

The Church of Moreland



God worshipped: Damian, the chosen god

Sphere of Influence: The State, magic

Sacred Color: Black and gold

Place of Worship: Temple or home shrine

Worship Days: Midday of the new of Hanbrath

Holy Days: **Awakening Earth** 1,5-7 A festival of cleaning and rededication. The land is prepared for planting, shops and homes are cleared, everything gets blessed. A great celebration at the temple on the last day of the festival.

Godsbirth Fire 2,1 Damian is born, let the world rejoice. A great feast in the public areas, give gifts to each other and party down.

Ascension Day Air 1,5 Damian is deemed worthy of godhood by the Angels themselves, and ascends to his birthright. Great feasts, knock-out pomp and circumstance. A time for the undertaking of quests, swearing of important oaths, and bringing gifts of special favor.

Unification Air 3,18 The state is united, enemies are defeated. The 4th of July Morland style. Effigies of the last Assyrian King are castrated and burned.

Propitiation/Sacrifices: goods, services, and blood, sentient preferred.

Holy Writings: **The Concordance of Virtues**, History of Damian, Damian's plan for his people, and a guide to virtuous living. Written by the Sanctified Lurilan.

Favored Deities: Abba Armand, Abican, Julian

Disliked deities: None

Favored Governments: The Empire of Morland

Teachings and Other Information-- Worshiper Requirements:

Typical Worshiper: Citizen of the Morland

Sex of worshiper: Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: Specialized Deities approved of by Damian

Commandments--

War & Fighting: Avoid this, war and conflict empties your purse, takes your people, and gives little if anything in return.

- Do not avoid a war if the fight is brought to you. Make all that is their's, yours, Damian will bless you.
- Do not put half your wealth into a fight, if you must fight, bring all the force you can bear on your foe.
- Above all, protect what is yours. If something is taken from you, take it back, with interest.

Love and Marriage: Love is the gift of god and marriage is the sacrament of its fulfillment.

- Cherish your children. Raise them in love and discipline.
- The abuse and abandonment of children is an abomination that shall bring wrath unspeakable upon those that commit it.
- Children honor and attend your parents, obey them as you would Damian himself.
- Marry in what ever arraignment you desire. Be public in your commitment. Ask the Church to bless your union and be prepared to stand by the oath.

Duty to Liege Lord: Obey well and truly the God-king.

- The State exists to serve the people. Serve the state well, that you also might be served.

Self Interests: Live well. Within reason deny yourself nothing that you can afford.

- It is always in you best interest to see that those that serve you prosper. When you gain, see that they gain.

Others Needs: Do not neglect the needs of others, if you have excess to give.

- Make your charity personal and caring, a full belly is remembered long after the shiny coin is forgotten.
- It better still to make the needy your own, give them a place so they can aid both of you.
- Should one you have aided turn against you, there is no fate too cruel.

Duty to Religion: The better you care for the priests, the better they can care for you.

- Obey the priests, and especially the Hands of Damian.
- A truly prosperous worshiper should give blood at the temple. Animal is always welcome, give sentient if you can. Pre-killed is not welcome.
- Remember, all sentient sacrifice must be willing, and of the age of consent. Enemies of Damian are not subject to consent, but that is a matter for the church only to decide.

Other: Waste nothing! This commandment above all others.

- Always admit the shortcomings to yourself and your people. If odds are against you, face it. Then you can plan freely, secure in the truth of the matter.
- Knowledge is Power.

Afterlife Expectations: Reward will be received in accordance with service received.

Clerical Requirements--

Name of Order: The Servants of Morland

Statement of Mission: Serve the spiritual needs of the people of Morland, spread and defend the Word of the God-King

Sex of Cleric: Any

Minimum age: 13, or adulthood for non-humans

Race: Any

Sexual Practices Allowed or Required: Clerics must marry within the clergy, but have you fun where you will. Do not allow your lusts to cause problems.

- The children of a Priest belong to the god, and will be raised in the temple.

