Gregorius21778:

The Radioactive Spell Book

a collection of spells and more
for post-apocalyptic OSR science-fantasy RPGs

Mutant Future COMPATIBLE PRODUCT

Labyrinth Lord Compatible Product

Legal & other stuff:

Created by: Kai Pütz; (c) 2016

My blog: https://gregorius21778.wordpress.com/

My other titles: at drivethrurpg.com

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How to use this supplement:

The Radioactive Spell Book provides you with 45 spells that were tailored to fit into a weird, post-apocalyptic science-fantasy game. They are compatible with *Labyrinth Lord*(tm) and *Mutant Future*(tm) and can be used together with the *Mutants & Mazes* ™ crossover-rules for these two systems.

Together with the spells for them, a new class of Elemental is introduced: the *Deterementals*. Last but not least, two new character classes are ready to either be used as PC characters or to be withheld from the players so that the GM can use them to full effect as NPC: the *Post-Apocalyptic Shaman* and the *Mutomancer*.

Thanks for buying my product, I hope it proofs handy and that you enjoy using it.

Sincerely: Grendel21778

[Deterioration Spells]

Breath Smoke & Gas   // Level: 2   //Duration: 6 turns //Range: 30´

The target is able to inhale thick smoke, ash and gas without any harm. Poison effects up to Class II are ignored while under this spell (if they come from what is inhaled) while poisons with a higher class are not mitigated. The caster is able to cast this spell onto a number of targets up to his own level, but the duration must be divided among the targets.

Cause Sickness   // Level: 3   //Duration: see below //Range:Touch

The target of this spell is entitled to a *Saving Throw vs. Spells.* If failed, the victim will grow sick within one turn: nausea, cold sweat and shivers will impose a (-2) penalty on all tests of the victim, including *Saving Throws vs. Death / Poison / Radiation.* At the start of the next day and every morning that follows, the victim must pass a *Saving Throw vs Death.* On a failure, the victim will lose 1d4 hit points. If two Saving Throws in a row were successful, the sickness is cured and the effect of this spell ends.

Cause Starvation   // Level: 1   //Duration: see below//Range: 120´

The spell causes a gnawing hunger in a target within line of side (that is entitled to a *Saving Throw vs. Spells*). A victim of this spell must pass a *Saving Throw vs. Death* every hour, loses a hit point if the Saving Throw is failed and is unable to heal any damage (by mundane means) until it eats the equivalent of three meals.

Create Smoke & Gas   // Level: 4   //Duration: 2 turns   //Range: 30´

The spell creates a cloud of smoke and gas with a 60´ diameter that may be centered anywhere within 30´ of the caster and grows 20´in diameter per round until its final size is reached. The smoke limits vision to 10´ and anybody inside cloud must hold their breath or pass a *Saving Throw vs. Poison* once per round, as the fumes are a Class I poison if inhaled.

Crumble Ruin   // Level: 3   //Duration: permanent //Range: 30´

The spell makes either a part of a ruin or the whole structure crumble and than collapse within 1d4 or 2d6 turns (caster´s choice). It only works on *ruins,* maintained or very well preserved structures are not effected. What exactly the caster is able to *crumble* depends on the character´s level.

Level 3-4	Stairs; parts of walls, ceiling or floor
Level 5-6	Large sections of small house, a small bridge
Level 7-8	A small house, a small section of a large building, a bridge
Level 9-10	A large section of a large building

Decay Door   **// Level: 1   //Duration: permanent //Range:Touch**

The caster has a door rot or rust to the point where it is barely an obstacle anymore. All *forcing door* tests made to open such a door receive a +3 bonus.

Dull Blade   **// Level: 2   //Duration: permanent //Range: 30´**

The caster targets a [Level] of characters or monsters who are armed with bladed weapons. Those who do not pass a *Saving Throw vs. Spells* will find their blades to have become dull (half damage till they have been sharpened thoroughly). If only one person is targeted, the Saving Throw suffers a (-2) penalty.

Jam Firearms   **// Level: 3   //Duration: permanent //Range: 120´**

The caster targets up to [Level] characters or monsters who are armed with firearms. Those who do not pass a *Saving Throw vs. Spells* will have their guns jam the next time they try to use them. The target loses its attack on that round, and clearing the jam will take another round or two. If only one person is targeted, the Saving Throw suffers a (-2) penalty.

Locate Carcass   **// Level: 1   //Duration: 1 turn // Range: See below**

The caster will learn the direction, distance, size and general condition of any carcass to be found within a range equal to 150´ times his level.

