

ROTE CLERIC SPELLS

Sanctify

Food and water you hold while you cast this spell is consecrated. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

Light

(Ongoing)
An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

Guidance

A symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take, then disappears. The message is through gesture only; your communication through the spell is very limited.

Thaumaturgy

You briefly create an impressive display of divine might. Doors and windows slam open and shut, the sky darkens for a moment, you speak with a hundred voices, your eyes shine with burning light, etc.

LEVEL 1 CLERIC SPELLS

Compel Truth

(Ongoing)
While you maintain a hold of your target, they are unable to intentionally lie or refuse to answer your questions, though if they are clever they might find a way to deceive you without lying.

Know Intent

One of your senses is briefly able to detect Holy and Profane energy in your vicinity. Additionally, you know if any NPCs have benevolent or malevolent intent.

Cure Light Wounds

At your touch wounds scab over and bones cease to ache. An ally you touch may use a Healing Surge. If they do, they heal an extra d4 HP.

Donation of Spirit

Energy courses from you, and into a Nearby target of your choice. Lose 2 Vigor. An ally of your choice regains 2 Vigor.

Magic Weapon

(Ongoing)
The weapon you hold while casting does +d4 damage until you dismiss this spell. While the spell is ongoing, you take -1 to cast spells.

Speak with Dead

A corpse converses with you briefly. It will answer any three questions you pose, to the best of the knowledge it had in life, and the knowledge it gained in death.

Bless

(Ongoing)
Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast spells.

Holy Terror

(Ongoing)
Choose a target you can see and a nearby object. The target cannot tolerate the subject so long as you maintain the spell, though their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast spells. Has no effect on entities incapable of fear.

Holy Fire

(Ongoing)
Your body is filled with divine light, and bursts into flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, the effect ends (though you should probably put yourself out first)

Sanctuary

As you cast this spell, you walk the perimeter of an area, dedicating it to your god. As long as you remain inside, you are aware when anyone inside acts with hostile intent (including entering with harmful intent). Anyone who receives healing within a sanctuary heals 2 extra HP.

LEVEL 3 CLERIC SPELLS

Animate Dead

(Ongoing)
You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a Zombie that follows your orders to the best of its limited abilities. Treat the Zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The Zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The Zombie lasts until it is destroyed by taking Damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to Cast a Spell.

Cure Moderate Wounds

You staunch bleeding and set bones through magic. An ally you touch may spend a Healing Surge. If they do, they heal an extra d4 per Vigor spent.

Swarm

(Ongoing)
Summon several small creatures which will do your bidding to the best of their ability. You may choose any generally harmless creature that would reasonably inhabit the environment you cast this spell in. You may assume direct control of your swarm by concentrating.

Circle of Light

A warm light shines from your body, infusing all nearby with divine energy. All Nearby allies may instantly use their Healing Surge. If they do, they heal an extra d4 HP.

Divine Transposition

Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.

Darkness

(Ongoing)
Choose an area you can see: it's filled with supernatural darkness and Shadow. While this spell is ongoing you take -1 to Cast a Spell.

Resurrection

Tell The GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but The GM will give you one or more (possibly all) of these conditions to fulfill:

- It's going to take days/weeks/months
- You must get help from _____
- It will require a lot of money
- You must sacrifice _____ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

Hold Person

Choose a person you can see. Until you Cast a Spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes Damage from any source.

Seal

(Ongoing)
Trace a glowing line, straight or curved, which enemies of your god struggle to cross. Only enemies who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate.

Savior

(Ongoing)
In a solemn ceremony, you promise to aid your target should harm ever befall them. If their health drops to 0, you will instantly lose all remaining Vigor and restore d4 hp per Vigor lost. You may also trigger the effect yourself, at will. The effect persists until it is triggered. You may only be one person's savior at a time.

