

CLERICS'

SOURCEBOOK



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Ascent to the Miraculous

**“Our faith is our greatest
weapon against the dark”**

**— Father
Christopher Bryce**



Roleplaying the Possibility Wars™

Clerics' Sourcebook

Ascent to the Miraculous

TABLE OF CONTENTS

Introduction	4
Chapter One: Making Miracles	6
Chapter Two: Aysle	13
Chapter Three: Core Earth	19
Chapter Four: Cyberpapacy	22
Chapter Five: Land Below/Land Above	28
Chapter Six: Living Land	34
Chapter Seven: The Nile Empire	38
Chapter Eight: Nippon Tech	43
Chapter Nine: Orrorsh	47
Chapter Ten: Space Gods	51
Chapter Eleven: Tharkold	55
Chapter Twelve: Tz'Ravok	60
Chapter Thirteen: Prayers	63
Chapter Fourteen: Rituals	93
Chapter Fifteen: Prayer/Ritual Index	116





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Introduction

Blindhorse knelt and put his ear to the dirt. It was more of his mumbo-jumbo bull. The deeper we got into this jungle, the more he pulled out his "ancient Indian secrets" crap. He told me once that he was asking the spirits for assistance, and I told him where he could shove that line. Still, he is a damn fine tracker and a good friend, religion aside.

He stood up and drew his Colt. "Fifteen of them, two are mounted, not far behind. We cannot outrun them with your wound, Pike."

The lizards had been following us since the sun had come up. We'd taken their shard, and they wanted it back. We were able to keep ahead of them, but I'd stepped on one of their exploding plants, and this turned into an all-lose situation. I reached into my pack and pulled out the Pipe of the Winter Otter. "Take this. I'll hold them off, you get it back to camp."

He knelt and removed his shirt. "This battle is not done yet."

I could only assume that this was some ridiculous suicide ritual, because he closed his eyes and began a low chant.

"Take the shard and go!" I thrust it at him and yelled. No response. I dropped the shard in front of him and went for a decent position. The shadows covered me easily, and I reached for my Chunyokai. Not there. Damn!, must have lost it in the river. Nothing I could do about it now. The reptilian hiss of the edeinos speech carried through the mist, and I readied myself.

A light breeze picked up, providing some relief from the sweltering heat. From my hiding spot I could see Blindhorse, his head back, his eyes closed. He'd be dead before he knew what hit him. The breeze was turning into a full-fledged gale. Trees were starting to bend, and the howling wind drowned out the sounds of our approaching attackers.

There! The first edeinos stepped out of the mist across the clearing from

me. His eyes glinted cruelly as he raised his spear for the killing throw. I launched myself from the shadows, but knew there was no way I could reach him before he took my friend's life.

I was still a good eight strides from him when he launched his living spear. Six more of the lizard men had emerged from the oppressive mist as I raced across the clearing. The spear-thrower was barely finished following through when my foot struck him cleanly in the throat. He made a surprised gurgle and went down in a heap. I barely had a chance to turn before the next one was on me. He lunged at me with a huge spiked club. I side-stepped and popped my spring-loaded stiletto into his chest. His howl of agony was drowned out by the wind, and then cut short when I snapped his neck.

As my latest opponent slumped to the dirt, I turned to Blindhorse. He hadn't moved. He was still bare-chested and kneeling, and to my surprise, the spear was stuck in the ground an arm's length from him. There was no way a trained edeinos hunter could have missed that shot. I'd seen them hit harder targets with their eyes closed.

A sudden blow to my head blurred my vision and I toppled to the ground. The foliage was whipping wildly in the sudden tempest, but that didn't stop two of the edeinos from thrusting their spears at me. I fought to clear my head and narrowly dodged the pointed barbs. As one of the edeinos prepared for his next thrust, I grasped his spear and guided its tip into the belly of his comrade. Thick, hot blood rained down on me as I rolled out of the way and leaped to my feet.

I shot a quick glance at Blindhorse. "Laramie! Some help would sure be nice!"

No response. The fierce wind parted the mist behind him, and I saw an edeinos with a necklace of bones cutting into his own arm with a knife

made of stone. He rocked back on his tail and howled to the sky, then pointed at Blindhorse's back and hissed some words. Damned lizards, always praying for miracles. In this life there's only one thing you can count on, and it sure ain't no deity.

The edeinos priest suddenly looked up at me and staggered back, surprised and stunned. Not taking my eye from the gotak, I bent and picked up the discarded spear of one of the dead warriors. Taking a brief moment to aim, I launched, impaling the priest through the chest. He stared at me, still looking shocked as he crumpled to the ground. "See that, buddy?" I yelled over the gale. "Where's your god when you need him?"

I blocked the blows from three other edeinos as their mounts came crashing through into the clearing. A voice in my ear startled me and I jumped. "Now would be a good time to leave, Pike. This storm will get worse." I spun around to see Laramie climbing to his feet a good five meters from me. In this deafening wind I couldn't have heard him if he were standing next to me and yelling. I watched, puzzled, as he grasped the pipe and motioned out of the clearing.

The mounted edeinos began their charge toward us just as a bolt of lightning shot into a nearby tree. One of the mounts spooked and trampled two warriors. "Run!" Blindhorse called to me. "Don't look back!"

Religion in a Game

This chapter defines religions as they exist and operate in the fictional setting we have created for the *Torg* game. It is in no way intended to be a treatise about the state or nature of religion in the real world.

Sounded like good advice to me. I ran as fast as my wounded leg would take me.

Even in the heavy wind, the edeinos hunters should have been able to hit a retreating target in the back. I braced myself for the impact, but it never came. We bolted out of the clearing, and away from the sight of the battle. The further we got, the less forceful the wind was. After running for a few minutes, we stopped. There was no sign of pursuit. Over the noises of the jungle, we could hear edeinos screaming in the distance.

Later that night, as we sat in camp, I made the mistake of asking

Blindhorse what he was doing back in that clearing.

"I was summoning the spirits, my friend. Summoning the spirits to aid us in our time of need."

I looked at him incredulously. "Yeah, right. Tell me another one ..."

A Journey Into the Miraculous

Clerics. Powerful, mysterious, devout, enigmas able to produce wondrous effects through prayer and ritual. No character class — not even

spellcasters — has the potential for good or ill that clerics have. Yet this potential remains largely untapped in the *Torg* game universe.

That is the problem this volume is intended to address. Within these pages, you'll find details on all the major religions of the *Torg* universe, miracles old and new, and a detailed explanation of how miracles work. Also included are some optional rules to help gamemasters better control cleric characters and keep them from unbalancing their campaigns.

So prepare for a journey into the miraculous and learn a new definition of power by the sides of *Torg*'s clerics ...





Chapter One

Making Miracles



lerics can be among the most powerful characters in a *Torg* campaign. In addition to their arsenal of miracles, they are not restricted to a certain role, as they are in some other roleplaying settings. In *Torg*, your cleric could carry a machinegun and wear Kevlar along with having an impressive array of miracles to choose from.

For this reason, it is important that gamemasters understand exactly how miracles work and see their options for keeping control of cleric player characters.

In this chapter, we will review the basic rules governing clerics and miracles, give some guidelines for creating your own miracles, and provide some optional rules to keep clerics from running away with your campaign.

The Basics

We'll start our exploration of the miraculous with a few definitions and a closer look at what makes up a miracle in *Torg*.

What is a Miracle?

The dictionary defines a miracle as "an event that appears unexplainable by the laws of nature and so is held to be supernatural in origin or an act of God."

Torg defines a miracle as a cleric's best weapon against the minions of Mobius or the Horrors of Orrorsh. Miracles differ from magic in that the power for them comes from the cleric and the person who will be the beneficiary of it, rather than obscure patterns and arcane knowledges. The ab-

sence of backlash — physical damage taken by spellcasters when they don't cast quite well enough — makes clerics arguably the most powerful characters in the game.

There are three basic types of miracle: *prayers*, *rituals* and *invocations*. A prayer is cast on the run, a quick request for aid from one's deity, and can take as little as one round to perform. A ritual involves more complex preparation and takes at least a half an hour to perform. An invocation is a special request for direct intervention by the gods. We'll deal more with this later, but for now, you need only know that a *Spiritual* axiom of at least 5 is needed to have any hope at all of a successful invocation (and at that, it's a *very* slim one).

The Skills

There are two skills every cleric needs to have, *faith* and *focus*, both of which fall under the *Spirit* attribute.

Faith is a measure of a character's belief in a mythos or religion, and requires a specialization. Examples of this would be *faith* (*Cyberpapacy*), *faith* (*Sacellum*) or *faith* (*West End*). The specialization relates to the religion the character believes in. *Faith* cannot be used unskilled.

When you invoke a miracle on someone, it is their faith that powers the miracle, not yours. This can lead to problems (see "Spiritual Struggles" below), especially since it is the *faith* total that provides the effect value of the miracle.

There are two exceptions to this rule. The first is if the miracle is a harmful one. It's doubtful, for instance, that Wu Han would volunteer to provide the power for a *great curse* directed at him. The invoking cleric will



have to find the necessary faith somewhere else, possibly within himself.

The other exception is if the character who would be the beneficiary of the miracle doesn't have any *faith*. In that case, the invoking cleric will have to provide it.

Finally, what if the beneficiary is of a different faith than the cleric? Ah ha, you're getting ahead of us — wait until we get to "Spiritual Struggle."

Focus is the skill which allows a cleric to cast a miracle to begin with. The *focus* total is always generated first, and is measured against the

miracle's difficulty to see if it succeeds at all.

So how do we cast a miracle? Like this:

Example: Father Sullivan wishes to cast a refresh miracle on one of his parishioners, Dave. The priest generates a focus total of 13, beating the miracle's difficulty of 12.

But all we know at this point is that the miracle was successfully cast. What did it accomplish? To find out, Dave adds Father Sullivan's bonus to his faith value, ending up with a

faith total of 14. This is the effect value of the miracle.

It's important to remember that only one bonus number is being generated when a miracle is invoked. That bonus is added to both the cleric's *focus* and the beneficiary's *faith*.

Possibilities and Miracles

Only one Possibility can be spent on the casting of a miracle. If the cleric's *focus* total failed to beat the difficulty, he may spend the Possibility. Otherwise, the character providing the *faith* must spend the Possibility. (Naturally, the question of who spends is easily answered if the cleric is providing both *faith* and *focus* for the miracle.)

Healing

Healing miracles may only be used on a character once per day. If the character is not fully healed by the rite, he must wait 24 hours before it can be attempted again. The exception to this is if the character becomes *mortally wounded* before that time, in which case *healing* may be tried again.

The Makings of a Miracle

Okay, what do all those numbers mean under the miracle's title? To find out, let's first look at an average miracle write-up:

Common Ground

Spiritual Rating: 7

Community Rating: 12

Difficulty: 12

Range: *faith* total

Duration: performance

Effect: improves relations between targets

Let's take it step by step:

Spiritual Rating: The *spiritual rating* of a miracle is the minimum *Spiritual* axiom level necessary to create the miracle. Pages 95-96 of the *Torg Rulebook* detail what the different *Spiritual* axiom levels mean. The most obvious rule of thumb is that a miracle from a particular realm or cosm can't have a



spiritual rating that exceeds the *Spiritual* axiom of that place. Thus, a miracle in Nippon Tech wouldn't have a spiritual rating greater than 8.

Community Rating: If a cleric has other believers in his faith around when it comes time to cast a miracle, they can help him out. The community rating is the difficulty number for these other believers to come to the aid

Ritual Length Chart

Time	(Value)
10 Minutes	(14)
30 Minutes	(17)
1 Hour	(18)
2 Hours	(20)
4 Hours	(21)
8 Hours	(23)
12 Hours	(24)
1 Day	(25)
1 Week	(29)
1 Month	(32)
1 Year	(38)
1 Decade	(43)

of their cleric.

Each character who wishes to help in invoking the miracle generates a *faith* total against a difficulty of the community rating. If he beats it, he has contributed to the miracle.

Now comes the tricky part. Add up the number of believers helping out, find the value of that number on the *Torg* Value Chart, and that value will be the bonus number to the cleric's *focus* total.

Example: Ten people want to help Father Sullivan out on his miracle and all generate *faith* totals that equal or beat the community rating. The game-master finds 10 on the Value Chart and discovers it has a value of 5. Sullivan receives a +5 bonus to his *focus* total.

To determine the effect of lots of characters' *faith* without having to roll for each one individually, use this formula. Take the value of the number of characters participating and add their average *faith* value. Then subtract the community rating of the miracle. Finally, subtract -2 from that result. The final number will be the bonus modi-

fier for the *focus* character.

The final modifier cannot be greater than the value of the number of characters participating. A zero or negative modifier is ignored.

If you're unsure what the average *faith* of the community is, figure it this way. A casual follower of a religion has one *faith* add. Someone who lives their life based on the tenets of their religion as best as they can has adds of +2 to +4. Fiercely devout worshippers and fanatics have adds of +4 or higher.

How often does the community rating come into play? Well, it varies — if one or two of the clerics' fellow party members are of the same faith as he, or if he wanders into a village where a number of people share his religion, he can get a lot of benefit out of it. On the other hand, if an Orrorshan cleric is wandering through the cosm of Tharkold with an Ayslish wizard, an edein, and a corporate ninja, he's probably not going to get much use out of it.

Difficulty: This is the number that must be achieved by the *focus* or *faith* total. For guidelines on coming up with difficulty numbers, see "Devising Miracles."

Range: There are five types of range for miracles: *self*, meaning the cleric can only invoke the miracle upon himself; *touch*, meaning the cleric can only invoke the miracle upon those he can physically lay hands on; *voice*, meaning the cleric can only invoke the miracle on those within earshot; a straight value in meters; and *faith total*, in which the total should be read as the value in meters.

Duration: How long a miracle lasts varies. It can be based on performance, meaning the miracle will last only as long as the invoking cleric continues the prayer or ritual. A miracle might also have a time value as its duration, or some special condition (an example of this is *blessing vow*, where the miracle's effects continue until the vow is broken). If the duration is listed as "NA," the effects of the miracle will remain in force long after the rite is over.

Effect: What the miracle does.

Attainment Rating (optional): See

"Gaining Miracles."

If the miracle is a ritual, a *ritual length* will be listed. This is the amount of uninterrupted time that must be spent to invoke that ritual at its listed difficulty number. If the priest attempting to invoke a ritual is disturbed during this time, he must start over.

A priest may perform a ritual in a chaotic environment (such as combat, Grand Central Station, etc.) at a +5 to the difficulty. But the moment he is greatly disturbed (attacked in any way, successfully *maneuvered*, *taunted*, *tricked*, *tested* or *intimidated*, etc.) he must begin again. Some rituals may take more than one day, during which the priest is allowed to sleep and eat, but must spend at least 18 hours performing per day. The action and effect totals for a ritual are generated after the priest has completed the entire ritual length.

A priest invoking a ritual has the option of increasing or decreasing the

Atheism

Atheism is the belief that divine beings do not exist. While it is possible to purchase adds in *faith* (atheism), atheists cannot work any miracles.

If a miracle is performed in the presence of an atheist (whether or not he is the target), the atheist may choose to attempt to prevent its use. He generates a *faith* total and, if it is higher than the invoking cleric's *focus* total, the miracle fails.

An atheist may also choose to add his *faith* adds to the difficulty of a miracle being directed against him.

By "presence," we mean that the atheist must be able to see the miracle being performed. It's the gamemaster's discretion as to whether the physical actions being taken by the cleric are sufficient to tip off the atheist that a miracle is being invoked — it may be necessary for the atheist to be within earshot. (Feel free to call for *Perception* or *evidence analysis* rolls if you feel it necessary.)





ritual length for a corresponding increase or decrease of the difficulty number. For each step on the Ritual Length Chart below the original length, the difficulty is increased by +5, and for each step above, it is decreased by -2. Lengths cannot be increased or decreased to levels not on the chart.

Example: Kato has taken spiritual damage and must perform the *ritual of purification* to regain his lost *focus*. Unfortunately, he doesn't have the full hour required to perform it, as the train his team is ambushing arrives in 35 minutes. Kato declares that he is going to attempt the ritual in only 30 minutes. Looking at the Ritual Length Chart, we find that 30 minutes is one step below one hour. So Kato can do it, but his difficulty will be a +5.

Modifiers

Every mythos has certain basic tenets (for example, both Judaism and Christianity pay heed to the Ten Commandments). A miracle which does not conform to the tenets of the mythos

suffers a +15 to its difficulty number. An example of this would be a religion with firm restrictions against killing for any reason — the invocation of a lethal miracle by a cleric of this religion would cause +15 to be added to the difficulty.

Miracles can also be penalized if there is no immediate need for them. On the other hand, clerics casting miracles to save their own lives or the lives of the faithful receive a bonus.

Invocations

An invocation is a miracle which asks for the direct intervention of a deity. To find the base community rating and difficulty number of an invocation, subtract the cleric's *Spiritual* axiom from 33, and then add 20 to the result.

Example: Alten, a Nile character, wishes to perform an invocation. The community rating and difficulty for it is 36. ($33-17=16$, $16+20=36$).

No *faith* total is necessary to determine the effect of an invocation, as the

deity is providing the *faith* in this instance. The cleric may spend a Possibility on the attempt, but only if the initial roll fails to beat the difficulty. If the roll is successful, he cannot spend a Possibility — the deity may, at gamemaster's discretion.

If the cleric achieves a *Minimal* success, the miracle meets his needs while disturbing the environment as little as possible. On an *Average* or *Good* success, the impact of the miracle is more direct, and restores internal resources. On a *Superior* success, the miracle provides resources which were not before available. *Spectacular* success leaves no doubt that a divine hand has been at work.

Note: a *Spectacular* success cannot be achieved in a realm with a *Spiritual* axiom less than 13. Any result higher than *Superior* is treated as *Superior*.

Example: A party of Storm Knights is lost at sea in a dinghy. The cleric among them attempts an invocation to help them find their way. On a *Minimal* success, one of the Knights notices a familiar constellation which helps them to navigate.



How Difficult is Difficult?

Easy miracles are those that directly correspond with the "true meaning" of the religion the miracle is for. There should be no doubt that the deity/religious force of the religion would heartily approve of this miracle. The miracle should also take very little spiritual energy.

For example, Dunad is a warlike god of Honor in Aysle. While he would approve of a miracle that instills bravery in one of his faithful and makes him fight better, an *Easy* miracle would not turn that warrior into the next holy berserker of Aysle. It would increase his ability a little bit.

Miracles that are used to cause damage or manipulate characters' minds, regardless of the religion of the caster, are generally too powerful to be *Easy*.

Average miracles must still be absolutely and directly "in touch" with the faith in question, but they can be a little more powerful. An *Average* miracle would allow one of the faithful to heal another from minor or even fairly major wounds (though not life-threatening, usu-

ally) if the religion was compatible with that idea, or to damage unbelievers, if that were appropriate.

For example, a cyberpriest might have an *Average* miracle that allowed him to access the GodNet without a jack or terminal, or a gotak follower of Lanala could have a miracle that would cause plants to grow at a terrific rate, destroying inanimate "dead things" as they go.

Difficult miracles are the ones player characters start to get the most interested in. Typical damage miracles or major healing ones (that still go along directly with the religion of the caster) are possible. A character might have a *Difficult* miracle, if he were from Errorsh, that gifts him with a searing "true sight" when he is around the corrupt.

Very Difficult miracles are either very powerful ones — they can be used to convert characters, kill them, or attack large groups of people, if the religion is right — or they actually "pervert" the true meaning of the faith. A miracle of Lanala that "blessed" a "dead thing" and made it resist breakdown by the Deep Mist would be a *Very Difficult* miracle in the Living Land, while a

Sacellum miracle that actually bestowed hope on a despairing character would be another.

WTRIAM miracles are things that just are so powerful or so adverse to the resident religion that no one who witnesses them will believe that they could have occurred. Virtually any major miracle in Nippon Tech would be a WTRIAM miracle, since miracles are so few and far between. Miracles that violate the tenets of Lanala, but call upon her for their power, would also be of that level.

Note: Miracles of this "class" should only be used sparingly. A character who uses a miracle that is against his religion is disrupting his faith — he should be penalized if he does it often. Perhaps a cyberpriest is imbued with a miracle that allows him to remove all cyberware, painlessly, from another character — this goes against the Cyberpope's doctrine the character's beliefs. But, under certain circumstances, it might be appropriate. If it is not, though, the One True God will probably intervene, penalize the character, and take away the miracle.

On an *Average* or *Good* success, a sea breeze refreshes the party and the clouds part to allow navigation by the stars.

On a *Superior* success, they gain the benefits above and find a chart in the boat they were unaware existed.

On a *Spectacular* success, the wind suddenly shifts and blows the ship swiftly to the nearest land.

Multiple Targets

If more than one character or object is targeted by a miracle, the multi-action rules must be used. If the miracle is beneficial, characters are affected in descending order of *faith* value, with the character with the highest value being affected first. If the miracle is harmful, characters are affected in as-

cending *faith* value order, highest valued character being affected last.

Spiritual Struggles

Many Storm Knight parties will boast characters of different faiths. Note that characters of different faiths cannot coordinate on miracles (so the three edeinos with *faith* (Keta Kalles) in your party can't act as "a community of the faithful" for that Ayslish miracle).

It is possible for a cleric of one faith to cast a miracle on someone of another religion. If he succeeds, the target generates his *faith* total as normal, but a *spiritual struggle* automatically ensues. This represents the clash between the two belief systems.

Once the miracle has taken effect,

the cleric generates a *faith* total against a difficulty of the target's *faith* value, and the target does the reverse. Read the result points as stun damage on the Combat Result Chart, but note that this damage has spiritual consequences as well. (See "Spiritual Damage," below.)

Spiritual Damage

Spiritual damage refers to the special consequences of damage taken in a spiritual struggle. In all other respects, it is treated the same as physical damage.

When a character is KOed by spiritual damage — and this does not count falling unconscious due to shock — he loses his focus skill. He must undergo a *ritual of purification* or conversion to get it back.



If a character suffers a *heavy wound* or greater from spiritual damage, he loses both his *faith* and *focus* skills and cannot get them back until he undergoes a *ritual of hope*. In addition, he cannot be healed past *wounded* until he undergoes that ritual.

Conversion

Conversion involves shifting belief from one religion to another. To do so voluntarily, a character must first have at least one add in *faith*. When he converts, he loses one add in the skill and also eliminates any spiritual damage he may have suffered.

If a character without adds in *faith* is the subject of a miracle that achieves a *Spectacular* success, that character will convert to the faith of the invoking cleric. He gains the skill at one add for a cost of two Possibilities.

Enemies of the Faith

Each religion in this volume includes a listing of any and all "enemies of the faith." These are commonly followers of other religions with beliefs that are diametrically opposed to the listed faith.

When attempting to cast a miracle on an enemy of your faith, add the enemy's *faith* adds to the difficulty number of the rite. It makes no difference whether it is a harmful or beneficial miracle.

Condition Modifier Chart

Condition	Modifier
Violates or stretches values important to mythos	+15
Need for miracle is not immediate	+5
Target of miracle is not providing faith	+3
Miracle defends faithful against other faith	-3
Need for miracle is urgent, life-threatening	-3

If a character allows a beneficial miracle to be performed on him by an enemy, a spiritual struggle ensues.

Gaining Miracles

The *Torg Rulebook* does not contain a hard and fast rule for how many miracles a cleric starts out with. However, the published guideline states that a cleric can begin with a number of miracles of his religion equal to the number of adds he has in *faith* and *focus*. He may gain other miracles in his religion when he purchases another add (there may also be a Possibility cost involved, if the gamemaster so chooses, and the cleric should have to learn the miracle or see it being performed).

To gain a miracle of another religion, the cleric must only observe it being performed. But, understandably, that might seem a little too easy a method, and gamemasters might wish more of a restriction. And that brings us to Optional Rule #1.

Optional Rule #1: The Attainment Rating

Each miracle in this book contains an attainment rating, and the way it works is this. When a cleric sees a miracle being performed which he would like to learn, he generates a *faith* total against a difficulty number of the attainment rating. If he succeeds, he learns the miracle; if he fails, he will be unable to attempt to learn it until he next sees it performed. (Only one attainment check may be performed per invocation.)

When creating your own miracles, you can find the attainment rating by adding +5 to the miracle's difficulty number. If the difficulty number is an attribute of the target, estimate the number (keep in mind that an average attribute is 8) and add +5 to it.

Kiss Those Rites Goodbye

Now that you know how to gain miracles, how do you lose them? You've already seen that you can lose your *faith* and *focus* skills as a result of spiritual damage. But that's not quite the same thing ...

Miracle Difficulty Chart

Easy	15
Average	20
Difficult	25
Very Difficult	30
WTRIAM*	40

*Wow! That really is a miracle!

The rules state that if you fail at an attempt to invoke a miracle, you lose its use for 24 hours or until you undergo a ritual of purification. However, if you want to make life difficult for your cleric characters, feel free to use Optional Rule #2.

Optional Rule #2: Gone, But Not Forgotten

If you want to mess with your characters' head — and make up for the fact that he doesn't have to worry about backlash, like your spellcaster — you can extend the time he has to go without his missing miracle. Instead of 24 hours, maybe it's a week or a month. Or maybe there is no time limit — maybe he *has* to get the *ritual of purification* done to retrieve the miracle.

Devising Miracles

After examining the "Prayers" and "Rituals" chapters, you may find that there are miracles missing you'd like to see. How do you go about building them?

The first step is to decide what effect you want the miracle to achieve. What does its range have to be, and what duration are you looking for? Since there are no strict formulae, you can let yourself go — but remember that if you're going to build a massively powerful miracle with an incredible duration, the difficulty better be huge, too, or you're going to unbalance your campaign.

The Spiritual Rating

What axiom level is needed to achieve the desired result? Glance at the list on page 95 of the *Torg Rulebook* and find the benchmarks. If, for instance, you want to create a ritual,



you'll need a spiritual rating of at least 7. If the miracle involves imbuing an object with spiritual power, you'll need a spiritual rating of at least 11.

The Community Rating

The community rating of a miracle is very arbitrary and exists primarily because the faithful often have something to do with the creation and casting of a miracle. If you feel that your miracle would benefit the community, then assign a community rating to it.

The Difficulty Number

The difficulty numbers of most miracles in this book were divined with the help of the Difficulty Number Scale on page 42 of the *Torg Rulebook*. But for creating your own miracles, you need a little more of a formula than that.

First, we need to figure out the base difficulty of the miracle. Remember, miracles are not supposed to be easy to do, so use the chart on page 11 as a guideline.

The second step is to decide what religion this miracle belongs to. For the purposes of this example, let's say it's an Orrorshan Sacellum miracle. Orrorsh has a *Spiritual* axiom of 17.

We want to build a fairly difficult miracle with a spiritual rating of 10. So we have a base difficulty of 25, but it needs to be modified. The way we do that is to subtract the miracle's spiritual

rating from the realm's *Spiritual* axiom. Then take the result of that and subtract it from the base difficulty number to get the final difficulty number.

Example: In doing our Sacellum miracle, we subtract its spiritual rating (10) from Orrorsh's Spiritual axiom (17), for a result of 7. We then subtract 7 from the base difficulty number of 25 to get the miracle's final difficulty of 18.

