Having holy visions as a result of drugs or magical effects
  - Reading from a scroll bearing a divine spell
2. makes a promise, usually along the following lines
  - to *never* do something (“I will never eat meat”; “I will never refuse a meal offered to me by a woman”)
  - to *always* do something (“I will always denounce injustice when I see it”; “I will always display my holy symbol proudly

- when in public”)
  - to *regularly* do something (“I shall keep the sabbath”; “I shall tithe to the church/the poor”)
3. agrees to consequences for breaking the promise
    - at a minimum, breaking a bond results in the loss of the spells gained from it
    - at worst, an oathbreaker may find themselves cursed, hunted, or doomed to die if they fail to atone
  4. receives spells in return
    - each bond provides 2 spells of adjacent levels - 2 & 4, or 6 & 8, or 10 & 12.
    - the level depends on the power of the entity granting them.

Promises made should be commensurate with the power of the spell, and they should always be at least potentially inconvenient - a vow to always wear the vestments of the faith in public seems trivial, but presents a real obstacle to any plan involving disguise.

Bonds are an opportunity for roleplaying, to flesh out the PC's faith, and a source of conflict and difficult decisions within the story. The most powerful clerics will be the ones most heavily restricted by their burden of oaths and covenants.

The being providing the spell does not necessarily need to be able to cast the spells they grant - the power comes from the synthesis of the cleric's devotion and the being's power.

There is no limit on how many spells a cleric may obtain or how many sources they can access; however beings able to grant spells are a jealous, territorial lot and may demand bonds that put the cleric in danger of breaking their other bonds - if they don't outright forbid other sources of magic ("thou shalt have no god before me" is a good starting bond for the devout.)

# SPELL LEVELS

Spell levels in *the Red Hack* are based on the level required to cast the spell, and as a result are higher than levels in other editions.

Divine spells always have even levels, and are twice the level in other editions. So *Cure Light Wounds*, a 1<sup>st</sup> level spell, becomes 2<sup>nd</sup> level.

Each Bond provides a pair of spells of different levels. The level of the spells depends upon the entity the bond was made with:

**Levels 2 & 4:** This bond was made either with a minor spirit, (0-4HD) or the Cleric's own conscience, the inner spark of the divine.

**Levels 6 & 8:** This bond is made with a spiritual being of some power (5-12HD or equivalent). If the cleric worships a deity they will be angelic beings in the service of that deity, but they can also be obtained from spiritual or extradimensional entities encountered in the world - nature spirits, demons, elementals, aberrations. The DM is encouraged to be adventurous in devising potential sources of clerical magic - the genius loci of a city, the stars or constellations, and abstract concepts are all potential sources of divine power.

**Level 10 & 12:** Obtained directly from the cleric's deity, or from the most powerful of spirits (13HD+ or vast and abstract.)

The difference between a god and a spirit granting spells is that a deity can form bonds with countless mortals and lesser spirits, while a less divine spirit can only have a select few champions.

A warlock-themed cleric might have an elemental (16HD) as a patron, but there could never be a continent-spanning religion with hundreds of spellcasting priests paying homage to that same elemental.

# REVERSIBLE SPELLS

Some spells are reversible, for example *Light* can be reversed to become *Darkness*. When forming a bond to gain such a spell there are three options available:

**Duality:** The spell and its reverse are two completely different spells, attained separately (though a single Bond may provide the reverse as the second spell gained.)

*You pray at the temple and make a vow in order to learn how to lift curses. Later, you have the opportunity to make a pact with a swamp hag to teach you how to inflict curses as well.*

**Purity:** Once you gain the spell, you cannot gain its reverse or vice versa. However, if you violate the Bond that grants you the spell, you immediately gain its reverse. In this case, the DM will write you a new bond reflective of your perversion of the original Bond; if you also violate this one, your access to the spell is lost.

*You gain the ability to remove curses from a goodly spirit. If you betray the spirit's trust, you will suffer a curse, but also gain the ability to bestow curses as a result of corrupting the spirit's gift.*

**Equilibrium:** You gain the ability to cast the spell either normally or reversed, but you cannot cast either twice in a row – you must cast one, then the other before casting the first again.

