

The Church of Mephistopheles

God worshipped: Mephistopheles

Sphere of Influence: Self interests, the nation of Haven, Hell

Sacred Color: Purple and white

Place of Worship: Temple

Worship Days: Weekly on the first day

Holy Days: **Sowermas** E1.1-5 The New Year. Cleanse fields and shops for the new year. A time to throw out the old and bless the house, priests go from house to house. The last of last years plenty is feasted upon. A favored time to bind marriages and announce betrothals.

Throne Day E2.5 Mephistopheles defeats his enemies and becomes the Lord of Hell. A feast day of wild abandon. Great fires are built and people throw clay statues representing enemies into the fires. Great sacrifices are made, often of the Church's foes. Feasting and orgies are the rule of the day.

Midsummer F1.1 The Feast of Lust. A celebration of self, a reminder that The Master wants all his children to prosper, and wants you to have what you want. Eat drink and get laid.

Godmas F2.6 The Great Day. Great formal ceremonies in all the temples. Pomp and circumstance to the *HILT*. Major blood sacrifices are taken at this time.

Harvest Feast A2.1-5 Thanks for the harvest. Feasts and games, offerings of food and goods to the temple.

Ascension Day A3.7 Mephistopheles becomes a god. The temple pulls out all the stops, this time they provide the feast for the people. This represents the reward of the faithful both now and in the afterlife. No expense is spared to see that a good time is had by all.

Feast of Tears W1.1 The beginning of the rains. This represents the suffering of Mephistopheles under his enemies, and the suffering of the faithful who follow him. Passages from the *Book of Martyrs* are read, a roll of the slain for the temple is read as well. Vows of loyalty sworn by the priest for the Master to protect and defend, and revenge his people if necessary. Vows are also sworn by the worshipers to defend and follow the Master.

Propitiation/Sacrifices: A tenth of income on the firstday, blood or goods on the Holy Days

Holy Writings: **The Tenets of Faith**; The canon of collected and remembered works. This book was first presented to the Council of Rome in the 25 year of the Coming, and the text approved by the Master. The Tenets contains all that is needed by priest and worshiper alike.

The Book of Martyrs; A roll of those slain in and for the cause of Mephistopheles, a continuing work.

Favored Deities: Most family Ta'ler, Tomarkin, Michael

Disliked deities: Nanaonton, White God, Shanti, Al'Kabar

Favored Governments: Eyrie, Haven, Tarantis, Hellsgate, Erin

Disliked Governments: Any opposed to sect.

Teachings and Other Information--

Worshiper Requirements:

Typical Worshiper: Citizens of Haven, any person that looks out for themselves first.

Sex of worshiper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: The law of Mephistopheles comes first.



Commandments--

War & Fighting: War in general is wasteful, avoid it if you at all can.

- Do not fight your brothers in faith. This will turn the Master against you.
- War on the unjust is a holy cause, Mephistopheles will aid you with all his might.

Love and Marriage: It is the privilege of the worshiper to choose what form marriage should take.

- A marriage made in the temple is an oath before the Master. This union can be dissolved only by the Master's word.
- Do not give your heart without cause, gold and gems are easy to gain, and painless to lose, but you have but one heart.
- Don't marry for sex, buying it is cheaper.

Duty to Liege Lord: Be wary of the temporal lord, they are often jealous of the Master's Love, and would supplant it.

- Obey the local law as long as it does not interfere with your duties to the Master, or your stated desires.
- What ever you do, be always the good citizen in public. Do not be a recluse, this invites question, develop an armor of respectability, it is stronger than secrets.
- Remember always, don't get caught.
- When you can, it is best to see that the local Lord worships the Master also, this is the best guard you can have, seek it.
- Fear state religions, unless the Master is worshiped

Self Interests: It is incumbent upon the worshiper to make the best of their possibilities in order to glorify the Master, the religion, and themselves.

- It you want to do it, do it, and see that heathens pay the bill.
- The reason for the worship of the Master is to meet your needs and desires, do not think small for your self, the grander the better.

Others Needs: Not spoken of in the Tenets of Faith.

