

The Church of Kirt Hellreaver

God Worshipped: Kirt Hellreaver

Sphere of Influence: Life & death, Sauroi, adventurers

Sacred Colors: White, black, and gold

Place of Worship: The temple

Worship Days: Dawn of the greater new moon

Holy Days: **God's Quest** E5.1 Kirt's first quest into Hell. A traditional time to take oaths and start quests.

Ascension F2.14 Kirt becomes a god. High Holy Day, time to bring your best sacrifices, and to ask favors of the god.

Birthfeast W3.1 Kirt is born. Eat, drink, and be merry, exchange gifts and get smashed.

Remembering F3.21 Battle of Kandor Plains. Battle in which 54 Sauroi were slain in the first Undying War. A time to remember the fallen of Kandor and other battles.

Propitiation/Sacrifices: A tithe of one tenth of produce per annum. Blood sacrifice on holy days. Sentient unwilling is permitted, but not encouraged.

Holy Writings: **The Temple of Days** A compendium of rules for living and the practice of the religion.

Favored Deities: Abba Eecreeana, Mephistopheles, Nathaniel

Disliked Deities: Toshira Nagara, The Tutha Da Danna, The Deamons, Al'kabar

Favored Governments: Coranth, Eyrie, Haven, Hellgate

Disliked Governments: Domain

Teachings and Other Information -- Worshipper Requirements:

Typical worshiper: Sauroi, adventurers

Sex of Worshipper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any Restrictions?: Propitiation of specialized deities permitted.

Commandments --

War & Fighting: If you're going to fight, do it. Fight fast, dirty, and finish it.

- There is no glory in war. Fight when you must. Avoid it when you can.
- Do not forget to feast your dead on the flesh of your enemies.
- The only rule of war that you must obey is, "He's dead I'm alive and that's the way I want it."
- If one says they fight for principle, count their debts.

Love and Marriage: Love is the greatest treasure, friends are worth more than gold. Cherish them.

- Be good, if you can't be good, be careful, if you can't be careful, pay the piper and forget it.
- Never marry for sex, you can buy it cheaper, and both of you understand the limits of the arrangement.
- Don't lie. Lying to a mate is worse than lying to yourself, and that is fatal.
- Don't travel in the first year of marriage.
- Children come first. Starve yourself if you must, but see that the kids have what they need. Don't like this choice? Don't have children.
- Rub her feet. His too.

Duty to Liege Lord: Obey your oaths. Be loyal until they prove disloyal. Should a lord betray you, destroy them.

- Kings are a necessary evil, don't be too hard on them. After all,

bitch too much and they might leave the mess to you!

- No one can please everyone. If someone says they can, distrust this person, and watch them closely.

Self Interests: See to your needs, pursue the things you want, indulge yourself. The pursuit of pleasure is seldom wrong. But remember your right to swing your arm unimpeded ends at the other guy's nose. If this is not enough, remember the price of excess, and be prepared to pay it.

Others Needs: If a being won't work, let them starve. Help the truly needy. The weak are the responsibility of the strong, but don't be taken advantage of.

Duty to Religion: Care for and defend the priest and temple. The better you care for them, the better they can care for you.

- If you're going to follow Kirt, *Follow!* Don't say you are and flaunt the god's commandments. This is not healthy.

Other: Be happy, live life in big bites. The meek will inherit the earth in three by six foot plots.

- Cherish the old. The wisdom and knowledge that comes with experience is hard to replace. Care for your elders and learn from them.

Afterlife Expectations: Be faithful and Kirt will take care of you.

Clerical Requirements--

Name of Order: Priests of Kirt

Statement of Mission: Spread the word of Kirt, care for the followers.

Sex of Cleric: Any

Minimum Age: Racial majority

Race: Any

Sexual Practices Allowed or Required: Priests have no special commandments above those of the sect.

Wealth and Magic Allowed: The priest may amass any amount of magic and wealth as long as it does not interfere with their duties.

Oaths of Ordination: Loyalty, Service, Obedience

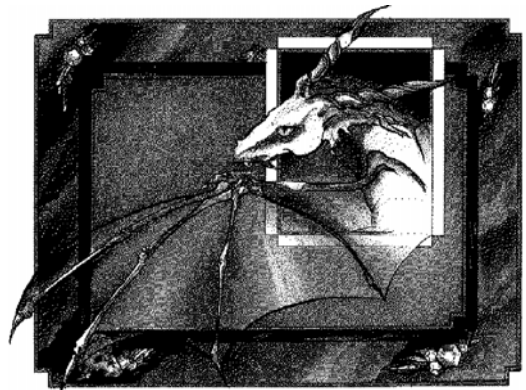
Special Attributes Needed: High strength and good intelligence

Special Abilities Given by Level: The skills of read/write Aij'h (clerical language), endurance, and religion come with the class

- Clerics of Kirt may use *raise dead*, *resurrection*, and the reverse of these spells to double effect. That is two persons can be raised, or slain, for the cost of one spell, both persons must be affected at the same time.
- Clerics of 4th level are immune to fear.
- Clerics of 12th level radiate an *aura of fearlessness*

Weapons Allowed: Axe, spear, and sword.