*The Horned God of the Forest gives your druidic cleric the ability to remove curses, but to respect the balance of things, you must bestow a curse for every curse removed.*

# LEVEL 2 (LOW)

## COMMAND

**School:** Enchantment      **Range:** Far(90')      **Duration:** 1 round

Target creature must obey an unambiguous one-word command for one round. Gestures such as pointing are not included in the command, so a target can be directed to "eat" or "attack" but the caster cannot tell them what to eat or whom to attack.

6HD monsters or characters with 13 or more INT receive a saving throw.

## CURE LIGHT WOUNDS

**School:** Iatromancy      **Range:** Touch

Touch a target to cure 1d6+1 hp of damage or remove paralysis.

Harms undead a per *Cause Light Wounds*.

### ☞ CAUSE LIGHT WOUNDS

**School:** Necromancy      **Range:** Touch

Cause 1d6+1 hp on a successful touch attack. (Attack vs unarmoured AC if target's AC is not based on agility.) Heals undead.

## DETECT MAGIC

**School:** Divination      **Duration:** Standard

Enchanted objects, areas or creatures within *Near(60')* range are caused to glow softly.

## LIGHT

**School:** Evocation    **Range:** Far(120')    **Duration:** Standard x2

Creates a light equivalent to a lantern or two torches. May be cast on an object, or a target's eyes - they must make a DEX save vs spells or be blinded for -4 effective HD & AC or +4 difficulty on attack & defence.

## ☾ DARKNESS

**School:** Evocation    **Range:** Far(120')

**Duration:** Standard x2

Creates Pitch darkness in a *Close(15')* radius. Light sources do not illuminate it, and infravision does not penetrate it. Any who cannot see through magical darkness cannot make effective ranged or spell attacks through it, and suffer a +4 difficulty to attack & defence. If both sides are blind, the penalty is only to attack.

## PROTECTION FROM EVIL

**School:** Abjuration    **Duration:** Standard

Caster succeeds at Saving throws and Defense rolls against attacks from creatures inimical to them on a roll of 19. Enchanted, Constructed or Summoned creatures cannot engage them in melee unless they do so first.

## **PURIFY FOOD & WATER**

**School:** Alteration    **Range:** Near(60')

Up to 14 days rations or 2 usage dice of provisions of poisoned, rotten, spoiled or tainted food or water are made fit for consumption.

## **REMOVE FEAR**

**School:** Enchantment    **Range:** Touch    **Duration:** Standard

For the duration of the spell the target may reroll failed morale checks and saving throws against fear with a +2 bonus to the roll and -2 to the difficulty, respectively.

## **SANCTUARY**

**School:** Abjuration    **Range:** Touch    **Duration:** ud8 rounds

As long as the spell lasts, foes cannot take offensive action against the affected character unless they save vs spells. The spell ends immediately if the affected creature takes any offensive action.

## **SLOW POISON**

**School:** Alteration    **Duration:** Special

Slow the effects of poison if applied within 10 rounds/1 turn of poisoning.

Poisons affected are neutralised until the spell duration expires. The spell has a ud8 usage die which is rolled every time spells expire on the event die or once for every hour that passes out of exploration.

# LEVEL 4 (LOW)

## AUGURY

**School:** Divination

Takes a turn to cast, ask a question about a course of action taken in the next half hour, revealing whether it will lead to Weal, Woe, both or neither. The DM will answer to the best of their ability *and* the augury counts as a prophecy, providing advantage or disadvantage on rolls likely to fulfil or avert it.

## BLESS

**School:** Enchantment      **Range:** Far(120')      **Duration:** Standard

Allies Near(60') the target who are not Close(15') to an enemy are blessed. They deal +1 damage and their attacks automatically hit on a roll of 19.

## CURE BLINDNESS

**School:** Iatromancy      **Range:** Touch

Heals blindness whether caused by injury, disease, or magic.

## ☞ CAUSE BLINDNESS

**School:** Necromancy

**Range:** Touch      **Duration:** Permanent

Strikes the target permanently blind if they fail a WIS save vs Spells. Requires a touch attack against their unarmoured AC. Blind characters have a penalty of 4 to attack and defense rolls – modify monster HD & AC appropriately.

## EASE BURDEN

**School:** Enchantment      **Range:** Touch

**Duration:** Standard x Level

Double the number of Burdens the target can carry.