Duty to Religion: Obey the Master, and the few laws he places upon you.

- Defend your brothers and sisters in faith.
 - See to the proper maintenance of the temple and the priest. The richness of your temple is a mark of you faith in the Master.
- Other:** Each shall receive according to how they give. The more you give the greater your reward in this world and the next.
- Mephistopheles wants you to have plenty and be happy, enjoy life and its pleasures.
 - Keep your word! The master despises the lying tongue. Never give your word unless you can keep it. Letting someone lie to themselves is another matter altogether.
 - Do not be wasteful, a thing or person cast away in a moment may prove to be needed later.

Afterlife Expectations: A land of reward or, power in Hell, as the worshiper wishes awaits you in accordance to your faithfulness in life.

Clerical Requirements--

Name of Order: The Priests of Mephistopheles

Statement of Mission: To further the worship of Mephistopheles and serve the worshipers of the Master.

Sex of Cleric: Any

Minimum age: Any

Race: Any

Sexual Practices Allowed or Required: Priests may have sex where they will, but may only marry within the clergy.

Wealth and Magic Allowed: Priests must follow the commandment to live well.

- All magic has its uses, magic made against Mephistopheles should be destroyed or hidden.

Oaths of Ordination: Obedience

Special Attributes Needed: A goody intelligence will not hurt.

Special Abilities Given by Level: The skills of read/write Latum (clerical language) administration, and the Skill Paks for noble class and university upper class come with the class. Other abilities and powers will be granted per the merit of the individual.

Weapons Allowed: Any weapon

Armor Allowed: Leather, mail, or magical protection

Special Commandments: The Priest is to consider his life forfeit to protect the worshipers of the Master. He that dies in service will reap great reward, whether resurrection is possible or not.

- A Priest will not travel in the realms of the unbeliever alone. Always go in pairs or more.
- Remember that you are the chosen of the Master, do not lower yourself, or debase yourself before the unbeliever. It is better to die that bow.
- Keep yourself in the best style, stay at the best inns when a Temple of the Master is not there. You are the visible symbol of the Master, your life should reflect this.
- Be polite, even to sworn enemies of the Master, be always polite. Ask forgiveness for the mess when you stab one.
- Do not be unnecessarily cruel, that is wasteful. The Master dislikes waste.

Clerical Ranks--

Postulant -- 0 level

Duties: Learn the Tenets of Faith, spellcasting, and other duties and obligations of priesthood. Postulants have made no oaths and may leave at any time.

Privileges: Postulants may not hold property and must remain celibate.

Vestments: Plain white robe with a white sash

Novice -- 0 to 1st level

Duties: Learn the Tenets of Faith, spellcasting, and other duties and obligations of priesthood. Novices are taught the first levels of mysteries. Novices make oath to the Master on attaining this rank, and may not leave the priesthood, ever.

Privileges: Novices are allowed a limited amount of property. They are allowed "holiday" in the temple brothels for Midsummer, Throne Day, and other special occasions.

Vestments: Plain white robe with a red sash. All priests of Novice rank or higher wear a white hood in public and skullcap in private.

Priest -- 1st level and up

Duties: Direct services for the congregation, heal the sick, perform namings, weddings and burials, defend the temple and the worshipers.

Privileges: Priest may hold property, engage freely in sexual relationships and marry with the approval of their superiors.

Vestments: Plain white robe with a white overmantle, the sash is Purple with gold trim.

Monsignor -- 5th level minimum

Duties: As per the Priest, but Monsignors also perform more complex ceremonies, and the administration of larger temples. Monsignors are the foot soldiers of the missionary movement, doing most of the work of opening new lands to conversion. Monsignors are also the chief teachers of novices

Privileges: As per the Priest

Vestments: Plain white robe with a white overmantle trimmed in purple, the sash is purple with gold trim.

Bishop -- 11th level minimum

Duties: Administration of the Diocese, and major temples, celebration of high ceremonies and holy days, trouble shooting.

Privileges: Bishops receive an extra income from the churches under them, they may also appoint priests to assist them in their duties, and other matters.

Vestments: Embroidered white robe with a purple overmantle, the sash is white with gold trim.