Wealth and Magic Allowed: Any and all you can acquire and bring it to the cause.

- There is no such thing as a bad item of magic, just those we don't have uses for, yet.

Oaths of Ordination: Obedience, obedience, obedience.

Special Attributes Needed: Clerics must have a wisdom and Intelligence of 12.

- All priests must be ready to die for the faith.

Special Abilities Given by Level: All priests have the Morland Education pak, and upper class university pak. Moderate practice of some vice is encouraged. All work and no play after all.

- Priests of the Discipline rank can use one additional priest spell of the divination sphere per spell level per day.
- Priests of the Blessed rank can call on the "god's knowledge" once a week. This will give them all that is knowable about one subject. A 5d6 Wisdom check must be made when using this ability as subjecting the moral mind to even a brief glimpse of omniscience is dangerous. Failure indicates the priest could not take it, and learns nothing. They must make a system shock check or be incapacitated one day for each point by which they missed the Wisdom check. Success means that usable knowledge is gained. 99% of the learned knowledge will quickly fade, and the pertinent facts must be retained with effort. The priest can engage in no further spell casting that day.
- Priest of the Beautified rank have *detect lie* at will, and can cast an addition *true seeing*, one a day.

Weapons Allowed: A Priest must use a weapon that will spill the blood of the foe, and does not leave the hand so they will know the agent of their death.

Armor Allowed: A Priest can wear armor of mail.

Special Commandments: Waste not want not, you must live this better than everyone else. If you get lemons, make lemonade, lemonzest, lemon pie, etc.

- View everything as a gift, this will help you find the useful aspects of even the poorest circumstances
- Life isn't fair, know this, understand it, win anyway.
- When the fox gnaws, smile.
- Get devious!

Clerical Ranks--

Seeker -- 0 to 1st level

Duties: Learn the Concordance of Virtues, the righteous law of Damian, and the theory and practice of spellcasting. Seekers leave their names at the temple door, and take on "seeker names" during the time of training.

Privileges: None, the Seeker must remain within the temple and obey the word of the Discipline

Vestments: The seeker remains naked throughout the period of their training. This might be waved now and again by the Discipline in the manner of protective clothing worn for a given task.

Servant -- 1st level and higher

Duties: Servants are the primary clerics of the order. It is their duty to serve the congregation as needed.

Privileges: Servants are allowed the full privileges of the clergy in the laws. They may hold property, marry, and adventure (with permission). A Servant receives their name upon final ordination, this is the name he will use the rest of their life.

Vestments: An knee length a-line skirt with a "3-sleeve" robe over it. The robe is cut high in the front exposing the skirt, and low in the back, to near ankle level. The robe is tied in place with a wide sash, all items are in white.

Discipline -- 5th minimum

Duties: The Disciplines are the enforcers of the clergy. They run the teaching temples, do most of the missionary work and go where sent by the Blessed and Beautifieds as need demands. A Discipline with portfolio (that is a letter from a high authority) may speak with the authority of that official.

Privileges: Disciplines have greater privilege to go with greater responsibility. They may keep slaves, and call (judiciously) upon church resources for personal use.

Vestments: A skirt and robe in the fashion of the Servant. A wide border of red on the hems and a red sash indicates rank.

Blessed -- 11th level minimum

Duties: Administration of the Decrons, these might be as small (in area) as a single city or cover much area. A effort is made to keep the populations of the Decrons even. The Blessed is responsible for the civil order as well as religious health of his Decron. to this end he commands the civil militia, and appoints the jurists for the Decron.

Privileges: Within reason the Blessed can do as pleases themselves, and their god. They can make reasonable use of the state and church properties.

Vestments: A skirt and robe in the manner of a Servant. A wide border of black on the hems, and a red sash indicates rank.

Beautified -- 15th level minimum

Duties: Administration of Provinces, each of which may have as many as a dozen or more Decrons within it. The Beautifieds are responsible for the religious teaching and the civil order of their Province. They may appoint sheriffs, judges, and other officials as required in the proper execution of their appointed duties.