## HOLD PERSON

**School:** Enchantment      **Range:** Distant(180')

**Duration:** Standard

Humanoid targets of 4HD or lower must INT save vs spells or be paralysed. 1d4 members of a group may be affected, or the spell may be focused on a single individual, increasing the save difficulty by 2.

## RESIST FIRE

**School:** Abjuration      **Range:** Near(60')      **Duration:** Standard

A single target becomes immune to ordinary fire and heat, reduces the difficulty of their saves against magical fire by 2, and takes 1 less damage per die, to a minimum of 1/die.

## ☾ RESIST COLD

**School:** Abjuration      **Range:** Near(60')      **Duration:** Standard

A single target becomes immune to ordinary ice and cold, reduces the difficulty of their saves against magical cold by 2, and takes 1 less damage per die, to a minimum of 1/die.

## **SILENCE 15' RADIUS**

**School:** Enchantment      **Range:** Distant(180')

**Duration:** Standard x2

A Close(15') radius is rendered silent. Nothing within the area can make any noise; noises from outside the area can be heard from within it. If cast on a creature they get a save vs spells but if they fail the area moves with them. If they succeed it still takes effect but is stationary. Spellcasting is impossible within such an area.

## **SNAKE CHARM**

**School:** Enchantment      **Range:** Far(120')

**Duration:** 1d4+1 rounds/Standard

Up to the caster's level in HD of snakes are rendered non-hostile. If cast in combat the shorter duration is used; if initiative had not yet been rolled, use the longer.

## **SPEAK WITH ANIMALS**

**School:** Enchantment      **Range:** Near(60')      **Duration:** Standard

Caster can communicate with one type of animal, normal or giant.

# LEVEL 6 (MEDIUM)

## ANIMAL GROWTH

**School:** Alteration    **Range:** Far(120')    **Duration:** Standard x 2

One normal or giant animal doubles in size, damage, and carrying capacity.

## CONTINUAL LIGHT

**School:** Evocation    **Range:** Far(120')    **Duration:** Permanent

As Light, but with permanent duration.

## ☯ CONTINUAL DARKNESS

**School:** Evocation    **Range:** Far(120')

**Duration:** Permanent

As Darkness, but with permanent duration.

## CURE DISEASE

**School:** Iatromancy    **Range:** Touch

Cures a disease the target is suffering from, including most magical diseases.

## ☯ CAUSE DISEASE

**School:** Necromancy

**Range:** Touch    **Duration:** Permanent

Inflicts a disease if the target fails a WIS save vs Spells.

Touching an unwilling target requires an attack vs unarmoured AC.

If affected the victim will die in 2d12 days unless cured, and

until then has -2 to STR/HD for attacks and cannot regain HP or CON by magical means.

Additional diseases to inflict may be learned through *Spiritual Journeys* or through recovering from them yourself.

## GLYPH OF WARDING

**School:** Abjuration

The caster inscribes a glyph and defines an area 10'x10' or smaller to be warded. The caster can define the circumstances that trigger the glyph: The presence or absence of evil or good beings, members of their faith or another, beings entering a warded room or opening a warded chest.

When a being meets these criteria and beholds the glyph while within the area of effect, the glyph is triggered, expending the spell and inflicting an effect chosen by the caster.

- 1d4 fire damage per level.
- 1d4 electrical damage per level.
- Any harmful spell the cleric could cast, such as *Cause Disease*, *Bestow Curse* or *Flame Strike*.

A successful WIS save vs spells allows the target to take half damage and escape any other effects entirely.

If any being within the area of effect has spoken the password within the last turn the spell does not go off, and will not until the speaker leaves the area.

A Glyph of Warding counts as a treasure trap and can be detected and disarmed using thief skills.

## MELD INTO STONE

**School:** Alteration    **Duration:** 8hrs

The caster and their equipment merge with a single piece of stone large enough for them to fit inside. They cannot see out of the stone but can hear what is going on nearby with a WIS roll. If the stone is destroyed before the spell ends, save vs death or lose all HP and 1d8 CON.

## PREDICT WEATHER

**School:** Divination

The caster gains knowledge of future weather in their current location for one day per level. The DM will roll the results in advance; see the booklet on *Wilderness Travel*.

## REMOVE CURSE

**School:** Abjuration    **Range:** Touch

Remove a curse, or allow a character to discard a cursed item.