Arch-bishop -- 15th level minimum

Duties: The Arch-bishops manage the largest area of the Church, the Arch-diocese. This is comprised of several Dioceses. The actual land area will depend on the worshiping population, anywhere from entire countries to a single city.

Privileges: As the Bishop, but the Arch-bishop has greater resources available to him

Vestments: Embroidered white robe with a purple overmantle, the sash is white with gold and red trim.

Cardinal -- 5th level minimum

Duties: Cardinals are the senior most member of the clergy. They are the highest office outside of the holy leader. It is from the members of the College of Cardinals that the new Holy Leader is chosen when required. Duties will vary, from running departments of the Curia, or church government to administration of the larger Arch-diocese.

Privileges: Cardinals can call on any of the Church resources for personal gain, they will have mansions and many slaves available to them simply because of position in the Church. They may also be allowed audience with the Master.

Vestments: Embroidered red robe with a red overmantle, the sash is white with gold and purple trim.

Holy Leader -- 20th level minimum

Duties: There is never more than one Holy Leader, he is responsible.

Privileges: He may demand anything from the Church, and his requests are commands. He is granted easy and free intercourse with the Master.

Vestments: Embroidered red robe with a white overmantle embroidered in purple, the sash is purple with gold and red trim.

Who's Who, The Church of Mephistopheles

Mephistopheles —

The Lord of Hell, The Parton of Self and King of Haven

Mephistopheles is one Prince of Hell that got tired of his faithful being persecuted for nothing more than the god they choose to worship. He offered Haven for the being that was primarily interested in themselves, and what they could gain. By nature this arrangement would benefit all, but few had the necessary enlightenment to realize this. Charity first was always the cry. Well, the best charity begins at home said Mephistopheles.

To this end, once the battle for supremacy in the Hells was won, he made a place for his mortal worshipers to freely practice their religion. The Kingdom of Haven was born, and survives to this day.

The Lord of Hell himself is a Just being, that sees that each receives in accordance to what they give, both to themselves and to the Master. Mephistopheles detests liars and the wasteful, according both as equal. Any mortal that will stand up for himself, be truthful and look him in the eye will get exactly what he deserves. That is a promise that is never broken.

As Lord of Hell, Mephistopheles enjoys considerable power. He is all-knowing, and all present. He can create as he feels the need. Woe be it to the foe. Woe also to the follower that would lean on this power. You are expected to stand on your own, and call for help only when it is truly needed.

Important Beings —

Lisa Goodman — **Wife, Queen of Haven**

Lisa Goodman is the patron of philosophers and scholars of every type and leaning. It is noted, but not commented on that Lisa is a god in her own right, but not the Queen of Hell.

Lisa is the Wife of Mephistopheles and the Queen of Haven. She is best known for her unorthodox approach to things.

Lisa Goodman is a well learned woman with firm opinions. The firmest being that you cannot learn too much and the free exchange of information is the true source of freedom. She demands that anyone insisting on meeting with here do so on her terms. If she is coming to you, she will met your terms.

Rika — **The Seneschal, Divine Servant**

Rika came to the attention of Mephistopheles during a round up of pregnant souls. Mephistopheles saw the potential in this genteel Erinyes, and made him part of his staff. Rika rose rapidly through the ranks of the Gerinyes till he stood at his Master's right hand as the Seneschal of Hell itself. During this rise Rika came to love the Master he served so much he begged to be reduced to mortal status so as to serve in a more personal nature as Personal Servant. This desire was granted, without loss of rank. Rika became his Lord's Divine Servant, possessing all his power, speaking with his voice and authority.

Shella — **Personal Servant**

Shella met Mephistopheles on one of his visits to the Prime. She lived in the area of Riverforks, in the Lakeland region of Eyrie. She often saw him in the market, and over a period of two years they became friends. After the birth of her 22nd child her cervix did not close as it should have. This left her open to likely

infection and death by septis. Her co-wife had died the year before, leaving an infant in her care, and her husband had died adventuring. She sought help from the traditional sources, but lacked the funds to pay them. She at last called on her friend, but he was bound by the rules of Hell and could not help her without a commitment from her. Finding no one in the village that would aid her she decided that being bound to him was better than a slow painful death and the orphaning of her children.