Privileges: With greater responsibility comes greater privilege. The Beautifieds live like kings, and are expected to.

Vestments: A skirt and robe in the manner of a Servant. A wide border of cloth of gold on the hems, and a cloth of gold sash indicates rank.

Sanctified -- Personal Servant

Duties: Attend to the day to day administration and maintenance of the religious side of the clergy. The Sanctified does not become involved in Politics.

Privileges: The right hand of the God, the Sanctified gets what they want.

Vestments: Sanctifieds wear what pleases them. They are marked by the collar with the god's symbol on it.

The Hand of Damian -- Any, need not even be a priest

Duties: Defend and protect the interests of Damian in what ever manner is indicated. These are above the law answering to the God-King only. They will not interfere with the duties of the temples.

Privileges: What ever they need when ever they need it.

Vestments: None, the hand will bear the mark of the god on the right cheek.

Who's Who: The Church of Moreland

Damian -- The Chosen God

Damian is the acknowledged first son of Abba Arman, Prince of Hell. He is God-King of the Morland Empire, and Hero of the Undying wars. He was chosen for godhood at birth, and elevated by no less lights than the Angels of Heaven. They well understood the advantage of being in his favor.

Damian is the uniting force of Morland. It was he that cast out the usurer and restored the Throne of Zenoba to its prominence among the empires of the world. He ended the tyranny of the child sacrifice imposed upon the people by the corrupt priesthood of the old empire. It was he that brought order to the thousand kingdoms and returned prosperity to all the land. The hand of Damian has stayed the ambitions of the greed mongering Grand Dukes of Anorien, and turned away the acquisitive eye of Eyrie. He has denied the intolerance of the Inamin Princes and welcomed the Wisdom of Egypt as a friend and neighbor.

Hail then the Chosen God, father of our prosperity and comfort. Hail the New Empire of Morland, hail the God-King.

Maldrardior -- demigod

Maldrardior is the great blue dragon that serves Damian. Maldrardior was an old and helpless dragon, withered beyond mobility with an age in excess of 2000 years. However her wisdom was great, and when she faced Damian as a foe he, in his mercy, offered her a place at his side instead of destruction. With the prospect of renewed youth and vigor as well as increased power the decision was easy to make.

Maldrardior serves as needed in Damian's cause throughout Morland and where ever she is needed.

Important Clerics

Lurilan -- Sanctified Hand of Damian

Lurilan is the Ane that is always at the side of Damian. It is she that wrote the *Concordance of Virtue* on instruction from Damian. It is she that oversees the priests of the temples, and assures that all is right within.

Lurilan is the only Sanctified who is also a Hand of Damian. Her trustworthiness proven she and she alone is allowed to deal in both the political and clerical sides of Moreland.

Taslouse -- Beautified of North Asyeria

Taslouse is one of Damian's old and trusted servants from the days before he sought to bring order to Morland. A Human male of no little charm, and considerable ability.

Under the eye of the Crown, Taslouse is most diligent in the prosecution of the Will of Damian. He runs the tightest ship on a "fleet" known for tight ships. This is not a man to cross under any circumstance.

Vendargin -- Beautified of South Asyeria

Vendargin is a cleric of the "old order" that saw the dawning light and came willingly to the Chosen God. Disgusted with the practices forced on him by the church leaders he sought solution in Damian.

He likes to say that he prefers a gentler approach to rulership.



He is a little lax on those crimes that do not affect the State. However, be warned, he has yet to find any of this kind of crime.

Xrexatos -- Beautified of Persia

Xrexatos is one of Persia's famous "Merchant Princes". He was one the head of the Geereg House (a duty he has since passed to a son) one of the "Five Houses of Persia", the top merchant families.

Xrexatos was one of the original neogators that came to Damian to arrange for the future prosperity of their nation by getting into the Morland Empire as quickly as possible. Seeing a future in Damian as god as well as ruler he joined the clergy, and through dint of effort and loyalty has progressed to rule the Province.