### ☾ **BESTOW CURSE**

**School:** Enchantment    **Range:** Touch

**Duration:** Permanent

The target must save vs spells or suffer a curse of the caster's choice.

The most common effect is disadvantage on a particular type of roll, but more specific effects are possible.

Curses judged to be too powerful will rebound upon the caster without warning!

## **STRIKING**

**School:** Enchantment      **Range:** Near(60')

**Duration:** 1 combat, or 2 turns out of combat

The target weapon is considered magical and deals +1d6 damage for the duration.

## **SPEAK WITH THE DEAD**

**School:** Divination      **Range:** Close(15')

In the presence of a creature's mortal remains, the caster may ask three questions of its spirit. If the being has been dead less than a year and a day, merely casting the spell is sufficient to make contact. If it has been dead longer, increasingly elaborate rituals are required – the DM should consider her world's cosmology, how secure the rest of the dead is, and what propitiations might be required to rouse their attention.

The caster must have the ability to speak a language the target understands, and even then, the dead are frequently evasive or cryptic.

# LEVEL 8 (MEDIUM)

## CREATE WATER

**School:** Conjuraction      **Range:** Touch

**Duration:** 1hr+1hr per caster level above 8

The cleric strikes the earth or a wall to produce a spring of clean, cool water. The spring will provide 24 items worth of water every hour.

## CURE SERIOUS WOUNDS

**School:** Iatromancy      **Range:** Touch

Touch a target to cure 2d6+2 hp of damage. Harms undead.

### ☞ CAUSE SERIOUS WOUNDS

**School:** Necromancy      **Range:** Touch

Causes 2d6+2 damage. Touching an unwilling target requires an attack vs unarmoured AC. Heals undead.

## DETECT LIE

**School:** Divination      **Range:** Touch      **Duration:** 2 turns

For the duration the person touched can always tell if a speaker believes what they are saying. They will also get a general sense of how authoritative the speaker is.

## LOWER WATER

**School:** Alteration      **Range:** Extreme(240')

**Duration:** Standard x 2

Halves the depth of a body of water in a Near(60') blast within range.

## ☪ **RAISE WATER**

**School:** Alteration

**Range:** Extreme(240')

**Duration:** Standard x 2

A body of water within a Near(60') blast area rises by 10' for the duration.

## **NEUTRALIZE POISON**

**School:** Iatromancy

**Range:** Touch

Cures a poisoned character, renders a poisoned item or trap harmless, or revives a character who died of poison within the last two turns.

## **PROTECTION FROM EVIL 10' RADIUS**

**School:** Abjuration

**Duration:** Standard x 2

**Range:** Close(15')

The caster and all allies within Close(15') range succeed at Saving throws and Defense rolls on a roll of 19. Enchanted, Constructed or Summoned creatures cannot engage those affected in melee unless they do so first.

The effect moves with the caster; allies moving away from her lose the benefit of the spell.

## **SPEAK WITH PLANTS**

**School:** Divination

**Range:** Near(15')

**Duration:** 3 turns

Caster can communicate freely with plant-based monsters and speak with ordinary plants. Ordinary plants can describe past events in their vicinity, but are only aware of light, shade and vibration – they can describe footsteps and the number and size of creatures passing by, shadows, and the passage of time in terms of days. They can also move slowly at the caster's request, for example to clear a path.

## STICKS TO SNAKES

**School:** Conjuration      **Range:** Extreme(120')

**Duration:** Standard

2d8 ordinary sticks become living snakes for the duration. They understand and follow the caster's orders, and turn back into sticks if killed.

**Conjured Snake AC:4 HD:1 Dmg:1d4 Mv:1/2 Ml:7**

**Poison:** Each snake has a 50% chance to be poisonous, with targets struck by their bite having to make a CON save vs poison or die.

**Symbol of the Divine:** The snakes are a proxy for the power of the cleric's faith. In a conflict between conjured snakes and other conjured snakes or a cleric or spiritual agent of another faith victory or defeat indicates a shift in the balance of power between these spiritual forces. If the snakes fail a morale check, the shift is even more pronounced. Precise effects are up to the DM.

## TONGUES

**School:** Divination      **Range:** Self      **Duration:** Standard

For the duration of the spell the caster can speak and understand any language.

### 🌀 **BABEL**

**School:** Enchantment      **Range:** Self

**Duration:** Standard

All characters within a Near(60') blast speak in different, incomprehensible languages for the duration, and cannot understand one another. This area does not move with the cleric.