Thus began a long and growing relationship. Shella growing in power, both of them growing in love. Shella served him and herself for 100 years. After a century of service and 155 years of life, she felt tired. She told Mephistopheles to have her sacrificed for his betterment, and her rest. Her "retirement" lasted as long as it took him to resurrect her. He knew personal servant material when it slapped him in the face. This new found purpose returned her zest for life, and she willingly serves to this day.

Lenta — **Personal Servant & Cupbearer**

Lenta is Mephistopheles' household manager, cup bearer and the Mistress of the Holy Attendants.

As the head of his household and Mistress of the Attendants she oversees all aspects of Mephistopheles's private life and many personal aspects of his public one. His clothing, food, the care of his rooms, all this is done by his attendants and supervised by Lenta. Her last formal duty is as his cup bearer. At all formal occasions Lenta holds the cup of her Master. Sitting at his feet, usually nude, she tastes every cup of wine he drinks. There is no danger of poison but the ceremonious duty is performed none the less.

Clerics of Note —

Clarence — **Holy Leader**

Clarence is a quiet and humble man not given to rash action. He concedes that he is fit for his office because his Master said he is, and that is the only reason. He does not take himself seriously, only his office. Flattery will get you nowhere, and threats won't get you that far.

Marko De Parma — **Cardinal of New Rome**

Marko is a typical cleric from the Italian states. In these lands Mephistopheles has been accepted for generations. De Parma is a capable and shrewd fellow that has turned all his considerable energies to the benefit of his god.

Robert White — **Bishop of the Household Clergy**

Robert White is a competent and expressive man. Prone to large movement and flowery phrase. It is said he will preach at the drop of a cloak. It is his duty to see to the service of Mephistopheles' considerable stable of attendants and personal servants. On what happens in these closed ceremonies, Robert says never a word.

Friends and Enemies

Friends --

Tesral -- Father of Mephistopheles

Mephistopheles enjoys good relations with his father. Both personally and politically. Tesral destroyed one Prince of Hell attempting to rescue his son, and while Lucifer stopped Tesral from getting further, the attempted rescue is recognized and remembered. It will also be noted that Lucifer is no longer the Lord of Hell.

It is the urging of the Master that all children be on good terms with their parents.

Coran & Suszan --

While many see this as unlikely, the Master merely points out that mortal man sees little. Coran and Suszan are not enemies of Mephistopheles, but foes of those creatures that would disrupt the proper order. Daemons for one.

Mutual respect is enjoyed, and if circumstances permit, each has aided the other.

Hugo Cather -- Luck, Drink, and Music

This god is considered a member of the Haven household. Respect and worship for Hugo in his sphere is allowed and encouraged.

Ta'ler -- Fertility

Ta'ler has sheltered the followers of Mephistopheles, and The Master recognized his friends. Those who seek special aid with childbearing are encouraged to seek out this goddess.

Tomarken -- Hell's Minister of Defense

Tomarken is a mortal follower of Mephistopheles that was rewarded for his service in founding Haven but elevation to one of the principle Princes of Hell. Since the Fall of Adonies in the First Undying war, warriors are encouraged to look to him.

Michael -- Lord of Paradise

Michael is another "unlikely" friend. Not so says the Master. Both Michael and Mephistopheles are in the same business, taking care of souls placed in their care. Each as a different and important place. Do not attack the servants of the angels.

Kirt --

The "Hellreaver" himself. Kirt is a tolerant and just creature, and The Master respects that. Both have done each other a good turn or two. Help him when it fits your plans.

Enemies --

Quoth the Master. "It is better to have friends, than enemies. The one you can seek, the other difficult to prevent."

Nanaonton --

This one is a small bother. He is miffed because Mephistopheles lifted Trantis, his Mother's home town, out from under his religious control. Don't waste time on him, don't take

anything from him either.

White God --

This god seeks nothing less that the extermination of all non-humans. As this fits the description of the Master, and most of his family, the conflict is plain. This on is not currently a threat, but some of his more fanatic followers remain.