You should not consider numbers obtained using this formula to be set in stone. At times, they may seem too high or too low, and you have our permission to tweak them if necessary. This is essentially meant to be something to get you started.

Finally, if the miracle will be targeting a foe's attribute — for instance, you're trying to confuse him — then the difficulty number would be the relevant attribute.

Range

What range do you want for this miracle? If it's an offensive one — say, you're summoning a fireball to destroy someone — it should have a range in meters or at least "voice." You probably don't want "touch" for this one, unless you want to get immolated too.

If the miracle is something the cleric can only cast on himself — like *bless* — then the range should obviously be "self."

If the miracle is one where a laying on of hands would seem appropriate — for instance, *healing* or *cure disease* — then "touch" is a good choice for range.

Duration

This is completely up to the game-master, who must think in terms of what seems appropriate for this particular miracle. Glance through some of the miracles in the back of this book for guidelines on the proper durations for particular rites.

A Final Word

Before creating a miracle for a particular religion, read over its entry in this book and try to get a feel for its belief system. Most Core Earth religions are concerned with healing and the promotion of peace; Cyberpapal miracles are often tech-oriented; Sacellum miracles are very "fire and brimstone." The tone of a miracle can be as important as its effects in a game as concerned with story as *Torg* — so make sure you feel comfortable with the type of miracle you're creating and the religion it's springing from. (Remember, a miracle that might seem too cold and harsh for Core Earth might make an excellent rite for the Way of the Race.)



Chapter Two

Aysle



he use of spiritual power is common in Aysle, for there are a vast number of gods granting miracles to the faithful.

These range from highly beneficial rites to obscenely corrupt and destructive ones. The number of individuals manifesting the ability to invoke miracles is fairly high, both in the service of Honor and Corruption.

The *Spiritual* axiom of Aysle is 16, meaning that invocations are possible in the cosm and realm, though extremely difficult (DN 37). Ayslish clerics and the faithful can gain benefits from the Laws of Honor and Corruption, though in different measures. For example, a character with one add in Honor gains +1 to his *faith* skill. However, a cleric of Corruption will receive no real benefit until he has achieved five adds in that skill, at which point he gains the *harm* miracle.

The Law of Observation also comes into play in Ayslish religion. The influence of the gods can be observed in Ayslish life, and therefore the gods themselves are deemed to be real under the tenets of this law.

Items may be imbued by the community of the faithful with spiritual powers, and this occurs with great frequency in Aysle.

The Faiths of Aysle

Aysle's religions can be divided into three major categories: those aligned to Honor, those aligned to Corruption, and those which worship gods of Balance.

Balance

The war between the gods was begun by Dunad and Arthuk and the violence they unleashed has threatened at times to consume the world. Were their struggle to end, the cata-

clysmic destruction of one or the other would destroy all. It is therefore the task of the gods of Balance to ensure that neither Honor nor Corruption ever achieves total victory.

The religions of Balance incorporate elements of both Honor and Corruption. In general, a follower of this faith will take neither side in a conflict and act only to preserve the Balance. Due to the increasing influence of Corruption, in the realm especially, more and more clerics of Balance have taken to acting on Honor's behalf. Should the Warrior of the Dark's forces suffer significant defeats, however, this state of affairs may change radically.

Priests of Balance are granted prayers by their gods to aid in the restoration of the universal equilibrium. Prayers and rituals are most often accompanied by some observation of the wondrous aspects of the natural world around them. The gods of Balance appear even less frequently than do the gods of Honor or Corruption. They intervene only when no other force can prevent the harmony of the natural universe from being unduly disturbed.

This faith recognizes anyone who shifts the balance significantly, for good or ill, as an enemy of the faith.

Prayers of Balance

- Alter Disease
- Bless
- Blind
- Boost Damage
- Call Animals
- Calm
- Captivate
- Catalepsy
- Cleanse
- Cloud Minds
- Conflict
- Cure Poison
- Curse
- Deafness
- Death Sleep



Detect Deception
 Detect Miracle
 Ease Frenzy
 Endurance
 Fertility
 Flame Burst
 Flame Ward
 Heightened Hearing
 Heightened Sight
 Heightened Taste
 Illusory Dragon
 Inspire
 Language
 Mage Net
 Miracle Shield
 Mists of Areal
 Oracle
 Petrify
 Protective Ring
 Read Aura
 Soothe
 Spell Shield
 Spiritual Protection
 Vex
 Ward Being
 Ward Danger
 Ward Enemy
 Wisdom

Rituals of Balance

Beacon
 Bless Weapon
 Blessing Vow
 Blight
 Bounty
 Bow Master
 Common Ground
 Communicate with Animal Spirit
 Communicate with Elemental Spirit
 Communicate with Plant Spirit
 Dispel Curse
 Divine Intuition
 Enhance Food
 Healing
 Heroes' Feast
 Introspection
 Mental Link
 Mystic Armor
 Passing Shadows
 Pathway
 Penance
 Prowess
 Ritual of Hope
 Ritual of Purification
 Sacred Barrier
 Sanctum
 Serpent Staff
 Spirit Flight
 Staff of Swift Iron
 Stay Disease

Tempest
 Tongues
 Trap

Honor

In the great war between the pantheons of Aysle, Honor has matched steel with Corruption on many occasions, with mixed success. At present, Honor has enjoyed an increase in power in the Aysle cosm, while seeing its influence dwindle in the realm.

Clerics of Honor are taught not to fear the tide of evil that surrounds them, for a servant of Dunad can never be truly defeated. They are entreated to protect those who cannot defend themselves; sacrifice pleasure and comfort, disdain vanity and pomposity, for these things will only lead to Corruption; be harsh when it is necessary, and show mercy when it is possible; spare those who surrender in battle, and lead them to the right path through example; use wisdom to see through the deceptions of the corrupt, and deal justly with all who seek their counsel.

Honor clerics are also supposed to respect all beings, regardless of status, but this particular credo is often not adhered to. There are those within the Honor religions who point out that Dunad never intended for non-humans to have magic, and that half-folk and their kind are abominations in the sight of the god.

Within the cosm of Aysle the followers of Honor are concentrated primarily in Upper Aysle. Among humans, the houses of Liandar and Gerrik have maintained the cause of Honor most strongly in recent days. However the ravages of corruption have inflicted much suffering upon the inhabitants of Aysle. Despite Tolwyn of Tancred's recent victories in the cosm, there remain many who believe that the gods of Honor have abandoned them.

Honor had, at one time, been extremely strong in the realm, but this has fallen off since the ascension of the Warrior of the Dark. The victories won by her army have shaken the faith of Dunad's followers and restoring it will be a herculean task indeed.

Gods of Honor often grant the prayers of their followers, and leg-

ends persist of direct intervention by these deities. Whether true or not, there can be no doubt that their influence on their followers' lives is direct and powerful.

The servants of Honor consider all those who follow the gods of Corruption to be enemies of the faith. This designation may also apply to gods of Balance who act on behalf of Corruption.

Prayers of Honor

Armor of Dunad
 Banish
 Bless
 Bravery
 Calm
 Captivate
 Cleanse
 Cure Poison
 Death-Sleep
 Detect Deception
 Detect Miracle
 Elmiir's Ring
 Endurance
 Fertility
 First Strike
 Inspire
 Language
 Muse Tongue
 Presence of God
 Read Aura
 Reduce Toughness
 Soothe
 Spell Shield
 Spirit Shield
 Spirit Sword
 Spiritual Protection
 Sword of Dunad
 Transfer Damage
 Ward Arcana
 Ward Danger
 Ward Enemy
 Wings of Sparrow

Rituals of Honor

Beacon
 Beauty
 Bless Battle
 Bless Weapon
 Blessing Vow
 Bounty
 Bow Master
 Cure Disease
 Divine Intuition
 Faith Armor
 Feast
 Great Heal



Healing
Hearth Blessing
Heroes' Feast
Mystic Armor
Object Blessing
Painless Kill
Penance
Portent
Prowess
Refresh
Ritual of Hope
Ritual of Purification
Sacred Barrier
Staff of Swift Iron
Sword Master

Illusory Dragon
Inspiration
Inferno
Muse Tongue
Plague
Read Aura
Reduce Toughness
Spell Shield
Spirit Shield
Transfer Damage
Ward Arcana
Ward Enemy
Warrior Madness

Corruption

The faith of Corruption has always been a part of Aysle, but truly became ascendant during the 500 year reign of Uthorion/Ardinay. In the past, those who were Corrupt saw their evil manifested in the appearance of their face and form. Uthorion changed all that, redirecting the dark energies into the land. Thus, the Corrupt remained fair of feature, while the land became twisted and barren.

There are as many gods of Corruption as Honor in Aysle, with the most powerful being Arthuk and Corba'al. Corruption is most prevalent among the giants and half-folk and is widespread throughout Lower Aysle. It has also taken a firm hold of the Aysle realm following the successes of the Warrior of the Dark.

The faithful of this religion place selfish needs above all else and have shown themselves to be willing to consort with dark and demonic forces to gain the power they crave.

Corrupt clerics view followers of Honor (and those of Balance, when acting in Honor's name) as enemies of the faith.

Prayers of Corruption

Banish
Bless
Captivate
Cure Poison
Curse of Arthuk
Death-Sleep
Detect Deception
Detect Miracle
Endurance
First Strike

Rituals of Corruption

Beacon
Bless Battle
Bless Weapon
Bow Master
Cure Disease
Feast
Great Heal
Healing
Mystic Armor
Object Blessing
Portent
Prowess
Reanimate Dead
Ritual of Hope
Ritual of Purification
Sacred Barrier
Sword Master

I'lani

An excerpt from the *Holy Book of I'lani*:

All know that the dwarven account of Aysle's creation is twisted by their selfish pride. The dwarven creators were not such great craftsmen as is purported by the common belief. They desired to create a lasting monument to themselves, but the grandeur of their vision was beyond their capabilities.

Seeking to make their vision a reality, the dwarves searched for materials fine enough to create their masterpiece. It was the foul-hearted dwarf Terrin the Bold who came upon the sleeping goddess Vinacia. Terrin had spied her before, so full of life and beauty, and from that moment he had vowed to possess her. Finding her sleeping seemed too good to be true—surely she could form the basis of a most beautiful creation, his creation.

He unlimbered his mighty hammer, Khardan, and with a merciless blow pounded fair Vinacia into the shape of a millstone. Ecstatic that he had trapped her so easily, he dropped her into his sack and ran off to show the other dwarves. The other dwarves snickered upon seeing what Terrin had done, and set about the creation of Aysle.

It was at this time that Vinacor was returning from the hunt with a great stag, to please his sister Vinacia. He came upon the dwarves and saw what the sinister fiends had done to his fair sister.

He was enraged, and drawing forth his mighty bow, he let loose an arrow, swift and true. The dwarf named Harp fell, and his cowardly companions fled to infinity. Vinacor attempted to undo the vile acts of the dwarves, but the damage had been done. He could do no more than weep. His tears flowed freely onto the creation of the dwarves, causing great oceans to form. The bitter suffering of his tears awoke fair Vinacia.

"What has happened?" she cried. Vinacor told her of the foul dwarves and their wicked deed. At first she was distraught, but soon she discovered the wonders of her new form. She caused great forests to grow, mountains to rise up, and all manner of beasts and man to be born. She reveled in her creations, nurturing each one, including the dwarves who had been planted within her form. She looked kindly upon any who would listen to her words, and taught them to live in harmony with nature.

Vinacor, realizing that there was naught he could do, remained with his sister to defend her from any who would harm her. When he becomes lonely, or is consumed by rage and grief, he walks the world that is his sister. In his travels he enjoys the company of his sister, and deals out swift vengeance to those who would despoil her beauty.

The priests of Vinacia are those who listen to her words. They are called *I'lani*, a title derived from the elven word for "gardener." In the cosm of Aysle, they can be found in any natural setting. They usually wander around individually, with none as company but the plants, beasts, and





the fair voice of Vinacia. They are gentle folk, highly attuned to the natural world. Teaching any who will listen, they help to bring about peace between man and nature.

The I'lani are fierce defenders of the natural world, often calling upon its very own forces. They can be fearsome foes and are opposed by the forces of Corruption.

Since the invasion, many I'lani have crossed the bridge to teach Vinacia's wisdom to the people of Earth. They perceive the invasion as a direct attack on nature, and strive to undo all the damage that has been done.

All I'lani miracles are enacted by prayer and concentration, and their rituals involve interaction with the natural world (for example, gathering pine cones in a forest, or bathing in a mountain spring). I'lani invocations summon Vinacor, who deals out furious retribution to those who would harm fair Vinacia's chosen. Vinacor will never aid dwarves, as he blames them still for the fate of his sister.

The I'lani are all trained in the *science (folk medicine)* skill, found on page 110 of the *Delphi Council Worldbook*. I'lani never leave trails in natural settings, increase *tracking* difficulties by +10 for anyone attempting to follow an I'lani cleric.

A dwarf cannot be an I'lani, and no invocation that would directly benefit a dwarf is allowed according to the tenets of the faith.

I'lani regard followers of Corruption and any who would despoil the natural world as enemies of the faith.

I'lani Prayers

Alter Disease
Animal Rage
Animal Sounds
Animal Speech
Animate Tree
Banish
Bless
Call Animals
Calm
Captivate
Cleanse
Cloud Minds
Cure Poison
Death of Sound
Detect Miracle
Earth Swallow

Earth's Ear
Earthquake
Protective Ring
Endurance
Hear Water
Heightened Sight
Heightened Hearing
Heightened Taste
Heightened Touch
Illusory Dragon
Inspire
Natural Protection
Obscure Animal's Senses
Pass Quietly
Plant Protection
Read Aura
Refresh
Run Like the Wind
Sharpen Animal's Senses
Soothe
Speak with Tree
Speak with Grass
Transfer Damage
True Vision
Ward Danger
Ward Enemy
Wisdom

I'lani Rituals

Beauty
Bless Holy Water
Bounty
Bow Master
Communicate with Animal Spirits
Communicate with Elemental Spirits
Communicate with Plant Spirits
Cure Disease
Dispel Curse
Divine Intuition
Feast
Fertility
Great Heal
Healing
Heroes' Feast
Introspection
Living Jungle
Mental Link
Mystic Armor
Pathway
Penance
Plague of Beasts
Poison Berry
Purify Body
Ritual of Hope
Ritual of Purification
Sanctum
Staff of Swift Iron
Tongues
Trap

Norse

According to Norse mythology, the Earth was formed from the body of the giant Ymir, who was slaughtered by Odin and his brothers, Vili and Ve. Ymir's bones became the rocks, his skull the sky, and his copious blood became the sea. From the giant's eyebrows the brothers created Midgard, because the land of the giants, Jotunheim, was too near for safety.

One day, the three brothers came across two fallen trees, an ash, and an elm. They righted the fallen trees, and created from them the first man and woman. The named the man Askr and the woman Embla. Odin breathed life into them, Vili gave them cunning and emotion, and Ve gave them their five senses. Satisfied with their deed, the gods gave their children Midgard, in which to live.

Wishing to create more, the gods remembered the maggots that had infested the dead carcass of Ymir. They shaped the foul creatures into small men, gave them wits, and set them to live in the hills and mountains of the world. These men, begotten of maggots, they named the dwarves.

Satisfied with their work, the gods sought to build themselves a mighty stronghold. High over the world they built it, calling it Asgard, and its beauty was unmatched. They connected Asgard to Midgard with Bifrost, the flaming rainbow bridge. Over this bridge, the twenty-four other gods traveled to take their place in Asgard.

With this done, they lived their lives to the fullest, beneath the great ash tree Yggdrasill, watching over the struggles of the mortals and granting a place for the bravest of them in Odin's hall, Valhalla. The gods wait for the coming of Ragnarok, the final battle between the giants and the gods that will bring an end to the world.

Norse is less a formal religion than it is a collection of myths and tales. Those who have the *focus* skill are those in whom the gods are most interested. Their calls for aid, and oaths of fealty, are listened to and answered. Only the bravest, strongest, and most cunning warriors gain such favor. It is believed that the greatest of these warriors are children of the gods themselves.





Followers of the Norse belief are most common among the Vikings of Scandinavia. With the invasion, their beliefs have found true power, and now the gods answer their calls. Norse miracles are enacted by oaths, covenants, or pleas for aid. Norse invocations range from the dramatic to the subtle, often involving the direct appearance and intervention of the gods themselves. The Norse belief system does not include any special enemies, so the *ward enemy* prayer is not available.

Norse Prayers

Bless
Blind
Boost Damage
Bravery
Cause Confusion
Cleanse
Cloud Minds
Conflict
Curse
Deafness
Death-Sleep
Earth's Ear
Earthquake

Ease Frenzy
Endurance
Fanaticism
First Strike
Flame Ward
Heightened Hearing
Heightened Sight
Inspire
Muse Tongue
Natural Protection
Pass Quietly
Presence of God
Soothe
Speak with the Dead
Spell Shield
Spirit Shield
Spirit Sword
Spiritual Protection
Storm
Vex
Ward Being
Ward Danger
Warrior Madness
Weaken
Wisdom

Norse Rituals

Beacon
Beauty

Bless Battle
Bless Weapon
Blight
Blood Brothers
Blood Curse
Blood Oath
Bounty
Communicate with Animal Spirit
Communicate with Elemental Spirit
Communicate with Plant Spirit
Divine Intuition
Faith Armor
Feast
Healing
Healing Waters
Hearth Blessing
Heroes' Feast
Mystic Armor
Pathway
Penance
Portent
Prowess
Ritual of Hope
Ritual of Purification
Sanctum
Stay Disease
Tempest



Chapter Three

Core Earth



Core Earth is home to a diverse spiritual community. Untainted by any Darkness Device, the beliefs of most Core Earth religions have not been changed substantially by the Possibility Wars. However, the raw energy that has been unleashed by the invasion has given rise to frequent manifestations of spiritual power. The number of individuals manifesting this power is small, due mostly to the low *Spiritual* axiom, and the effects that they achieve are not as spectacular as those from some invading cosms.

The *Spiritual* axiom of Core Earth is 9, and the world laws of the cosm have no direct effect upon the divine powers available to the faithful. Spiritual powers may be called upon through ritual, prayer, or invocation. Divine intervention, though possible is not common and such interventions are always clear signs of divine power. Skeptics persist in denying such events, even after directly witnessing them. Direct requests for intervention are almost never answered.

Major Religions of Core Earth

Buddhism

Buddhism was founded in 525 BC in India. A pantheistic religion, Buddhism teaches that life is misery with no ultimate reality behind it. Man endures an endless cycle of birth and reincarnation due to his attachment to self. The ultimate goal is to end this cycle and achieve Nirvana. The sacred text of Buddhism is the *Tripitaka*.

Practices vary from sect to sect and range from meditation to magical chanting and elaborate temple rites. The three major divisions are Therevada, Mahayana (which includes Zen), and Tantism.

Buddhism can be found throughout Asia, from Ceylon to Japan. Zen has several thousand adherents in the US.

Hinduism

A polytheistic religion founded circa 1500 BC in India, Hinduism teaches that life is an aspect of the divine. The purity or impurity of past deeds determines the cycle of birth and rebirth. To escape this cycle through pure deeds is the goal of the religion. Sacred text is the *Veda*.

Practices include a number of private rituals and daily devotions, and a variety of public rituals in temples. There are a large number of sects, but the three major traditions are those devoted to the gods Vishnu, Shiva and Shakti.

Hinduism is, for the most part, confined to India, although there are some practitioners in the US.

Islam

A strict monotheistic religion, Islam was founded in 622 AD on the Arabian peninsula. Moslems believe that God created Man and the universe, but Man has been led into sin by Satan. Repentance and submission to God helps man back to sinlessness and an eternity in Paradise after death. The holy text of the Islamic faith is the *Koran*.

Every Moslem has five duties: to make the profession of faith, pray five times a day, give a regular portion of his goods to charity, fast during the



day in the month of Ramadan and make at least one pilgrimage to Mecca, if possible.

The two major sects of Islam are the Sunni and the Shi'ah. The mystic tradition is Sufism.

Islam can be found from the west coast of Africa to the Phillipines, including Tanzania, southern portions of the former USSR, and western China, India, Malaysia and Indonesia. Islam has close to 3 million adherents in the US.

Judaism

Founded roughly 1300 BCE, Judaism is a strict monotheistic religion which emphasizes ethical behavior as the true worship of God. The five books of Moses constitute the written *Torah*, one of the sacred texts.

Traditional practitioners allow strict religious discipline to govern virtually all areas of their lives. Sabbaths and holidays are marked by special observances.

Judaism can be found all over the world, with major concentrations in Israel and the US.

Christianity

A monotheistic religion founded in the Middle East, Christians believe in the divinity of Jesus Christ and his redemption of Man by dying on the cross. Christian denominations include: Baptists, the Church of Christ, Episcopalians, Lutherans, Methodists, Mormons, Orthodox, Pentecostal, Presbyterians, Roman Catholics and the United Church of Christ.

Practices include the observation of Sunday as the Sabbath and special observances of Christmas, Easter and Lent.

Christianity can be found throughout the world, and is most prevalent in the Americas and Europe.

Kra

Kra is an obscure sect, a mixture of Hinduism, Buddhism and local superstition. Kra is honored with a ceremonial dance — also worshipped is Arashandara, whose "light" is capable of sating the beast who guards the six-armed god's temple. Kra is best known

for the fact that within its legendary sunken temple, Storm Knights discovered the Possibility Chalice.

Kra is a non-violent sect which believes that an opponent must be respected even as he is being defeated.

Prayers of Core Earth

Bless
Call Animals
Calm
Captivate
Cleanse
Communicate with
Animal Spirit
Communicate with
Elemental Spirit
Communicate with Plant Spirit
Contort
Cure Poison
Death of Sound
Detect Deception
Flame Burst
Fire Walk
First Strike
Ghost Walk
Harm



Kamikaze
Natural Protection
Part the Sea
Pass Quietly
Presence of God
Soothe
Spirit Shield
Spiritual Protection
True Vision
Walk on Water
Ward Danger
Ward Enemy
Wings of Sparrow

Rituals of Core Earth

Beacon
Bless Holy Water
Bless Weapon
Blessing Vow
Bow Master
Common Ground
Cure Disease
Divine Intuition
Enhance Food
Faith Armor
Feast

Healing
Healing Waters
Multiply Food
Object Blessing
Pathway
Penance
Refresh
Ritual of Hope
Ritual of Purification
Sanctum
Spirit Flight
Spirit Quest
Sword Master





Chapter Four

The Cyberpapacy



he cosm of Magna Verita and the realm of the Cyberpapacy are dominated by Cyberpope Jean Malraux. The CyberChurch is in firmer control of the cosm than the realm, but is less visible in the cosm, as there is still some resistance to high technology there. Malraux himself resides in the realm, allowing his cardinals and bishops to run affairs on Magna Verita.

There are other faiths within the Cyberpapacy, most notably the Knights Templar and the Cathari. They are opposed in the realm by the Law of One True God, which increases the difficulty of miracles cast by non-Cyberpapists.

The *Spiritual* axiom of the Cyberpapacy is 14. This allows the faithful to call upon spiritual powers through prayer, ritual, or invocation. Invocation, though difficult, produces irrefutable evidence of divine agency. Requests of the faithful are sometimes granted, often in a dramatic fashion. The *focus* difficulty number for such invocations is 39.

The relatively high *Spiritual* axiom allows items to be imbued with spiritual powers. This has given rise to a number of holy relics and items within the cosm. These items may vary in effect from increasing *faith* or *focus* to striking dead the enemies of the faith.

Faiths of the Cyberpapacy

Cyberpapist

The tenets of the CyberChurch are as follows:

The Antichrist has come to plague the world and his forces are legion. Only by embracing Mother Church can his corrupting influence be staved off. Only by listening to the guiding words of his Holiness, Malraux I, the Cyberpope, can eternal damnation be avoided. Yet even those believers in the True Faith are of flesh, and those of flesh must fall prey to the weaknesses of the flesh. Thus, even through the faithful can the Antichrist take hold.

Seeing the plight of his children, the Lord graced his servant upon Earth, Jean Malraux, with the blessed and holy cyber technology.

Cyberware is the body of our Lord incarnate.

To possess cyberware is to share in the body of our Lord.

By integrating the body of the Lord with our own weak flesh, we can shore our bodies, and thus our souls, against the power of the Antichrist. Its power is great indeed.

But the holy power of cyberware does not alone guarantee our salvation. We must be ever vigilant against heresy, both our own and that of those around us. To suffer the existence of heresy will give the Antichrist purchase on our souls and bring the forces of perdition closer to victory over the CyberChurch.

Acts of heresy include, but are not limited to: eating meat on Fridays; speaking ill of a cleric; sacrilege; blasphemy; sorcery or witchcraft; harboring heretical thought; failing to show proper respect to his Holiness, the Vicar of Christ, Jean Malraux I; worshiping any false god; and reading any false scripture.

If one of the faithful spies another committing acts of heresy, it is their holy duty to inform the Inquisition as soon as is possible. Those who commit heresy and consort with demons shall not be tolerated.



In the fight against the Devil, the Lord has also seen fit to grant his most holy minion, Malraux, the use of the GodNet. The GodNet is a sacred and revered place, full of the power and the glory of the Lord. There are some heretics who would seek to pervert this glorious thing to their own wicked ends. As such, the most holy and righteous CyberChurch must firmly regulate access into the GodNet. Forbidden entry into the GodNet is of the most severe order of heresy, and is punishable by immediate damnation.

Though the rest of the world falls to the forces of darkness, those of the True Faith shall remain strong in the knowledge that the Lord, and his servant Jean Malraux, in whom God has placed his confidence, shall deliver them from evil.

The faith of the Cyberpapacy is one that controls the faithful through fear and oppression. Among the faithful, Jean Malraux is seen as the chosen of God. His very word is law, and those who would go against his holy decrees are branded as heretics, excommunicated, and executed.

The Cyberpope's faith appeals to many in this war-torn world, and he has found it relatively easy to gain converts. As such, Cyberpapist faithful can be found all across the world, though most are currently based in CyberFrance and Quebec.

Not all Cyberpapists believe Jean Malraux is the chosen of God. Some faithful, while accepting many tenets of the religion, do not accept Malraux's word or his dark and single-minded attempts to stamp out heresy. These are the types of cyberpriests most likely to serve as player characters. The Cyberpapal faith tends to make firm believers in the Malraux doctrine hard to integrate into a normal campaign as player characters.

All priests of the Cyberpapacy possess, or have possessed, holy cyberware. Their miracles are enacted by calling upon the Lord in a loud, stern voice, and asking him to do what they require. This does make cyberpriests rather prone to attract attention when using miracles.

Priests of the Cyberpapacy are not affected by the +3 difficulty modifier for providing their own faith in the

invoking of miracles. They may never learn miracles from any other cosm.

The enemies of the Cyberpapal faith include: demons, devils, and those who serve them (including the Children of the Fallen), any magic-using entities, spirits, and the undead. Any of these may be warded using the *ward enemy* prayer.