# LEVEL 10 (HIGH)

## COMMUNE

**School:** Divination      **Duration:** Three turns

The caster may ask three yes or no questions of their deity or an entity they have a Bond with. A downtime (1 week) must pass between each usage of this spell.

## CREATE FOOD

**School:** Conjuraction      **Range:** Close(15')

36 items of food are created, plus another 12 for every level of the caster over 10.

## CURE CRITICAL WOUNDS

**School:** Iatromancy      **Range:** Touch

Touch a target to cure  $2d8+3$  hp of damage. Harms Undead.

## ☮ CAUSE CRITICAL WOUNDS

**School:** Necromancy      **Range:** Touch

Causes  $3d8+3$  damage. Touching an unwilling target requires an attack vs unarmoured AC. Heals undead.

## **DISPEL EVIL (UNNATURAL)**

**School:** Abjuration                      **Range:** Near(60')

**Duration:** Instant/Concentration – up to 1 turn.

Banish or destroy a single summoned, enchanted or undead monster within range. The target must make an WIS save vs spells with a 2 point penalty or be destroyed. If they survive, they must immediately flee the area.

Alternatively, ward the area as long as the caster concentrates and does not use his move, act or take damage. Any creature entering the area suffers the effects above but without the 2 point penalty to their save.

The spell can also be used to free a character from the hold of a cursed item.

## **FLAME STRIKE**

**School:** Evocation                      **Range:** Near(60')

Target creature and anyone Close(15') to it take 6d8 fire damage, save for half.

## **INSECT PLAGUE**

**School:** Conjuration                      **Range:** Remote(480')

**Duration:** Concentration (up to 1 day)

If cast above ground, summons a Near(60') blast area of flying insects.

- Move once per round at the caster's direction.
- Characters within the swarm cannot see or be seen (4pt penalty to attack/defense.)
- Creatures of 2HD or less fail morale if they enter the swarm.
- If the caster moves, acts or takes damage the spell ends and the swarm dissipates.

## PLANE SHIFT

**School:** Alteration      **Range:** Touch

The caster and everything they are wearing or carrying are transferred to another plane. The spell also affects anyone they are touching, and anyone *they* are touching, up to a maximum of one creature per level of the caster.

The caster must have seen the plane they are travelling to, either in person, or via a vision brought about by *Commune* or a *Spiritual Journey* downtime action. Alternatively they may follow a planar traveller who departed from their current location in the last two turns, but will not necessarily know where they are headed.

## QUEST

**School:** Enchantment      **Range:** Near(60')      **Duration:** One quest

The caster commands the target to undertake a specific, possible, non-suicidal quest. Target must WIS save vs spells; if they fail, they must pursue the quest or suffer a curse (as though the caster used *Bestow Curse*.)

### ☯ REMOVE COMPULSION

**School:** Abjuration      **Range:** Touch

Cures a Quest, Geas, Charm, or other magical compulsion.

## RAISE DEAD

**School:** Necromancy      **Range:** Far(120')

A target corpse or undead which has been dead no longer than a year and a day is restored to life, with the burden:

**Chill of the Grave:** Adds three to your burdens and inflicts disadvantage on all physical rolls. Removed with 2 DTs of full bed rest.

## ☞ **FINGER OF DEATH**

**School:** Necromancy      **Range:** Far(120')

Kills the target if it fails a CON save vs death.

## **TRUE SEEING**

**School:** Divination      **Range:** Touch      **Duration:** 1 turn

For the duration of the spell the caster or target sees all things as they truly are. Secret doors and hidden traps become obvious; illusions are easily seen through; polymorphed or enchanted things can be seen for what they are; invisible, astral and ethereal beings and objects can be seen; even the emotional auras of other beings become visible, so their true feelings are impossible to hide.

Both the spell and its reverse require a special ointment. The ointment is a cleric potion made using the downtime rules for *Brewing Potions*.

Once a batch is prepared, it must be aged another 4d6 downtimes.

## ☞ **FALSE SEEING**

**School:** Enchantment      **Range:** Touch

**Duration:** 1 turn

The target finds themselves in a waking nightmare, where all things appear as the opposite of what they truly are – friends as foes, hazards as refuge, treasure as decaying meat and so on.