Word is out the White God is dead, but his followers remain, do no lower your guard.

Shanti --

This bit of a bitch has mellowed in recent years. Keep an eye on her followers. If they become too fanatic, they are always welcome in the temple on Throne Day.

Al'Kabar --

The original uptight, self righteous, puritanical, busybody. No tolerance for this one because no tolerance is given. His followers are an anathema to the Master, his temples are an abomination. Twist the people away from his grasp, and foil his works. No open war, that is too costly.

Favored Governments --

Eyrie --

The Empire of Tesral. The worshiper has nothing to fear here if the laws are observed.

Haven --

The Master's Place for his own.

Tarantis --

The Hometown of the Master's Mother. The King here is one of the Master's own, and respects the Master's people.

Hellsgate --

The place earned by the Gerinyes for their role in the Undying Wars. Joint administration by Hell and Eyrie

Erin --

The Land of Hugo Cather. Not everyone agrees with the Laguire, be careful.

Disliked Governments --

Many are the lands that persecute the Master's Children. It is easier to list those that do not see us as enemies. Unless you live in one of the lands listed above, you can consider yourself on hostile soil, and should tread accordingly.

Priest Spells; The Church of Mephistopheles

1st Level Spells

<i>Bless</i>	Detect Magic	Invisibility to Animals	Perdict Weather
Ceremony	Detect Poison	<i>Light</i>	<i>Protection from Evil</i>
Clense	Detect Snares & Pits	Locate Animals or Plants	<i>Purify Food & Drink</i>
Combine	Endure Heat/Cold	Magical Stone	<i>Remove Fear</i>
Command	Entangle	Pass Without Trace	Sanctuary
Cure Light Wounds	Faerie Fire	Penetrate Disguise	Smiting Arms
<i>Detect Evil</i>	Invisibility To Undead	Portent	<i>Tongues</i>

2nd Level Spells

Aid	Enthrall	Hold Person	Silence 15'r
Augury	Find Traps	Holy Symbol	Slow Poison
Bird Charm	Fire Trap	Messenger	Speak with Animals
Chant	Flame Blade	Obscurement	Spiritual Whip
Charm Person or Mammal	<i>Goodberry</i>	Produce Flame	Withdraw
<i>Detect Charm</i>	<i>Heat Metal</i>	Resist Fire/Cold	Wyvern Watch

3rd Level Spells

Animate Dead	Dispel Magic	Magical Vestments	<i>Remove Curse</i>
Call Lightning	Feign Death	Meld into Stone	Remove Paralysis
<i>Continual Light</i>	Flame Walk	Negative Plane Protection	Speak With Dead
Create Food & Water	Glyph of Warding	Prayer	Spike Stones
<i>Cure Blindness or Deafness</i>	Hold Animal	Protection from Fire	Stone Shape
<i>Cure Disease</i>	<i>Locate Object</i>	Pyrotechnics	Summon Insects

4th Level Spells

Abjure	Divination	Magic Font	Protection From Lightning
<i>Cloak of Bravery</i>	Feathers to Birds	Monster Summoning 1	Repel Insects
Control Temperature, 10'r	Free Action	<i>Neutralize Poison</i>	Speak with Plants
<i>Cure Serious Wounds</i>	Hold Plant	<i>Produce Fire</i>	Spell Immunity
Detect Lie	Imbue with Spell Ability	<i>Protection From Evil 10'r</i>	

5th Level Spells

Air Walk	Control Winds	Minor Awe	<i>Raise Dead</i>
Animal Growth	<i>Cure Critical Wounds</i>	Moment Reading	Spike Stones
Anti-Plant Shell	<i>Dispel Evil</i>	Monster Summoning 2	<i>Transmute Rock to Mud</i>
Atonement	Flame Strike	Plane Shift	<i>True Seeing</i>
Commune	Insect Plague	Quest	Wall of Fire