Prayers of the CyberChurch

Alter Disease
Banish
Bless
Captivate
Cause Confusion
Cleanse
Crisis of Faith
Cure Poison
Curse
CyberCalm
Detect Deception
Fanaticism
Inferno
Mage Net
Miracle Shield
Rood Awakening
Part the Sea
Presence of God
Soothe
Spell Shield
Unbeliever's Doom
Vex
Walk on Water

Ward Arcana
Ward Danger
Ward Enemy

Rituals of the CyberChurch

Attune Mechanism
Blessing Vow
Bless Weapon
Clean Suit
Computer Empathy
Cure Disease
Curse
Mechanism
Cyberharmony
Damn
Dispel
Curse
Eradicate Radiation
Excommunicate
Exorcise Spirit Chip
Exorcism
Faith Armor
Healing
Interface
Machine Empathy
Mana
Multiply Food
Net Damnation
Penance
Ritual of Hope
Ritual of Purification
Sanctum
Soul Deck
Stay Disease

Character's Faith Modifier

Children of the Fallen	+0
Catholic or Greek Orthodox/Knights Templar	+1
Protestant or Sacellum/Cathari	+2
Muslim, Jew, I'lani, Slaves of the Higher Power, The Dagger of the Burakumin	+3
Hindu, Honor, Balance, Corruption, Egyptian, Norse, Greek, Pyrian, Coar, Aka, Zinatt, or Tenno No Ketsui	+5
Shinto, Buddhist, Taoist, Palanic, Findaru, or Kindaijin	+6
Hatian, Shamman, Animist, Keta Kalles, Olakaa, Holuku, The Magisters of Doom, Raya, Irishantism, Mehret, Rec Stalek	+7
Cult of the Dominant	+8



The Cathari

"Kill them all and let God sort them out."

—Attributed to Simon DeMontfort, as he embarked on the Albigensian Crusade in 1229

In 12th century France, there arose a religious doctrine which posed a direct challenge (and threat) to the hierarchy of Rome. The religion was known to its practitioners as "Cathari," derived from the Greek word for pure. However, the rest of Europe referred to them as Albigensians, as the Cathari had a stronghold in the French town of Albi.

The Cathari beliefs were strongly dualistic, declaring the world to be sharply divided between good and evil. They believed that the material world was created by an evil god, and that the savior was sent down by the good god to free the divine spark of man from its prison of flesh. The physical world was evil, the world of good was filled with spiritual light.

While these thoughts were heretical enough for the medieval Church of Rome, the death struggle was initiated over another belief. The Albigensians believed that the Church and its clergy were designed by Satan to trick Christians into thinking that they could be saved through the offices of the church. This sparked a series of crusades which culminated in the destruction of the final Cathari communities in 1229.

The Cathari had established their own hierarchy, ritual and doctrine. Within the hierarchy two basic levels existed, "the believers" and "the perfect." The believers led ascetic lives. They practiced and were taught Cathari doctrine until they were ready to move up to the ranks of the perfect.

To become perfect, a believer had to undergo the sacrament of *consolation*, a ritual which removed all sin from a believer. The sacrament of *consolation* could be taken only once during the believer's lifetime. If one of the perfect sinned after taking the sacrament, upon death he would be reborn into the body of another, to begin the long spiritual journey once again.

The Cathari Today

The outbreak of the Possibility Wars led to a new outbreak of heresy in Albi. The events which took place there in the first year of the war are filled with exaggeration and wonder, but there is no doubt that they all begin with Victor Berigard.

Berigard grew up in the town of Realmont, near Albi. A strong religious upbringing (and a large dose of clumsiness) separated him from his peers; he later attended seminary for one year, before deciding the priesthood was not for him. He drifted for two years, until he discovered his aptitude for computers. Working for a small design firm in Albi, Berigard immersed himself in the world of computers, a world he thought of as pure. When the axiom wash rolled over France, he fell quickly to the promise of new technology.

Jacking into the GodNet for the first time was a spiritual experience. Here was Berigard's ideal world, a world of thought and light, a world shaped by belief, hardware, and the speed of thought. But Berigard could not help but notice some of the evils which came with it: the invasive loss of privacy as the cyberpriests began to monitor every computer in CyberFrance; the rigid hierarchy being established which would limit citizens access to information and regions of the GodNet. Worst was the miracle of *net damnation*, which routed believers to Purgatory in the net. Berigard strongly believed in the potential good of the GodNet; therefore, Malraux and his church had to be the source of the evil.

Berigard began the conspiracy of the Cathari Circuit, a group comprised of old-fashioned hackers and engineers, disgruntled clergy and a few deckers. In secret meetings, theological reasoning and technical evidence merged to form the Cathari doctrine.

If God had created the GodNet, their reasoning went, then its spiritual power is not derived from its physical housing. The housing (the optic cables, CompLexes and telephone exchanges) are merely ways of accessing the GodNet. If true, one should be able to sever the connections with the exchanges controlled by the Cyberpapacy, reroute the signals to maintain telephone and cable connections

within the region (but isolated from the rest of France) and still access the GodNet. This conclusion was literally a leap of faith for Berigard, but he managed to convince enough of the others to begin his plan.

On the night of July 14, engineers bolstered by teams of Jaz fighters sabotaged the trunk lines connecting the Albi exchange to those of Montauban, Toulouse, Carcassonne and Rodez, cutting Albi off from the rest of France. Software engineers slipped their version 1.0 chipware into deckers, chipware that theoretically would help a decker navigate ill-defined, possibly even random, cyberspace. Victor Berigard and others prayed for the six deckers as they jacked in.

The two who survived were incapable of speech for several days. In that time, Cyberpapal technicians had reconnected Albi to Toulouse and Rodez. Church Police and the Inquisition went house to house trying to find the heretics. Some of the software engineers were discovered and eventually burned as witches. Order was said to be restored.

But jackpriests and Babel monitors knew better. Athwart the VX lines into Albi were entities which did not come from Avignon. These watchdogs appeared as huge, shadowy behemoths, with loose, folded shapes. As they moved, the folds shifted, revealing glimpses of neon-bright bones and dimmer connective tissues. Called "Bright Bones" by the jackpriests, these entities searched for and caught the signals of Malraux's agents as they tried to enter the data vaults at Albi.

Bright Bones

See page 81 of *The Cyberpapacy*

The Bright Bones became a hot topic in the open vaults and data huts which dot the GodNet. It soon became apparent that Cyberpapal agents were not welcome in the region of Albi. The area became a magnet for cyberleggers, freelance technicians and deckers. However, when a number were slain by Bright Bones, both immigration and enthusiasm waned.

Vision and New Hope

Berigard and a few remaining heretics went into hiding in the basement of a church in the outlying town of Gaillac.



Days of meditation, prayer and fasting produced a miracle. Berigard had a vision in which he received three seeds from an angel. In the vision, he planted the seeds. Two beautiful, broad-leafed plants grew from the ground. The third was small, slender and streaks of sickly yellow shot through its leaves. Prostrating himself before the angel, Berigard asked what was wrong with the third plant.

"The third needs the tending of the faithful. Without their hope and willful belief, it shall wither. Yet it is the greatest of the three; the other two are the power within you and your belief in the power of another. Use those two to start your garden of faith. Invite others to join you. Then shall the third seed grow and flourish."

As the vision faded, Berigard caught an image of the third plant as a withered husk. The skeletal collection of vines and leaves formed a startlingly familiar pattern to Victor; it was nearly identical to the data structure schematic of an area of the net around Albi.

The vision left Berigard with the focus skill and the Core Earth miracles of *bless*, *healing*, *ritual of hope*, and *ritual of purification*, as well as two new miracles, *Cathari consolation* and *password*.

Berigard healed the two deckers who had jacked into the datanet at Albi. They told him of a changing wasteland, dull deserts, and gray, blasted wilderness, landforms which were indistinct and metamorphosing as they traveled through them. Then they each arrived at a different gate leading to a radiant garden, a garden of thriving, iridescent fractal plants, with paths, bridges and streams. One of them spotted VX wildlife, sparrows, finches and cardinals. There was a soft presence calling them to the center of the garden. But as they entered, they each experienced a searing pain and then a white blindness. They remembered nothing more.

Albi Now

In the year after Berigard's revelation, Albi was transformed into a haven for heretics. The *password* miracle proved to be a bonanza, giving deckers and others access to a portion of the

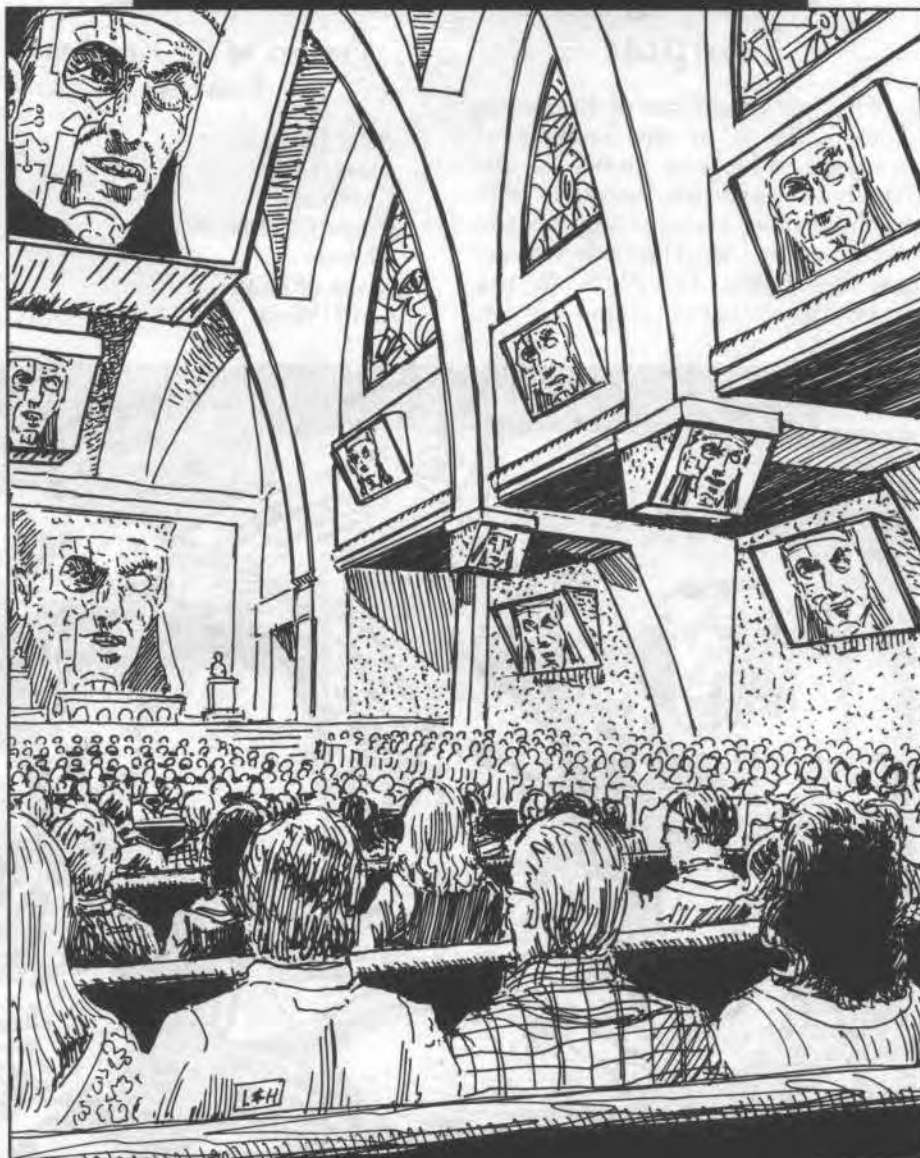
GodNet hidden from the Cyberpope and his agents.

A team of Storm Knights also did this nascent rebellion a good turn by delivering a packet of papers relating to the original Cathari heresy. This proved to be a rallying point for the neo-Cathari. (See "The Cathari Treasure," in *Full Moon Draw*.)

Prayers of the Cathari

Bless
Calm

Cathari Consolation
Cause Confusion
Cure Poison
CyberCalm
Detect Deception
Fanaticism
Inferno
Miracle Shield
Password
Soothe
Spell Shield
Vex
Ward Danger
Ward Enemy



Rituals of the Cathari

Attune Mechanism
Blessing Vow
Computer Empathy
Cure Disease
Faith Armor
Healing
Interface
Machine Empathy
Multiply Food
Penance
Ritual of Hope
Ritual of Purification
Sanctum

The Knights Templar

The fighting abilities of the famous Poor Knights of the Temple of Solomon, otherwise known as the Knights Templar, are legendary both by historical account and in the Arthurian legends. The modern incarnation of the Templars in the Cyberpacy, based around Carnac,

have access to several miracles which made their predecessors fearsome warriors in their service of the Lord.

(For more information on the Knights Templar, see pages 24-25 of *Infiniverse Update, Volume I*.)

Any of these miracles will cease to have effect if the recipient attempts to injure someone else with faith (Christian). Extra roll agains will be lost, shock will begin to accumulate as normal, etc.

Knights of Avalon may also have access to these miracles. Given that a Crusader may firmly believe that "the enemy of my enemy is my friend," these miracles might even be able to be used by Honorable Ayslish.

Prayers of the Knights Templar

Alter Disease
Bless
Captivate
Cause Confusion
Cleanse
Crisis of Faith
Cure Poison

Detect Deception
Empyrean Judgment
Fanaticism
Inferno
Miracle Shield
The Power and the Glory
Soothe
Spell Shield
Storm of Battle
Strength of the Righteous
Vex
Ward Arcana
Ward Danger
Ward Enemy

Rituals of the Knights Templar

Battle Vigil
Blessing Vow
Bless Weapon
Cure Disease
Dispel
Curse
Exorcism
Faith Armor
Healing
Mana
Multiply Food



Penance
Ritual of Hope
Ritual of Purification
Sanctum
Stay Disease

Children of the Fallen

Excerpt from the *Tome of the Fallen*:

Malraux speaks of the powers of Hell coming to claim the souls of those who don't follow his path of divine belief, and to a certain extent, he is correct. What he fails to see, however, is that the powers of Hell have already arrived, and it is only a matter of time before they storm the very gates of Heaven. Malraux's foolish faithful believe that their God is powerful, but he has, in truth, always been less than a match for the forces of the Devil.

The Devil left the weak and fawning mortals alone so that they could foster hope of eternal salvation, and this hope will make their eventual destruction that much sweeter. No matter how they defend themselves, whether through cyberware, or faith, or physical force, their might is as nothing before the wrath of Hell. Soon, the hordes of Hell shall run free on the Earth, consuming the souls of mortals in a malefic glut of violence and destruction.

We, as the mortal vassals of Hell, have traded our eternal souls for a place in the Devil's new world order. He has granted us his powers of magic to wield against Malraux and his minions. Even now, the demons of the Underworld wreak havoc in the GodNet, consuming Malraux's servants as they will soon consume him.

The Church Police and the Inquisition fear us, and yet unknowingly they serve our purpose, for we are the ulti-

mate agents of terror. The hedonistic desires of the clergy play directly into our hands. The false holy men of the CyberChurch already fall to our temptations.

Weep, ye who would believe in Malraux — for you, there is no hope.

Though there may be some truth to the old adage, "The enemy of my enemy is my friend," it definitely does not hold for the Children of the Fallen. Those Storm Knights who would seek them out for aid against the CyberChurch are in for a rude awakening. The Children of the Fallen are pure evil.

Members of this cult can be found throughout the Cyberpapacy, posing as normal citizens. On the night of the full moon, they hold their evil conclaves in the Inferno, the fiery catacombs under CyberFrance. The miracles of the Children are invoked through signs such as the evil eye, and through ritual sacrifice.

There is corruption within the CyberChurch, corruption enough for Lucifer to protect his children. Because of this, the Children of the Fallen are always successful when tested by the Law of Ordeal.

The Children of the Fallen consider members of all other faiths to be enemies. The exception to this are those members of the clergy or the faithful who are evil and corrupt.

Prayers of the Fallen

Alter Disease
Animal Speech
Animate Cables
Banish
Beauty
Bless
Blind
Captivate

Cause Confusion
Cloud Minds
Conflict
Crisis of Faith
Crucifixion
Curse
Deafness
Detect Miracle
Devil's Song
Fanaticism
Fear
Fire Walk
Flame Burst
Flame Ward
Harm
Inferno
Killmachine
Miracle Shield
Muse Tongue
Presence of God
Reduce Toughness
Satan's Mark
Speak with the Dead
Storm
Thrice Damned
Vex
Ward Enemy
Wither Plant

Rituals of the Fallen

Bless Weapon
Blight
Blood Curse
Blood Oath
Curse Mechanism
Enslavement
Great Curse
Interface
Mystic Armor
Penance
Possess
Ritual of Hope
Ritual of Purification
Sacred Barrier
Summon
Temptation





Chapter Five

The Land Below/ Land Above



here is no faith common to all beings within the Land Below or the Land Above. Faiths are often particular to only one group, being segregated by tribal affiliation, geography, or dogma. Individuals capable of calling upon spiritual powers are fairly common, with some groups, in fact, being composed entirely of those possessing the *faith* and *focus* skills.

The *Spiritual* axiom of the Land Below is 17, and the world laws of the cosm have no direct effect upon the divine powers available to the faithful. Spiritual powers may be called upon through ritual, prayer, or invocation. Divine intervention is common, having a *focus* difficulty of 36. Direct requests for aid are possible, and are often answered in a flashy and dramatic manner. Locations or items are capable of perpetual miracles.

One religion not contained in this chapter is the Ohibi faith of Mehret. In the Ohibi faith there is only one priest, and the details of this religion and its priest may be found on pages 54–56 of the *The Land Below* sourcebook.

Faiths of the Land Below/Land Above

The Cobra Cult

From the *Tale of Creation*:

Many ages ago, there existed a wanting and pathetic people. By day, they squeezed out a pitiful existence under the unflinching gaze of Ssethra-one-eye, fiery mother of all serpents; at night, when she closed her eye to sleep, the people hid and cowered beneath

the baleful glares of the other serpents who would come to stare from the night sky. They lived together in fear, battle and conquest the furthest thoughts from their minds.

One night, as Ssethra slept, the great serpents of the sky decided that they could no longer stand to see such a cowardly and wretched group blighting the beautiful world upon which they looked. The sky serpents decided that this cancer was of no worth and thus should be eliminated. Kethhkal-savior-of-man, emperor of the cobras, demanded that these people be given a chance to prove their worth, and granted them his protection by swallowing the world whole.

Inside the serpent-lord's belly, the surface of the world underwent great cataclysms and the people were forced to flee underground to a world of darkness. Kethhkal saw where they had gone and sent his emperor cobras to train the people in the ways of the serpent. He spat the world back out, but instructed his emperor cobras not to grant the people a return unto the radiance of One-eye's sight until they were worthy of the world which had given them life.

To our eternal shame, that weak and wanting people was our own race, the Serpentors. But since that time we have studied the ways of the serpent, and the emperor cobras have taught us much. Soon we will prove ourselves worthy to live once again beneath the burning glare of Ssethra, and woe be to those who would stand in our way.

Belief in the Cobra Cult is held solely by the Serpentors of the Land Below. The Cobra Cultists believe that the universe is controlled by great serpents who hold mighty councils in the night sky. These great serpents expect



the lower creatures of the cosmos (like man) to worship and praise them.

Prayers of the Cobra Cult

Animal Rage
Animal Sounds
Animal Speech
Bless
Blind
Blood of the Cobra
Captivate
Catalepsy
Conflict
Contort
Cure Poison
Deafness
Death of Sound
Death-Sleep
Detect Deception
Earth's Ear
Endurance
Fanaticism
Fear
First Strike
Ghost Walk
Hear Water
Heightened Hearing
Heightened Sight

Heightened Taste
Heightened Touch
Leap
Natural Protection
Obscure Animal's Senses
Obscuring Mists
Pass Quietly
Petrify
Read Aura
Run Like the Wind
Soothe
Spirit Shield
Spiritual Protection
Transfer Damage
True Vision
Walk on Water
Ward Danger
Weaken
Wings of Sparrow

Rituals of the Cobra Cult

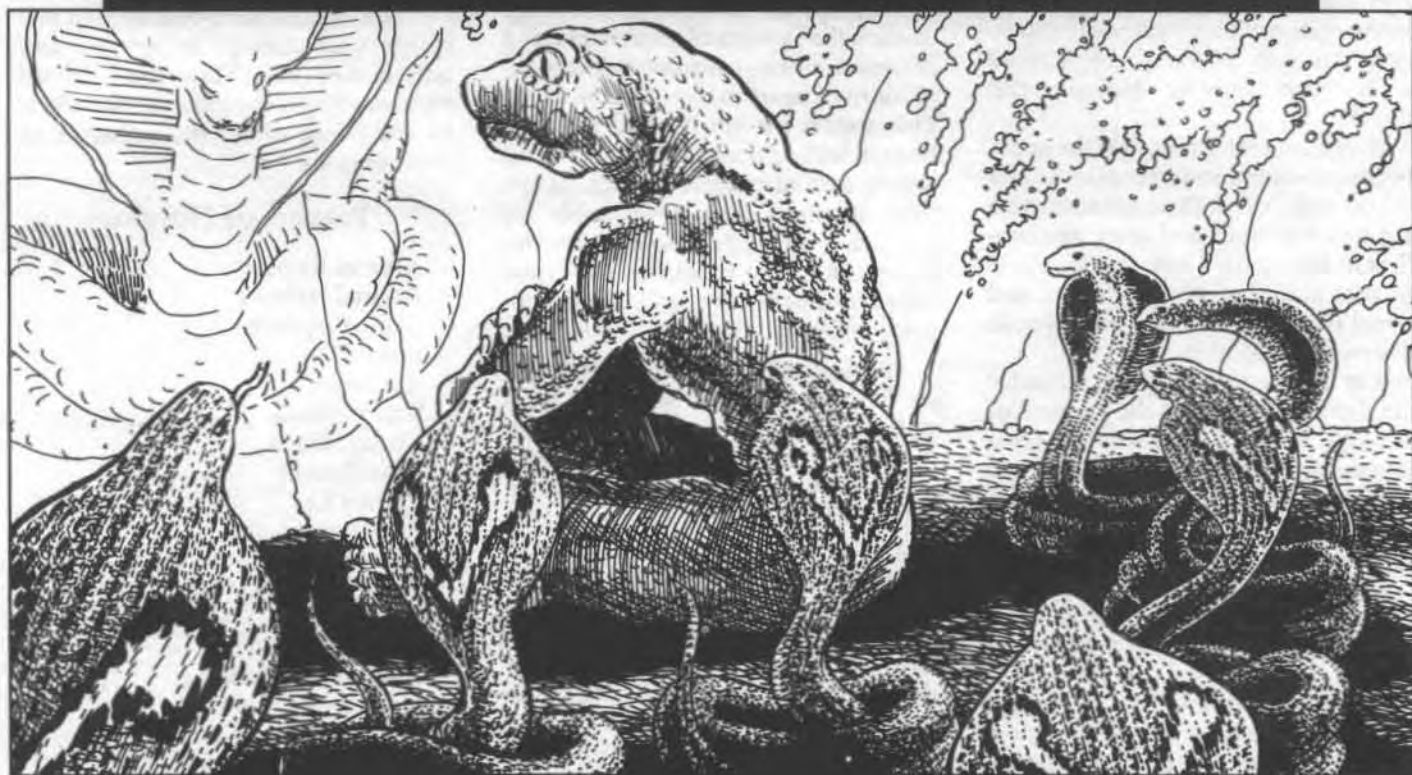
Beacon
Bless Weapon
Blessing Vow
Blood Brothers
Blood Curse
Blood Oath
Common Ground

Communicate with Animal Spirit
Cure Disease
Dispel Curse
Faith Armor
Feast
Healing
Mark Prey
Passing Shadows
Penance
Portent
Power of the Beast
Replay Reality
Ritual of Power
Ritual of Purification
Sanctum
Shadow Hunter
Transmute Staff
Trap

Holuku

From the *Book of Holuku*:

The Great Leopard Holuku teaches the Leopard Men from the branches of his tree. He speaks of things that make a people strong, and he tells stories that contain great wisdom. The Great Leopard knows that everything that





lives has a soul. This is the seat of power from which an individual summons strength. The soul is contained in the heart, pulsing strongly with power.

The greater the strength of the heart, the more courage and strength a hunter will possess. All conflicts, between man and beast or man and man, are conflicts of the heart. These battles show the true nature of a hunter's soul and reveal the inner qualities that would otherwise lie hidden.

It is the conflict between a hunter and the leopard that is the greatest of all tests. When a leopard has been defeated by a hunter, using only his bare hands, its heart must be consumed so that its soul can reveal more of the Great Leopard's teachings.

The Great Leopard teaches that all things without life are inhabited by spirits. The spirits do not possess the passion of the hunter, nor the will to life of the least animal. The spirits are all truly cunning — some are good while others evil and only by the wisdom of the heart can the two be distinguished.

Through this wisdom, a hunter may discern the powers of a spirit. Having done this, he may call upon the strength of his own heart to steal their powers. This angers the spirits, and the wise hunter will appease them with kind words and offerings. Women of the tribe are most often responsible for preparing offerings. These things and many others are taught by the Great Leopard and the Leopard Men remember well his words.

All successful Leopard Men hunters possess both the *faith* and *focus* skills. They have consumed the heart of a leopard and have learned the teachings of the Great Leopard. The women of the tribe often also possess the *faith* and *focus* skills, as it is their duty to remember the teachings provided by the Great Leopard. Their miracles are invoked through battle, the consumption of a defeated enemy's flesh, or ritual acts such as chanting or totem carving. The Leopard Men and their faith of Holuku are concentrated in their domain in Merretika and in the Land Above.

The Leopard Men believe that evil spirits will attempt to subvert any whom they can. Thus the Leopard Men may apply the *ward enemy* miracle to any being under the influence of these entities.

Prayers of Holuku

Animal Rage
Animal Sounds
Animal Speech
Bless
Bravery
Call Animals
Cloud Minds
Cure Poison
Earth's Ear
Endurance
Fanaticism
Fear
Ghost Walk
Hear Water
Heightened Hearing
Heightened Sight
Inspire
Natural Protection
Obscure Animal's Senses
Oracle



Pass Quietly
Run Like the Wind
Sharpen Animal's Senses
Soothe
Steal the Essence of the Water
Ward Danger
Ward Enemy
Wings of Sparrow
Wisdom

Rituals of Holuku

Beacon
Beauty
Bless Weapon
Blood Brothers
Blood Curse
Blood Oath
Communicate with Animal Spirit
Communicate with Elemental Spirit
Communicate with Plant Spirit
Consume the Leopard's Heart
Cure Disease
Divine Intuition
Faith Armor
Healing
Healing Waters
Heroes' Feast
Living Jungle
Mark Prey
Mental Link
Power of the Beast
Prowess
Ritual of Hope
Ritual of Purification
Ritual of the Hunting Totem
Ritual of Tree Bracing
Ritual of Tree Weaving
Trap

Karruk/Darok

In the beginning all was fire, and the fire was God. He was Karruk the warmth-giver, and he forged the world from the molten flames of creation. He placed the peoples of the world in their lands, which had only recently cooled from the heat of his mighty breath.