Shanna -- Beautified of the Storm Coast

Shanna was one of Vasshiba's Captains during her pirate days following the fall of Zenobia. A loyal servant that followed her mistress' lead when it came to choosing gods.

Shanna os a strong and capable woman. She has been quite successful in bringing the unruly Storm Coast into line. This area was the worse affected by the break-up. It was rendered into tiny fidedoms rules by petty warlord. This was the first place that Damian soug to bring his calming Influence, and Shanna is worthy to speak his words.

Friends and Enemies

Friends:

Abba Armand --

Abba Armand is the son of Abba Eecreeana and Molly Abba. He is also the Prince of the 1st Circle of Hell, and the Father of Damian.

Damian enjoys warm relations with his Father, and they hold each other in respect as gods as well.

Abican --

This new god is working with Damian to restore the people of Morland that have suffered under the usuper's rule.

Abican is the god of Lust and Fertility. He is instrumental in restoring the broken population and livestock of Morland. Abican is on the approved list of gods that may be entreated by the true follower of Damian.

Julian--

Julian is an old adventuring buddy that recently also became a god. (A lot of that going around) The two share a respect for each other, and understand each other's limits.

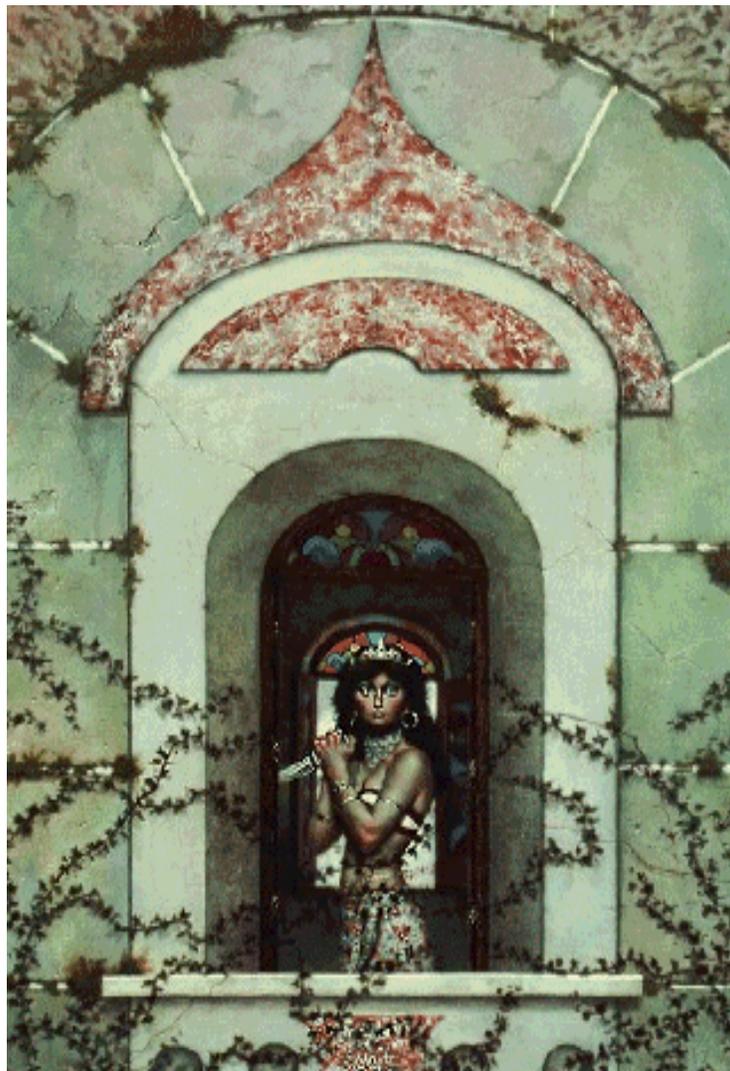
Julian is aiding Moreland in matters of public health. His primary concern is the health of the public, not Damian looking good. Damian understands that, and Julian understand it does make Damian look good.

In turn Damain has located one of his magician schools in the Zillic Islands, and aids in their defense.