LEVEL 5 CLERIC SPELLS

☐ Armor of the Faithful

While you have this spell memorized, you may cast it for free upon taking damage. On a hit you only take half the damage. But on a 7-9 you must choose to forget the spell.

☐ Revelation

Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

☐ Divination

Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

☐ Contagion

(Ongoing)
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

☐ Ward

(Ongoing)
You thrust your hands outward, commanding that no harm shall come to those Near to you. While you concentrate, you may spend 1 Vigor to negate the damage any living creature would take.

☐ Cure Critical Wounds

An ally you touch may use a Healing Surge. If they do, they regain d6 health per Vigor spent.

☐ Fate Link

(Ongoing)
In a solemn ceremony, you link your fate to another willing person. While the effect persists, all damage taken is split evenly, but if either gains a debility, the other does as well. You also share a telepathic bond; either may concentrate to see through the eyes of the other.

☐ Words of the Unspeaking

With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can. Alternatively, it agrees to perform a service for you; take +1 Forward using the object.

☐ Trap Soul

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

LEVEL 7 CLERIC SPELLS

☐ Control Weather

Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last as long as you desire, up to a handful of days.

☐ Judgement

You speak the words of your god, who passes unflinching judgement on those present. All intelligent creatures within earshot take d6 damage. If they are wicked or selfish, they take d8 damage. If they are virtuous or benevolent, they take only take d4 damage. This damage ignores armor.

☐ Consume Unlife

The mindless undead creature you touch is destroyed and you steal its energy to heal yourself or the next ally you touch. The amount of Damage healed is equal to the HP that the creature had remaining before you destroyed it.

☐ Burn Soul

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage burns their very soul, ignoring armor. Enemies who lack souls, such as automatons, are unaffected.

☐ Sever

(Ongoing)
Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no Damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to Cast a Spell.

☐ Interdiction

Your god speaks words of denial through your mouth; cancel an ongoing spell, temporarily suppress a magical effect, or create a temporary zone of anti-magic. This can cause unexpected results if the spells you are tampering with are especially old.

☐ Heal

Touch an ally and you may either remove all of their debilities or fully heal them. This spell can only be used once per day; you may not choose to forget the spell as a downside when casting.

☐ Puppeteer

(Ongoing)
You command the obedience of your enemy's body. While you concentrate, you have direct control over d4 of your target's limbs.

☐ Exhortation and Exorcism

(Ongoing)
Compel a soul, ghost, or spirit to seek refuge in a living body. It will seek out the nearest suitable host, including you. While the effect persists, the possessed body is inhabited by both personalities, who vie for control. Killing the host also forces the spirit to pass on. Alternatively, you can forcibly eject a hostile spirit from a body that it is possessing, preventing them from inhabiting it ever again.

☐ Safety

You and all Nearby allies are instantly transported to the nearest safe place. This might be your hideout, the castle of a friendly baron, a hidden cave, etc. Whatever the location, your deity will watch over it for a short time, preventing enemies from intruding.

LEVEL 9 CLERIC SPELLS

☐ Sanctity

(Ongoing)
With a touch, you bless an ally with immunity to harm. They gain D4 Hold. They may spend a Hold to cause an enemy who is about to do harm to them to automatically fail, forcing the enemy to suffer the harm themselves.

☐ Divine Presence

(Ongoing)
Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 Damage whenever they take Damage in your presence. While this spell is ongoing you take -1 to Cast a Spell.

☐ Plague

Name a city, town, encampment, or other place where People live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to Cast a Spell.

☐ Repair

Choose one event in the target's past. All effects of that event, including Damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, Poisons are neutralized, magical effects are ended.

☐ Storm of Vengeance

Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

☐ Mark of Death

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

☐ Angelic Host

Summon d6 divine representatives of your god. Each will answer a single question about any subject, will perform a single task for you, to the best of their considerable abilities, or will attempt to destroy your enemies. In combat, an angelic representative will fly at an enemy, dealing d12 damage directly to the enemy's very existence, ignoring armor, after which it will return to your deity.