Armor Allowed: Leather, chain, or magical protection.



Clerical Ranks--

Acolyte -- 0 to 1st level

Duties: Study the Templet, learn spellcasting and the duties of the priesthood.

Privileges: Acolytes must stay in the temple and follow a rigid schedule. They are restricted as to the property they may own and they must remain celibate

Vestments: Black robes with hood.

Priest -- 1st level and higher

Duties: Basic care of the temple and congregation, continued study in advanced subjects.

Privileges: Priests may marry, own property, and adventure.

Vestments: Black robes with white panels from shoulders to breasts, holy symbol on the breast.

Bodymaster -- 5th level minimum

Duties: The Bodymaster is the lowest rank that can head a temple. They are responsible for the day to day supervision of the temple and priests under their jurisdiction regardless of level.

Privileges: Bodymasters may call upon the resources of the temple for private matters as long as they don't over do it.

Vestments: Black robes with white panels from shoulders to breasts with a yellow strip between colors, holy symbol on the breast.

Grandmaster -- 12th level minimum

Duties: Administration of a number of temples or head of a large single one. Grandmasters are always in charge of teaching temples

Privileges: Like the Bodymaster, Grandmasters may make judicious use of the resources at hand, they also may request a personal audience with the god for less than catastrophic reasons

Vestments: Black robes with white panels from shoulders to breasts with a green strip between colors, holy symbol on the breast.

Lifemaster -- 18th level minimum

Duties: The Lifemaster is the highest mortal rank and the administrative head of the church.

The Lifemaster is responsible for all temples. The overall welfare of the congregation. The recruitment, teaching, and discipline of the clergy. And distribution of the churches resources.

Privileges: The Lifemaster has the whole system at their disposal, and may meet with Kirt at any time.

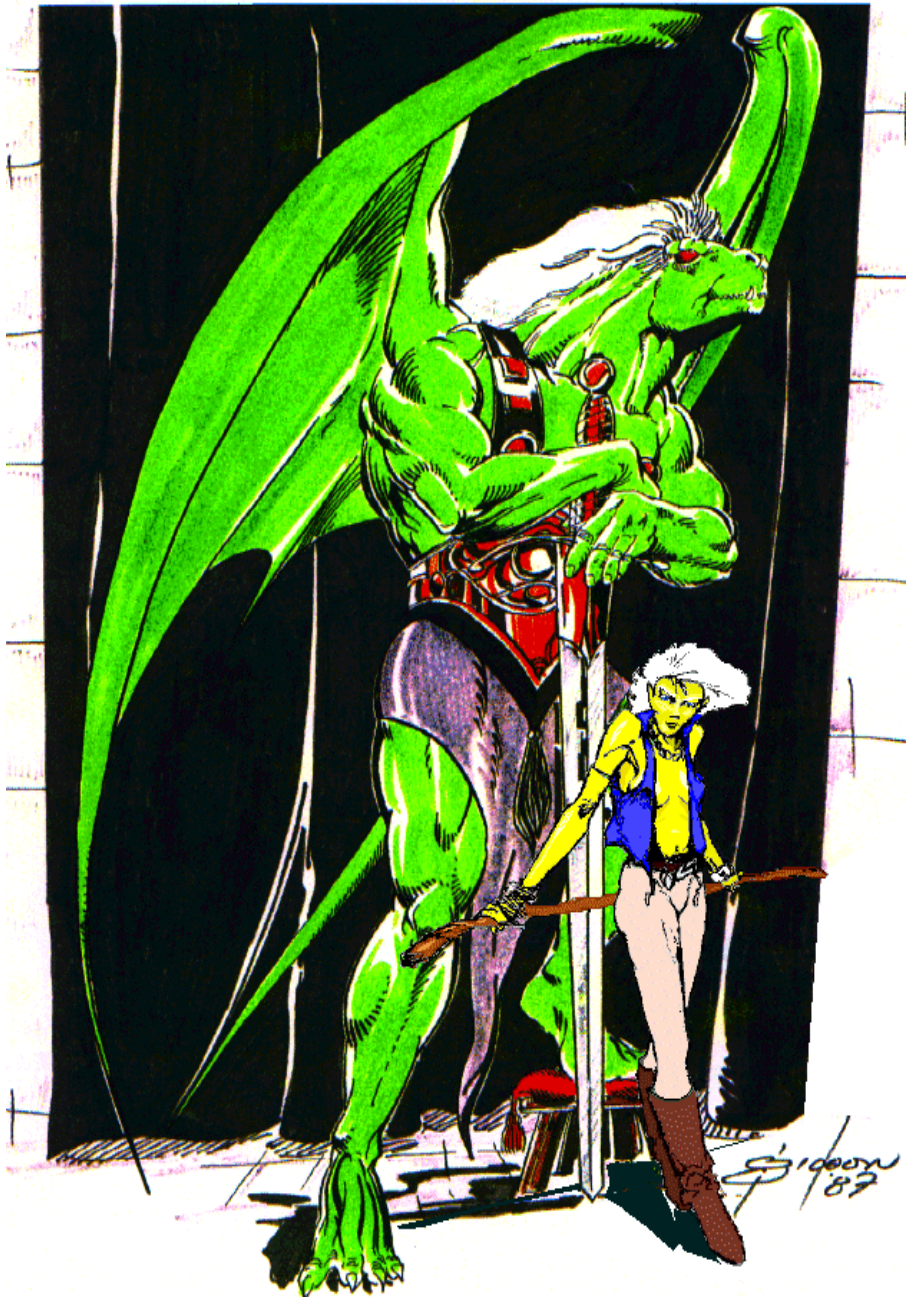
Vestments: Black robes with white panels from shoulders to breasts with a gold strip between colors, holy symbol on the breast.