# LEVEL 12 (HIGH)

## AERIAL SERVANT

**School:** Conjuratation      **Range:** Far(120')      **Duration:** One day

This spell can only be gained by performing a significant favour for an elemental spirit – a *Spiritual Journey* may be used to locate such a spirit in need of aid. It does not require a normal Bond to cast, instead the spirit will come when the spell is cast and serve the caster.

The spell has a usage die indicating the number of times it can be cast before the spirit grows resentful, proportionate to the favour performed by the caster.

Once the die is exhausted if the spirit is not given its freedom it will grow increasingly resentful and may serve with less loyalty and greater mischief.

When cast the spell summons the aerial servant, which is AC10 & HD16, naturally invisible and has the power of flight, with a Mv of 4/8 or 360', and a travel speed of 20.

It does not engage in melee combat but will convey messages, carry up to 200 items or up to 7 willing or helpless people, and has the ability to use the following spells:

- Control Weather 1/day
- Charm Person 3/day
- Sleep 3/day
- Confusion 1/day

This spell can be used as a template for binding other types of spirit to service – *Cthonic Servant*, *Sylvan Servant*, *Fae Servant* etc. The DM will determine the abilities and demeanor of alternative types of bound spirits, though all will eventually seek their freedom.

## **ANIMATE OBJECT**

**School:** Enchantment      **Range:** Near(60')      **Duration:** 2 turns

Animates a number of objects in range and line of sight to do the bidding of the caster. Up to 10HD worth of items can be animated.

- Books, Pans, Tools: 1HD
- Chair, Broom, Rug: 2HD
- Life-sized human statue: 3HD
- Table, Wardrobe: 4HD
- Large Statue: 6HD
- Hovel: 10HD

AC is by material:

- Paper/Textiles: 1
- Wood: 3
- Metal/Stone: 7

They have one attack and no reactions, with damage based on HD:

- 1d4: 1-2HD
- 1d6: 3-5HD
- 1d8: 6-8HD
- 1d10: 9-10HD

Step up the die by one if the item is a weapon or tool that would tend to be capable of harm.

If the item lacks hard or sharp edges it can only trip or constrict: step the die down by one but targets struck must make DEX test against its HD or lose a reaction or action.

Objects affected move by slithering, rolling, or walking on existing legs; alternatively an object might grow chicken legs once animated.

## BLADE BARRIER

**School:** Evocation      **Range:** Near(60')      **Duration:** 2 turns

Creates a wall of flying blades around a fixed point. Anyone moving within Close(15') range of the point takes 8d8 damage.

## FIND THE PATH

**School:** Divination      **Range:** Self      **Duration:** Standard

For the duration of the spell the cleric can always find the route to or out of a location of their choice.

### ☞ LOSE YOUR WAY

**School:** Enchantment      **Range:** Touch

**Duration:** Standard

Target is totally lost and unable to find its way toward any goal for the duration.

## HEAL

**School:** Iatromancy      **Range:** Touch

Heals all but 1d4 hp of damage from a single target. Also removes diseases, blindness, and the effects of *Feeblemind*. Reduces undead to 1d4 HP.

### ☞ HARM

**School:** Necromancy      **Range:** Touch

Target is reduced to 1d4hp and must save or contract a disease (as per *Cause Disease*) on a successful touch attack. Heals undead of all but 1d4 damage.

## **PART WATER**

**School:** Alteration                      **Range:** Far(120')

**Duration:** ½ Standard

Create a path 10' wide up to the range of the spell through a pond, lake or other body of water. The spell can be ended at will.

## **STONE TELL**

**School:** Divination                      **Range:** Touch

The caster converses with up to 1 yard of rocks or stone. The stones will tell the caster who and what has touched them, as well as what is buried beneath or behind them. The spell ends when the cleric moves.

## **WORD OF RECALL**

**School:** Alteration                      **Range:** Near(60')

Upon casting this spell, the cleric is instantly transported back to their Sanctuary. They must have first prepared a Sanctuary Holding with the tier determining how many people and items they can return with them:

1. Just the caster, naked.
2. The caster, unencumbered.
3. The caster and two allies, plus 20 items.
4. The caster and four allies, plus 40 items.
5. The caster and six allies, plus 60 items.
6. The caster and a dozen allies, plus 120 items.
7. The caster and up to 48 allies, and 240 items.