Protection from Infection   **// Level: 2   //Duration: See below   // Range: Touch**

The spell grants the target complete immunity against any kind of viral or bacterial infection and thereby against any kind of disease, and many kinds of bio hazards. The spell ends after a number of days equal to the caster´s level.

Nourishment from Rot   **// Level: 1   //Duration: See below   // Range: Touch**

The spell grants the target the ability to consume and live on rotten food and tainted water without any ill effects. The only limitation is that the "food" must have been edible at some point in the past and that it is "merely rotten" instead of being poisoned . Infestation with maggots and similar "minor" parasites are nullified by the targets digestion tract, too. The effect of the spell ends after a number of days equal to the caster´s level.

[Mutation Spells]

Bless the Genes   // Level: 1   //Duration: See below   // Range: Touch

The target of the spell will be treated as two levels higher in regard to which mutations are unlocked. Only one "instance" of this spell can be "active" on a target at any given time, so this spell does not "stag". The blessing lasts for a number of days equal to the caster´s level.

Know Mutation   // Level: 1   //Duration: 1 round   // Range: 120´

The spell reveals a number of mutations of the target (up to the caster´s level). As the spell may not reveal all mutations of the target, the caster should state which mutations he would like to know about first (e.g. "beneficial mental mutation" or "all mental drawbacks"). If the target does not have such, the GM will reveal other mutations.

Mimic Mutation   // Level: 2   //Duration: 3 turns   // Range: Touch

The caster names one of the mutations of the target. One round after he touched it, the caster will "mimic" the power for 3 turns. Please note that the caster still needs to have the level necessary to "manifest" this mutation and that an unwilling target is entitled to a *Saving Throw vs. Spells.*

Mutant Form   // Level: 3   //Duration: see below   // Range: Self

When this spell is learned the caster picks two Class 2 physical mutations, one Class 1 physical mutation and an "*Aberrant Form*". This is the *Mutant Form* the caster can turn himself into by using this spell and the caster can use all mutations of this form, regardless of the level they manifest at, in addition to his other mutations (if any). The mutations of the *Mutant Form* are set once chosen, but the caster can learn another *Mutant Form* by learning this spell a second time. Clothes, equipment and other gear do not change along with the caster and any hit points lost "stay" before and after the change. The caster can stay in his *Mutant Form* for a number of turns equal to his level.

Seed Mutation   // Level: 3   //Duration: See below // Range: Touch

This spell "stores" one of the following Mutation Spells inside of the target (which needs to be a sentient, living being): *Summon the Greater Mutagen; Summon the Lesser Mutagen, Suppress Greater Mutation; Suppress Lesser Mutation.* The "seeded" spell will be gone after the caster´s level in days or after the target used it once. Nobody can be the target of more than one "Seed Mutation" spell. If a second "Seed Mutation" is cast upon a target, the first "Seed Mutation" spell is removed.

Summon the Greater Mutagen // Level: 5 //Duration: see below // Range: Touch

The spell allows the caster to bestow either one Class 3 physical mutation or one Class 2 and two Class 1 physical mutations upon the target. The target will develop the mutation/s rapidly over the course of one round and the mutation/s will stay a number of turns up to the caster's level (and within this limits, as long as the caster deems fit). An unwilling target is entitled to a *Saving Throw vs. Spells.*

Summon the Lesser Mutagen // Level: 3 //Duration: 2 turns // Range: Touch

The spell allows the caster to bestow either one Class 2 physical mutation or two Class 1 physical mutations upon the target. The target will develop the mutation/s rapidly over the course of two rounds and the mutation/s will stay a number of turns up to the caster's level. An unwilling target is entitled to a *Saving Throw vs. Spells,* beneficial mutations will not manifest below their level.

Suppress Greater Mutation // Level: 4 //Duration: see below // Range: 30´

The caster chooses a target and names a mutation (beneficial or drawback). If the target has this mutation it is suppressed for a number of turns equal to the the caster's level and the mutant does no longer benefit (or suffer) from it. An unwilling target is entitled to a *Saving Throw vs. Spells.*

Suppress Lesser Mutation // Level: 2 //Duration: 2 turns // Range: 30´

This spell functions like *Suppress Greater Mutation* but is limited to Class 2 and Class 1 mutations.