Bloodmaster -- Levels: 20th, 25th, or 30th. Level is given by the god.

Duties: The Bloodmasters are the right hand of the god. Sworn to him body and soul they are more than priests, they are the living embodiment of his will. They travel, handling holy matters where needed and aiding the worshippers of Kirt wherever they are found.

Privileges: The bloodmasters may have anything the god can provide and do anything in his will.

Vestments: White robes with a holy symbol on breast. All Bloodmasters have a jewelled axe set in the bone of their forehead.



Who's Who: The Church of Kirt Hellreaver

Kirt Hellreaver --

Kirt, called the Hellreaver is the first Sauroi. The child of a green dragon and a human woman. His early years are lost in the mists of time, the first that is recorded of him is his adventures that brought him into contact with Abba Eecreeana. This god, revered in his own right taught Kirt the ways of the priest, and the ways of magic. Armed with this knowledge Kirt rose in power and influence. He wrested control of the nascent Sauroi people from the Dark Lord, he that would use them as a terror weapon against his own people, and led them in an exodus to a new land in the north.

Kirt takes his appellation from his Great Quests while still a mortal. Six times he entered the gates of Hell unbidden, and six times the devils mourned his coming. It is said that Mephistopheles granted him the passport less to make him welcome as to gain his word that we would not raid again.

The Great Ax he carries, *Kiraeg* (felleave) is made from "demonheart metal", and the handle from the bones of Asmodeus, taken in the great first raid into Hell.

Kirt is the Sauroi idea, strong, fierce, and capable. He does not act without thinking, and when he acts his foes tremble. His is the power of life and death. Anything that lives will wither in his wrath, all that once lived can live again with his favor. He can make life from the dust, and breathe souls into rock. He knows everything that is to be known about his chosen people, The Sauroi, and will aid if the need is great, for our people are not great in number, only strength. Be warned however that to call when your need arises from your own foolishness is not wise.



50 years later she decided that retirement wasn't all it's cracked up to be and again took up adventuring. It was shortly after this that she accepted an offer by Kirt to become an instructor at his school. Marlin quickly discovered that the two of them were much alike. Respect for the green guy blossomed into love and she became his Personal Servant.

Marlin is Kirt's troubleshooter. This slender golden woman with the dark look is implacable in the service of her chosen god.

Cornela -- Personal Servant

Kirt's taste for Centaur beauty is well known. This gentle and well formed example is yet another visible evidence of the love shared between Kirt and Eecreeana. She was a created gift to him from Abba's wife Molly.

Cornela is aware of her created status, but has no regrets for it. She loves Kirt without reservation, and serves him however he requires. She is not involved with politics or the religion.

Important clerics:

Kardonmen -- Lifemaster

Kardonmen was one of the first Sauroi to worship Kirt. He was certainly the first to gain his attention with sacrifice. His gift of the human girl taken in the put-down of a peasant uprising was more than a slight surprise. It was then that Kirt decided that he had better take charge of this thing before it got out of hand. First, eat the girl, then write The Temple of Days. Kardonmen just figured he needed some advantage, after all, he wasn't the strongest or smartest of his group. He willingly took the ordination as the first priest of a hero and rising god.