6th Level Spells

Aerial Servant	<i>Conjure Fire Elemental</i>	Hero's Feast	Turn Wood
Animate Object	<i>Find the Path</i>	Monster summoning 3	Wall of Thorns
Anti-Animal Shell	Fire seeds	Speak With Monsters	Weather Summoning
Blade Barrier	Forbiddance	Summon Devil	Word of Recall
Conjure Animals	<i>Heal</i>	Stone Tell	

7th Level Spells

Animate Rock	Earthquake	Major Awe	Symbol
Astral Spell	Exaction	<i>Regenerate</i>	Transmute Metal to Wood
Confusion	<i>Fire Storm</i>	Restoration	Wind Walk
Control Weather	Gate	<i>Resurrection</i>	Wish
Creeping Doom	Holy word	<i>Succor</i>	

Smiting Arms (Alteration)

Sphere: Combat
Level: 1
Range: Touch
Components: V, S, M
Duration: 4 rds. + 1 rd./level
Casting Time: 2
Area of Effect: 1 weapon
Saving Throw: None

This spell enables the caster to change his own weapon, regardless of type, into a magical weapon that gains a +1 bonus to its attack roll and damage rolls. The weapon does normal damage otherwise. The spell inflicts no damage to the weapon. The caster must wield the weapon, of course.

The material components of this spell are the weapon and the caster's holy symbol.

Spiritual Whip (Invocation)

Sphere: Combat
Level: 2
Range: 30 yards + 10 yards/level
Components: V, S
Duration: 3 rounds + 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

When cast the spell causes an immaterial whip to come forth, the weapon will reach from the priest's hand to the end of the range. The caster can use the whip to strike any target within range, and can attack one target or switch at will, as long as the target remains within range. The spiritual whip's chance to hit is the same as the cleric's attack bonus, without strength bonuses. In addition it strikes as a magical weapon with a bonus of +1 for every six levels of the caster, up to a total of +3 at 12th level. The base damage is only 1-2 points, but the target must save vs. spell or be wracked with unbearable pain for the next round. They cannot attack or defend themselves, they lose all dexterity bonuses to armor class, and attackers strike with a +2 to attack rolls. The spiritual whip will last until the cleric attempts an action other than attack, or the spell duration lapses.

Detect Lie (Divination)

Sphere: Divination
Level: 4
Range: 30 yds.
Components: V, S
Duration: 3 turns +1 turn/level
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the *caster*--for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table 5: Wisdom).

The Priests of Mephistopheles are not permitted the reverse of this spell.

Feathers to Birds (Alteration)

Reversible
Sphere: Animal
Level: 4
Range: 30 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 7
Area of Effect: 1d4 sticks +1 stick/level in a 10-ft. cube
Saving Throw: None

By means of this spell, the caster can change 1d4 feathers, plus one feather per experience level, into birds; thus, a 9th level priest can change 10-13 feathers into an equal number of birds. These birds attack as commanded by the priest. There must, of course, be feathers to turn into birds. Such a feather must be the primary wing feather from a raptor. Feathers attached to birds are not affected. Feathers held by creatures are allowed a saving throw equal to that of the possessor (i.e., a headdress worn by an orc must roll the orc's saving throw vs. polymorph). Magical items that are or contain feathers are not affected by the spell. Only feathers within the area of effect are changed.

The type of bird created varies, but a typical specimen conforms to the stats and attacks of a "small hawk". The chance of a bird thus changed being a "large hawk" is 5% per caster level, if the spellcaster desires. Thus, an 11th level priest has a maximum 55% chance that any bird created by the spell is a large hawk. The spell lasts for two rounds for each experience level of the spellcaster.

If the caster has possession of true avian primary feathers he can change 1 per five levels into giant eagles. Mind you that true avian primaries are from two and a half to three feet long.

The reverse spell changes normal-sized birds to feathers for the same duration, or it negates a *Sticks to Snakes*, or similar, spell according to the level of the priest countering the spell (for example, a 10th level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Monster Summoning 1 (Conjuration/Summoning)

Sphere: Summoning
Level: 4
Church of Mephistopheles
Use Restriction: same
Range: 30 yards
Components: V, S
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

Within one round of casting this spell the priest magically conjures 2d4 1st level monsters (selected by the DM from the 1st level encounter table). The monsters appear in an area within the spell range, as desired by the priest. They attack the priest's opponents to the best of their ability until either commanded to cease by the priest, the monsters are slain, or the spell duration ends. These creatures do not check moral, but they vanish when slain. Note, if no opponent exists to fight, and the priest can communicate with them, the summoned monster can be put to other tasks.