Karruk desired the worship and praise of his people, but most were not strong enough, and they retreated from his fiery lands. Seeing his people abandoning him, Karruk was angered, and through his anger he became Darok the hell-breather. He rumbled and raged, and his anger cracked the world, releasing the fire of creation that was contained within.

The people were terrified, but the strongest among them, the Pyrians, saw that Darok must be appeased through sacrifice. They seized those who would not embrace the flame, those who had forsaken their rightful creator, and cast them into his volcanic maw. Darok was satisfied by this and once again became Karruk.

The Pyrians live in peace under the protection of Karruk, and they are prosperous. But always, Darok lurks under the peaceful surface of Karruk.

The Pyrians believe in a monotheistic religion whose god takes on two opposite aspects. The first, Karruk, is benevolent and merciful. To keep this aspect of their god in the fore, the Pyrian priestesses make sacrifices of food and prayer.

The second aspect, Darok, is a vengeful and violent deity who must be appeased before he destroys the world. Darok is only satiated by the sacrifice of human beings. The rituals performed by the priestesses to achieve this are long and complex, and everyone must participate in them. The two aspects of the Pyrian god alternate in dominance.

The Pyrian faith is centered around Tanta Kallar in Merretika. Followers are, however, found throughout the Land of the Pyrians and in the Land Above.

Clerics of Karruk/Darok are always female and have great political power. Their miracles are invoked through sacrifice and prayer which must always involve fire. Karruk has no enemies of the faith, while Darok considers every non-Fire Tamer an enemy of the faith.

Prayers of Karruk

Bless
Bravery
Calm
Cure Poison
Darok's Breath
Detect Deception
Detect Miracle
Endurance
Fertility
Fire Walk
Flame Aura
Flame Burst
Flame Ward
Inspire

Natural Protection
Presence of God
Soothe
Spiritual Protection
Transfer Damage
Ward Danger
Wisdom

Rituals of Karruk

Beacon
Beauty
Blessing Vow
Bounty
Common Ground
Cure Disease
Faith Armor
Healing
Pathway
Refresh
Ritual of Hope
Ritual of Purification
Sanctum

Prayers of Darok

Blind
Cause Confusion
Cloud of Ash
Conflict
Curse
Earthquake
Fire Walk
Flame Aura
Flame Burst
Lava Storm
Petrify
Storm
Vex
Ward Enemy
Warrior Madness
Weaken

Rituals of Darok

Blight
Curse
Great Curse
Penance
Plague
Plague of Vermin
Portent
Prowess
Ritual of Power
Ritual of Purification
Tempest
Trap



Olakaa

From the *Song of Olakaa*:

The goddess Olakaa has given the Darooni people a home filled with plentiful gifts. She has carved the Misty Gorge from the world so that her chosen people might live in peace. The waterfall is hers and the river a sacred gift. Life begins where the waterfall plunges down into the gorge, and ends at the great tunnel where it plummets to the land of death.

Those who are blessed by Olakaa may live near life, where the falls enter the gorge. They are often within her sight and always in her heart. However those who live at the end of the gorge are further from her divine sight, and thus are not given the full blessing of her gifts.

Olakaa has surrounded the Misty Gorge with divine lands, and filled them with prey for the Darooni people. So that her people might travel to these lands, Olakaa has provided them with the wasps and the ability to control them. They are a divine representa-

tion of Olakaa's will, and it is the duty of every Darooni to see that their needs are met.

The Darooni religion is structured around a high priestess. She is aided by seven other priestesses who serve the seven most important wasps of the hive. These powerful women and their wasps care for the wasp young and ensure the comfort of the queen. They also lead the tribe, with the High Priestess having true dictatorial power.

Darooni priestesses are chosen whenever there is a vacancy among the seven priestesses. The female candidates who participate in the Choosing Ceremony must prevail in a lengthy series of tests which last over three hundred rest cycles, and involve testing the limits of strength, endurance, willpower, and faith.

At the conclusion of this testing, all of the riderless female wasps must battle for the right to commune with the queen. The winner of this struggle then selects the next priestess from among those women who have successfully completed the tests. The new

priestess will be carried by her wasp to the altar of the temple. Those not chosen are stung by the queen wasp and left for the priestesses to heal.

Initiates are then taken to an isolated portion of the temple, where they are trained by their elders for 100 rest cycles.

The believers in Olakaa are confined to the Misty Gorge in Merretika and the eastern coast of the Land Above. The priestesses of Olakaa invoke their miracles through ritual action and prayer. Often the ritual action involves some form of sacrifice, such as drawing blood with a blade or feeding flesh to the wasps.

Olakaa has no natural enemies, and therefore the *ward enemy* miracle is not available to the priestesses.

Prayers of Olakaa

Animal Rage
Bless
Bless Wings
Bravery
Call Animals



Catalepsy
Cure Poison
Curse
Deafness
Death-Sleep
Fanaticism
Fear
First Strike
Heightened Sight
Leap
Petrify
Reduce Toughness
Reverse Emotions
Spiritual Protection
Ward Danger
Wasp Touch
Weaken
Wing Snare

Rituals of Olakaa

Beacon
Bless Weapon
Blessing Vow
Call Giant Wasp
Communicate with
Animal Spirit
Curse
Dispel Curse
Faith Armor
Feast
Healing
Healing Waters
Mark Prey
Mental Link
Painless Kill
Pathway
Portent
Power of the Beast
Prowess
Ritual of Power
Ritual of Purification
Sanctum

Raya

From the Keefee Haroo creed:

Raya created the sky and the grasses to balance the sides of the world. She did this long ago, before the beginning of time, and for a while was satisfied with her work. Soon, however, the grass wept in loneliness, for the sky was far above it and could not keep it company.

Raya saw this and so created the Dalberry trees and planted them amongst the grasses. The Dalberry

trees were sad then, for the grasses were boring. So Raya created the beasts of the land so that they might travel the earth and visit the Dalberry and appreciate their fine fruit.

But some of the beasts turned foul and they destroyed the grass and the trees. Raya banished them from her sight, creating jungles to hide them. They were her mistake and she was saddened that her creation could go so awry.

Determined to do better, the goddess created the Keefee. These new beings would care for the trees, and talk to the grasses. They would protect the land from the foul beasts, and fill the sky with their voices.

Satisfied now that her creations would do well, Raya leapt into the sky to provide the Keefee with constant light so that the evil beasts would not return to the grasses. Thus was Merretika created, as the Keefee later came to name the world they inhabited.

The Keefee faith of Raya is a major part of their lives. Each tribe is led by a Lallap who acts to protect the tribe's tree, lore, and myths. The Lallap may be of either sex, but is always strong of mind, body, and spirit. Each Lallap trains one or two apprentices who must prove their ability before they can inherit the role for themselves. Failure to succeed as an apprentice usually means banishment from the tribe, and many traveling bards are failed apprentices.

The Keefee are the sole believers in Raya, keeping her teachings foremost in their minds as they live happily on the plains of Merretika. The miracles of Raya are most often enacted through chanting, singing, self-hypnotic trances, or some combination of the three.

Raya most often grants her followers power over the Dalberry tree, the grasses of the savannah, and their own personal health. The beasts of the land are the enemies of Raya for the purposes of the *ward enemy* miracle.

Prayers of Raya

Animal Sounds
Animal Speech
Animate Tree
Bless

Blind
Bravery
Calm
Captivate
Cause Confusion
Cloud Minds
Cure Poison
Deafness
Detect Deception
Detect Miracle
Earth's Ear
Endurance
Ghost Walk
Hear Water
Heightened Hearing
Heightened Sight
Heightened Taste
Heightened Touch
Inspire
Leap
Miracle Shield
Natural Protection
Obscure Animal's Senses
Pass Quietly
Plant Protection
Reduce Toughness
Reverse Emotions
Soothe
Speak with Grass
Speak with Tree
Spiritual Protection
True Vision
Vex
Ward Danger
Ward Enemy
Wings of Sparrow
Wisdom

Rituals of Raya

Beacon
Blessing Vow
Common ground
Communicate with Animal Spirit
Communicate with Elemental Spirit
Communicate with Plant Spirit
Cure Disease
Faith Armor
Feast
Healing
Introspection
Pathway
Poisonberry
Ritual of Hope
Ritual of Purification
Seedberry
Spirit Flight
Spirit Quest
Tongues
Trap



Chapter Six

The Living Land



he spiritual community of the Living Land is mostly homogenous. Worship of the Keta Kalles religion is dominant across the cosm and the realm. Every sentient being from the Living Land has the ability to call upon divine powers. Communities of the faithful within the Living Lands often produce stunning effects through their combined efforts. Many locations and items possess great spiritual powers that manifest themselves with or without the presence of the faithful.

The *Spiritual* axiom of the Living Land is 24, and the world laws of the cosm have no direct effect upon the divine powers available to the faithful. Spiritual powers may be called upon through ritual, prayer, or invocation. Divine intervention is very common, invocations having a *focus* difficulty of only 29. The effects of such intervention are always dramatic. Lanala readily, and frequently, answers the pleas of the faithful for her aid.

The high *Spiritual* axiom of the Living Land causes all faiths other than Keta Kalles to cause an automatic one-case contradiction when used. Miraculous effects occur with phenomenal regularity and are considered to be a normal part of life.

Faiths of the Living Land

Keta Kalles

The following is an excerpt from an interview conducted by the Delphi Council with an edeinos optant, Dar Paak.

Dar Paak: Lanala tired of her solitary existence. The black void was eternally unchanging, and the lack of sensation distressed her. Thus she began to create the universe.

Q. How did she do this?

A. She first made the stars, filling the void with them. Desiring to give the stars the chance to give pleasure themselves, she created worlds for the stars to warm. She then made water for the worlds to support, and plants to live off of the water so that it too could give sensation.

She herself savored all of the sensations her creations gave to her: the warmth of the stars, the wet coolness of the water, the taste of the plants. Soon she discovered she had created such an abundance that she was unable to experience it all by herself, so she made the animals to assist her.

But Lanala had exerted herself too much, and when the animals begged for eternal life, she did not have the strength to oblige them. She instead granted the animals the power to create themselves anew from their passion.

Q. What happened then?

A. This last effort left Lanala devoid of her senses. No longer could she see the light of the stars, or feel the earth on her hands. She was overcome with grief. Not being able to experience the universe she had created was unbearable for her, so she created the mortals out of her very being to live and sense for her.

Q. What are your responsibilities as a follower of Lanala?

A. It is our duty to experience everything life has to offer as intensely as possible, so our sensations may go to Lanala. She has given us the ultimate gift, so we must repay her by being her fingers, toes, ears, eyes and mouth.



But repaying her is only a portion of our motivation. Since we are so intimately connected to her, she is more than our creator, she is our lover. We express our love by living life to the fullest, and she in turn grants us the ability to experience even more.

As only the living may experience for Lanala, she teaches us that life is to be held above all. She only has use for the living, so her Deep Mist swiftly reclaims that which is dead, and thus continues the cycle of life. She grants us the ability to make tools which still live, that we may prosper and carry new and different sensations to her.

Q. Why did you follow Baruk Kaah?

A. Baruk Kaah promised us new sensations. He told us that Lanala had sent the black tree, Rec Pakken, from the heavens so that we might travel to other worlds and experience what they have to offer. On these other worlds we found those who use dead things in their lives. The very concept is revolting and unnatural to us, and we were forced to destroy these walking dead.

Kaah took Lanala's children to many worlds, and we have spread the word of our goddess everywhere we've been.

Priests of the Keta Kalles faith come in two varieties: optants and gotaks. Though all of the faithful may call upon the spiritual powers of Lanala, optants and gotaks do so more frequently and with more success. An optant is a priest of life. Generally optants are the most spiritual of a tribe, and those most capable of pleasing Lanala with their sensations and works of art.

Gotaks, on the other hand, are priests chosen by Baruk Kaah (during his lifetime) to carry out the rituals associated with his Darkness Device. Gotaks carry stone daggers, the only "dead" weapon regularly carried by the faithful. Gotaks are also responsible for the preparation and planting of stelae.

Keta Kalles miracles are enacted by experiencing something as fully as possible. It does not matter what the particular experience is, just so long as

it is felt as fully as possible. The faithful of Lanala consider the servants of Rec Stalek, and any walking dead, to be their enemies for purposes of the *ward enemy* miracle.

Prayers of Keta Kalles

Animal Rage
Animal Sounds
Animal Speech
Animate Tree
Bless
Blind
Blossom Spears
Boost Damage
Bravery
Call Animals
Calm
Captivate
Catalepsy
Cause Confusion
Cause Pain
Cloud Minds
Conflict
Cure Poison
Deafness
Death of Sound
Decreased Touch





Earth Swallow
 Earth's Ear
 Earthquake
 Ecstasy
 Endurance
 Fear
 Flame Aura
 Flame Ward
 Ghost Walk
 Grass Blossom Spear
 Grass Spear
 Great Club
 Hear Water
 Heightened Dexterity
 Heightened Hearing
 Heightened Sight
 Heightened Taste
 Heightened Touch
 Increased Strength
 Increased Toughness
 Inspire
 Intensify Emotions
 Kill Technology
 Lava Storm
 Leap
 Natural Protection
 Obscure Animal's Senses

Obscuring Mists
 Pass Quietly
 Plant Protection
 Read Aura
 Reduce Toughness
 Reverse Emotions
 See Through Mist
 Sensory Explosion
 Sharpen Animal's Senses
 Simple Club
 Simple Spear
 Soothe
 Speak with Grass
 Speak with Tree
 Spiked Club
 Spiked Great Club
 Spirit Shield
 Spiritual Protection
 Storm
 Transfer Damage
 Ward Being
 Ward Danger
 Ward Enemy
 Warrior Madness
 Weaken
 Wisdom

Rituals of Keta Kalles

Beacon
 Beauty
 Bless Battle
 Bless Weapon
 Bounty
 Communicate with Animal Spirit
 Communicate with Plant Spirit
 Cure Disease
 Faith Armor
 Feast
 Great Heal
 Healing
 Healing Waters
 Living Jungle
 Make Stelae
 Mark Prey
 Mental Link
 Pain Sacks
 Pathway
 Plague of Vermin
 Pleasure Plant
 Poisonberry
 Power of the Beast
 Prowess
 Replay Reality



Ritual of Hope
 Ritual of Purification
 Shadow Hunter
 Tempest
 Trap

Rec Stalek

From the *Teachings of Stalek*:

It is true that Lanala's power extends over all who live, but the lives of mortals are fleeting in the face of eternity. It is true that the force of Life is a powerful one, but Death eventually claims all, thus proving his superiority to everyone. Worshiping one who rules life is foolish, as a mortal will only be in that god's hands for but a short time. Death is the only thing that holds true for all.

He Who is Death Beyond Lanala will gather all in and hold them to His breast for the remainder of time. In exchange for our worship, Stalek, the embodiment of death, has granted us the power we require to send the unfaithful to him.

Soon all will realize the truth and power of our faith. Soon we will remold all the worlds into a monument to Him. We are the true lovers of death. We relish in dealing it to our enemies. We are mighty, and it is Death who has made us so. Lanala and her weak life-loving followers will fall beneath the blades of Stalek's faithful.

Though many thought that the Rec Stalek cult was destroyed by Storm Knights on Takta Ker, they are sorely

mistaken. The death of Thrakmoss was a great blow to the cult, but the worship of Death is widespread in both the realm and the cosm.

Though not worshipped publicly, Stalek is, nevertheless, a powerful theological force. With the changes brought about in Keta Kalles by Baruk Kaah and Rec Pakken, Stalek has garnered many more followers. Many gotaks and some jakatts believe in both Lanala and Stalek — needless to say their lives are complicated.

The miracles Stalek grants his followers can only be enacted in one way, by the inflicting of suffering and pain, and in the case of most rituals, sacrifice of living beings. Combat does count as the inflicting of suffering and pain, and as such is a suitable prayer to Stalek.

The followers of Stalek consider those who believe in the pitiful power of Lanala to be enemies of their faith. Stalek grants each of his followers an *up* result once during any combat, so that they may send him gifts. Known followers of Stalek suffer a -3 modifier to all *Charisma*-based skills when interacting with those outside of the faith.

Prayers of Stalek

Animal Rage
 Animate Dead
 Banish
 Boost Damage
 Bravery
 Cause Confusion

Cause Pain
 Conflict
 Death Sleep
 Detect Deception
 Detect Miracle
 Ecstasy
 Endurance
 Fanaticism
 Fear
 First Strike
 Flame Aura
 Harm
 Heightened Dexterity
 Heightened Hearing
 Heightened Sight
 Heightened Taste
 Heightened Touch
 Increased Strength
 Increased Toughness
 Intensify Emotions
 Kill Technology
 Miracle Shield
 Pass Quietly
 Speak with the Dead
 Weaken
 Wither Plant

Rituals of Stalek

Bless Weapon
 Mark Prey
 Mystic Armor
 Pain Sacks
 Poison Berry
 Prowess
 Reanimate Dead
 Ritual of Power
 Ritual of Purification
 Sundering
 Sword Master





Chapter Seven

The Nile Empire



The Nile Empire is the center of a great confluence of spiritual power. In the realm, this is primarily represented by the Egyptian faith, but many other religions flourish in secrecy. The number of individuals capable of using the *focus* skill is not as great as would be expected from a realm so spiritually rich. Most of these people can be found within the ranks of the formal Egyptian priesthood.

The *Spiritual* axiom of the Nile Empire is 17, and the world laws have no direct effect upon the divine powers available to the faithful. Spiritual powers may be called upon through ritual, prayer, or invocation. The *focus* difficulty for invocations is 36, making calls for aid prone to failure. When successful, however, the effects of invocations provide irrefutable evidence of divine intent.

The Nile Empire contains many artifacts of divine power. While some of these existed before the invasion, many have been created by the axiom wash. These artifacts, and certain locations, are capable of perpetual miracles.

Faiths of the Nile Empire

Egyptian

According to Terran Egyptian mythos, before the world, there was Ra, the god of the Sun, whose symbol is the hawk. Today, Ra rises in the east every morning to bring life to the world, and sets every night in the west, traveling to bring life to the underworld.

However, in those days of the beginning, Ra was alone. Then, when it pleased Ra, he gave life to Nut, goddess of the sky, and Geb, god of the earth. Thus did Ra separate heaven and earth from one another and give life to the world.

Together Nut and Geb gave birth to Osiris, Isis, Set, and Nephthys. These gods and goddesses, together, form the Ennead of Heliopolis (named for Heliopolis, the city of the sun, where they reside). They are the parents of the many other gods and goddesses, and their creation by Ra gave rise to all things on Terra.

For mortals, the purpose of life is to conform to the way of *maat*, and it is by following the gods that they achieve this. Every god in the Egyptian pantheon governs a certain aspect of life and the operation of the universe. Thus by participating in the appropriate rituals, and offering sacrifices to the proper gods, it is possible to obtain aid and guidance through life.

To aid mortals in moving toward this goal, the gods have established the priests, their temples, and most importantly, the position of Pharaoh. It is the duty of the Pharaoh and the priests to guide the population toward the way of *maat*. They do this by ensuring that the proper rituals and prayers are performed, and that sacrifices are offered during festivals.

When a true believer dies and is properly mummified and buried, he comes to stand before Osiris and his 42 judges. Here the heart of the believer is weighed on the cosmic balance against the *maat*. He must then recite all the uncommitted transgressions that are listed in the Book of the Dead. After doing this, the believer's soul will be granted eternal bliss in the underworld, punished, or obliterated de-



pending upon how closely *maat* was observed during life.

The Egyptian religion has its roots in both Terra and on Earth. Although the faith was extinct on Earth prior to the invasion, the dramatic demonstrations of the gods' powers have attracted scores of followers. There is a sense among many that the ancient gods have returned to usher in a new era of prosperity for the people.

The Egyptian religion is the official religion of the New Empire of the Nile, and is thus under Pharaoh Mobius' direct control. There are a number of priests who believe that the Pharaoh has been neglecting his spiritual duties. However, by and large these priests keep their beliefs secret, confident that the gods will make their true feelings known.

To enact a ritual or prayer, a priest of the Egyptian religion must offer an appropriate sacrifice to any gods whose planets he wishes to configure using his *Egyptian religion* skill. By configuring the planets associated with each miracle, bonuses to effect may be achieved. Often, a minimum number of planets must be configured for the miracle to take effect. For information on the use of *Egyptian religion*, see page 86 of *The Nile Empire* sourcebook.

Major Gods of the Egyptian Religion

Ra: God of the sun, and father of both the gods and man. Symbolized by the hawk.

Geb: God of the earth, supporter of the world. Son of Ra, and husband to Nut. Symbolized by the goose.

Nut: Goddess of the sky, and arch of the heavens. Daughter of Ra and wife of Geb. No animal symbol.

Osiris: God of fertility and ruler of the dead. Son of Geb and Nut, husband of Isis and father of Horus. Symbolized by the wrappings of the mummy.

Isis: Goddess of magic and queen of the gods. Daughter of Geb and Nut, wife of Osiris and mother of Horus. No animal symbol.

Set: God of evil. Son of Geb and Nut. Symbolized by the donkey.

Nephthys: Goddess of women. Daughter of Geb and Nut. Symbol-

ized by the dove.

Horus: God of life. Son of Osiris and Isis. Symbolized by the falcon.

Ptah: God of fertility and maker of things. Symbolized by a mummified man.

Anubis: God of the dead. Son of Ra. Symbolized by the jackal headed man.

Greek

Greek mythology tells us that the Earth and Heavens arose at the beginning of time, born from chaos. They gave birth to the Titans, a mighty race of beings, whose ruler was Cronus. Cronus knew that one day one of his

Prayers of the Egyptian Religion

Note: An asterisk (*) indicates that this planet must be configured. Configuring a planet while casting a prayer is a multi-action.

Prayer	Influence	Minimum # of Planets
Animal Speech	0	Horus, Isis
Banish	0	Ra, Osiris, Anubis
Bless	1	Ra, Nut, Nephthys
Blind	0	Ra, Osiris, Isis
Blood of the Cobra	0	Horus, Ptah
Calm	0	Nephthys, Horus
Captivate	0	Ra, Isis, Set
Catalepsy	0	Set, Anubis, Osiris
Cleanse	1	Ra, Set, Anubis
Crisis of Faith	0	Ra, Osiris
Cure Poison	0	Horus, Osiris, Anubis
Curse	1	Ra, Osiris, Anubis, Horus
Deafness	0	Set, Isis, Horus
Death of Sound	0	Nut, Set
Death-Sleep	0	Osiris, Anubis, Horus
Decreased Touch	0	Horus, Ptah
Detect Deception	0	Ra, Isis
Detect Miracle	0	Ra, Isis
Flame Ward	0	Ra, Horus, Anubis
Harm	0	Osiris, Anubis, Horus
Hear Water	0	Horus, Osiris, Ptah
Inspire	0	Ra, Osiris, Set
Miracle Shield	1	Ra, Isis, Set
Muse Tongue	0	Ra, Isis, Set
Petrify	0	Horus, Anubis, Osiris
Plague	1	Set, Osiris, Anubis
Presence of God	1	Ra, Set, Osiris
Soothe	0	Nephthys, Nut, Horus
Speak with Dead	2	Osiris(*), Anubis, Ra, Set
Spiritual Protection	1	Ra, Isis, Set
Transfer Damage	0	Nephthys, Nut, Horus
True Vision	1	Ra, Isis, Osiris
Ward Being	0	Ra, Set, Osiris, Ptah
Ward Danger	0	All
Wisdom	0	Ra, Osiris, Nut



children would rise up and overthrow him. So, the great Titan took each of his children upon their birth and swallowed them whole.

Five children were swallowed in this manner, but the sixth was saved.

Rhea, the wife of Cronus, wrapped a rock in swaddling clothes and gave it to her husband. Thinking it his child, he swallowed it in one gulp. Rhea hid her sixth child, Zeus, on the isle of Crete, where he grew to adulthood.

When the time came to challenge his father, Zeus forced Cronus to disgorge his brothers and sisters and they all joined together in a great war against the Titans. One Titan, Prometheus, sided with the gods against his fellows. The war shook the heavens and nearly plunged the universe back into the chaos from which it had come. In the end, the gods were victorious and they bound the Titans in chains, casting them into Tartarus, the underworld. The gods, now rulers of the universe, set up their court on Mt. Olympus, with Zeus as their king.

Eventually, the gods decided that the Earth was ready for mankind's creation. They set Prometheus, and his brother Epimetheus, to the task. Epimetheus, whose name means "afterthought," created the animals and granted them all the best gifts: speed, claws, thick hides, strength, fur, feathers, wings, and shells. Soon there were no gifts left for man. Realizing his mistake, too late as always, he asked his brother for assistance.

Prometheus created man with a more noble countenance than the beasts, shaping them in the image of the gods themselves. Then he gathered fire from Mt. Olympus, and presented it to man so that they could rise above the beasts.

The Greek religion has been brought to life on Earth by Dr. Mobius' invasion of Crete and Greece. Greek heroes, such as Hercules and Theseus, walk the land bringing aid to those in need. The hands of the gods once again meddle in the affairs of mortals, and the beasts of myth ravage the countryside. It is rumored that several massive temples are under construction, at least one dedicated to Ares.

The polytheistic religion of the Greeks has begun to gather followers who pray for aid in the battle against the Pharaoh. These adherents believe in the Greek gods, who are each linked to a particular aspect of the natural world. There is no particular creed or organized clergy — those who would obtain the gods' aid simply make offerings to them.

The powers of the Greek gods are not only granted to those of Good alignment. The forces of Evil have made pacts with Pluto, lord of Hades, and he will aid them as he sees fit.

Rituals of the Egyptian Religion

Note: An asterisk (*) indicates that this planet must be configured.

Ritual	Influence	Minimum # of Planets
Attune Mechanism	1	Osiris, Horus, Nut, Anubis
Beacon	3	Ra(*), Isis, Horus, Anubis
Bless Battle	2	Osiris, Horus, Nut, Set(*)
Bless Pyramid	2	Osiris, Horus, Ptah(*), Nut, Anubis
Bless Weapon	1	Osiris, Horus, Nut, Set(*)
Blessing Vow	2	Ra, Osiris(*), Horus, Nut, Set
Blight	2	Isis, Osiris, Horus, Ptah, Set
Bounty	2	Ra, Osiris, Nut, Nephtys, Ptah
Cure Disease		Ra, Isis, Osiris, Nephtys, Ptah
Curse	1	Isis, Horus, Nut, Set
Curse Mechanism	1	Isis, Horus, Anubis, Set
Dispel Curse	2	Ra, Osiris(*), Nephtys
Faith Armor	1	Horus, Osiris, Nut, Isis
Great Curse	2	Isis, Osiris, Horus, Ptah, Set
Great Heal	2	Isis, Horus, Nephtys, Ptah, Anubis
Hawk of Horus	3	Horus, Osiris, Isis
Healing	1	Isis, Horus, Nephtys, Anubis
Healing Waters	1	Isis, Horus(*), Nephtys, Anubis
Invest Pharaoh	2	Isis, Osiris(*), Horus, Anubis, Set
Mummify	2	Isis, Osiris, Horus, Anubis
Object Blessing	1	Osiris, Nut, Set
Pathway	1	Isis, Horus, Nut(*), Anubis
Penance	2	Ra, Osiris(*), Anubis, Set
Plague	2	Osiris, Horus, Nut, Nephtys, Anubis
Portent	1	Ra, Isis, Horus, Ptah
Pronouncement of Doom	3	Isis, Osiris, Ptah, Anubis, Set
Prowess	2	Osiris, Horus, Ptah, Anubis
Reanimate Dead	2	All, Osiris(*)
Resurrection	4	All, Anubis(*)
Ritual of Hope	1	All, Osiris(*)
Ritual of Purification	1	All, Ra(*)
Snake Staff	1	Isis, Horus, Ptah, Set
Summon Storm	3	Osiris, Horus, Nut, Nephtys





The miracles of the Greek religion and the *focus* skill are granted to those who truly have faith in the gods. Sometimes, even those whose faith is lacking are chosen as champions and forced to be actors in a play beyond their conception.