Kardonmen has not regretted the decision. There have been dark days, the Battle of Kandor Plain for example, but Kirt has stood faithful beside those that chose to follow. The Exodus was the crowning glory, a land the Sauroi owed no one for, a land of their own. Personal reward has also followed faithfulness, he is no longer the least of his fellows. He is the Lifemaster of the Church.

Tascara -- Bloodmaster

Tascara was the first cleric to die in the cause of her religion. She threw herself into the battle to allow her companions to escape, dedicating herself to her god as she did so. She exhausted her breath, slew them in their tens with her axe, but still the hordes kept coming, she stood her ground to the last. The moment she fell the hills were rent asunder, and the Orcs exploded, screaming, where they stood. Kirt descended into the ruin in all his anger and glory. Gathered his fallen priest to him and in a voice of thunder, bit the rest of her party to flee the place, they didn't need a second hint.

Tascara woke in the arms of her god, among silks and fine pillows. To her credit her first concern was for her friends. Assured of their safety, she inquired to the wishes of her god. He wished that she continue to serve him in a new capacity, as the first of his Bloodmasters, but first she could serve him right where she lay. He didn't need to ask twice....

Demigods

Brett -- Wife, Patron of Sauroi Women

Brett is just your average Sauroi that caught Kirt's eye as a comely female. That fact that she is one of his priests didn't hurt. After a brief courtship he took her as his formal mate, and Queen of the Sauroilands.

Brett quickly realized what life as "Mrs. God" was going to mean. She would be held up as the perfect example of Sauroi femininity, deservedly or not. She would be beseeched for aid she might not be able to give. She brought this up to Kirt, he saw the sound reason behind her concerns and with her permission elevated her to the status of a demigod.

Brett is the complement to her husband in power. She extends his will over the lands of the Sauroi.



Personal Servants

Marlin Reivershand - Divine Servant

Marlin is the daughter of an Elven healer and a pirate Captain that took and raped her, she lived aboard her father's ship until the age of 8, when her mother was finally able to poison the man and effect their escape. She took up adventuring as a young adult and gained notoriety in the second Undying War.

She was rewarded for her deeds with a chateau overlooking the sea and settled down for a quiet retirement following the war.

Abba Eecreeana --

Abba is the mentor and friend of Kirt. Kirt spent his last mortal days in the clerical service of this god. All those that follow Kirt are to revere this god as well. Eecreeana is the preferred choice for those seeking aid with magic.

Mephistopheles --

Mephistopheles is a friend of mutual respect. Kirt has six times ventured into Hell, at least once at the request of the Lord himself. Mephistopheles finally gave Kirt free passage to Hell to prevent him from trashing the place.

Nathanial Anton --

Nathanial is an old adventuring companion and one whom Kirt calls brother. It was Nathanial that stood shoulder to shoulder with Kirt when he faced Asmodeus. It was Nathanial that risked his immortal soul to aid his chosen brother.

Followers of Kirt will hold this god in respect. A request from Nathanial is to be treated as if Kirt himself had spoken it.

Enemies:

Al'kabar --

This one practises intolerance of the first degree. This displeases Kirt, correct his followers with force if you must, but correct them.

Do not oppse all of his followers that you see, indeed judge each for himself. Those that are tolerant, welcome.

The Deamons --

These gods fronted the Undying King in the first war. A war that cost the Sauroi dearly. This will not be forgotten.

Oppose all that would give aid and succor from these beings. Destroy any that would seek power from them.

Toshira Nagara --

It is true that this god created the Sauroi, but he did so to make a terro weapon agiasn his own people.

The debt for existance is long paid. Paid in the blood of the innocent citizens of that benighted land. We deny the claim of "parenthood", and reject the reason for our creation.

The Tutha Da Danna --

"The enemy of my friend is my enemy." The Tutha have opposed Nathanial on many occasions. While they have not crossed Kirt personally they are to be watched.

Favored Governments:

Coranth --

This is the land of Nathanial. Treat this land as your would your own. Aid his people and his government as you would your own. Defend them from outside threats. Those that give aid to Coranth will be blessed by Kirt himself.

Eyrie --

This Empire has tolerance as it's official law, and sheltered

Kirt when he needed shelter. Obey the laws of this nation when in its borders. Be of material assistance to its citizens, and to its government. Freebies are not required.

Haven --

This is the land of Mephistopheles. Tolerance is generally practiced here. Mind their laws and be tolerant of some of the people's strange ways.