Moment Reading (Divination)

Sphere: Divination

Level: 5

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 3 rounds

Area of Effect: Special

Saving Throw: None

This spell allows the priest to determine the "tenor of the now" -- in other words, to learn the "force" that is dominant at the time. To cast the spell the priest must stand motionless for the full casting time in order to become in tune with their surroundings.

In game terms when the spell is cast, the DM will give the player a short phrase or sentence describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (enemy about to attack), "peace and tranquility" (area is safe in spite of appearances), "betrayal from within" (spy or traitor in the party). The reading will always be accurate and contain some useful information.

The spell has no specified area of effect. The result of *Moment Reading* will always concern the priest and anyone else in his immediate vicinity. The result is always personally applicable to the priest. For example, even if the priest is in a nation close to war, this condition will not appear in the reading unless the priest is personally involved (in the path of and invading army, for instance).

One casting of the spell tends to "taint" subsequent castings of the same spell by the same person unless they are separated by a minimum of 12 hours. If a second spell is cast within this time the same reading will result regardless of the actual situation.



Monster Summoning 2 (Conjuration/Summoning)

Sphere: Summoning

Level: 5

Range: 40 yards

Components: V, S

Duration: 3 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Within one round of casting this spell the priest magically conjures 1d6 2nd level monsters (selected by the DM from the 1st level encounter table). The monsters appear in an area within the spell range, as desired by the priest. They attack the priest's opponents to the best of their ability until either commanded to cease by the priest, the monsters are slain, or the spell duration ends. These creatures do not check moral, but they vanish when slain. Note, if no opponent exists to fight, and the priest can communicate with them, the summoned monster can be put to other tasks.



Monster Summoning 3 (Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 50 yards

Components: V, S

Duration: 4 rounds + 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Within one round of casting this spell the priest magically conjures 1d6 3rd level monsters (selected by the DM from the 1st level encounter table). The monsters appear in an area within the spell range, as desired by the priest. They attack the priest's opponents to the best of their ability until either commanded to cease by the priest, the monsters are slain, or the spell duration ends. These creatures do not check moral, but they vanish when slain. Note, if no opponent exists to fight, and the priest can communicate with them, the summoned monster can be put to other tasks.

Summon Devil (Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell will summon one or more devils. The devil or devils will do the bidding of the cleric performing the summoning. The type and number of summoned devils is a function of the cleric's level.

A cleric cannot summon a devil with more hit dice than the cleric has levels. He cannot summon more than 1.5 times his level in devils should he summon more than one. Only least and lesser devils can be summoned in numbers. Major and greater devils will not willingly risk their lives for the cleric. None will perform a *wish* without a sacrifice of some sort, the better the sacrifice the more willing the devil. Under no circumstances can a devil use a *wish* to raise a character from the dead. In general wishes that benefit the proposes of Mephistopheles will work better, and without unpleasant side effects. Wishes that do not benefit his cause will be less effective and might cause unpleasant side effects I.E. a character wishes for one million gold. He receives such, as a result of a bequest from a favored aunt, that died as a result of the *wish*. Least and lesser devils are only usable as cannon fodder. They will not use their abilities for other benefit, and will become insubordinate to orders if kept for more than one task. The summoned devils can be dismissed at any time, and must return to Hell when dismissed.

The material component is the cleric's holy symbol and holy incenses that must be burnt at the time of casting.