[Radiation Spells]

Nuke // Level: 8 //Duration: * //Range:See below

The caster bundles his energies and becomes the center of a nuclear micro explosion. Within a radius equal to the caster's level times 20´ feet everybody but the caster will suffer 1d8 damage per level of the caster, or half that much damage if a *Saving Throw vs. Radiation* is passed. The area of effect will become radioactive with a Class equal to 1/3 of the caster's level (round down) unless the radioactivity of that area was already higher to begin with.

Decontamination (Reversible) // Level: 3 //Duration: Permanent//Range: Touch

The spell removes the radiation from an object unless the radiation Class is higher than the caster's level and/or takes effect each round (in which case the spell fails).

The reverse of the spell, *Contamination* imbues an object with radioactivity with a Class up to the caster's level. The radiation has a range equal to its Class times 10´ but drops by one Class for each 10´ distance from the object. Saving Throws need to be passed every turn.

Detect Radiation   // Level: 1   //Duration: 6 turns //Range: 120´

The caster will perceive radiation as a feint yellow glow and is aware of its Class upon detecting it. The range given for the spell is the range at which radioactive items or creatures will be detected as such. Radioactive areas can be perceived as at twice the distance.

Protection from Radiation   // Level: 2   //Duration: 12 turns//Range: Touch

The spell protects the target from radiation and prevents up to 10 points of radiation damage plus another 1d6 per level of the caster. If the determined amount of damage is prevented, the spell ends. To determine damage, consult the Radiation Class table, the amount of damage is equal to that of a successful Saving Throw.

Protection from Radiation; 10´ Radius// Level: 4 //Duration: 12 turns//Range: Touch

The spell functions like Protection from Radiation but does not only protect the target but anything in a 10´ radius around it. Damage is calculated "per source", not per protected target. In example, if three characters who are protected by the spell move through a Radiation Class 3 area that deals damage per turn, the damage is applied only once each turn (not three times).

Radioactive Aura   // Level: 3   //Duration: 2 turns //Range: 30´

The spell generates a radioactive aura centered upon the caster. Everybody within the aura but the caster must pass a Saving Throw vs. Radiation every other round against a Radiation Class equal to 1/3 of the caster´s level (round down).

Siphon Radioactive Energy   // Level: 2   //Duration: 1 day   //Range: Self

The caster may will "renew" already used spells with a combined level up to twice the Radiation Class of the first radiation source to be encountered after the spell has been cast. The character must expose himself to the radiation for the same time period it would need to affect him. Damage from the radiation is reduced to 1 point per die.

Radioactive Healing   // Level: 3   //Duration: 1 day   //Range: Touch

The first time the caster gets into contact with a radioactivity of Class 2 or higher, the radiation is not going to harm the charater but will heal a number of hit points equal to the damage it would do if a *Saving Throw vs. Radiation* would have been passed. The target must expose itself to the radiation for the same time period it would need to affect him. The spell does not work if the radiation encountered is higher than the caster´s level.

Radioactive Ray   // Level: 4   //Duration: 1 round//Range: 240´

The spell creates a visible yellow ray of radioactive energy that shoots from the caster´s hand to a target within reach, and does 1d8 points of radiation damage per level of the caster (half that much if a *Saving Throw vs. Radiation* is passed).

Reduce Radiation (Reversible)   // Level: 5   //Duration: See below//Range: 30 ´

The caster may "center" the spell anywhere within its range. All radioactivity within a 60´ radius is halved (round down) for a number of turns equal to the caster´s level.

The reverse of the spell, *Increase Radiation*, generates a Radiation Class 2 in the area or increases the class of already present radioactivity by one. Unless established otherwise, Saving Throws vs. Radiation need to be passed every turn.

[Summon Deteremental Spells]

The apocalypse did not only shake the foundations of the material world, but those of the planes touching it as well. Forces of deterioration were beckoned closer by *the End ,*and now elementals of a ruinous aspect find ways onto the material plane. These being are called *Deterementals,* and they can be summoned to serve. Since their bound to the material plane is "younger" than that of "true" elementals they are often weaker than them.

It takes two turns to summon a Deteremental and once summoned, the entity must be given a task. Different Deterementals will provide different services, but all may be assigned the following tasks:

Guard: the Deteremental will guard place or object and will attack anybody but the caster (and those the caster excluded explicitly) as soon as they come close to it. It will not give chase but will otherwise fight till its destruction. The Deteremental will serve as a guardian for a number of days up to the caster´s level or until it was destroyed or released.