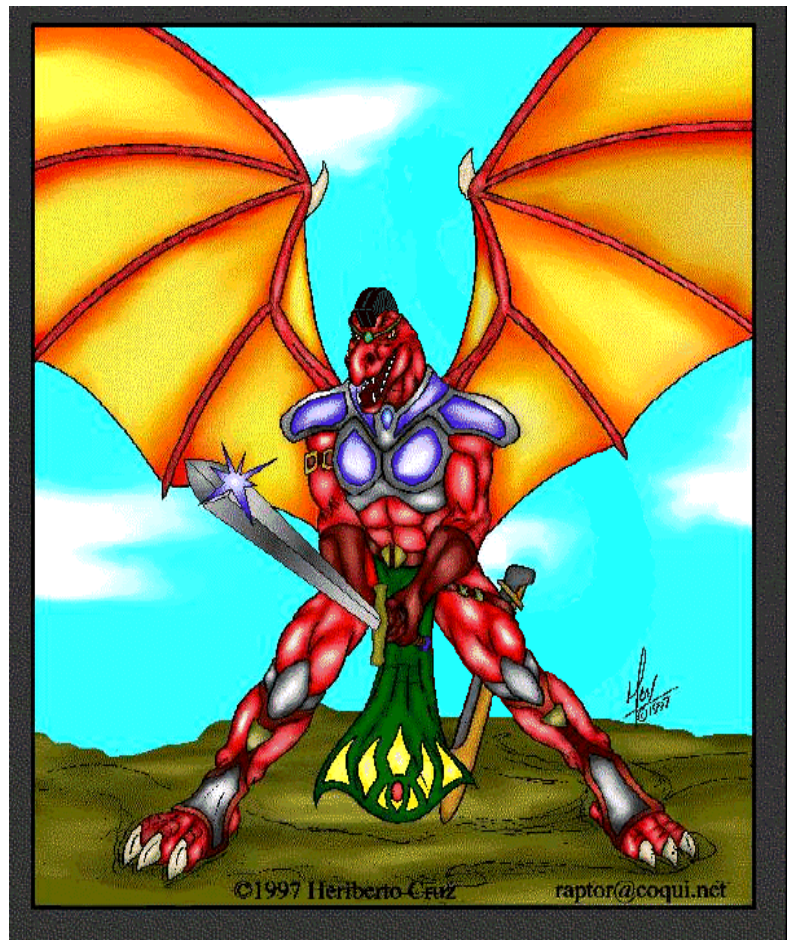
Hellsgate --

This city is open to all beings. Jointly administered by the Empire of Eyrie, and the Crown of Hell. Kirt is a major power broker in Hellsgate. This city is a free wheeling place and you can do just about anything you want. Do however mind the cost of the dance before you hire the piper.

Disliked Governments:

Domain --

Domain is the land oppressed by Toshira Nagara. You may aid private citizens of this land. Never aid the government of Domain, even if the cause is righteous. It is better to never go there. Because of the manner which this Lord abused the power of the Sauroi, few citizens view Sauroi with anything short of terror.



Priest Spells: Church of Kirt Hellreaver

1st Level Spells

<i>Bless</i>	<i>Detect Evil</i>	<i>Invisibility to Undead</i>	<i>Predict Weather</i>
<i>Ceremony</i>	<i>Detect Magic</i>	<i>Light</i>	<i>Protection from Evil</i>
<i>Clense</i>	<i>Detect Poison</i>	<i>Locate Plants or Animals</i>	<i>Purify Food & Drink</i>
<i>Combine</i>	<i>Detect Snares & Pits</i>	<i>Pass Without Trace</i>	<i>Remove Fear</i>
<i>Command</i>	<i>Endure Heat/Cold</i>	<i>Penetrate Disguise</i>	<i>Sanctuary</i>
<i>Create Water</i>	<i>Keen Edge</i>	<i>Portent</i>	<i>Tongues</i>
<i>Cure Light Wounds</i>	<i>Invisibility to Animals</i>	<i>Precipitation</i>	

2nd Level Spells

<i>Aid</i>	<i>Detect Charm</i>	<i>Hold Person</i>	<i>Silence 15'r</i>
<i>Augury</i>	<i>Enthrall</i>	<i>Holy Symbol</i>	<i>Slow Poison</i>
<i>Chant</i>	<i>Find Traps</i>	<i>Obscurement</i>	<i>Spiritual Ax</i>
<i>Charm Person or Mammal</i>	<i>Flame Blade</i>	<i>Produce Flame</i>	<i>Withdraw</i>
<i>Dragon Watch</i>	<i>Heat Metal</i>	<i>Resist Fire/Cold</i>	