Greek miracles are invoked by calling on the gods for aid in the accomplishment of great deeds. Rituals involve the sacrifice of animals, precious items, and sometimes human beings (in the case of miracles on behalf of the Evil). There are no enemies of the Greek faith, and thus the *ward enemy* miracle is not available.

The Greek Gods

Zeus: King of the gods, lord of the sky, wielder of the thunderbolt

Poseidon: Brother of Zeus, ruler of the sea

Hera: Wife and sister of Zeus, goddess of marriage

Pluto: Brother of Zeus, lord of the underworld

Hestia: Sister of Zeus, goddess of the hearth

Demeter: Sister of Zeus, goddess of the harvest

Ares: Hated son of Zeus and Hera, god of war

Hephaestus: Son of Hera alone, god of fire

Aphrodite: Daughter of Zeus and Dione, goddess of love and beauty

Hermes: Son of Zeus and Maia, messenger of the gods, master thief

Athena: Daughter of Zeus, goddess of battle

Apollo: Son of Zeus and Leto, god of wisdom, truth, and light

Artemis: Daughter of Zeus and Leto, twin sister of Apollo, goddess of the hunt.

Dionysius: Son of Zeus and Semele, god of wine

Prayers of the Greek Religion

Animal Rage
Animal Speech
Bless
Blind
Bravery
Call Lightning

Cloud Minds
Cloud of Ash
Crisis of Faith
Cure Poison
Curse
Deafness
Detect Deception
Earthquake
First Strike
Flame Burst
Greek Fire
Heightened Hearing
Heightened Sight
Inspire
Man of Mirrors
Muse Tongue
Oracle
Pass Quietly
Petrify
Plague
Presence of God
Read Aura
Soothe
Speak with the Dead
Spirit Shield
Spiritual Protection
Storm
Thrice Damned



True Vision
Ward Being
Ward Danger
Wisdom

Rituals of the Greek Religion

Beacon
Beauty
Bless Weapon
Blessing Vow
Blight
Bounty
Bow Master
Curse
Dispel Curse
Divine Intuition
Faith Armor
Feast
Great Curse
Healing
Hearth Blessing
Heroes' Feast
Pathway
Penance
Portent
Pronouncement of Doom
Prowess
Ritual of Hope
Ritual of Purification
Summon Storm
Sword Master

The Magisters of Doom

From "The Domsayers," *Terror Tales*, issue #47:

We gather at night in abandoned buildings, the rich, the powerful, the elite of Terra. With our secret sign, we commence the rituals, a coven of masked faces, praying to Evil for the secret of eternal life. To obtain our nefarious goal, we sacrifice the blood of innocents, so that we may exchange their souls for our own personal power.

Our numbers are great, and we grow stronger with each passing day. Evil has already rewarded us with power beyond your feeble imaginations. But that is nothing compared with the promised reward of immortality, which will allow our reign of terror to go on forever!

You who would stand in our way sacrifice your own souls to the all-encompassing power of Evil. As your final hour draws ever closer, know that we will destroy all that you hold dear before mercifully ending your lives.

Our members hold the highest positions in society: bankers, businessmen, mobsters, and politicians. By night we perform the sacraments of Evil, and by day we walk among you, spreading our power and influence to all corners of the globe. You have no hope!

The Magisters of Doom are an organization of particularly influential Terrans who seek to achieve immortality. They proceed toward this goal through the worship of pure, unrefined Evil. While more a concept than a god, Evil does answer their calls for power. Perhaps their belief has brought some strange energy into the world, or perhaps they are simply tools, manipulated by a greater agency.

In any case, they are a powerful force of darkness on Terra, and there are reports that a number of covens have traveled to Earth: one to Luxor, one to Khartoum, and several to Cairo.

The Magisters of Doom hold midnight conclaves in secluded locations, such as abandoned warehouses and isolated mansions. They wear the traditional black robes and tight-fitting half-face masks. Strangely, the masks seem to completely hide one's features from other natives of the Nile reality, though natives of other realms have no trouble seeing through the ruse.

Individuals involved in Magister covens are always of Evil inclination. Their prayers involve spouting out ridiculous clichés about the power of Evil, the doom at hand, or the stupidity of the Good. Their rituals extend this to include such sinister deeds as human sacrifice and acts of terrorism, usually on a grand scale.

For every possibility-rated person formally sacrificed by a Magister of Doom, a year is added to their life and the victim's possibility energy is transferred to the priest. A Magister of

Doom must always explain all the details of his convoluted plot to his chosen victim before any sacrifice takes place.

The Magisters of Doom consider anyone of Good inclination to be an enemy of the faith.

Prayers of Doom

Alter Disease
Animate Cables
Beauty
Captivate
Cause Confusion
Cloud Minds
Conflict
Crisis of Faith
Curse
Detect Deception
Electro-Damper
Fanaticism
Fear
Flame Burst
Harm
Miracle Shield
Muse Tongue
Presence of God
Reverse Emotions
Smash Hope
Speak with the Dead
Thrice Damned
Vex
Ward Arcana
Ward Enemy
Weaken
Wither Plant

Rituals of Doom

Bless Weapon
Blight
Blood Curse
Blood Oath
Great Curse
Mark Prey
Mystic Armor
Plague
Pronouncement of Doom
Ritual of Hope
Ritual of Purification
Temptation
Tongues
Trap



Chapter Eight

Nippon Tech



Nippon Tech is nearly devoid of spiritual power. This void contributes to the "weirdness effect" experienced by visitors to the realm. Individuals concerned with spiritual matters are few and far between, and those with the *focus* skill rarer still. The effects of miracles are never dramatic or obviously of divine origin.

The *Spiritual* axiom of Nippon Tech is 8, and the world laws have no direct effect upon the divine powers available to the faithful. Spiritual power is available by either ritual or prayer, but invocations are not possible. Due to the low *Spiritual* axiom, rituals and prayers can never affect anyone other than the focus user. Thus, priests are only capable of using miracles upon themselves, the laity can never benefit.

The Faith of Nippon Tech

Palanism

Palan was a wealthy and powerful man deeply enmeshed in our corrupt societal quest for material gain. One night as he slept and dreamt, the foolishness of materialistic pursuits were shown to him. He laughed at the absurdity his life had been. He had spent countless hours slaving for worldly gain, and completely neglected all other facets of his existence.

The next day, feeling a peace that had been absent from his life before, Palan left all he had worked for. Donning only a white robe and sandals, carrying only a staff, he set out on his quest.

He told those he met that he was searching for a place where there exist things that cannot be purchased or owned, and people worked for spiritual perfection as opposed to material gain. Many have joined in this search, seeking their happiness within instead of without.

Palanism is a religion native to marketplace. Its priests worship no deity *per se*, but seek only to better themselves through spiritual means. The teachings of Palan state that the only true path to satisfaction is exploration of the self. One has no need of things material excluding food and shelter. As such, priests of Palan own no more than they can carry. They never possess or use money, and usually have no more than a robe, a pair of sandals, and a holy staff.

3327 actively seeks to destroy the Palanic faith, and is personally responsible for the deaths of thousands of priests of Palan. Seeing 3327 as the embodiment of materialistic greed, as well as the assassin of the faithful, the priests of Palan do whatever they can to bring about his downfall.

To help them accomplish their quest, those who follow Palan have channeled their spiritual power for physical effect. Nearly every priest of Palan is taught a special martial art, and the miracles available to them tend to increase their physical prowess.

Fist of Palan

Maneuvers

1. **Minor** — Block/Strike
(training: board break)
2. **Minor** — Entangle
(training: log run)
3. **Minor** — Kick Disarm
(training: cherry blossom)
4. **Minor** — Palm Strike
(training: bucket walk)



5. **Minor** — Fade
(training: lure lark)
6. **Major** — Staff Master
(training: parry staff)
7. **Major** — Flashback
(training: arrow in the air)
8. **Master** — Fist of Palan
(training: write a history)

Requirements: Practitioners must have all of the following: *focus* and *faith*(Palan), *meditation*, *Spirit* of at least 10, *Charisma* of at least 9, and *Mind* of at least 10.

Fist of Palan: A strike of great spiritual power. By focusing his mystical energies and spending a Possibility, the martial artist may attack a foe up to 50 meters distant with an overwhelming punch. The master may add his *faith* adds to the normal damage total for a martial arts strike.

As there is no deity involved in the Palanic faith, the *ward enemy* miracle is not available to the faithful. Priests of Palan may buy the martial art "Fist of Palan" at two times normal skill cost instead of the usual three times.

Palanic prayers take effect in the same round they are activated. Priests of Palan do not have to wait until the round after for miraculous effects to occur. However, the miracles of Palan may not be used on anyone other than the priest who invokes them, even when the miracle indicates otherwise.

Palanic monks also have access to the *science* (folk medicine) skill (see page 110 of the *Delphi Council Worldbook*).

The Prayers of Palan

Call Animals
Calm
Captivate
Contort
Cure Poison
Death of Sound
Detect Deception
Fire Walk
First Strike
Flame Burst
Ghost Walk
Heightened Hearing
Heightened Sight
Heightened Taste
Kamikaze
Leap



Pass Quietly
Run Like the Wind
Spiritual Protection
True Vision
Walk on Water
Wings of Sparrow

The Rituals of Palan

Bow Master
Faith Armor
Healing Waters
Pathway
Ritual of Hope
Ritual of Purification
Spirit Flight
Spirit Quest
Staff of Swift Iron
Sword Master

The Dagger of the Burakumin

Excerpt from the *Dagger Dialogues*:

Long have we lived under the yoke of oppression. Long have the rich exploited us, turning our lives into their means for profit. Long have we turned a blind eye to their tyranny, but no longer. We cry out for vengeance, and we will be heard! From the slums,

from the alleyways, from the industrial wastelands, we plot our revenge. Your money is no protection — instead, it marks you for destruction.

The voice of Fukushuu no Kami speaks to us, promising that we shall inherit the earth, and that our oppressors shall be laid low. Our God watches our every step, advising us when to strike and when to deceive. There can be no doubt that his wisdom vastly outweighs yours. You who place faith in your capital gains will find that your power is gone, and all that you held as true was the worst kind of falsehood. Like the phoenix, we shall rise from the ashes of your tyrannical rule, this has been preordained by our God.

In Marketplace, those who are not wealthy are crushed mercilessly by their society. They exist only to further the goals of the rich and powerful. This has made many desperate for vengeance.

Believers in the Dagger of the Burakumin have faith that the Fukushuu no Kami, "God of Vengeance," has come to aid them against their oppressors. They seek their revenge by corrupting the very system that birthed them, striking terror into



the hearts of their enemies. They typically employ terrorist tactics, but also depend on computer espionage and spiritual power. The Fukushuu no Kami aids the oppressed and faithful by hiding their movements, confusing their foes, and disrupting the society they hate so much.

Those faithful to the Fukushuu no Kami are found throughout both the realm of Nippon Tech and the cosm of Marketplace. They are all oppressed in some way, from the burakumin, living on the street, to the lower level sarariman, who toils endlessly yet is still forced to watch his family suffer.

The *focus* skill is granted to those with a special reason to seek vengeance. These "priests" serve as a rallying point for the faithful, preaching the word of the Fukushuu no Kami and acting to destroy their oppressors.

The miracles of the Dagger are invoked through violence, terror, or subterfuge. All oppressors are enemies of the Burakumin, and they are subject to

the *ward enemy* miracle.

Prayers of the Burakumin

Captivate
Credit Fraud
Cure Poison
Cypher
Death of Sound
Detect Deception
First Strike
Ghost Walk
Kamikaze
Pass Quietly
Presence of God
Soothe
Spirit Shield
Spirit Sword
Ward Enemy
Wings of Sparrow

Rituals of the Burakumin

Beacon
Bow Master
Clean Suit

Common Ground
Faith Armor
Feast
Healing
Healing Waters
Passing Shadows
Pathway
Penance
Prowess
Ritual of Hope
Ritual of Purification
Spirit Quest
Sword Master

Kindaijin

From the Kindaijin creed:

The spirits of technology are all around us, and they have made our bodies what they are today. We mutants know that the spirits of man are the most powerful of all. They have won out over the spirits of nature, and we are living proof. Every day we walk amid their grace and magnifi-



cence, the skyscrapers, the oil refineries, the miles of endless highway.

The spirits of these great creations will speak only to those who undergo the Kaishuu, or "conversion." Only the strongest survive this, the ultimate test of devotion to the spirits of technology.

We pray to the Jinzo no Kami in our shrines, and we gather in places that the unconverted would never dare to visit. We are a community, and the spirits guide us on our path. Perhaps you too will be so fortunate as to join the ranks of the Kaishuusha. Then you will never be alone, for the spirits of man will always surround you. Listen, and you will hear them, in the cars, the helicopters, and the computer networks. They are everywhere.

The Kindaijin believe that all things are inhabited by spirits. They are all mutants who have been distorted by the darker side of high technology. They speak with the spirits of technological artifacts, and claim that these are the most powerful entities in the world.

The Kindaijin believe themselves to be blessed. They consider their deformed bodies and unnatural powers to be the future course of human evolution. Indeed, this may be the case, for the mutants survive easily in locations that are deadly to the unconverted.

The Kindaijin are concentrated in places that have been exposed to the harsher aspects of technology. They are present both in the realm of Nippon Tech and the cosm of Marketplace, and live rather independent lives. They will go to great lengths to possess technological items, and they often make pilgrimages to skyscrapers, stock exchanges, industrial arcologies and other treasure troves of technology.

The miracles of the Kindaijin all involve asking the Jinzo no Kami to perform some task or produce some effect. To do this, the attention of the spirits must be obtained. This is most often done by striking a nearby man-made item two or three times. Once the attention of the spirits has been gathered, the Kindaijin will chant and pray to communicate their wishes. Rituals usually involve complex chants and offerings of electricity, silicon, chemicals, or polymers.

The Kindaijin receive a +1 bonus when using any man-made tool or machine. This occurs because of their close affinity to the spirits residing within the tool. This bonus extends to such things as guns, cars, computers, planes, trains, etc.

The Kindaijin do not have access to the *ward enemy* miracle, as they have no natural enemies of the faith.

Prayers of the Kindaijin

Cypher
Death of Sound
Detect Deception
Flame Burst
Ghost Walk
Heightened Hearing
Heightened Sight
Heightened Taste
Pass Quietly
Power Surge
Cure Poison
Soothe
Spiritual Protection
True Vision
Wings of Sparrow

Rituals of the Kindaijin

Beacon
Bless Holy Water
Bow Master
Clean Suit
Communicate with Elemental Spirit
Communicate with Technology Spirit
Faith Armor
Feast
Healing Waters
Object Blessing
Pathway
Ritual of Hope
Ritual of Purification
Spirit Flight
Spirit Quest
Sword Master



Chapter Nine

Orrorsh



The Gaunt Man has used Heketon to raise the *Spiritual* axiom of his realm to allow the Power of Corruption to function. This has given rise to many manifestations of latent spiritual power. Those who are not corrupted by the Gaunt Man's evil use this power to help them resist the world of horror in which they dwell. The number of individuals manifesting spiritual power is fairly high, due to the missionary activities of the Sacellum.

The *Spiritual* axiom of Orrorsh is 17, and the world laws do not affect the spiritual powers of player characters, only the Horrors. Spiritual power may be called upon through prayer, ritual, or invocation. The *focus* difficulty of invocations is 36, being somewhat common and always dramatic.

Locations and items are capable of perpetual miracles, which occur regularly, with or without the presence of the community. Items may be imbued with spiritual power by a community of the faithful.

The Faiths of Orrorsh

Findaru

According to the Findaru, the universe resonates in one great cosmic harmony, and to be in accord with this resonance is to achieve the ultimate state of being. Those living lives of discord see the world clouded by illusion. It is the ultimate goal of the Findaru to rid himself of these illusions, and thus experience the world in its true form. When all beings follow the path of Findaru and rid themselves of their illusions, the cosmos will be conjoined and every being will experience true oneness till the universe begins again.

Some major obstacles between the Findaru faithful and this goal are the world laws of Orrorsh. Fear and Corruption create extreme discord and illusion, disrupting the harmony of all those affected by it. The priests of Findaru are known as "swamis," and they have come out of seclusion to actively fight the machinations of the Gaunt Man.

In their quest for enlightenment, swamis learn harmonic mantras that allow them to create reverberations in the fabric of reality. These distortions, reflections, and ripples within the universe allow a swami to manipulate his and other's perceptions of reality. When a swami modifies their own or other's personal illusions of reality, many different effects can be produced.

Findaru is a non-theistic religion which originated in the cosm of Gaea. Within that cosm, the Findaru are primarily concentrated within Indira, the area corresponding to Core Earth India. The swamis have proven to be largely resistant to the Power of Fear, as they perceive it to be one of life's great illusions. Though the swamis are still a small and select group, their presence disturbs the Gaunt Man greatly. At this time, he is too preoccupied to deal with them, but certainly a time of reckoning is overdue.

All Findaru miracles are enacted by the chanting of a mantra. Usually one or two syllables, for example Om, Mu, Ahm, Summ, Ra, and Kah Nah Wa are popular. Many miracles require solitary meditation, fasting, self-inflicted pain, or complex body positions to initiate. These things make concentration more difficult, requiring greater discipline, and thus forcing the swami to face the more persistent illusions within his life.

The Findaru add their *faith* adds to personal Perseverance checks. Because of the personal nature of their spiritual quest, swamis cannot invoke their miracles on others, even if the miracle would normally allow this. The en-



emies of Findaru include any being possessing either Orrorshan or Ayslish corruption, or anyone of Evil inclination. However, the Findaru do not possess the *ward enemy* miracle.

Findaru Prayers

Animal Sounds
Bed of Nails
Bless
Bravery
Contort
Cure Poison
Death Sleep
Death of Sound
Detect Deception
Detect Miracle
Endurance
Fire Walk
Flame Aura
Flame Burst
Flame Ward
Ghost Walk
Heightened Hearing
Heightened Sight
Heightened Taste
Introspection

Leap
Man of Mirrors
Pass Quietly
Read Aura
Run Like the Wind
Soothe
Spell Shield
Spirit Shield
True Vision
Walk on Air
Walk on Water
Wisdom

Findaru Rituals

Beacon
Blessing Vow
Dispell Curse
Divine Intuition
Faith Armor
Feast
Healing
Healing Waters
Introspection
Passing Shadows
Pathway
Portent

Purify Body
Replay Reality
Ritual of Hope
Ritual of Purification
Serpent Staff
Spirit Flight
Spirit Quest
Staff of Swift Iron
Stay Disease
Tongues

The Sacellum

Excerpt from the *Sacellum Book of Power*:

God is your angry father, and you must be His obedient child. Those who submit themselves to God in every action of their lives will find true salvation — but those who do not are truly damned. As it is written in the *Book of Power*, God will punish those who sin against Him. He will strike them down and be truly revenged upon them for their failure to obey His divine word. Those who do not fear God, who are consumed by their own



selfish corruption, who give in to their sinful desire to question His almighty authority, will find that they stand alone against the Horrors of the world.

The Sacellum is the product of the Gaunt Man's manipulations. A religious institution whose beliefs were once similar to Core Earth Christianity, this Gaeen faith has been twisted by fear and corruption. The resulting religion is devoid of love and forgiveness, and is instead a harsh blend of fear, punishment, fire and brimstone.

The Sacellum is organized into a three level hierarchy that consists of bishops, priests, and deacons. There is no central authority, and the actual distribution of power and responsibility varies greatly from one diocese to another.

Typically, a bishop will run a diocese, a priest will run a church, and deacons will assist a priest in his duties, although this pattern is by no means universal. The clergy is responsible for ensuring that the faithful do not stray from the right path as set down in the Book of Power. They work to solve the problems faced by a community, always placing God's word before any other factor. As such, they do not always find the optimal solution for any situation, and in fact the clergy serves the Gaunt Man's purposes more often than not.

There is however a small group of clerics within the Sacellum who have preserved the true teachings of their religion from before the time of the Gaunt Man's manipulations. They desperately search for proof that the Sacellum has been corrupted from without. Their power is, however, quite limited and the bishops, priests, and deacons who hold such beliefs must pursue them in secrecy. The members of this sect do their best not to transmit the messages contained in the *Book of Power*.

The Sacellum creed was transported to Earth during the invasion and is the dominant religious force within Ororsh.

The miracles of the Sacellum mirror the destructive and vengeful nature of the God described in the Book of Power. They are typically invoked by calling directly upon God to perform some act, and this call is most often part of an energetic sermon of some type.

Priests of the Sacellum can add their *focus* adds to the effect value of any *intimidation* attempt against believers in the Sacellum faith. The enemies of the Sacellum include all Horrors, undead, demons, and devils.

Against priests of the Sacellum, horrors can use one Fear Point after a failed Perseverance check to cause the priest to have a "crisis of faith" for the Act. This causes the Sacellum priest to lose the use of his *faith* and *focus* skills.

Prayers of the Sacellum

Banish
Bless
Blind
Captivate
Cleanse
Crisis of Faith
Crucifixion
Cure Poison
Curse
Deafness
Detect Deception
Detect Miracle
Fear
Inferno
Intensify Emotions
Miracle Shield
Paralyzation
Part the Sea
Pillar of Salt
Presence of God
Sins of the Flesh
Soothe
Spiritual Protection
Thrice Damned
Vex
Walk on Water
Ward Danger
Ward Enemy

Rituals of the Sacellum

Bless Holy Water
Bless Missile
Bless Weapon
Bounty
Cure Disease
Curse
Damn
Dispel Curse
Enhance Food
Excommunicate
Exorcism
Faith Armor
Healing
Hearth Blessing

Object Blessing
Penance
Plague of Beasts
Pronouncement of Doom
Ritual of Hope
Ritual of Purification
Staff of Swift Iron

Tenno no Ketsui

From the *Book of Creeds*:

Amaterasu, the sun, gave birth to the Emperor so that the light of his spirit might defend Nippon against the Gaunt Man's Horrors. When Gaea was invaded, the Emperor was responsible for marshalling the entire nation of Nippon. He trained the warriors, and taught the priests how to call upon the protective spirits of their ancestors. He saw through the disguises of the Horrors, striking them dead with his divine light.

The Emperor saved Nippon from the vast sea of corruption that swept the world in its currents. We are in his debt. We do as he requests, and he protects us from spiritual destruction. It is his divine will that has closed Nippon, denying evil even the slightest purchase on our fair land. He ordered the construction of the vast castles and temples, so that we might have places of safety in times of need. With the Emperor, and our ancestors aiding us, the sun will always rise, uncorrupted, on the fair isle of Nippon.

Tenno no Ketsui, "the will of the Emperor," is concentrated on the isle of Nippon in the cosm of Gaea. A select few believers have set forth on divine missions for the Emperor, and some have made it all the way to Earth.

The servants of the Emperor truly believe that he was born from the sun to protect them. All inhabitants of the islands of Nippon recognize him as their divine and sovereign ruler. He keeps council with the spirits of the greatest warriors and thinkers ever to have lived, and together they grant aid to those in need. He can hear the cries of his faithful from any corner of the globe, and will grant them assistance if they have been pure of heart.

The warriors and priests of Nippon have been granted access to the Emperor's divine power. The



Emperor's warriors are known as Tenno no Te, "the hand of the Emperor," and his priests are called Tenno no Nozomi, "the hope of the Emperor."

Because they face their fears, and confront the Horrors, these two groups have become almost divine in the eyes of the people. The warriors of Nippon are typically harsh individuals who concentrate upon the sword and the bow. They call upon the power of the Emperor to aid them in battle. The priests of Nippon strengthen the people and their belief in the Emperor by telling great tales and demonstrating the Emperor's divine powers.

Miracles of Tenno no Ketsui are enacted by calling upon the Emperor or the spirits of one's ancestors. Rituals require the burning of incense and offerings. It has been said that the Emperor will appear to those who truly believe, when all hope is lost. He appears as a man dressed in gold robes and armor, shining brightly from an inner light, and carrying a sword made of pure fire.

The enemies of the Emperor are considered to be enemies of the faith. This group mainly consists of Horrors.

Prayers of the Emperor

Banish
Bless
Boost Damage
Bravery
Call Lightning
Calm
Cleanse
Cure Poison
Death of Sound
Detect Deception
Detect Miracle
Divine Light
Earth's Ear
Earthquake
First Strike
Ghost Walk
Inferno
Inspire
Kamikaze
Pass Quietly
Petrify
Presence of God
Soothe
Speak with the Dead
Spirit Shield
Spirit Sword
Spiritual Protection
True Vision
Unmask Horror

Ward Danger
Ward Enemy
Wings of Sparrow
Wisdom

Rituals of the Emperor

Beacon
Bless Battle
Bless Missile
Bless Weapon
Blessing Vow
Bounty
Bow Master
Cure Disease
Dispel Curse
Divine Intuition
Faith Armor
Feast
Great Heal
Healing
Healing Waters
Hearth Blessing
Introspection
Pathway
Penance
Prowess
Purge Fear
Ritual of Hope
Ritual of Purification
Sacred Barrier
Sword Master



Chapter Ten

Space Gods



All religions are accepted within Akasha, as they each contain elements of Apeiros and the Nameless One within them.

There is no dominant mythos, but the Way of Zinatt pervades all religious activity within the bounds of the reality. The inhabitants of Akasha manifest spiritual powers fairly frequently. However, the effects that they achieve are often limited.

The *Spiritual* axiom of Akasha is 13. Spiritual powers may be called upon through prayer, ritual, or invocation. Invocations have a *focus* difficulty of 40, but are generally not particularly "miraculous" in their manifestation. Religious items may be created by groups of the faithful through rituals or invocations.

The Law of Religious Compatibility states that all religions work equally well within the confines of Akasha. Believers in any faith can work together to perform any miracle available to them, or to invoke any god they might be associated with.

The Way of Zinatt colors all religious activity within Akasha, creating the only limitations on spiritual cooperation. These limitations only apply to those with *faith(Aka)*, *faith(Coar)*, or *faith(Zinatt)*.

Characters who are aligned to one of the three Akashan belief systems may not use miracles associated with another. In other words, a priest aligned to Aka cannot use miracles that require a Coar alignment. Miracles that require alignment are marked with an (A).