Enemies:

While Damian is fortunate to call no one 'enemy', this is not because he has been unopposed in the past. Indeed many have come against him, both in his mortal days, and as a god. It will be noted that Damian has no enemies.

Be it known, that while Damian will not seek enemies, neither will he shrink from them. Those that incur his wrath will be swiftly dealt with in what ever manner is expedient.



Priest Spells: The Church of Morland

1st Level Spells

Animal Friendship
Bless
Ceremony
Cleanse
Combine
Command
Copy

Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Heat/Cold
Entangle

Invisibility to Animals
Invisibility To Undead
Keen Edge
Light
Locate Animals or Plants
Magical Stone
Pass Without Trace

Penetrate Disguise
Perdict Weather
Protection from Evil
Purify Food & Drink
Remove Fear
Sanctuary
Tongues

2nd Level Spells

Aid
Augury
Barkskin
Chant
Charm Person or Mammal
Detect Charm
Detect Life
Dictation 1

Enthral
Feign Death
Find Traps
Fire Trap
Flame Blade
Heat Metal
Hold Person
Holy Symbol

Identify
Messenger
Obscurement
Preserve Food & Drink
Produce Flame
Resist Fire/Cold
Silence 15'r
Slow Poison

Snake Charm
Speak with Animals
Spiritual Scythe
Trip
Verify Tome 1
Warp Wood
Withdraw
Wyvern Watch

3rd Level Spells

Animate Dead
Continual Light
Create Food & Drink
Copy Tome 1
Cure Blindness or Deafness
Cure Disease
Dictation 2

Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Hold Animal
Identify Library Pattern
Locate Object

Magical Vestments
Negative Plane Protection
Plant Growth
Prayer
Protection from Fire
Pyrotechnics
Remove Curse

Remove Paralysis
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Insects

4th Level Spells

Abjure
Animal Summoning 1
Call Minor Servant
Cloak of Bravery
Control Temperature, 10'r
Cure Serious Wounds

Detect Lie
Divination
Free Action
Hold Plant
Imbue with Spell Ability
Magic Font

Neutralize Poison
Osmose
Produce Fire
Protection From Evil 10'r
Protection From Lightning

Repel Insects
Speak with Plants
Spell Immunity
Summary
Teeth to Rats

5th Level Spells

Air Walk
Animal Growth
Animal Summoning 2
Anti-Plant Shell
Atonement
Commune

Commune with Nature
Control Winds
Cure Critical Wounds
Dispel Evil
Flame Strike
Insect Plague

Minor Awe
Plane Shift
Prismatic Bridge
Quest
Rain-bow

Raise Dead
Spike Stones
Transmute Rock to Mud
True Seeing
Wall of Fire

6th Level Spells

Aerial Servant
Animal Summoning 3
Animate Object
Anti-Animal Shell
Blade Barrier

Conjure Animals
Conjure Fire Elemental
Find the Path
Fire seeds
Forbiddance

Heal
Hero's Feast
Inscribe
Speak With Monsters
Stone Tell

Turn Wood
Wall of Thorns
Weather Summoning
Word of Recall

7th Level Spells

Animate Rock
Astral Spell
Changestaff
Chariot of Sustarre
Confusion
Conjure Earth Elemental

Control Weather
Creeping Doom
Earthquake
Exaction
Fire Storm

Gate
Holy Word
Regenerate
Restoration
Resurrection

Succor
Sunray
Symbol
Transmute Metal to Wood
Wind Walk

Copy (Evocation)
Sphere: Knowledge
Level: 1
Range: special
Components: V, S, M
Duration: instantaneous
Casting Time: 1 round
Area of Effect: one page

Copy enables the caster to make a perfect copy of a map, letter or any other written or drawn document. The caster must have a blank page the same size as the original and a bottle of ink, (any color they want). The caster places the blank page over the original and passes the bottle of ink over the page while casting the spell; the copy immediately appears on the blank page. The copy is permanent and a perfect duplicate of the original, including any smudges or blots on the page. A better copy than the original can not be obtained. The ink is consumed as per normal as if writing from the bottle.