3rd Level Spells

<i>Cloudburst</i>	<i>Flame Walk</i>	<i>Prayer</i>	<i>Snare</i>
<i>Continual Light</i>	<i>Glyph of Warding</i>	<i>Protection from Fire</i>	<i>Speak With Dead</i>
<i>Create Meat & Drink</i>	<i>Hold Animal</i>	<i>Pyrotechnics</i>	<i>Starshine</i>
<i>Cure Blindness or Deafness</i>	<i>Locate Object</i>	<i>Remove Curse</i>	<i>Summon Insects</i>
<i>Cure Disease</i>	<i>Magical Vestments</i>	<i>Restore Animal</i>	<i>Water Breathing</i>
<i>Dispel Magic</i>	<i>Negative Plane Protection</i>	<i>Remove Paralysis</i>	<i>Water Walk</i>

4th Level Spells

<i>Abjure</i>	<i>Detect Lie</i>	<i>Lower Water</i>	<i>Protection from Breath</i>
<i>Call Bijou</i>	<i>Divination</i>	<i>Magic Font</i>	<i>Protection From Evil 10'r</i>
<i>Cloak of Bravery</i>	<i>Feathers to Birds</i>	<i>Neutralize Poison</i>	<i>Repel Insects</i>
<i>Control Temperature, 10'r</i>	<i>Free Action</i>	<i>Produce Fire</i>	<i>Spell Immunity</i>
<i>Cure Serious Wounds</i>	<i>Imbue with Spell Ability</i>		

5th Level Spells

<i>Animal Growth</i>	<i>Control winds</i>	<i>Insect Plague</i>	<i>Raise Dead</i>
<i>Anti-Plant Shell</i>	<i>Cure Critical Wounds</i>	<i>Minor Awe</i>	<i>Transmute Rock to Mud</i>
<i>Atonement</i>	<i>Dispel Evil</i>	<i>Plane Shift</i>	<i>True Seeing</i>
<i>Commune</i>	<i>Extend Immunity</i>	<i>Quest</i>	<i>Wall of Fire</i>
<i>Commune with Nature</i>	<i>Flame Strike</i>	<i>Rain-bow</i>	

6th Level Spells

<i>Aerial Servant</i>	<i>Breath Extension</i>	<i>Heal</i>	<i>Stone Tell</i>
<i>Animate Object</i>	<i>Conjure Elemental</i>	<i>Hero's Feast</i>	<i>Transmute Water to Dust</i>
<i>Anti-Animal Shell</i>	<i>Find the Path</i>	<i>Part Water</i>	<i>Weather Summoning</i>
<i>Blade Barrier</i>	<i>Forbiddance</i>	<i>Speak With Monsters</i>	<i>Word of Recall</i>

7th Level Spells

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

Aura of Fearlessness (Enchantment/Charm)

Level: Special Ability
Use Restriction: Clerics of Kirt
Range: 0
Components: none, user will.
Duration: 1 turns + one round/level
Casting Time: 1
Area of Effect: 60 yards

When using this ability the cleric and all allies within the area of effect are immune to all *fear* spells and effects. Only intelligent creatures will benefit from this effect. Affected creatures need make no save against fear or moral checks during the duration of the effect, or while the cleric is in their area. Should the cleric fall in battle during the *aura of fearlessness* duration all allies in the affected must save vs fear or rout immediately.

Keen Edge (Alteration)

Level: 1st
Sphere: Combat
Range: Touch
Components: V, S, M
Duration: 4 rounds + 1 round/level
Casting Time: 2
Area of Effect: 1 normal weapon
Saving Throw: None

This spell temporarily enchants the cleric's normal weapon with a +1 attack and damage bonus. The weapon must be the normal edged weapon carried by the Priest, magical weapons will gain no advantage from the spell. The weapon will do normal damage other than the added magical bonus. The spell will allow the weapon to damage creatures hit only by magical weapons for the duration of the spell.

Dragon Watch (Evocation)

Sphere: Guardian
Level: 2
Range: 30 yds.
Components: V, S, M
Duration: up to 8 hrs.
Casting Time: 5
Area of Effect: 10-ft. radius
Saving Throw: Fort Neg.

This spell is known as *dragon watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a dragon. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "dragon". Any creature entering the guarded area must roll a successful saving throw vs. Fortitude or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the dragon-form, and the spell remains in place. The attack resembles the gas breath of any of the common dragon types. It will cover an area 30 feet in diameter. Any creatures caught in that area, the edge near the first creature to break the warded area, must save vs. the attack. As soon as one of more subject creatures are successfully struck by the "breath" of the dragon-form, the paralysis takes effect and the force of the spell dissipates. The

spell force likewise dissipates if no intruder is struck by the dragon-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the dragon-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Spiritual Ax (Invocation)

Sphere: Combat
Level: 2
Range: 10 yds./level
Components: V, S
Duration: 3 rds. + 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

By calling upon his deity, the caster of a *spiritual ax* spell brings into existence a field of force shaped vaguely like the doubled bited ax favored by Kirt. As long as the caster concentrates upon the weapon, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual ax's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war weapon. The weapon strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual ax* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual ax. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual ax strikes. If the ax is successfully resisted, the spell is lost. If not, the ax has its normal full effect for the duration of the spell.