A character who performs a miracle associated with his alignment receives a +1 to his *focus* total.

Faiths of the Star Sphere

Aka

The philosophy of Aka:

When Apeiros seeded the universe with his creative energies, he brought forth a myriad of creatures filled with boundless energy. These creatures flourished upon the worlds of the Star Sphere, growing and developing, thriving in the quiet of the stars.

However, this success filled the Nameless One with envy. Angered at the success of the Creator, the Nameless One sent his darkness to consume the children of Apeiros. Destruction, darkness, greed, and envy — these things were visited upon Apeiros' children. The Destroyer sought to undo everything that had been brought forth from eternity.

But Apeiros was wise. To each of his children, he gave the power to resist the forces of the Nameless One. Each of them, individually, had the power to undo the Destroyer's plans. Apeiros presumed that his children would develop the precise control of themselves that would be required to surmount the challenges they would face. It was this development that the Destroyer stunted, and by so doing prevented Apeiros' creations from achieving the perfection for which they had been given life.

The way of Aka is to accept the many manifestations of Apeiros and the Nameless One, but always to work toward the perfection that is the destiny of the individual. The greatest weapon against the Destroyer that Apeiros has given to his children is the



mind. Only by concentrating upon inner development can a being release the power that will defeat the Nameless One.

When an individual achieves the precise control that is his birthright, he will become *pultaak* to the universe, showing the way for all creatures to rid themselves of the Nameless One's corruption. It is a difficult path, filled with sacrifice, and any misstep may bring destruction. In ten millennia of Akashan civilization, none have achieved the requisite levels of self-discipline and control. Perhaps it is impossible, but hope is always the first step, for from hope comes creation.

Priests of Aka, while capable of understanding and accepting any aspect of Apeiros or the Nameless One, most often strive to develop the qualities associated with Apeiros. Miracles of Aka are most often invoked by intense concentration, sensory deprivation, or meditation.

Aka has no official clergy, and many who follow its path are not even aware that they do so. Within the Star Sphere, the belief has been developed most fully by the poet Jelната. Her work is considered by most to be the pinnacle of creativity, and she is purported to have vast powers developed by intense meditation. Much of Jelната's most recent work has concerned Earth, and many believe that she intends to travel there.

On Earth, the spread of Aka has been somewhat slow, and this is most likely due to the violence of the Possibility Wars. There are, however, a number of individuals whose beliefs seem to naturally incline them toward Aka, and many of them have proven quite adept at unlocking their inner power.

Those whose Akashan faith conforms to the way of Aka can never participate in communal miracles.

Priests of Aka may learn the miracles of any other faith they have encountered, as long as it is within their *Spiritual* axiom, and does not conflict with their fundamental beliefs. They may also accept the enemies of any faith as being true enemies of their faith.

The Prayers of Aka

Bless
Calm
Ride Lines
Soothe
Ward Danger
Ward Enemy

The Rituals of Aka

Blessing Vow
Enhance Food
Healing
Introspection (A)
Multiply Food
Refresh
Replay Reality (A)
Ritual of Hope
Ritual of Purification
Tongues

Coar

The philosophy of Coar:

Apeiros created many things within the universe, but none of them were truly alive. While each was filled with energy, there was within these creatures no passion or desire. For Apeiros could see nothing but creation, and in his obsession with this aspect of reality, he failed to give his creations anything to challenge them, anything that would force them to grow and develop.

Seeing this failure, the Nameless One was moved with sympathy. He could not allow his brother's creations to be so flawed. Acting on this, the Nameless One brought forth challenges within the universe. First he created destruction, a force that would push Apeiros' creations to greater perfection by culling out the inferior among them. Then he brought forth passion, so that the creatures of the universe would be truly alive. Finally, the Nameless One gave the creations of Apeiros greed, so that those who had attained perfection would be rewarded.

The gifts of the Nameless One taught the creations of Apeiros the way to true perfection. By acting in unison, with the strongest in the lead, nothing could resist the power of their vision. Together, it was possible to

both create greater things and provide greater challenges. Those who were weak fell because of their weakness, and their wealth was the reward for those who were unafraid of action.

Action is the way of Coar, and nothing can stand against it. Those who lead through great strength will gain the rewards of that strength, and ultimately the most powerful leader will emerge. This leader will be the *pultaak* of the universe and his vision will allow all of Apeiros' creations to achieve perfection.

Priests of Coar are capable of understanding and accepting any aspect of Apeiros or the Nameless One. However, most often they choose to act in accordance with some of the qualities of the Nameless One. Miracles of Coar are most often invoked by destructive actions.

Coar has many groups that claim to be the superior proponents of the faith. In Akasha, the belief has been most powerfully dictated by the Machu Coar. Many of the most powerful leaders of this group hold prominent positions among the Monitors. The Machu Coar, more than any other group, has advocated the complete takeover of Earth. The Machu Coar leaders hope that a more stable situation will allow a cure for the Comaghaz to be found.

On Earth, the way of Coar has proven popular among the many people who are worried about the expansion of the Possibility Wars. These people are willing to follow almost any leader who promises to bring an end to the conflict, no matter what the cost.

The followers of Coar can learn any miracle that is within their *Spiritual* axiom, does not deviate from the tenets of Coar, and which they have observed in use. They do not use the *ward enemy* miracle as they would rather destroy their enemies.

The Prayers of Coar

Bless
Boost Damage (A)
Reduce Toughness (A)
Ride Lines
Spirit Sword (A)





The Rituals of Coar

Cure Disease
Enhance Food
Multiply Food
Ritual of Hope
Ritual of Purification
Tongues

Zinatt

The philosophy of Zinatt:

The universe is a balance between Apeiros and the Nameless One. Neither creation nor destruction could exist without the other — only together is the true complexity of the universe possible. While Apeiros would have a universe composed only of creation, it would be stagnant and unchallenged. And the Nameless One would consume everything in a blind maelstrom of destruction that could result in nothing but a formless void. It is the balance of these two principles which must guide the faithful to a harmonious accord.

To achieve this balance, the followers of Zinatt must utilize both the tools of Apeiros as well as those of the Nameless One. Boundless creation must be checked by destruction, and undue devastation must be stopped before it becomes all-consuming. The rights of the individual must be protected from the tyranny of the collective. However, in turn, the collective must not be crippled by the whims of the individual.

In order to prevent either Apeiros or the Nameless One from becoming completely dominant, the followers of

Zinatt must be eternally vigilant. The first step is to ensure that a balance is maintained by the individual. The struggle is a difficult one and as such the political process must be emphasized. Thus the way of Zinatt is primarily that of the diplomat. The goal of this diplomacy must be to channel the forces of Coar and Aka into pursuits that serve to enhance the lives of all. Only where creation and destruction meet can true enlightenment be found.

Priests of Zinatt embrace all aspects of both Apeiros and the Nameless One. They seek to find a balance between the forces of creation and destruction in all situations. The miracles of Zinatt are most often invoked through some combination of creation and destruction.

The followers of Zinatt work as individuals as frequently as they work in groups. Within Akasha, the way of Zinatt is considered the ideal path by many. Through great effort, they have secured political preeminence for their beliefs and now dominate the Kyat. The Rotan is traditionally a follower of Zinatt.

The dangers of the Comaghaz have, however, begun to destabilize the Akashan political situation. This has raised the danger that the followers of Zinatt may not be able to maintain the balance much longer.

On Earth, the Akashan bureaucracy is composed primarily of the followers of Zinatt. As such, the human natives most often encounter followers of this belief. The influence of this frequent direct contact is expected to be positive. However the spread of the

Comaghaz to the native population may jeopardize this process of impression by example.

Those whose Akashan faith conforms to the way of Zinatt may use any miracles that are available to their *Spiritual* axiom. To do so, they must have seen the miracle performed at least once. The followers of Zinatt can accept the enemies of any faith as enemies of their faith.

Prayers of Zinatt

Bless
Calm
Cure Disease
Ease Frenzy (A)
Electro Damper (A)
Ride Lines
Soothe
Ward Danger
Ward Enemy

Rituals of Zinatt

Blessing Vow
Common Ground
Communicate with Animal Spirit
Communicate with Elemental Spirit
Communicate with Plant Spirit
Computer Empathy
Create Reality Tree (A)
Enhance Food
Healing
Multiply Food
Refresh
Ritual of Hope
Ritual of Purification
Spirit Shield (A)
Tongues



Chapter Eleven

Tharkold



Tharkold is home to conflicting spiritual communities. The War pervades all aspects of Demon and Race spirituality. The potent energies contained within this realm and cosm have been harnessed by both sides to great effect. While mystics capable of utilizing this power are uncommon, their presence can often turn the tide of battle.

The supernatural nature of Demonkind makes them vulnerable to any faith that counts demons among their enemies. Tharkoldu are thus susceptible to the effects of the *ward enemy* miracle of many faiths, as well as any other miracles that specifically target demons.

The *Spiritual* axiom of Tharkold is 17. The world laws work together to prevent priests of non-native faiths from invoking their gods while in the confines of the realm or cosm. Any miracle from a non-native faith causes an automatic one-case contradiction. Spiritual power of native faithful may be utilized through ritual, prayer, or invocation. Divine intervention is somewhat common, having a *focus* difficulty of 36. The interventions tend to be violent and devastating in nature, and are unmistakable signs of divine agency. Communities of the faithful may imbue items with spiritual power, and items or locations are capable of perpetual miracles which occur regularly, with or without the presence of the community.

The Faiths of Tharkold

Tharkolds' religions put at least as much emphasis on martial training as clerical skills. Tharkoldu and the Race Clerics are true warrior-priest.

The Cult of the Dominant

From the "Kraznavekta:"

Omoo-Zahn, holy progenitor to all of demonkind, took hold of the universe and forced its submission. The union of the two produced many offspring, the Tharkoldu, whose destiny it is to dominate all.

So reads the Kraznavekta, most sacred of all holy texts. Within its pages are the 1313 verses chronicling our history, a history of pride and domination. Just as Omoo-Zahn grabbed the universe by the throat, so must we exert our superiority over all others, for they exist only to be our slaves. We will fight to achieve what has been granted to us by birth, and those who stand in our way shall surely fall to our ferocity.

In time, we will achieve glorious dominion, and even our most resolute foes shall bare their throats to us.

The Cult of the Dominant is a religion that worships its own destiny of complete dominance. The figure of Omoo-Zahn, the most holy progenitor, is also worshiped, but Omoo-Zahn is secondary to the promise of complete domination over the entire universe.

The Cult is composed almost entirely of techno-demons, but some of the other malevolent creatures of Tharkold are also firm believers. A slave version of the Cult has been forced on to Race slaves by their Tharkoldu masters. The slave-cult teaches the virtue of accepting the dominance of those superior to oneself, and aiding their conquests by blind submission. The slave-cult is also used by the minions of the High Lord to prepare a cosm for an impending invasion.





No formal priesthood exists for the Cult of the Dominant, as the *focus* skill is generally possessed by those demons heading up the dominance chain of their pride. Some prides exist solely for the pursuit of religious knowledge, and though they are well respected, they are also rare.

For the purposes of invoking miracles, everyone below the focus character in the dominance chain is considered to be a part of his community. The Cult of the Dominant does not specify any special enemies of the faith. Thus the *ward enemy* prayer is not available.

Prayers of Domination

Alter Disease
Animate Cables
Bless
Bless Claws
Bless Wings
Boost Damage
Bravery
Captivate
Capture Web
Cause Confusion

Cloud Minds
Conflict
Cypher
Detect Deception
Detect Miracle
Ease Frenzy
Electro-Damper
Endurance
Fanaticism
Fear
First Strike
Flame Aura
Harm
Heightened Hearing
Heightened Sight
Heightened Taste
Inferno
Killmachine
Leap
Mage Net
Mechanization
Obscuring Mists
Pass Quietly
Petrify
Power Surge
Reduce Toughness
Soothe
Spell Shield
Ward Being

Ward Danger
Warrior Madness
Weaken
Wing Snare

Rituals of Domination

Attune Mechanism
Beacon
Beauty
Bless Battle
Bless Weapon
Clean Suit
Computer Empathy
Conceive
Curse
Curse Mechanism
Cyberharmony
Dispel Curse
Enslavement
Eradicate Radiation
Faith Armor
Great Curse
Grid Wisdom
Healing
Interface
Machine Empathy
Mana



Mark Prey
Mental Link
Object Blessing
Portent
Pronouncement of Doom
Prowess
Refresh
RefreshCy
Replay Reality
Ritual of Power
Ritual of Purification
Shadow Hunter
Souldeck
Tempest
Temptation
Trap

The Slaves of the Higher Power

From the teachings of the Slaves of the Higher Power:

You can only serve one master, and to bow before one of your own kind is to not actualize your own true potential. There is no mortal so great as to make us submit, for we have already pledged ourselves to one who is not of the flesh: the Higher Power. Many are called by the Higher Power, and we accept them all, be they Race or Demon.

The Higher Power instructs us to learn all that can be known, for knowledge is the key to true power. We must prepare for the Release, when our master will reveal to us his will. Toward this end we organize, learning, training, praying so that we may not fail as his tools. We sacrifice our own energies as the Higher Power demands, creating vril batteries from our own life force. We work together, Human and Tharkoldu, to form the perfect civilization. The Higher Power has told us that this is necessary, and we obey.

The Higher Power has taught us to suppress the Law of Ferocity, that we may live together in harmony and accomplish great things. Once per year, we release our ferocity — it is a savage time known as Malgok. For one day we rage. Our numbers swarm onto the countryside, rampaging, killing, and destroying all that we find. The rest of the year, we live in quiet meditation, studying and pondering the secrets of the universe.

The Slaves of the Higher Power are the most accomplished warriors, thinkers, scientists, and mages that Tharkold has to offer. They are capable of using the full potential of Tharkold's *Social* axiom, and are thus more organized than any around them. Amongst the Slaves of the Higher Power, there is no discrimination between Demon and Race, both are treated as equal. Together the Slaves obey the messages they receive from the Higher Power (these messages are usually communicated spiritually, through prayer or meditation). But, on more than one occasion, unmistakable signs have been discovered in the Grid.

Slave enclaves typically number between five hundred and two thousand, the numbers being roughly divided equally between Human and Tharkoldu. They are organized centers of skills and knowledge, and will occasionally have human and demon servants living there. They are generally found in secluded areas: mountaintops, caves, beneath the sea, or in the Arctic. The exact number serving the Higher Power is unknown, but there are over a thousand enclaves in existence. Every Slave of the Higher Power is possibility-rated.

The miracles of the Slaves of the Higher Power are diverse, and they are highly proficient in their use. Their miracles are invoked through ritual chant, philosophical discourse, meditation, and blood sacrifice.

The Higher Power is the ultimate force in the universe, and nothing can stand in its way — therefore the Slaves of the Higher Power have no use for the *ward enemy* miracle.

Prayers of the Slaves

Animate Cables
Bless Claws
Bless Wings
Boost Damage
Bravery
Captivate
Capture Web
Cause Pain
Cloud Minds
Conflict
Cure Poison
Curse
CyberCalm
Cypher

Death Sleep
Death of Sound
Detect Deception
Detect Miracle
Electro Damper
Fanaticism
First Strike
Inspire
Killmachine
Leap
Mechanization
Power Surge
Reduce Toughness
Soothe
Spell Shield
Spirit Sword
Ward Arcana
Weaken

Rituals of the Slaves

Attune Mechanism
Bless Missile
Bless Weapon
Blessing Vow
Clean Suit
Cure Disease
Curse Mechanism
Cyberharmony
Dispel Curse
Divine Intuition
Enslavement
Eradicate Radiation
Exorcism
Fertility
Grid Wisdom
Healing
Interface
Introspection
Liberation
Machine Empathy
Mana
Mark Prey
Mental Link
Mystic Armor
Passing Shadows
Pathway
Portent
Prowess
Refresh
RefreshCy
Ritual of Power
Ritual of Purification
Sacred Barrier
Summon
Souldeck
Tongues



The Way of the Race

From the Book of Liberation:

The Race will only survive if we are united against our foe, and united we are. Throughout the Free Nations, members of the Race battle together against the Tharkoldu. The Way states that we must attempt to match the ferocity and deadliness of our foe in combat, but we must never give ourselves over to it as they have. We must maintain the bonds of friendship, loyalty and love, for that is what sets us apart from the evil monstrosities we call Demons.

Each member of the Race must place the good of the Race above all else, yet each individual is part of the will of the Race. The will of God is the will of the Race, and the will of the Race is the will of God. Our triumphs in battle are God's will, and He has decreed our eventual victory. The Race will survive.

The Way of the Race is a monotheistic religion that is native to the human population of Tharkold. The God

of the Race is seen as the collective will of the people themselves. He has many different aspects, but his power is for the Race, and only for the Race.

In the Free Nations, the Way of the Race is worshiped in different ways. Most forms are based on the ancient religions of that area of the world. In the Nations corresponding to Earth's Asia for example, elements of Shinto, Taoism and Confucianism exist. Though the religion may appear to be different, the central faith and tenets are the same across the cosm.

The priesthood of the Race is not particularly organized. There is no formal church institution, and no hierarchy of clergy. Priests are all considered equal, and are almost always well-respected by the lay people. Priests are usually the only members of the Race who possess copies of the Book of Liberation, the holy text of the Way which tells of the inevitable victory of the Race, and the aeons of peace that will follow.

The Way considers all demons to be enemies of the faith.

Prayers of the Race

Alter Disease
Bless
Bless Claws
Blind
Bravery
Calm
Captivate
Cause Confusion
Cleanse
Cure Poison
CyberCalm
Cypher
Death-Sleep
Detect Deception
Detect Miracle
Electro-Damper
Endurance
Fanaticism
First Strike
Inspire
Leap
Miracle Shield
Pass Quietly
Power Surge
Presence of God
Reduce Toughness



Run Like the Wind
Soothe
Spell Shield
Spiritual Protection
True Vision
Ward Danger
Ward Enemy
Warrior Madness
Weaken
Will of the Race
Wings of Sparrow

Rituals of the Race

Attune Mechanism
Beacon
Bless Battle
Bless Missile
Bless Weapon
Blessing Vow
Blood Brothers

Blood Curse
Blood Oath
Clean Suit
Common Ground
Computer Empathy
Cure Disease
Curse Mechanism
Cyberharmony
Dispel Curse
Divine Intuition
Enhance Food
Eradicate Radiation
Faith Armor
Good of the Race
Grid Wisdom
Healing
Healing Waters
Hearth Blessing
Heroes' Feast
Interface
Introspection

Liberation
Machine Empathy
Mana
Mental Link
Object Blessing
Painless Kill
Passing Shadows
Pathway
Penance
Prowess
Purify Body
Refresh
RefreshCy
Ritual of Hope
Ritual of Purification
Sacred Barrier
Souldeck
Stay Disease
Tongues
Uprising



Chapter Twelve

Tz'Ravok



Religion drives almost everything done by the ravagons within the cosm of Tz'Ravok. The powers of their god course through them, giving them direction, purpose, and a will to be true to themselves. Those who follow the will of Ravok the Scourge and join the priesthood gain the ability to call upon this vast fount of spiritual power. Thus, the use of miracles is relatively common among ravagons.

The *Spiritual* axiom of Tz'Ravok is 17, and the only relevant effect of the world laws is that priests of Ravok do not disconnect while using their miracles in foreign realities. Spiritual power may be called upon through ritual, invocation, or prayer. Divine intervention occurs, has a *focus* difficulty of 36, and is always a clear sign of divine agency. Invocations on Tz'Ravok have violent and savage effects.

Communities of the faithful may imbue items with spiritual power, and items or locations are capable of perpetual miracles, which occur with or without the presence of the community.

The Faiths of Tz'Ravok

Irishantism

Excerpt from the *Holy Teachings of Ravok the Scourge*:

Only the strong are capable of survival. Only the savage will use their strength to its potential. The weak do naught but leech from the strong. They must be destroyed. Embracing your

savagery, using your strength to destroy the weak, this is what Ravok the Scourge calls upon us to do.

Follow these holy commands, and The Scourge will return to lead us on The Eternal Hunt. But even the most faithful slip in their duties occasionally, so Ravok in his wisdom sent his prophets, the Irishantza. Five have come before, and the sixth, Sallsboratza, "The Gaunt One," is among us now.

Though he does not appear to be a ravagon, Sallsboratza must be, as he is as savage, cruel, and powerful as any ravagon throughout history. He is also filled with more *szilvaravok* than any being to set foot on Tz'Ravok since The Scourge himself.

The possession of *szilvaravok*, "The Essence of Ravok," proves that we are the chosen of The Scourge. On Earth, we have heard it called "possibility energy," and it is the greatest gift Ravok has given his children. Sallsboratza takes the faithful to other worlds to destroy the weak and take their *szilvaravok*.

The Holy Teachings of Ravok say that direct combat is the true test of faith, but Sallsboratza has come to teach us anew. "The Old Teachings say that a holy Irishant wins because he is the strongest in direct conflict," the Gaunt One has told us. "But the New Teachings say that to use all the gifts that Ravok saw fit to bless you with is a good and true expression of faith."

This change in the teachings has created a division among the faithful. Most follow Sallsboratza, but some, called Deniers, denounce him as a fraud. After the coming of the seventh Irishantza, we will know. For Ravok will return to destroy the unbelievers, and to lead the faithful on the Eternal Hunt ...





Irishantism is the faith of the ravagons, a race subjugated by the Gaunt Man centuries ago. By posing as the sixth Irishantza (which he may, in fact, truly be) the Gaunt Man was able to persuade the ravagons into launching a holy war to purge other worlds of the weak.

Originally from the cosm of Tz'Ravok (Ravok's World), the ravagons have been the Gaunt Man's most trusted lieutenants and assassins all across the cosmverse. On Earth, the Gaunt Man has sent ravagons to every realm, and lets them hunt as they wish. Thus, they can be found — or they can find you — in any location around the globe.

Irishanti priests are called *tzullats*, and they preach the word of Ravok the Scourge. Ravok is seen by his followers as a giant ravagon, blood-red in color with bone-white highlights. Ravok teaches his faithful to revel in the holy sacraments of the hunt, the challenge, and the fight. The miraculous abilities Ravok grants his priests all revolve around savagery, hunting and killing. Tzullats must be more than just spiritual leaders, they must also be greatwarriors.

(Note: A secret society, known as the Cult of the Dark Hunter, has come about on Gaea. Led by Cynthia Cornwallis, they worship both the Scourge and his children. Along with the Gaunt Man, they have access to all ravagon miracles.)

As Ravok is second in power to none, and all non-ravagons (save the Gaunt Man, of course) are viewed as weaker beings, there are no enemies of the ravagon faith, and they are not allowed to take the *ward enemy* miracle.

Irishanti Prayers

- Banish
- Bless
- Bless Claws
- Bless Wings
- Bravery
- Call Lightning
- Captivate
- Cause Confusion
- Claw of Ravok
- Conflict
- Detect Deception
- Detect Miracle
- Earthquake
- Endurance
- Fanaticism
- Fear

- Fire Walk
- First Strike
- Flame Aura
- Flame Burst
- Flame Ward
- Inspire
- Lava Storm
- Leap
- Miracle Shield
- Pass Quietly
- Reduce Toughness
- Soothe
- Spell Shield
- Storm
- True Vision
- Voice of Ravok
- Ward Danger
- Weaken
- Wing Snare
- Wrath of the Gods

Irishanti Rituals

- Bless Missile
- Bless Weapon
- Blessing Vow
- Mark Prey
- Mystic Armor
- Healing
- Prowess
- Ritual of Power
- Ritual of Purification
- Shadow Hunter
- Tongues

Chapter Thirteen

Holy Prayers

Alter Disease

Spiritual Rating: 14
Community Rating: 9
Difficulty: 11
Range: touch
Duration: NA
Effect: changes attributes of disease
Attainment Rating: 16

Alter disease can have many different effects, but the miracle worker may only choose one per use. *Minimal* success makes the disease incommunicable, making spread of the contagion impossible. An *Average* result will slow the effects of a disease, causing it to take twice as long to run its course as normal. Conversely, it can also be used to speed the effects of a disease, halving the time the victim must suffer the infection.

On a *Superior* success, the target character receives a +3 bonus to their healing roll (see page 19 of the *Torg Rulebook*) to fight off the disease.

On a *Spectacular* success, the way in which the disease is transmitted may be altered in any way the focus character sees fit, as long as the method conforms to one in which a disease can spread (touch, airborne contagion, etc.)

The difficulty of *alter disease* is modified depending on the nature of the disease.

Animal Rage

Spiritual Rating: 12
Community Rating: 8
Difficulty: 11
Range: touch
Duration: result points +5
Effect: allows character to go into an animal rage
Attainment Rating: 16

To invoke this prayer, the focus character must find an animal, enrage it, touch it, and then pray for the miracle. If the miracle is granted, the miracle worker can store the animal's rage within himself, thus delaying the effect of the miracle for up to 24 hours.

Once the rage is activated, the character acts as though an "up" result is in effect. Opponents receive a +3 to attacks against the character, as his rage makes him act without thought to his own safety.

Once invoked, the character must make a *faith* roll. The result points achieved +5 is how long the animal rage stays in effect. After the miracle fades, the character must generate a *Toughness* total against a difficulty of his *Toughness* +4. If he fails the check, he suffers shock damage equal to his *Toughness*.

Animal Sounds

Spiritual Rating: 10
Community Rating: 10
Difficulty: 8
Range: voice
Duration: 18 (one hour)
Effect: allows the mimicking of any animal
Attainment Rating: 13

A

Alter Disease Difficulty Chart

Disease	Difficulty
24-hour bug	8
Influenza	10
Pneumonia	12
Cancer	18
AIDS	22
Alzheimer's	25



This miracle allows the recipient to exactly reproduce the sound of any mammal or bird. No actual communication is possible with animals, but such effects as mating calls, danger signals, etc. may be reproduced. This is used as a means of disguising communication; the character(s) to which the message is directed must generate a *perception* total of 10 to understand it, while eavesdroppers must generate a *perception* total of 16.

Animal Speech ✓

Spiritual Rating: 14
Community Rating: 9
Difficulty: 12
Range: voice
Duration: 18 (one hour)
Effect: allows cleric to speak and understand the language of animals
Attainment Rating: 17

With this miracle in effect, the cleric can understand the language of all animals within range, and speak to them if he chooses to do so. There is,

however, no guarantee that the animals will wish to speak with him, and efforts at *persuasion* may be necessary to get a conversation started. Mindless animals are not affected by this miracle.

Animate Cables

Spiritual Rating: 14
Community Rating: 11
Difficulty: 16
Range: *faith* total
Duration: result points of miracle in rounds
Cyber Rating: +3
Effect: animates cables and wires so they can kill organic life in range
Attainment Rating: 21

This miracle targets one person. Any metal wires that the person is in contact with, or that are part of any machine he is in contact with, will come to life and attempt to strangle him. A telephone cord, the cables in a vehicle, even the wire hangers in a closet, can all be animated by this miracle.

The duration of the miracle is a

number of rounds equal to the result points achieved in its invocation. If the focus character received four result points from a *focus* total of 21, the cables would be animated for four rounds.