Keen Edge (Alteration)
Sphere: Combat
Level: 1
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.

Detect Life (Divination)
Sphere: Divination
Level: 1
Range: 10 yards
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 1 creature/round
Saving Throw: None

This spell detects the presence of life in an otherwise lifeless looking body. The spell will also detect the spark of life in stoned creatures, a Mirror of Life Trapping, or other seemingly lifeless things. Only the fact that a living soul or spirit is present will be known, not its nature.



Dictation 1 (Evocation)
Sphere: Knowledge
Level: 2
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 10' radius
Saving Throw: None

This spell allows the caster to speak and have the spoken words recorded on the provided material. The spell requires some form of paper or bound book to accept the writing, a pen of fine quality, and ink to write with. The spell can print 3 pages per level of the caster. The caster cannot be interrupted for more than 2 minutes or the rest of the spell is lost. The rate of printing depends on the speaking rate of the caster.

Identify (Divination)
Sphere: Divination
Level: 2
Range: 0
Components: V, S
Duration: 1 minute/level
Casting Time: 1
Area of Effect: 1 item
Saving Throw: Special

When the *identify* spell is cast, the caster may examine a single magical item to determine its nature, purpose and method of use. Upon examining the item the DM secretly rolls the priest's saving throw vs. spell. If successful some or all the information about the item is revealed. If unsuccessful, nothing is learned, or false information is given. The degree by which the saving throw is made, or failed, determines what information is given to the player. A successful roll that matches or is 1 better than needed will reveal 1 function of the item, 2-3 above reveals 2 or more, 4 or more above the needed roll reveals all the correct information. Conversely failure can reveal false information. At 1-2 points under the needed score, no information is given. Lower rolls will reveal functions that do not exist, but the caster will believe them to be the correct identification of the item. The caster need not use the item, but it must be handled. Any consequences that arise from merely handling the item (contact poison?) are the only risk. Note that some items such as tomes cannot be identified with this spell.

Preserve Food & Drink (Alteration)
Sphere: Protection
Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cuft/level
Saving Throw: None

A *preserve food & drink* spell enables the caster to retain the freshness of perishable food & drink for long periods of time. Any manner of potable may be preserved that falls within the caster's volume limit. One item or many like items may be preserved with one spell; i.e. a basket of mushrooms a several skins of fruit juice

etc. One or more items can be removed and used without dispelling the *preserve food & drink* on the rest. The material preserved will age at the rate of one day per year until it is used.

The material component is a pinch of salt.

Spiritual Scythe (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 Damian, the caster of a *spiritual scythe* spell brings into existence a field of force shaped like a mower's scythe. 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 scythe'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 scythe (1d6+1 points on opponents of man size or smaller, or 1d6 points on larger opponents, plus the magical bonus). 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 scythe* 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 weapon. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual weapon strikes. If the weapon is successfully resisted, the spell is lost. If not, the weapon has its normal full effect for the duration of the spell.

Verify Tome I (Evocation)

Sphere: Knowledge

Level: 2

Range: 30'

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: 30'

Saving Throw: Special

This spell allows the caster to check the contents of books made with copy spells, or more mundane means, against the original for accuracy. At the end of the casting time the caster will know if errors exist within his copies, and where within the book they are. Casting time runs 1 round for every hundred pages of the original book with a minimum of 1 round. Average book length is 300 pages, and only non-magical writings may be verified. 1 copy + 1 copy per level may be checked. For volumes of under 30 pages the amount of copies that may be checked multiplies by five, for single sheets, by ten. Books of from 500 pages to 2000 pages cuts the number of copies by half, over 2000 pages by a

quarter. If another person is holding the book to be checked against it is entitled to a save vs. spell to avoid being verified. If the caster is in possession of the book no save is needed.