Restore Animal (Necomantic)

Sphere: Healing
Level: 3
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: None

With this spell the priest can restore to life one or more non-sentient creatures that have been slain. The creatures cannot be more than one day dead, and the bodies must be intact, no limbs missing etc. Wounds do not count as long as all the parts are attached in some manner. The priest can restore one hit die of creature for every other level they have. I.E. An 8th level priest could restore 4 hit dice of creature four sheep, one horse, etc. If the animal has more hit dice than the priest can restore, it cannot be restored. Pluses to hit dice are ingored.

The restored animals are as they were before death. Some effect may result, a fear of the event or the object that killed them for example.

Speak With Dead (Necromancy)

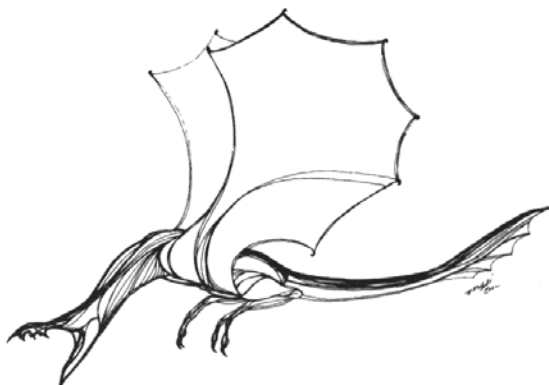
Sphere: Divination
 Level: 3
 Range: 1
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 creature
 Saving Throw: Special

Upon casting a *Speak With Dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature that opposed the priest's religion in life or of higher level or Hit Dice than the caster's level receives a saving throw vs. Will. A dead creature that successfully saves can refuse to answer questions, ending the spell. The casting of this spell on a given creature is restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. One of the portions must be the intact head of the creature, and or the part that contains the speech organs. The remains are not expended. This spell does not function under water.

Caster's Level	Max. Length of Time Dead	Time Questioned	No. of Questions
1-7	2 week	2 round	4
7-8	2 month	6 rounds	6
9-12	2 year	2 turn	8
13-15	20 years	4 turns	10
16-20	200 years	6 turns	12
21+	2,000 years	2 hour	14



Call Bijou (Summoning)

Sphere: Summoning
 Level: 4
 Range: 30 yds.
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Will negates

This spell allows the priest to call a Bijou a minor immortal servant of Kirt to aid in a time of need. The cleric must make a save vs Will, if successful a Bijou arrives in the next round after the casting.

The summoned Bijou is free willed and not bound to be obedient to the priest. It will however fight to defend the priest even to the point of destruction. It is less likely to fight if the priest is not in danger, and will not enter a fight if sees as foolish. In extremis, a battle that cannot be won, or grave danger of a natural kind, the Bijou will remove the priest to a place of safety. Anyone else the priest is with will be taken as well, but the Bijou will demand a "pretty" of them later. Failure to give proper thanks will result in nasty tricks at a later date. The Bijou will remain as long as it, not the priest, sees a need for its aid. If no danger is currently threatening, or another task that will not directly aid the cause of Kirt suggests itself the Bijou will depart.

Bijou are the "Little Spirit Helpers" of Kirt. An immortal race of tiny (6" tall) "humming bird" people. Typical stats are HD 10, AC 20, Attack Bonus +10, HP 70. Bijou flit about opponents, concentrating on attacks with spells or spell-like powers physically distracting spellcasters or moving inside a swordsman's reach. Bijou may employ spells as per a 14th level magician, knowing all spells common to that level, or may use one of the following spell-like powers each round. *magic missile, TK, teleport without error, locate object, invisibility, plane travel, summon bijou* (1-100/round).

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. Fortitude). 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).

Protection From Breath (Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

The effect of a *protection from breath* confers complete invulnerability to one form of attack common to dragon breath until the spell has absorbed 10 points of damage per level of the caster, at which time the spell is negated. Any form of effect common to dragon breath can be chosen by the casting priest, but only one attack from per spell can be protected against. If the caster chooses to protect another from his own breath weapon type the spell will absorb 15 points of damage per level of the caster. The affected creature is still entitled to the normal saving throw against the attack (breath weapon, spell etc.) and the damage is removed from the lower total if the save is made.

The caster's holy symbol is the material component.