The wires all have the following statistics:

DEXTERITY 12

Maneuver 13, unarmed combat 13

STRENGTH 14

TOUGHNESS 14

The maximum number of wires animated by the miracle is five. They will work in coordination if possible: for example, one wire might try to immobilize the character while another tries to strangle him.

The cables rip themselves free of their sockets and can crawl, snakelike, with a speed value of 9.

Any mechanism requiring the animated cables for its operation will stop working for the duration of the miracle. The cables return to their normal position and functioning after the miracle's duration ends, unless destroyed before



that time. In that event, the mechanism itself remains out of action, which can be a bad thing if it happens to be a plane in flight, or something of that nature.

Animate Dead

Spiritual Rating: 13
Community Rating: 12
Difficulty: 15
Range: touch
Duration: permanent
Effect: creates undead warriors
Attainment Rating: 20

One of only two known Rec Stalek miracles, this rite can cause any dead creature to rise in its present state to do the bidding of the cleric. The creature retains the attributes and skills it had while alive, but as a form of undead, is immune to all shock and KO damage. Note that Ayslish spells which allow casters to control undead will have no effect, as the creatures were not animated by magic, but Stalek's unholy power.

Undead created in this manner will decay within three months when in a zone of Stalek's influence, and in 24 hours in other areas of the Takta Ker or the Living Land.

Animate Tree

Spiritual Rating: 14
Community Rating: 10
Difficulty: 7
Range: touch
Duration: performance
Effect: animates and controls a tree
Attainment Rating: 12

This prayer allows the priest to animate the branches and roots of a tree. The tree can be made to strike with its branches or entangle with its roots. To hit a target, the priest must generate a *faith* total greater than the target's passive or active defense. Branches that hit the target inflict damage value 14 plus the bonus generated for the prayer.

Once struck by a branch, a character will be entangled and must generate a *Strength* total of 12 or greater to break free.

If the controlled tree has a shallow root network, it can be completely uprooted and made to pull itself along the ground using its roots (speed value 5).

Armor of Dunad

Spiritual Rating: 16
Community Rating: 12
Difficulty: 13
Range: self
Duration: 24 (12 hours)
Effect: increases *Toughness* of cleric's garments
Attainment Rating: 18

Calling upon Dunad, the priest touches his vestments. If the miracle is successful, the garments provide TOU+4 protection for the duration of the miracle. The cleric suffers no *fatigue* penalty as a result, nor is his *Dexterity* affected.

This miracle can be used only by those who worship the gods of Honor.

Banish

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: 7 (20 meters)
Duration: 18 (one hour)
Effect: forces enemy to flee
Attainment Rating: 17

This miracle can only be used against opponents of a different religion. If successfully cast, compare the cleric's *faith* total to the target's *faith* or *Spirit* value. The target may actively defend if he wishes by generating a *faith* or *Spirit* total, but this will be considered his action for the round.

The being with the lower *faith* feels compelled to flee.

Bed of Nails

Spiritual Rating: 15
Community Rating: 11
Difficulty: 16
Range: touch
Duration: 18 (one hour)
Effect: forces target to endure lying on a bed of nails
Attainment Rating: 21

When touched by the invoking priest, the target is cast down onto a bed of nails. Riddled by the many sharp nails, the victim takes the priest's *faith* total in physical damage. The victim must generate a *Strength* total greater than the priest's *faith* total to rise from the torturous bed.

Bless

Spiritual Rating: 9
Community Rating: 10
Difficulty: 14
Range: touch
Duration: 18 (one hour)
Effect: add success levels to the bonuses of one attribute for character
Attainment Rating: 19

A *bless* surrounds and infuses the blessed character with spiritual energy. The *bless* enhances the character, adding to all bonus numbers generated for one attribute and its skills (for example, a *bless* could add to a character's *Dexterity* and *Dexterity*-related actions).

The blessed character receives a +1 bonus for each success level attained, i.e. a *Good* success is worth +3 to the bonus number. The attribute to be affected must be chosen by the recipient at the time the blessing is performed. A character may enjoy the effects of only one *bless* at any given time. It is possible for a cleric to cast a *bless* upon herself.

Bless Claws

Spiritual Rating: 12
Community Rating: 10
Difficulty: 12
Range: touch
Duration: 18 (one hour)
Effect: strengthens the target's claws
Attainment Rating: 17

This miracle increases the damage value of the target's claws, either the priest's own or those of one of the faithful. Claws so blessed glow with crimson fire and receive a +1 bonus to their normal damage value per level of success achieved.

This prayer only affects natural claws or talons; cyber or other artificial claws cannot be affected by this miracle.

Bless Wings

Spiritual Rating: 12
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 18 (one hour)



Effect: strengthens a target's wings
Attainment Rating: 15

This miracle increases the speed value of a target's wings, either the priest's own or those of one of the faithful. Wings so blessed glow with a blue luminescence and receive a +1 bonus to their normal speed value per level of success achieved.

Blind

Spiritual Rating: 14
Community Rating: 8
Difficulty: 18
Range: sight
Duration: 27 (2 days)
Effect: blinds the target
Attainment Rating: 23

This miracle punishes unbelievers by removing their sight. The *faith* total of the invoking priest is compared to the *faith* or *Spirit* of the target, and on a Good or better success, the prayer takes effect. The afflicted character must have the blindness lifted by either the casting priest, or clergy of his own faith.

Lifting the blindness requires a bless with a *faith* total greater than or equal to the *faith* total of the invoking priest.

Blind characters receive a +20 to the difficulty numbers of all sight-based activities.

This prayer affects the eyes themselves, not the neural connections leading to the character's brain. Thus, if the eyes are replaced with cyberware or the like, the blindness is cured.

Blood of the Cobra

Spiritual Rating: 15
Community Rating: 12
Difficulty: 19
Range: touch
Duration: 9 (one minute)
Effect: introduces venom into target's bloodstream
Attainment Rating: 24

The cleric must invoke this miracle while making a successful *unarmed combat* attack on his target as part of a multi-action. If the attack causes any damage at all and the miracle's difficulty number is exceeded, cobra venom is introduced into the target's bloodstream. It does damage value 18

plus a random bonus per round.

If there is no actual wound on the target's body, draining the venom will first involve causing a *wound* result to the afflicted character and then making a *first aid* total of 16 to remove the poison.

Blossom Spears

Spiritual Rating: 21
Community Rating: 10
Difficulty: 8
Range: sight
Duration: until damage is scored
Effect: turns hrockt shoots into very deadly spears
Attainment Rating: 13

The blossom spear prayer is just like a simple spear, with a damage value of STR+3. However, if a blossom spear causes any damage, thorns blossom along the tip of the shaft and cause one additional *wound*. A Jakatt can remove the spear by pulling it out, for the thorns fall away.

Non-Jakatts cause an additional *wound* to the victim when removing the spear unless they beat the miracle's spiritual rating with a *medicine* total.

The hrockt shoot returns to its original state once removed, and cannot be used again unless another prayer is cast upon it.

Boost Damage

Spiritual Rating: 13
Community Rating: 12
Difficulty: 15
Range: self
Duration: 10 (100 seconds)
Effect: increases the amount of damage for *unarmed combat* attacks
Attainment Rating: 20

With this miracle, the caster is able to increase the amount of damage he inflicts in *unarmed combat*. The amount of additional damage caused is equal to his *faith* adds. This miracle increases damage from *unarmed combat* attacks only, *melee weapons* and *missile weapons* attacks are not affected.

Bravery

Spiritual Rating: 14
Community Rating: 8
Difficulty: 15
Range: touch

Duration: performance
Effect: provides the target with an *up* for the duration
Attainment Rating: 20

While in effect, this miracle provides the target with intense bravery — it blocks out natural or supernatural fear, it prevents *break* results from affecting the blessed character, and it provides the character with an additional roll again (as though an *up* result was in effect).

Break Gris-Gris

Spiritual Rating: 9
Community Rating: 15
Difficulty: 15
Range: 5 (10 meters)
Duration: instant
Effect: disrupts magic
Attainment Rating: 20

By means of this miracle, the voodoo priest is able to focus the power of Ogoun against a *gris-gris* (or magical spell). This miracle will disrupt spells that are either being cast, or that are already in effect. To accomplish this miracle, the Hougan generates a *faith* total, which is then compared to the magic skill total that was used to cast the spell. The spell will be dispelled if the *faith* total is greater than the magic skill total.

Call Animals

Spiritual Rating: 8
Community Rating: 8
Difficulty: 11
Range: 14 (600 meters)
Duration: 20 (two hours)
Effect: summons animals within range
Attainment Rating: 16

This miracle allows a cleric to call animals to him. The cleric can, if he so desires, specify which species of animal he wishes to summon, but will not have control of them once they arrive.

Conveying complex commands to them would require a *communicate with animal spirit* or *animal speech* rite.

Call Lightning

Spiritual Rating: 17
Community Rating: 9
Difficulty: 15



Range: sight

Duration: one round

Effect: cleric calls lightning to smite his enemies

Attainment Rating: 20

With this miracle, a cleric prays to his deity for a localized lightning storm to sweep over his enemies. If successful, the miracle produces a sheet of crackling lightning that the cleric can direct to smite a group of foes in his line of sight. The lightning shoots out from a three meter high, three meter radius storm blasting anyone in the area of effect. It lasts only one combat round, striking and then fading away.

The cleric's *focus* total equals the storm's attack value. Characters can use their *Dexterity* or *dodge* to evade the bolts.

Lightning causes damage to all those it hits. The damage value is 16, plus the cleric's bonus.

Calm

Spiritual Rating: 8

Community Rating: 9

Difficulty: 15

Range: voice

Duration: performance

Effect: rids target of violent emotions

Attainment Rating: 20

Calm eliminates any violent or extreme emotions of the target, replacing them with a tranquil state. Compare the cleric's *faith* total to the target's *Mind* or *willpower*. On a *Good* or better success, the target is calmed. A calm being will cease any violent actions (unless attacked), and can then be reasoned with.

This miracle will not work when the user is the aggressor.

Captivate

Spiritual Rating: 8

Community Rating: 10

Difficulty: 14

Range: voice

Duration: concentration

Effect: cleric's words command the undivided attention of the target

Attainment Rating: 19

To cast this miracle, the cleric must speak without interruption for a full

round. He then compares his *faith* total to the *Mind* or *willpower* of the target. On an *Average* or better success the miracle takes effect. If successful, the target will be enthralled by the cleric's words, and be unable to take any action save listen to him.

The effects of the miracle will last as long as the cleric is able to speak without interruption, but if the target is attacked, the miracle will be immediately dispelled.

Capture Web

Spiritual Rating: 16

Community Rating: 10

Difficulty: 17

Range: 10 (100 meters)

Duration: 14 (10 minutes)

Effect: creates an energy web to ensnare foes

Attainment Rating: 22

A capture web is a web made of energy, thrown in an attempt to ensnare a foe. To succeed, the cleric's *faith* total must achieve at least a *Good* success against a difficulty number of the target's *dodge*.

When this occurs, the target is snared by the capture web, which will inflict pain if an escape attempt is made. To break free from the capture web, a *Strength* total greater than the *faith* total that created the web must be generated. When breaking free of the web, the former captive will suffer the cleric's original *faith* total in stun damage.

Catalepsy

Spiritual Rating: 15

Community Rating: 11

Difficulty: 17

Range: touch

Duration: 30 (two weeks)

Effect: induces total paralysis in victim

Attainment Rating: 22

The victim of the *catalepsy* miracle loses all control of voluntary bodily functions. The victim will be aware of his surroundings, but will be unable to do anything beyond breathe. The subject's metabolism also slows down drastically so that only close observation will detect the signs of life in his body (*perception* total of 14, *medicine* total of 10).

Cathari Consolation

Spiritual Rating: 13

Community Rating: 6

Difficulty: 10

Range: touch

Duration: lifetime

Effect: removes sin from the faithful

Attainment Rating: 15

Consolation can only be performed on those of neo-Cathari faith, and it may only be performed once in their lives. A successful miracle removes all the blemishes and effects of sin from the believer. While the primary use of the miracle is to prepare a believer for the afterlife, there are several effects in the here-and-now.

The miracle of *Cathari consolation* removes all curses placed upon the believer. The miracle also increases the believer's resistance to *charm*, *persuasion* and *trick* by an amount equal to the level of success achieved (i.e., a *Good* result grants a believer a +3 against *charm*, *persuasion* and *trick*). The believer may jack into the Albi net near Albi unhindered by Bright Bones or other neo-Cathari entities.

If the believer ever sins (accepts work from the Cyberpapacy or its agents, indulges in pleasures of the flesh or the gain of material things, or ever denies his faith), then all effects of this miracle cease.

Cause Confusion

Spiritual Rating: 13

Community Rating: 9

Difficulty: 16

Range: sight

Duration: performance

Effect: cancels an enemy's card play

Attainment Rating: 21

A cleric who invokes the power of this miracle causes one enemy to suffer a *confused* result — he cannot activate any cards from his pool for the duration of the miracle.

Cause Pain

Spiritual Rating: 21

Community Rating: 9

Difficulty: 18

Range: touch

Duration: delayed





Effect: the cleric can inflict pain by merely touching another character
Attainment Rating: 23

When a character uses this prayer, he causes pain to the first person he touches. The *faith* total of the miracle is compared to the target's TOU-3, and the results are read as physical damage. Armor, external or interdermal, does not protect the target from this damage.

The pain inflicted is felt as a searing sensation along the entire body, usually enough to make the victim scream out in pain.

Claw of Ravok

Spiritual Rating: 15
Community Rating: 11
Difficulty: 15
Range: sight
Duration: NA
Effect: cleric calls on Ravok to smite his enemies with a claw of energy
Attainment Rating: 20

When a priest of the Scourge successfully invokes the claw of Ravok, a giant, fiery claw forms around the him. It lashes out with terrible swiftness, striking once where the priest directs before fading away.

The claw of Ravok causes damage value 18, plus the miracle's result points.

Cleanse

Spiritual Rating: 9
Community Rating: 12
Difficulty: 26
Range: 13 (400 meters)
Duration: 9 (one minute)
Effect: attacks all enemies of the faithful in a 400 meter radius
Attainment Rating: 31

If successfully invoked, *cleanse* causes an immense thunder and lightning storm to form above the caster, extending for a 400 meter radius — it takes nearly the full minute for the storm to gather itself. Then, for the last round that the miracle is in effect, the area is bombarded by gale force winds,

driving rain and lightning bolts. The faithful will be immune to the effects of the storm, as will those who serve the interests of the faithful (in the gamemaster's judgment).

Those who are opposed to the faithful, however, and threaten their safety are attacked by the full wrath of nature. Lightning bolts strike each offender, doing damage value 15 plus the result points of the miracle. A character may attempt to actively *dodge* the lightning, but his *faith* total is used instead of *dodge*, and it must overcome the character's/community's *faith* total for the miracle.

Cloud Minds

Spiritual Rating: 14
Community Rating: 12
Difficulty: 10
Range: self
Duration: 15 (15 minutes)
Effect: causes target character to believe that caster has turned invisible
Attainment Rating: 15



Invoking this miracle, the cleric is able to make an enemy believe he has vanished. Compare the cleric's *faith* total to the *Mind* or *willpower* of the target; on a *Minimal* or *Average* success, the cleric will appear unsolid, but will still be largely visible. On a *Good* success, the cleric will be invisible, but if he moves, the target will be able to detect a rippling effect. On a *Superior* or *Spectacular* success, the cleric will be completely invisible.

Cloud of Ash

Spiritual Rating: 14
Community Rating: 12
Difficulty: 14/12
Range: 11 (150 meters)
Duration: performance
Effect: creates a cloud of ash
Attainment Rating: 19

This miracle produces a cloud of volcanic ash 100 meters in diameter. Anyone trapped in the cloud will be unable to see further than one meter away (+10 to difficulty of sight-based actions), and will begin to suffocate from the ash (damage value 9 + bonus each round). Armor will not help against suffocation, but gas masks or air tanks will prevent damage.

Conflict

Spiritual Rating: 11
Community Rating: 13
Difficulty: 15
Range: voice
Duration: 12 (four minutes)
Effect: causes targets to take only violent actions
Attainment Rating: 20

When under the influence of the *conflict* miracle, the victims may only take violent actions. Everyone in voice range is affected with no multi-action penalties. Compare the *faith* total of the cleric to the *Mind* or *willpower* of the target, and add +10 to this number. This is the *willpower* difficulty for a target to break free of the miracle's effects. One attempt to break free may be made in addition to their hostile action for the round (include normal multi-action penalties).

Consecrate Grade

Spiritual Rating: 10
Community Rating: 13
Difficulty: 13
Range: touch (one charm)
Duration: 32 (one month)
Effect: Consecrates a Grade to protect one person from magic
Attainment Rating: 18

This miracle allows the Mambo to create and then consecrate a grade (or magical charm), which is then given to one of the faithful to protect them from harmful magic and spirits. For each level of success on the miracle, add one to the character's most applicable attribute when resisting a spell. If in doubt, let the character choose which attribute she wishes to increase.

Example: When Jericho uses the miracle to create a charm for his wife Lucia, he gets an *Average* success — +2. Later, she is attacked by a mage using a *bullet* spell. Before the attack occurs, she has a choice: she can either add the +2 to her *dodge* (to get her out of the way of the *bullet*), or she can add it to her *Toughness* (to resist the damage). She cannot do both. She must choose before the *apportation* total is generated for the *bullet* spell.

Contort

Spiritual Rating: 8
Community Rating: 16
Difficulty: 8
Range: self
Duration: 14 (10 minutes)
Effect: allows for contortion of the body
Attainment Rating: 13

The *contort* miracle allows the cleric to reshape his body to fit into or through small places, and escape bonds. Progress made in this activity is slow, allowing no more than a half-meter of movement in a single round. While under the effect of this miracle, the cleric can fit his body through any opening big enough for his head (*pres-tidigitation* +10).

Credit Fraud

Spiritual Rating: 8
Community Rating: 11
Difficulty: 16

Range: touch
Duration: NA
Effect: fouls electronic credit transfers
Attainment Rating: 21

Invoking this miracle, the cleric touches a person whose next transaction is to be disrupted. Compare the *faith* total to the *business* or *Mind* of the targeted individual. On a *Minimal* or *Average* success, the person will be unable to complete their next electronic transaction; on a *Good* success, the transaction will be altered to cause the affected party a loss; on a *Superior* success, the transaction will appear blatantly fraudulent, and the authorities will be notified immediately; and on a *Spectacular* success, the target's entire credit history, including all of his assets will vanish from record permanently. This miracle can also be used on machines (ATM, bank computers, etc.), disrupting their next transaction. A machine has a default *business* skill of 18.

Crisis of Faith

Spiritual Rating: 12
Community Rating: 13
Difficulty: 18
Range: voice
Duration: number of rounds equal to result points
Effect: causes target to doubt his gods.
Attainment Rating: 23

If successful, the target character loses his *faith* skill for the duration of the miracle's effect. If used against more than one character, use the One-on-Many table.

Compare the invoking cleric's *faith* total to the *faith* of the target; on a *Good* or better success, the miracle takes effect. If used against a person with *faith* (*Cyberpapacy*), the invoker must achieve a *Superior* success.

Crucifixion

Spiritual Rating: 17
Community Rating: 10
Difficulty: 18
Range: 5 (10 meters)
Duration: NA
Effect: crucifies opponent
Attainment Rating: 23



If the invoking cleric generates a *focus* total exceeding the difficulty number, compare his *faith* total (the effect value of the miracle) to the *Spirit* or *faith* of the target. On a *Good* or better success, the miracle takes effect.

If the miracle is successfully called down upon the target, steel spikes fire from the hands of the cleric. If the *faith* total is higher than the target's *dodge*, they pierce his hands and feet, crucifying him against the nearest usable surface. The character is crucified upside down, as befits unbelievers.

Due to the miraculous nature of the spikes produced, they can pierce any surface. This means that spikes automatically pierce any armor, surface or subdermal, and can crucify someone to any surface. Armor does provide protection against the miracle's damage. The damage value of *crucifixion* is 20 plus the result points of the miracle.

Once crucified, the target can try to free himself with a *Strength* total. The base difficulty number is 10. This base number is modified by the type of material the person is crucified to. These modifiers follow the "Cover Value Chart:"

Soft Material (car door, dry wall):
+3 to base number.

Medium Material (logs, brick wall):
+10 to base number.

Hard Material (steel, stone wall):
+15 to base number

A character may try to free himself each round. Each attempt automatically causes a damage value of 12 plus a random bonus to be rolled against the target as he tries to rip the spikes out of his pierced flesh. If other characters free him, the trapped character takes no damage from being pulled free.

Cure Poison

Spiritual Rating: 8
Community Rating: 10
Difficulty: 10
Range: touch
Duration: NA
Effect: cleanses poisons from recipient's body
Attainment Rating: 15

The difficulty of the miracle is modified by the nature of poison being

destroyed. The gamemaster can also adjust the difficulty level according to the amount of poison in the victim's system.

Curse

Spiritual Rating: 14
Community Rating: 9
Difficulty: 14
Range: voice
Duration: 18 (one hour)
Effect: adds to the difficulty of actions attempted by target using a specific attribute
Attainment Rating: 19

A curse is directed against any character within range. It affects only one attribute and its related skills, which must be chosen by the cleric at the time of the invocation.

If successful, find the number of success levels achieved and add +1 for each to the difficulty number of the target's skill checks with that attribute.

Example: Mathias casts a curse on the *Dexterity* of a cyberpriest and achieves a *Good* success. For the duration of the miracle, the cyberpriest will suffer a +3 to the difficulty of all *Dexterity* and *Dexterity*-related skills.

A character may be affected by only one curse at a time. It can be countered by a *bless* with an equal or higher level of success. When used in this way a *bless* confers no other advantage, as the blessing and the curse cancel out.

Curse of Arthuk

Spiritual Rating: 15
Community Rating: 12
Difficulty: 17
Range: sight
Duration: 39 (a year and a day) or until dispelled
Effect: brings ill luck
Attainment Rating: 22

The target of a successful *curse of Arthuk* suffers tremendous ill fortune in all things. The curse imposes a -2 penalty on all *Dexterity* and *Strength*-based skills, and -1 on all *Perception*, *Mind*, *Charisma* and *Spirit*-based skills. The attributes themselves are not affected.

The curse lasts a year and a day, unless the cleric who cast it is killed or the target can find a cleric to dispel it.

For purposes of dispelling, a cleric must beat the *faith* total generated by the priest who cast the curse.

Only clerics of Corruption can invoke this miracle.

CyberCalm

Spiritual Rating: 9
Community Rating: 12
Difficulty: 11
Range: touch
Duration: NA
Cyber Rating: +1
Effect: terminate cyberpsychotic episode
Attainment Rating: 16

When invoked, *cybercalm* will terminate a cyberpsychotic episode if the *faith* total beats the target's cyber value.

Cypher

Spiritual Rating: 7
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 29 (one week)
Effect: hides the meaning of information from foes
Attainment Rating: 15

Cypher encrypts information in either printed or electronic media. The information can only be decrypted with a *scholar* (*cryptography*) or *science* (*computers*) roll which beats the *faith* total of the miracle. The person that the information is intended for may read it as if it were not encoded.

Darok's Breath

Spiritual Rating: 15
Community Rating: 11
Difficulty: 16/12
Range: 10 (100 meters)
Duration: 7 (25 seconds)
Effect: causes a miniature volcanic eruption
Attainment Rating: 21

This miracle persuades the god to breathe upon the surface of the land wherever the priest desires. The ground at that location will immediately begin to bulge and crack, hissing steam. The following round it will explode like a volcano, sending lava high into the air.



Anyone within 10 meters of the site will suffer damage value 24 from the explosion. The rent in the earth will continue to hiss steam for another round and then close the following round.

Deafness✓

Spiritual Rating: 14
Community Rating: 10
Difficulty: 17
Range: voice
Duration: 27 (2 days)
Effect: causes temporary deafness
Attainment Rating: 22

When this prayer is called down upon someone within the sound of the miracle worker's voice, it immediately deafens them with a loud noise, reducing their hearing to a dull ringing.

The character so stricken will not hear anything others may say for the duration of the miracle and any hearing-based skill attempt suffers +7 to its difficulty.

Death of Sound✓

Spiritual Rating: 8
Community Rating: 9
Difficulty: 14
Range: self
Duration: 13 (five minutes)
Effect: causes silence to prevail in a circle around the focus character
Attainment Rating: 19

This miracle makes sound impossible within the radius of effect. No noise is possible within that area, including the casting of spells which require a voiced chant or incantation. Sound from outside the area of effect will not travel into the zone of silence, making it completely and totally mute.

The miracle is centered on the caster, and will move with him as he moves. The radius depends on the success level achieved by the invoking cleric: a *Minimal* success creates a zone of silence with a 150 meter radius; an *Average* success allows the cleric to make his zone form 80 to 150 meters in radius; a *Good* success allows the cleric to

make his zone from 20 to 150 meters in radius; a *Superior* success will allow between 5 and 150 meters; and a *Spectacular* success will allow for any size up to 200 meters in radius. Anyone who enters the zone of silence will be affected by the miracle.

Death-Sleep✓

Spiritual Rating: 14
Community Rating: 11
Difficulty: 7
Range: touch
Duration: 18 (one hour)
Effect: allows target character to simulate death
Attainment Rating: 12

The beneficiary of this miracle must be a willing target. If successfully cast, he will fall into a death-like sleep in which all metabolic processes will slow to the point where they are virtually undetectable, save by wizards who have undergone the *ritual of perception preparation* and clerics with the *detect miracle* rite. The target will be able to



see and hear, but will be unable to move, as well as being insensitive to pain.

Decreased Touch

Spiritual Rating: 11
Community Rating: 9
Difficulty: 9
Range: touch
Duration: 16 (30 minutes)
Effect: numbs the recipient's sense of touch
Attainment Rating: 14

The recipient of this miracle loses his sense of touch for the miracle's duration. This increases the difficulty of any task requiring fine hand manipulation by +7.

In combat, *decreased touch* reduces the recipient's ability to feel pain, so the target may ignore all shock damage, although wounds and KO results still have full effect. After the miracle's duration expires, all shock damage that has been accumulated will take effect. If four or more individual shock-causing injuries have been inflicted on the warrior, he must make a successful *Toughness* roll against a difficulty equal to his *Toughness* +10, or fall unconscious for ten minutes.

Detect Deception

Spiritual Rating: 8
Community Rating: 8
Difficulty: 11
Range: 7 (25 meters)
Duration: 18 (one hour)
Effect: allows cleric to tell if a person is knowingly speaking a lie
Attainment Rating: 16

Once cast, the cleric can detect the telling of an intentional lie by anyone within range. This miracle will not reveal unknowing lies, unintentional inaccuracies, or lies contained within written material.

Detect Miracle

Spiritual Rating: 14
Community Rating: 9
Difficulty: 10
Range: 10 (100 meters)
Duration: 18 (one hour)
Effect: allows the cleric to determine if a miracle has been invoked

within the radius of effect in the past day
Attainment Rating: 15

If a miracle has been called down within the last 24 hours anywhere in a 100 meter radius of the cleric, this prayer will cause him to see a bright glow at the sight of the invocation.