Fight: the Deteremental will fight in one combat against one or more enemies of the caster and will continue to fight until the enemies are destroyed, itself is destroyed or it is released. If the enemy is not present the Deteremental will travel up to two turns per level of the caster to meet the enemy.

All *Summon Deteremental* spells have a reverse version called *Banish Deteremental.* Unlike the summoning spell, *Banish Deteremental* will work on any given kind of Deteremental.

Summon Biohazard Deteremental (Rev.)// Level: 6 //Duration: 1 day //Range: 10´

A *Biohazard Deteremental* looks like a vaguely humanoid blob made of dark green slime with glowing, yellow eyes all over it.

No. Enc.:	1 (1d4)	**Alignment:**	(Chaotic) Neutral
Movement:	90´ (30´)	**Armor Class:**	7
Hit Dice:	8 +20	**Attacks:**	3 (splashing strike)
Damage:	1d4; Continuing Damage (2 rounds)		
Save:	L:8	**Morale:**	10

Mutations/Powers: Contaminate; Immunity to Poison/Disease; Walking Biohazard

Contaminate: The detrimental can be called upon to contaminate up to 8 targets who are entitled to a *Saving Throw vs. Spells.* The effects are the same as those of a Mutation Grenade (see MF p. 199). Using this power takes the Deteremental two rounds.

Walking Biohardzard: At the end of a combat against a *Biohazard Deteremental*, all who fought against it in melee must pass a *Saving Throw vs. Death* or will lose 2d6 hit points over the next three turns as they become horribly sick.

Summon Pest Deteremental (Rev.)// Level: 3 //Duration: 1 day //Range: 10´

A *Pest Deteremental* is a writhing and crawling mass of insects, maggots and mice in the form of a rat the size of pony.

No. Enc.:	1 (1d4)	**Alignment:**	(Chaotic) Neutral
Movement:	160´ (50´)	**Armor Class:**	6
Hit Dice:	5 +4	**Attacks:**	1 (swarming over target)
Damage:	1d6; Confusion	**Save:**	L:8
Morale:	10		

Mutations/Powers: Scout (Service); Immunity to Poison/Disease; Immunity to modern Firearms.

Scout: Unless it is hermetically sealed, a *Pest Deteremental* can explore a dungeon or building by giving up its current form to swarm out as individual vermin with supernatural speed. This will take 1 turn per 10 rooms. Afterwards, the caster can ask the Deteremental five simple questions about the dungeon that it will answer truthfully. The *Pest Deteremental* does not know much about technology or different living beings but can identify the general type of an item (e.g. weapon, computer, robot) or monster (e.g. vermin, lizard, slime, humanoid) as well environmental conditions.

Summon Rust Deteremental (Rev.)// Level: 4   //Duration: 1 day   //Range: 10´

A *Rust Deteremental* appears to be an assortment of rusted junk in the form of a humanoid, but sometimes takes the form of an animal.

No. Enc.:	1 (1d4)	**Alignment:**	(Chaotic) Neutral
Movement:	90´ (30´)	**Armor Class:**	4
Hit Dice:	6 +12	**Attacks:**	1 (strike with limb of rusting metal)
Damage:	1d12;	**Save:**	L:8
Morale:	10		

Mutations/Powers: Rust(Service); Immunity to Poison/Disease; Walking epitome of rust; Slow

Rust: the Deteremental can rust one metal obstacle to the point that it will crumble away when struck at or stepped upon. The exact nature of the material does not matter as long as it is a metal or alloy, but thicker or larger objects will take more time to rust (up to the GM). As a guideline, a fire door will be rusted through within 5 rounds. This power may be called upon in combat, but takes two rounds of concentration to take effect.

Slow: in combat a rust Deteremental always acts after any other opponent.

Walking epitome of rust: At the end of a combat against a Rust Deteremental, all who fought against it must roll a d6 for every metal melee weapon they have struck it with and for every metal armor that was struck by it. On a result of "6", melee weapons will rust into uselessness over the course of the next turn while the AC of metal armor will be increased by two due to rust.

[Technology Spells]

All spells in this category deal with technology in one way or the other. The term *artifact* refers to technological items manufactured before *the End of the World*. It is up to the GM to draw the line between *Major Artifacts* and *Minor Artifacts,* but it is suggested to treat powerful and/or more complex artifacts as *Major.*

Comprehend Major Artifact   // Level: 3   //Duration: 1 turns //Range: Touch

After holding an artifact and concentrating on it for one turn the caster will become familiar with its use, no matter how complex it is.