Extend Immunity (Alteration)

Sphere: Protection

Level: 5th

Range: Special

Components: V, S, M

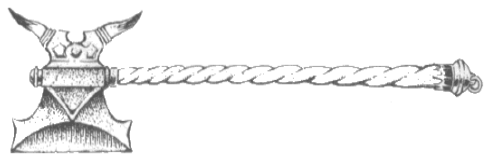
Duration: 4 turns +1 minute/level

Casting Time: 1

Area of Effect: 12 creatures

Saving Throw: None

This spell will cause the natural immunities of up to 12 creatures to be shared by all in the group. Immunities granted by magic items or potions are not extended, only those immunities that are inherent abilities. Up to 12 creatures named by the Priest can benefit from the spell. The effect is instantaneous and lasts for the duration of the spell. The material component is the Priest's holy symbol.



Raise Dead (Necromancy)

Reversible

Sphere: Necromantic

Level: 5

Range: 30 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 person

Saving Throw: Special

When the priest casts a *raise dead* spell, he can restore life to any sentient creature. The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of two days for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to 18 days).

Note that the all parts of the body of the person need not be present, and attached in some manner, missing parts are still restored when the person is brought back to life. The creature's head must be reasonably intact. No more than 50% of the skull can be missing or the *raise dead* will not be successful. All ills, such as poison and disease, are negated. The raised person must roll a successful Fortitude save against DC10 to survive the ordeal and loses 1 point of Constitution. If any of the skull is missing the creature suffers a -3 penalty to the resurrection survival save. The creature will have 2 hit points when raised. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has full hit points when the period of rest is over. If they attempt to engage in any activity before the required rest period is finished they will have what percentage of their hit points they have gained from the rest, and will not recover any more from the *raise dead* spell.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

The material components is the priest's holy symbol and what every manner of anointment favored by his religion, holy water, oil, mistletoe, etc.

The reverse of the spell, *slay living*, grants the victim a saving throw against Fortitude -2. If the saving throw is successful, the victim sustains damage equal to that of a *cause serious wounds* spell--i.e., 2d8+1 points. Failure means the victim dies instantly.

The reverse requires no material component other than the holy symbol that must be presented.

Breath Extension (Alteration)

Sphere: Combat

Level: 6th

Church of Kirt

Use Restriction: Same

Range: Special

Components: V

Duration: Instantaneous

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell will enlarge the breath weapon of the casting cleric or any Sauroi it is cast upon to the size and effect of a Great Wyrms of the same color as the recipient. Both damage and area are enlarged. The effect will last for only one use of the

breath weapon and must be used within one turn of casting.

Color	Type	Area of Effect	Damage
Black	acid	stream 5'w 60' l	24d4+12
Blue	lightning	bolt 5'w 100'l	24d8+12
Brass	sleep gas	cone 5'-20'w 70'l	sleep
	heat	cloud 50'l 40'w 20'h	24d4+12
Bronze	lightning	bolt 5'w 100'l	24d8+12
	repulsion gas	cloud 30'w 20'l 30'h	repulsion
Copper	slow gas	cloud 20'w 30'l 20'h	slow
	acid	stream 5'w 70'l	24d6+12
Gold	fire	cone 5'-30'w 90'l	24d12+12
	chlorine gas	cloud 40'w 50'l 30'h	24d12+12
Green	chlorine gas	cloud 40'w 50'l 30'h	24d6+12
Red	fire	cone 5'-30'w 90'l	24d10+12
Silver	cold	cone 5'-30'w 80'l	24d10+12
	paralyzation gas	cloud 40'w 50'l 20'h	
White	cold	cone 5'-25'w 70'l	12d6+12

Conjure Elemental (Conjuration/Summoning)

Sphere: Elemental (Fire)

Level: 6

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rds.

Area of Effect: Special

Saving Throw: None

Upon casting a *conjure elemental* spell, the caster opens a special gate to the elemental plane of his choice, and an elemental is summoned to the vicinity of the spellcaster. It is 70% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, and 10% likely that a huge elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the elemental or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents.

The elemental summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, an *abjure* spell or similar magic.

Resurrection (Necromancy)

Reversible

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3 turns

Area of Effect: 1 creature

Saving Throw: None

The priest is able to restore life and complete strength to any living creature by bestowing the *resurrection* spell. The creature can have been dead up to 20 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 380 years. The creature, upon surviving a Fortitude check DC 10, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes).

The *resurrection* spell must be cast on ground sanctified to the priest's religion, and it requires 1000gp in materials (incenses, etc.). The remains to be resurrected must be *cleansed* before they can receive the benefits of the spell. It also requires at least the whole skull of the creature to be resurrected. The skull can be restored to wholeness by any means desired, but it must be whole at the time the *resurrection* is performed.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. *destruction* requires a touch, either in combat or otherwise, and takes only 3 segments to cast. In addition, the victim is allowed a Fort saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.



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