Copy Tome 1 (Evocation)

Sphere: Knowledge

Level: 3

Range: 30'

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 30'

Saving Throw: Special

This spell allows the caster to copy the contents of a book into a blank of appropriate size. Average book length is 300 pages, and only non-magical writings may be reproduced. 1 copy + 1 copy per level may be produced, blank books of the right size must be present. For volumes of under 30 pages the amount of copies producible multiplies by five, for single sheets, by ten. Books of over 500 pages to 2000 pages cuts the number of copies by half, over 2000 pages by a quarter.

There is a chance of error or failure. The chance that an error or utter failure will occur is 10% plus the number of copies being made, minus the Dexterity and level of the caster. Any failure of 20% or less over the save needed indicates that a flaw has entered the new volumes, unknown to the caster. Failure of greater than 20% means that no copying was done. If another person is holding the book to be copied it is entitled to a save vs. Will to avoid being copied. If the caster is in possession of the book no save is needed.



Dictation 2 (Evocation)

Sphere: Knowledge

Level 3

Range: Touch

Components: V, S, M

Duration: Special

Casting Time 1 round

Area of Effect: 10' radius

Saving Throw: None

This spell allows the caster to touch another person, endowing them with the same effect as a *dictation* Spell. The chosen person can speak and have the words recorded on the provided material. The spell requires some form of paper or bound book to accept the writing, a pen of fine quality, and ink to write with. The spell can print 3 pages per level of the caster. The dictator cannot be interrupted for more than 2 minutes or the rest of the spell is lost. The rate of printing depends on the speaking rate of the dictator. A being unwilling to have their words recorded is entitled to a saving throw vs. Will that will negate the spell if successful.



Identify Library Pattern (Divination)

Sphere: Knowledge
Level: 3
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect: 1 Library
Saving Throw: special

This spell allows the priest to identify the organization of a library strange to them. The means the books are arranged in, subject, author, etc. It will identify where each category is kept and what categories their are. It will not list each and every book in the library. The priest makes a save vs Intelligence on 5d6+level. Success indicate they have a good working knowledge of the library in question. If the Library in question has no organization, that will be revealed, with or without the save. It is of no help in finding things, but you at least know what you are up against.

The material component is a number of small parchment cards that are shuffled in the hands as the spell is cast. One is consumed by the spell.

Teeth to Rats (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 2d8 rats teeth, plus two teeth per experience level, into rats; thus, a 9th-level priest can change 20-34 teeth into an equal number of rats. These rats attack as commanded by the priest. The caster must, of course, have rats teeth to turn into rats. The insicors teeth are preferred. If the caster has possession of the insicors teeth from giant rats, half the usual number (one per level +1d8) of giant rats can be made from giant rat teeth. Only teeth not currenting within a living creature are affected.

The rat created varies, but a typical specimen has 1/4 Hit Dice, Armor Class 7, a movement rate of 15, and bites for 1 point of damage per round. Giant rats will have 1/2 hit die, AC 7, move 12 and bite for 1-3 points damage. The spell lasts for two rounds for each experience level of the spellcaster.

The reverse spell changes normal-sized or giant rats to teeth for the same duration, or it negates the *sticks to snakes*, or similar spells 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).

Call Minor Servant (Summoning)

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

This spell allow the priest to call a minor Servant of the god to aid in a time of need. The cleric must make a save vs Will, if successful a Servant arrives in the next round after the casting.

The summoned Servant is free willed and not bound to be obedient to the priest. She will however fight to defend the priest even to the point of destruction. She is less likely to fight if the priest is not in danger, and will not enter a fight she sees as foolish. In extremis, a battle that cannot be won, or grave danger of a natural kind, the Minor Servant will remove the priest to a place of safety. Anyone else the priest is with is out of luck. The Minor Servant will remain as long as she, not the priest, sees a need for her aid. If no danger is currently threatening, or the fight to come will not directly aid the cause of Damian, she will depart.