Comprehend Minor Artifact   // Level: 1   //Duration: 1 turns //Range: Touch

The spell works the same as *Comprehend Major Artifact*, but is limited to artifacts of lesser complexity.

Detect Artifact   // Level: 2   //Duration: 4 turns //Range: 60´

For the duration of the spell all artifacts will "stick out" to the caster and thereby be identified as such once seen. While the spell does not automatically reveal hidden objects, the caster is able to determine the presence of any such artifacts within range after a turn of concentration and a successful *Ability test vs. Intelligence.* A successful test reveals if one or more artifacts are in the caster´s presence or not (excluding any artifacts that caster already knows about) but not their location, number, condition or type. Likewise, the character knows that it *is* an artifact, but not necessarily what it is or how it is used.

Detect Fuel   // Level: 2   //Duration: 6 turns //Range: 120´

The spell functions like *Detect Artifact* but reveals the presence of (fossil) fuels. The caster is able to narrow the effects of the spell to a certain kind of fuel he knows about (e.g. "fuel for that vehicle we have found" or "fuel for those strange constructs I saw the raiders using during their attack on the village"). Energy cells are considered a type of fuel in regard to this spell, but may also be detected with *Detect Artifact.*

Detect Explosive   // Level: 2   //Duration: 6 turns //Range: 120´

The spell functions like *Detect Artifact* but reveals the presence of explosives of any kind. For the use of this spell, an explosive is defined as any object made by man or machine which primary function is to explode in a destructive fashion when a predefined trigger condition is met. A gas tank, for example, is likely to explode but as its primary function is "to store gas", so it will not be identified as an explosive by this spell.

Detect Robots   // Level: 3   //Duration: 6 turns //Range: 120´

The spell functions like *Detect Artifact* but reveals the presence of robots, robotic drones and robotic vehicles of any kind. Synthetic androids, biological constructs and genetically engineered beings are not robots and thereby not detected by this spell. A defunct robot will be detected by this spell as long as the damage is not massive. As a rule of thumb, if 60% or more of the robot has been destroyed, it will not be detected.

Disrupt Artifact   // Level: 4   //Duration: 1 turns //Range: 60´

The caster focuses on an artifact in his line of sight for one round. Afterwards, the artifact in question stops to function for one turn and its Condition Grade is worsened by one step. At the end of the turn, the GM checks the function capability based on the new Condition Grade. [*In a game that is not using these rules, the GM should set a chance of 60% or lower for the artifact to function again after the turn has passed*].

Graft Major Cybernetic Implant   // Level: 5   //Duration: permanent//Range: Touch

The spell allows the caster to magically "graft" a cybernetic implant onto a target (but not himself). The cybernetic implant must be in working condition, must have been cleaned and the caster must have an understanding of its function. The grafting itself is a painful and tormenting process that takes two turns during which the caster must focus on the spell. The recipient will be unable to do anything but squirm and scream in pain. If the caster was not interrupted, the implant is grafted successfully but the recipient permanently reduces its maximum hit points by 1d6-2. It the caster is interrupted, the grafted implant does not function and the target suffers 2d6 points of damage

Graft Minor Cybernetic Implant   // Level: 4   //Duration: permanent//Range: Touch

As per *Graft Major Cybernetic Implant*, but the procedure only takes 1 turn and the permanently reduces its maximum hit points by 1d3. If the caster is interrupted, the grafted implant does not function and the target suffers 1d6 points of damage.

Paralyze Robot   // Level: 2   //Duration: special //Range: 180´

The spell sends disruptive energy through the systems of a robot in line of sight of the caster. The robot must immediately roll a *Saving Throw for Stun* or will become paralyzed for a number of rounds equal to the level of the caster. If the saving throw is passed, nothing happens. The spell may be cast upon a number of robots equal to the level of the caster, but if it is cast on only on one robot, the Saving Throw of the target receives a -2 penalty.

Restore Major Artifact   // Level: 4   //Duration: 1 turn   //Range: Touch

The spell restores a defunct artifact back to working condition for one turn and improves its Condition Grade by one step. At the end of the turn, the GM checks the items ability to function based on the new Condition Grade. [*In a game that is not using these rules, the GM should set a chance of 50% or lower for the artifact to function again after the turn has passed*].

Restore Minor Artifact   // Level: 3   //Duration: 1 turn   //Range: Touch

The spell works the same as *Restore Major Artifact*, but is limited to artifacts of lesser complexity.