Wish (All)

Level: 7

Range: Special

Components: V

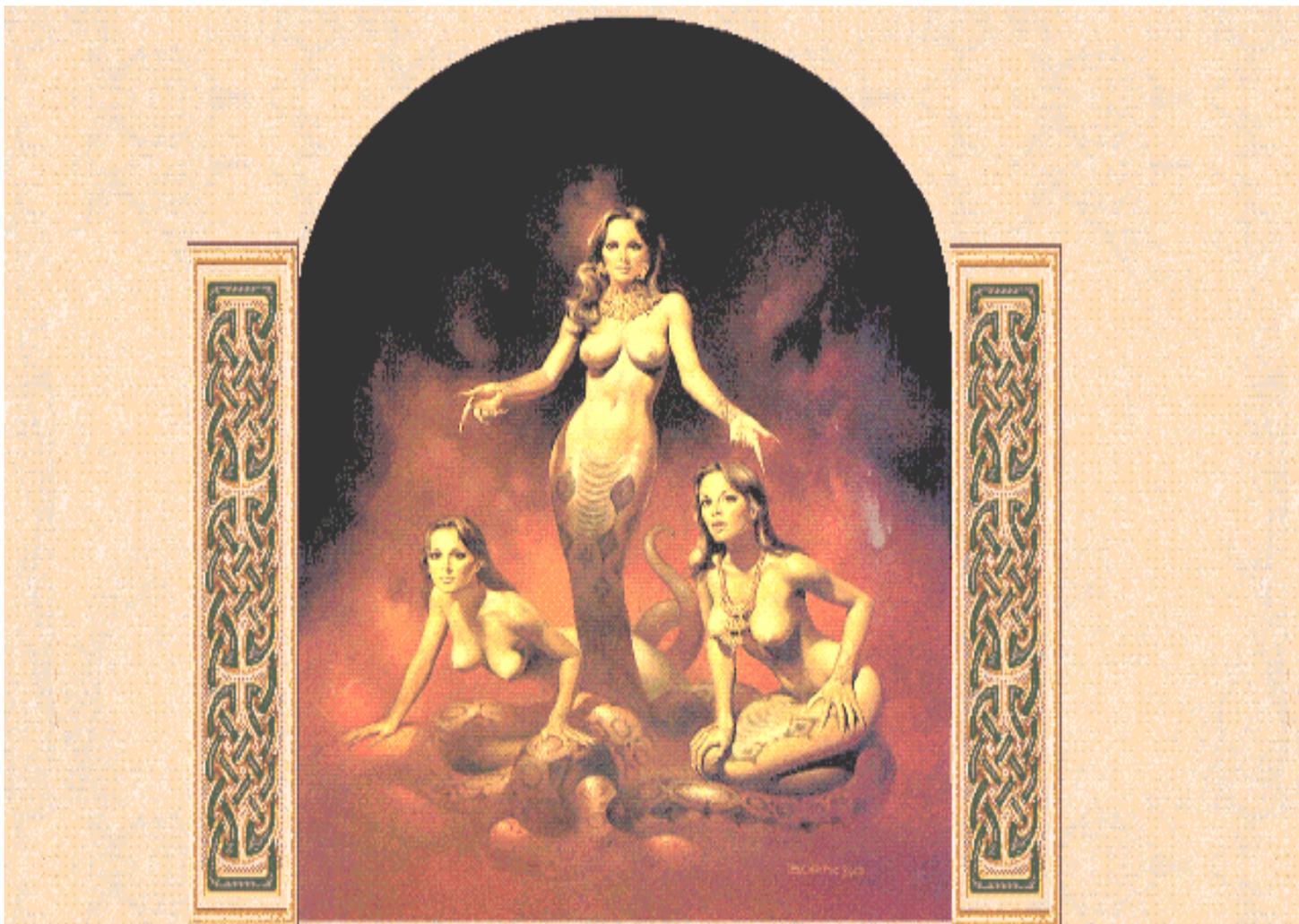
Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The *wish* spell is a very powerful deformer that allow the caster to bend reality to their will. The spell's verbal component is the spoken wish of the caster. This, and the *limited wish* spell, are the only cases in which the player must word the the verbal components of the spell. The wording of the *wish* describes its effects. A *wish* can perform any effect equivalent any level Magician or Craft spell, or a 7th level Clerical, Illusionist, or Healer spell. The *Wish* can perform two clauses and may have no more that two restrictions on each clause. The *wish* will come to pass in the simplest manner possible. The player is warned to word wishes well.



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