Minor servants conform to the following stats. HD 6, AC 2, THAC0 12, D/A 1-8+3 HP 60. She will appear as a slender, comely, young human woman. She will typically be dressed as a cleric of the same rank as the priest and armed with a **long sword +3**. A Minor Servant has the following addition abilities she will use at her discretion; Immolate for 1-10 points damage per round, 5'r. *Teleport without error, plane shift, fear 20'r*.



Osmose (Divination)

Sphere: Knowledge
Level: 4
Range: 0
Components: V, M
Duration: Special
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: Negates

This spell allows a priest to gain all the knowledge contained in a volume without reading it. The Priest holds the book to be learned in his hands during the casting. They must remain still and undisturbed for the duration of the spell, while holding the book. The duration is one turn for each 100 pages of the volume. A Priest cannot osmose more than 100 pages per level they have per casting. An entire volume must be learned in a single casting of the spell.

The Caster makes a save vs Intelligence on 5d6+level. If successful they have full knowledge of the book in question as if they had made a careful study of it. Failure takes the full spell duration to realize, and noting is learned.

Summary (Invocation)

Sphere: Knowledge
Level: 4
Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 book
Saving Throw: None

This spell renders a written summary of any book it is used on. The caster must have paper, ink and quill handy. The spell is cast with the paper on top of the book. At the end of the casting the ink will be consumed, and a concise summary of the contents of the book will be written on the pages provided. At least one page per 50 of the book is required, or the spell will run out of paper.

The written summary must still be read of course, but it will tell the priest if the volume in question is worth further study at that time or not.

Inscribe (Evocation/Alteration)

Level: 6
Range: 70 yards
Components: V, S, M
Duration: 1 turn + 1 turn/level
Casting Time: 1 round
Area of Effect: 1 inscription
Saving Throw: special

By means of this spell, a priest may be able to inscribe any writing, runes, glyphs, even a spell he or she cannot understand at the time (due to low level, lack of time to study or write, or insufficient intelligence or training) into a spellbook or onto a suitably prepared writing surface (such as a slate or a scroll). The original is unaltered, and the duplicate contains all the properties of the original, including type of ink, smudges, errors, etc. For example, a strange glyph of warding would still retain all of its harmful properties. Non-magical writings are always successfully copied. Magical writings are subject to a saving throw modified by the difference in level between the inscriber's highest castable spell level and the level of the spell being copied. If the inscriber can cast up to sixth-level spells and is attempting to copy an eighth-level spell, there is a -2 modifier to the saving throw. If the saving throw is failed a fatal flaw will occur in the writing that the caster will be unaware of. The error could render a spell unusable or even dangerous to cast, change the meaning of glyph, or any effect a sadistic DM can come up with. The worse the save is failed, the worse the effect should be. The spell animates an enchanted quill (reusable) and uses ink that includes a drop of the caster's blood. The DM can use his discretion for the components and spells necessary to construct the quill and mix the ink. The quill must be within 10 yards of the spell it is copying and the caster must be within 70 yards of the quill. The spell takes no concentration, and the inscriber can perform any action so long as he stays within 70 yards of the quill. The quill will evade attempts to grab it, but can be destroyed by 4 hp of damage. The quill writes normal text at a rate of one turn per normal sized page. Magical writings are copied at one turn per level of the spell being copied. The DM may want to modify the time for large pages or if complex drawings are being copied.

Organize Library (Alteration)

Level: 7
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 library
Saving Throw: None

This spell will rearrange an existing library into any order desired by the priest. Several levels of organization can be specified. For instance the priest could specify that all the books be arranged in alphabetical order by subject, then author, then title. He could as easily specify that all the green books be on top. The system does not have to be logical, in fact the spell can be used to randomize a library as well.

Once the caster has finished the spell, and defined the order (general terms are sufficient) the books will take flight and put themselves into the places specified by the caster. Inanimate objects and the caster are avoided, and no harm comes to the books from the move about. Anyone else in the room had better duck and cover.

The only limit is the size of the library. Any sized single room can be organized, but the spell must be cast on each room of a multiple room library. Books not fitting the stated subjects in this case will be deposited in neat piles on the floor near the caster.