[A word on the new classes]

The new character classes that are introduce on the following pages are meant to be compatible with *Mutants & Mazes ™*, which is a crossover between *Labyrinth Lord(tm)* and *Mutant Future(tm)*. Rules a provided as for *Labyrinth Lord(tm)* character classes presented in the freely available .

[Post-apocalyptic Shaman]

Requirements: WIS 12, CON 10 **Prime Requisite:** WIS
Hit dice: 1d6 **Maximum Level:** 12

Post-apocalyptic Shamans are individuals who have not only come to terms with the ruinous state of the world around them, but who embrace it. The fight for survival and the deterioration of everything that once was the world of old is seen by them as something that expresses the natural order of things as the world undergoes a long and bitter process of purification, and the shamans make themselves part of this order of things. Their point of view tends toward the nihilistic and malevolent; none of them is of "Good" Alignment and a high number are found to be "Chaotic". "Neutral" Post-apocalyptic Shamans exist as well, but most of them are hermits or life with roving nomad groups.

A Post-apocalyptic Shamans progresses in level and spell just as the Druid Class does and regains spells after 8 hours of rest and an hour of meditation. As their power comes as much from their inner self as they come from the ruined world around them, they do not need to learn spells from books or scrolls but cannot regain spells when resting in a highly technological or cultivated environment. The GM is the final arbitrator about what inhibits the Post-Apocalyptic Shaman and if it robs him of all ability to regain spells or if it just reduces the amount of spells. The following spells are available to this class: all *Deterioration Spells*, all *Radiation Spells*, all *Summon Deteremental* Spells and the following Druid Spells:

LvL 1: Detect Magic, Detect Snares and Pits, Divine Weather, Entangle, Locate Creature, Pass without Trace.
LvL 2: Feign Death, Heat Metal, Stumble, Warp Wood.
LvL 3: Insect Swarm, Pyrotechnics, Snare,
LvL 4: Dispel Magic, Protection from Electricity, Repel Vermin,
LvL 5: Control Winds, Insect Plague, Transmute Rock to Mud, Control Weather,
LvL: 6: Feeblemind, Wall of Thorns,
LvL 7: Confusion, Creeping Doom, Finger of Death.

In addition, Post-Apocalyptic Shamans get a (-1) reaction roll modification in regard to mutated creatures and Deterementals, but (+2) reaction roll adjustment in regard to all intelligent beings with a "Good" Alignment.

[Mutomancer]

Requirements: WIS 9, CON 9

Prime Requisite: WIS

Hit dice: 1d6

Maximum Level: 16

Mutomancers are monk-like individuals who find insight into their state of being through meditation about themselves, their changes and thereby about the ways of the world. They seek to master the "gifts" of mutation brought upon them and find inner and outer strength through their genetic heritage. This does not mean that they are completely withdrawn from the world or that they have a pacifistic outlook in regard to life. To them, life is a constant struggle as much as it is to any other dweller of the post-apocalypse. They just have a different way of mastering it.

Mutomancers progresses in level and spell just as the Cleric Class does and regain spells after 8 hours of rest and an hour of meditation. Each Mutomancer has a personal code of conduct that guides his action, often with an ascetic concept to it. Thereby, Mutomancers rarely are of a Chaotic Alignment. Breaking this code of conduct makes the Mutomancer lose his inner strength and reduces the amount of spells he is able to regain through meditation for the next 1d4 days. A code of conduct should consist of at least three dogma. Examples are:

After three days, fasten for two
Never be the first to strike
Never kill at range, face your enemy
Never use money, the failure of old
Do not use more than five spells a day

Never own more than you can carry
Never run from a fight, you must grow or perish
Protect another mutant if he pleads for help
Let all your wounds heal naturally
Do not stay in one place for more than 3 days

The following spells are available to this class: all *Mutation Spells,* and the following Cleric Spells:

LvL 1: Detect Evil, Detect Magic, Protection from Evil, Remove Fear, Resist Cold, Sanctuary,
LvL 2: Augury, Find Traps, Know Aligment, Resist Fire, Reveal Charm, Snake Charm,
LvL 3: Dispel Magic, Locate Object, Remove Curse,
LvL 4: Divination, Exocise, Protection from Evil 10´Radius
LvL 5: Dispel Evil, True Seeing
LvL 6: Find the Path

In addition, all Mutomancers choose or roll (GM´s discretion) one class 1 beneficial mutations and one class 1 mutation drawback.