Devil's Song

Spiritual Rating: 14
Community Rating: 13
Difficulty: 20
Range: voice
Duration: one *wicked* act
Effect: causes target to perform a *wicked* act
Attainment Rating: 25

The *devil's song* causes one target to perform a *wicked* act. This act will typically be one of needless and wanton cruelty, such as theft, vandalism, arson, or even murder. The *faith* total of the miracle is compared to the target's *willpower*. A *Minimal* or *Average* success prompts the target to steal; a *Good* success prompts the target to commit a *vandalous* act; a *Superior* success prompts the target to an act of arson, sabotage, or terrorism; a *Spectacular* success prompts the target to commit cold-blooded murder. In all cases, the act will be committed in an underhanded manner.

The act must be a truly wicked act — someone compelled to steal should not be able to simply steal from a Horror. The victim has to be an "innocent."

If the character already has Corruption points, he receives a +3 bonus modifier to his roll to get more, since this act was not committed through his free will. If the character does not have any Corruption, he must generate a *Spirit* or *faith* total. On a 12, he resists suffering Corruption; failure means he takes the appropriate number of points (see the *Horrorsh* sourcebook).

The target should be allowed to actively defend against this miracle using *Mind*, *willpower* or *faith*.

After the foul deed, the target will immediately realize what he has done.

Divine Light

Spiritual Rating: 17
Community Rating: 14
Difficulty: 20
Range: 8 (fifty meters)
Duration: NA
Effect: strikes Horrors with a divine light
Attainment Rating: 25

This miracle only affects the Horrors of *Horrorsh*. A beam of divine light shines down from the heavens, spotlighting the targeted Horror, who bursts into flame. The vile creature takes *spiritual damage* equal to the *faith* total of the miracle. Result points are generated based upon the Horror's *Spirit* or *faith*.

Earth Swallow

Spiritual Rating: 22
Community Rating: 10
Difficulty: 10
Range: touch
Duration: until eliminated by removing soil from area
Effect: lets the land itself seize any trespassing enemies
Attainment Rating: 15

Earth swallow is another defensive miracle invoked by Jakatts, this one designed to take an enemy alive. A patch of land is consecrated, generally along a path or some other area an enemy might cross. When a non-Jakatt steps onto the consecrated ground, the earth opens up and swallows him (up to his hips in the case of a humanoid being). The earth immediately closes in again around the prisoner, not harming him, but holding him helpless with a *Strength* of 25 until a party of Jakatts comes to check on the trap. The person will not be pulled any further under the surface, but merely held immobile.

When this miracle is called upon, the Jakatt touches a specific spot; a two meter radius is affected. The land within the effect radius is "alive," and will actually seem to ooze back to the person being held unless the soil is deposited outside the effect radius. The miracle will affect anyone who enters this area.

If shovels and spades are available, it will take a single person half an hour



to dig a companion out. For each additional person who coordinates on this, reduce the time value by one. Digging with hands will be useless: the soil will flow back into place as soon as it is moved aside unless removed from the effect radius.

Earth's Ear

Spiritual Rating: 16
Community Rating: 8
Difficulty: 14
Range: 16 (2 kilometers)
Duration: 24 hours
Effect: lets the land give warning to the faithful when enemies are approaching
Attainment Rating: 19

The miracle worker asks his deity to make a patch of ground act as a ward. The area of ground is usually a circle three meters across, but this can be increased. For every three meters the invoking cleric wishes to expand his circle, the difficulty number is increased by +2. As long as the cleric stays within two kilometers of the blessed ground he is connected with it.

The leaves, flowers, grass, and the very ground listen for enemies of the clerics. The range of the patch's hearing is equal to the result points achieved, from the perimeter of the circle. Thus, if the patch of ground is made larger, there is automatically a larger range.

When an enemy passes, the ground gives a cry to the cleric. The cleric knows the exact location of the cry. A cleric may have any number of *earth's ears* linked to him.

Earthquake

Spiritual Rating: 14
Community Rating: 8
Difficulty: 16
Range: sight
Duration: performance
Effect: causes an earthquake to rumble through enemy targets
Attainment Rating: 21

Earthquake causes all characters in the target area to suffer a *knockdown* result, in addition to any damage that may be inflicted.

The damage value of an *earthquake* is 13 plus the miracle's result points.

To invoke this miracle, the cleric singles out a specific target. The target and any characters within three meters of him are knocked down if the miracle is successful, and damage is applied normally.

Ease Frenzy

Spiritual Rating: 12
Community Rating: 10
Difficulty: 9
Range: touch
Duration: 25 (one day)
Effect: ends target's frenzy
Attainment Rating: 14

This is a dangerous miracle, as the cleric must be touching the target at the time he invokes it, always risky with a frenzied creature. If successful, the target's frenzy will be ended for one day, giving him time to recover from wounds and making him less likely to lapse into frenzy again. At the end of the duration, have the target generate a *frenzy* total to see if he relapses.

The difficulty of this prayer is modified depending on how much damage the frenzied target has suffered.

Ecstasy

Spiritual Rating: 23
Community Rating: 7
Difficulty: 20
Range: sight
Duration: 9 (one minute)
Effect: immobilizes a target with pleasure
Attainment Rating: 25

Ecstasy stimulates the pleasure centers of the target's brain, overwhelming them with pleasurable sensations. Target is unable to act, but can generate a *willpower* total each round. The difficulty of this total is the invoker's *faith* total + 10. If the invoker achieves a *Spectacular* success, the target is addicted to the ecstasy and will obey the invoking cleric. To ignore an order given by the cleric requires a *willpower* total with a difficulty equal to the cleric's *faith*. Addiction is permanent unless removed by a *cure disease* miracle.

Electro-Damper

Spiritual Rating: 12
Community Rating: 9
Difficulty: 12
Range: 5 (10 meters)
Duration: performance
Effect: shuts down electrical devices
Attainment Rating: 17

This miracle allows a character to turn off electrical devices such as lights, automobiles, computers, radios, cameras, alarms, batteries, generators, etc. The electrical item becomes inoperative as though all power to it has been cut. This miracle will not affect biotech devices.

If this miracle is successful, the target device ceases to operate. As soon as the prayer's duration ends, the device will become active again.

The difficulty of this miracle is modified by the *Technological* axiom of the item.

Electro-Damper Modifier Chart

Tech	Difficulty
30	20
26	16
24	14
23	11
20	10

Elmiir's Ring

Spiritual Rating: 12
Community Rating: 9
Difficulty: 11
Range: 5 (10 meter radius)
Duration: 18 (one hour)
Effect: creates wall of mystic ice around cleric, protecting him from supernatural entities
Attainment Rating: 16

Ease Frenzy Modifier Chart

Wound Level	DN Modifier
None	0
K/O and/or shock	+1
Wound	+2
Heavy Wound	+3
Mortal Wound	+4



When the miracle is cast, the cleric calls upon Elmiir to protect him from the ravages of demons, undead, and supernatural entities. A ring of ice, visible only to those with supernatural abilities, with a *Strength* equal to the priest's *faith* total, is created. Whenever a supernatural entity crosses the ring or at the beginning of any round in which it is within the ring, it suffers an automatic *intimidation* attack at the ring's potency.

The ring has no effect on non-supernatural beings. This miracle can only be invoked by clerics of Honor.

Empyrean Judgment

Spiritual Rating: 12
Community Rating: 12
Difficulty: 17
Range: see below
Duration: 5 (10 seconds)
Effect: pillar of fire attacks enemies
Attainment Rating: 22

In the midst of battle, a faithful Templar may pray to God for aid in destroying His enemies. If the miracle is successful, a column of fire will descend from the sky, washing over the ground in an area determined by the success level. Any faithful Christians in the fire's area of effect will be *inspired*. Unbelievers will take spiritual damage equal to the *faith* value of the invoking Templar. Plants and animals will not be affected by the fire. The area of effect is determined as follows:

Minimum: The miracle can affect any one target;

Average: The miracle can affect a radius of five meters;

Good: The miracle can affect a radius of 10 meters;

Superior: The miracle can affect a radius of 20 meters;

Spectacular: The miracle can affect a radius of 50 meters.

Endurance

Spiritual Rating: 11
Community Rating: 9
Difficulty: 13
Range: touch
Duration: 18 (one hour)
Effect: increases target's resistance to heat and cold
Attainment Rating: 18

By the laying on of hands and the recitation of prayer, the cleric can increase the ability of the target character to endure extremes of heat and cold. Each success level adds +2 to the target's *Toughness* for resisting the effects of heat and cold only.

Fanaticism

Spiritual Rating: 14
Community Rating: 8
Difficulty: 13
Range: voice
Duration: performance
Effect: causes a *flurry* for as many rounds as the level of success
Attainment Rating: 18

Fanaticism increases the target's belief in the cause he is fighting for, granting him a *flurry* for a number of rounds equal to the success levels achieved. If, while the miracle is in effect, a *flurry* appears on the fanatic's side of the conflict line, the duration of the miracle is extended for an extra round.

At the end of the duration, the recipient takes a number of shock points equal to the number of rounds the miracle was in effect.

Fear

Spiritual Rating: 12
Community Rating: 10
Difficulty: 14
Range: voice
Duration: NA
Effect: causes an enemy to break
Attainment Rating: 19

When successfully invoked, the cleric bellows a terrifying cry and all enemies who hear his voice are stricken with fear. They can make *Spirit* or *faith* rolls against the *faith* total of the miracle to resist its effects.

If the miracle succeeds and the cleric's targets fail their *faith* rolls, they must flee from the battle at the end of the round.

Like a *break* result, the fear is negated if the affected characters can inflict damage upon the cleric and his allies before the round ends. If not, they must flee the battle.

Fertility

Spiritual Rating: 11
Community Rating: 10
Difficulty: 11
Range: 15 (one kilometer)
Duration: permanent
Effect: to make the soil grow rich, allowing plants to grow
Attainment Rating: 16

To perform this miracle, the cleric picks up a handful of soil and allows it to run through his hands while reciting a prayer to the gods of the *earth* and *living forces*. When the miracle takes effect, all soil within a kilometer radius becomes fertile and crops are able to grow. On a *Superior* or *Spectacular* success, this miracle can enable the soil to resist the damaging effects of the world flux. On a *Good* result or below, the land will turn dark and barren along with the flux.

Fertility (Pyrian)

Spiritual Rating: 11
Community Rating: 10
Difficulty: 11/—
Range: 15 (600 meters)
Duration: see below
Effect: changes the ground into fertile soil
Attainment Rating: 16

This miracle may only be cast while the god is Karruk. The Fire Priest grabs a handful of soil and throws it into the air. The soil bursts into flame and falls to the ground (it will not burn anything or cause damage though). All soil within a 600 meter radius becomes fertile and crops begin to grow. When the volcano god changes demeanor to evil, the land that he once made fertile through this miracle reverts to its normal state. Compare the *faith* total to the difficulty: with a *Superior* or *Spectacular* result, the ground will remain fertile even after Darrok returns.

Fire Walk

Spiritual Rating: 7
Community Rating: 12
Difficulty: 15
Range: touch
Duration: 18 (one hour)
Effect: allows the character to safely traverse fire and coals
Attainment Rating: 20



This miracle allows the recipient to walk unaffected through hot coals and flame. The miracle protects against all manner of fire or heat damage.

A *Minimal* or *Average* success grants the target TOU+4 and does not protect possessions; a *Good* success grants the above and protects the recipient's possessions; a *Superior* success grants TOU+7 and protects possessions; a *Spectacular* success grants TOU+10 and protects possessions.

First Strike

Spiritual Rating: 8
Community Rating: 10
Difficulty: 13
Range: touch
Duration: performance
Effect: allows first strike in combat
Attainment Rating: 18

Allows the recipient to act with superhuman speed, gaining a *haste* action at the beginning of the round. The recipient must spend the *haste* at the beginning of the round, right after the initiative card is flipped. A *first strike* lasts for a number of rounds equal to the level of success.

Flame Aura

Spiritual Rating: 15
Community Rating: 12
Difficulty: 16/10
Range: self
Duration: 10 (100 seconds)
Effect: surrounds the body in flames
Attainment Rating: 21

Successful use of this prayer will turn the cleric's body into a mass of flames. Flammable items carried or worn at the time will burst into flame and soft metal will melt away. *Unarmed combat* attacks from the flaming figure do normal damage in addition to fire damage of value 16 plus a random bonus.

Striking the burning figure with an *unarmed combat* attack inflicts damage value 16 on the attacker. In addition, the cleric has +5 armor protection against attacks from weapons of soft metal or wood.

Flame Burst

Spiritual Rating: 7
Community Rating: 9
Difficulty: 11
Range: 12 (200 meters)
Duration: 9 (one minute)
Effect: causes an existing flame to burst into a blaze
Attainment Rating: 16

To cast this miracle, there must be a flame existent within range. If the miracle is successful, the flame will suddenly explode into a large fire, taking up a volume 20 times greater than the original source.

Flame Ward

Spiritual Rating: 13
Community Rating: 10
Difficulty: 12/14
Range: touch
Duration: 17 (40 minutes)
Effect: protects the body from heat
Attainment Rating: 17

This miracle will give the receiver a +2 bonus to *Toughness* per success level against heat-based damage (this category does not include energy weapons).

Ghost Walk

Spiritual Rating: 8
Community Rating: 9
Difficulty: 13
Range: touch
Duration: 18 (one hour)
Effect: allows cleric to walk without leaving traces
Attainment Rating: 18

When this miracle is cast, the cleric can walk across any terrain — dust, sand, mud, snow, etc. — and leave no trace of his passage. It will be impossible to follow the cleric's trail using the *tracking* skill.

It will be possible to follow the residual spiritual energy the cleric leaves behind using the *detect miracle* rite. In addition, searching in ever-widening circles might turn up the track at the point it resumes (after the duration of the miracle has expired).

Grass Blossom Spear

Spiritual Rating: 22
Community Rating: 10
Difficulty: 10
Range: 3 (3 meters)
Duration: delayed
Effect: turns the grass in a consecrated area into a javelin version of the blossom spear
Attainment Rating: 15

Grass blossom spear is a more powerful version of *grass spear*. It works in the same manner, doing the same damage, but has the added powers of the blossom spear: if the javelin causes any damage, thorns blossom along the tip of the shaft and cause one additional wound.

Non-Jakatts cause an additional wound to the victim when removing the javelin unless they beat the miracle's *Spiritual* rating with a *medicine* total. A Jakatt, on the other hand, can remove the javelin easily by simply pulling it out, as the thorns will fall away once it is touched by "holy" hands.

The javelin returns to its original form of a blade of grass once removed or if it misses its initial attack.

Grass Spear

Spiritual Rating: 22
Community Rating: 9
Difficulty: 8
Range: 3 (3 meters)
Duration: delayed
Effect: turns the grass in a consecrated area into a javelin
Attainment Rating: 13

Grass spear is another defensive miracle the Jakatts use to defend their holy places from unbelievers. A small patch of ground is consecrated, with the spiritual power centered on a single blade of grass. When a non-Jakatt comes within three meters of the consecrated spot, Lanala will transform the grass blade into a javelin, which will impale the trespasser.

To determine whether or not the javelin hits, the Jakatt summoning the miracle must make a *faith* total when the spot is consecrated; the target must make a higher *faith* total to avoid damage. The javelin's damage total is 18





plus the bonus number rolled when the miracle is called upon.

The javelin returns to its original form of a blade of grass once removed or if it misses its initial attack.

Great Club

Spiritual Rating: 21
Community Rating: 9
Difficulty: 5
Range: touch
Duration: NA
Effect: turns a hroekt shoot into a two-handed club
Attainment Rating: 10

Great club enables a Jakatt to pray to Lanala to turn a hroekt shoot into a two-handed club. This club is covered with vines and leaves, and, when used with two hands, causes a damage value of STR+5. If used one-handed, it only causes STR +1.

Greek Fire

Spiritual Rating: 17
Community Rating: 15
Difficulty: 27
Range: 15 (one kilometer)
Duration: NA
Effect: attacks enemies with scorching fire
Attainment Rating: 32

This powerful miracle brings down a flood of napalm-like fire upon its targets. The Greek fire does damage value plus the bonus generated by the invoking priest. The radius of effect is based upon the success level of the miracle. A *Minimal* or *Average* success yields a one meter radius (value 1); a *Good* success yields a 5 meter radius (value 3); a *Superior* success yields a 10 meter radius (value 5) and ignites all flammable material; a *Spectacular* success yields a 25 meter radius (value 7) and crumbles buildings. Any fires lit by this vast blaze continue to burn.

Harm

Spiritual Rating: 14
Community Rating: 11
Difficulty: 17
Range: touch
Duration: NA
Effect: inflicts damage by number of success levels
Attainment Rating: 22

Essentially the opposite of the *healing* miracle, a cleric casts this by touching his target and, if successful, inflicts damage upon him. On a *Minimal* success, the target takes one shock point; on an *Average* success, the target takes three shock points; on a *Good* result, the target takes seven shock points; on a *Superior* result, the target is *wounded*, and on a *Spectacular* result, the target is *heavily wounded*.

Hear Water

Spiritual Rating: 12
Community Rating: 10
Difficulty: 9
Range: 23 (25 kilometers)
Duration: result points
Effect: lets worshiper determine the direction of nearest body of running water
Attainment Rating: 14

This prayer allows the recipient to hear all running water within its range, which could be very important for someone in the wilderness looking for a drink.

The person hears the sound of the nearest running water within range of the miracle. All other sounds are blocked out when the person focuses on hearing the water. This means that the person will undoubtedly need to be accompanied by other people as he travels toward the water.

The direction of the water is easy to discern. If a person wishes to ignore the nearest body of running water (perhaps he is standing at the side of a small creek, but the water is not clean and he needs to find the next nearest source), he needs to generate a *Perception* total of 13 or better. This allows him to set aside the sound of the closest body of water and focus on the next.

It is possible the miracle will last only for a few seconds, but in that time the person can discern the direction of the water.

If it lasts for a longer period of time, he may follow the sound to its source. If the duration of the miracle runs out before the water is found, the general direction will still be known.

Heightened Dexterity

Spiritual Rating: 23
Community Rating: 8
Difficulty: 15
Range: touch
Duration: one scene
Effect: increases the coordination of the body
Attainment Rating: 20

Heightened dexterity is a miracle that lets people move with more grace and economy of motion. It is used to prepare people for longer rituals involving dances or to enhance Jakatts in combat. As such, its duration is for a single scene.

When someone is blessed with *heightened dexterity*, he is extremely aware of each muscle in his body, each bone, and the relation of bone to muscle. He is also gifted with a kind of autopilot, where his body will move in the most efficient and graceful way to accomplish a task.

How much *Dexterity* is increased depends on the amount of success. *Minimal* success grants +1, *Average* +2, *Good* +5, *Superior* +7, and *Spectacular* +10.

Heightened Hearing

Spiritual Rating: 8
Community Rating: 8
Difficulty: 12
Range: result points +5
Duration: 30 minutes
Effect: enhances the target's hearing
Attainment Rating: 17

The recipient of this prayer can clearly hear all sounds made by a person, beast or object within the range of the miracle. The range is equal to the result points achieved +5 read on the Torg Value Chart. Thus, if five result points come up on the *faith* roll, a total of 10 is checked on the chart, giving a range of 100 meters.

The recipient must focus on the object or being he wishes to listen to. If it is within range, he can hear it as if it were right next to him.

Heightened Sight

Spiritual Rating: 8
Community Rating: 6



Difficulty: 10**Range:** sight**Duration:** result points +3**Effect:** makes everything the blessed character looks at more clear and vibrant**Attainment Rating:** 15

Heightened sight does not let someone see farther, but instead makes everything the person looks at more clear. Everything within sight becomes much clearer, more vibrant. Every detail becomes distinct.

A character under the effect of this ritual miracle receives a *Perception* +2 per success level for all rolls involving sight, but also suffers a *Dexterity* -2 and a *Mind* -2 because the body and brain cannot assimilate all of the information coming in through the eyes fast enough to use.

It might seem as though he would get a bonus due to his heightened *Perception*, but in combat the ability to focus is paramount. With *heightened sight*, all objects and colors jump out at the person and he has difficulty distinguishing one element from another.

Heightened Taste

Spiritual Rating: 8**Community Rating:** 8**Difficulty:** 7**Range:** touch**Duration:** 30 minutes**Effect:** increases the sense of taste**Attainment Rating:** 12

A person who is blessed by this prayer not only can enjoy the taste of any substance more than he normally would, but he is able to detect elements that would normally go unnoticed. Poisons, traces of blood or sweat (for following trails), and anything else that can be tasted become apparent.

Because the sense of taste is heightened, only a small sample need be tasted to sense a poison.

If the result of the *faith* roll is *Average* or *Good*, the recipient enjoys his food more. If *Superior*, his sense of taste is so discriminating that he can identify specific elements — traces of poison, etc. If *Spectacular*, he can match a taste to another specific taste. For example, if he were to taste two separate drops of blood,

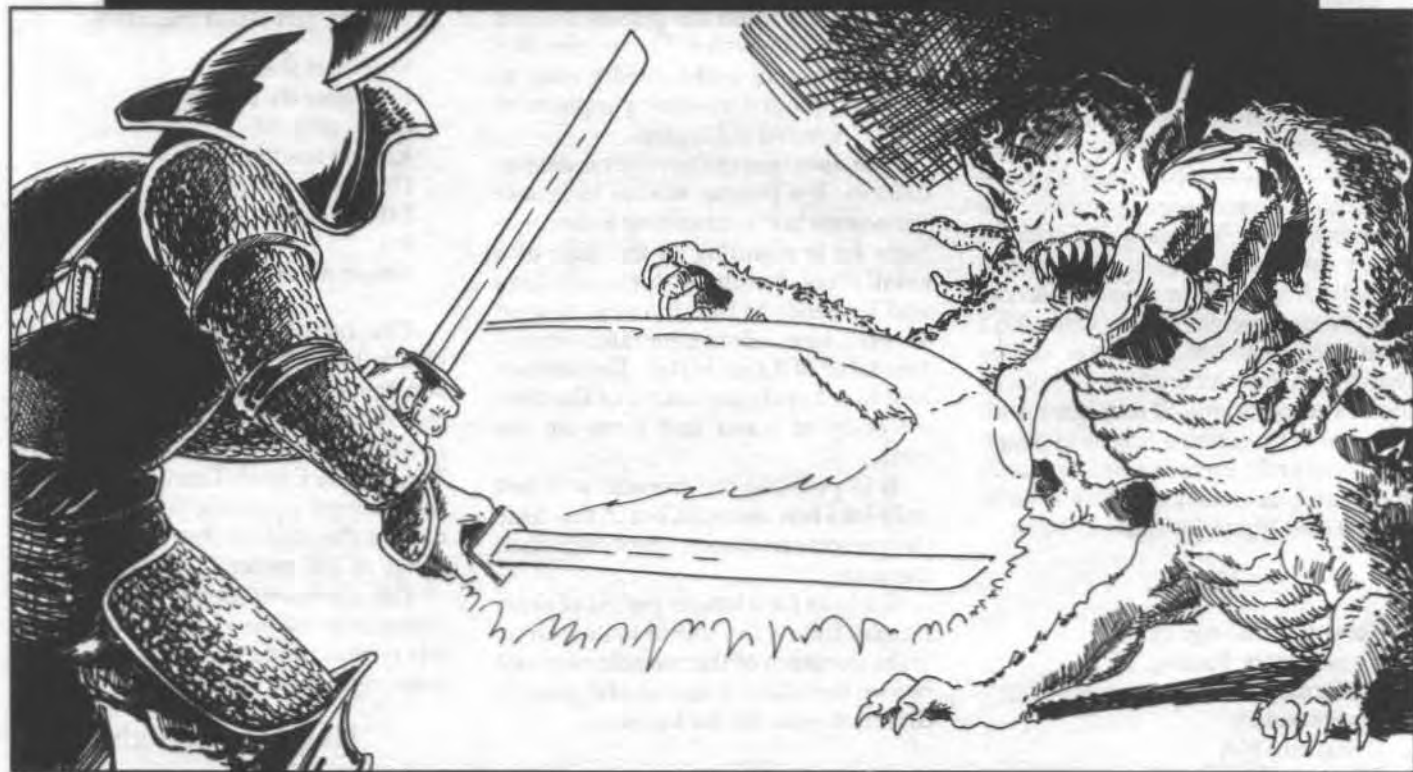
he would be able to tell if they were from the same creature.

Heightened Touch

Spiritual Rating: 17**Community Rating:** 9**Difficulty:** 10**Range:** touch**Duration:** 30 minutes**Effect:** increases the recipient's sense of touch**Attainment Rating:** 15

Someone blessed with this miracle experiences a sense of touch at a heightened level — a tabletop is perceived as rough as tree bark, and tree bark is like jagged stone. Although the sense of touch is increased, the flesh of a person is no more sensitive to damage than it was before. Thus, tree bark may feel rougher than it was before (feel, in fact, rough enough to slice a person's skin open), but it won't harm the skin. The skin treats it just like normal tree bark.

If the miracle is cast on an unwilling target, a *Minimal* success causes a -1 to all rolls the cursed being makes, *Aver-*



age -2, Good -3, Superior -4, and Spectacular success causes the cursed being to drop items, remove clothing—anything to lessen the heightened sensations.

When taking damage, a person with *heightened touch* would add one result point of damage to rolls made against him, reflecting the extra shock his body experiences from the extra pain.

Illusory Dragon

Spiritual Rating: 10
Community Rating: 10
Difficulty: 11
Range: self
Duration: performance
Effect: creates illusion of dragon around cleric
Attainment Rating: 16

To cast this miracle, the priest must have the image of a dragon in his mind. By concentrating upon it, he can create the illusion that he is a fierce dragon. To anyone without the *divination magic* skill or knowledge of the *detect miracle* rite, it will appear that the dragon is real and substantial, and the cleric will be unseen. The "dragon" will mirror the cleric's actions: when he moves, the dragon will move; when he lashes out, the dragon lashes out, etc.

Being only an illusion, the dragon will be unable to inflict damage, but the illusion has an *intimidation* value equal to that of the cleric plus the result points generated by a successful invocation.

Increased Strength

Spiritual Rating: 23
Community Rating: 10
Difficulty: 15
Duration: one scene
Range: touch
Effect: increases a character's *Strength*
Attainment Rating: 20

Increased strength heightens the target's *Strength* to an astounding degree. The *Strength* of the target is increased as follows: *Minimal* success +1, *Average* +2, *Good* +5, *Superior* +7, and *Spectacular* success grants +10.

When under the influence of this miracle, a person does not grow muscles. Instead, his body works with

what it has at a peak ability, focusing actions and attacks in such a way that they produce a stronger result.

Increased Toughness

Spiritual Rating: 23
Community Rating: 10
Difficulty: 12
Range: touch
Duration: one scene
Effect: increases the ability to withstand wounds
Attainment Rating: 17

Increased toughness is one of the more perverse rituals available to the faithful of Lanala. It allows a Jakatt to feel all the pain inflicted upon him, but it has no physical effect until the miracle ends. An edeinos warrior, for example, ignores shock and KO damage in combat and does not fall. Instead, he keeps fighting, relishing the intense pain. All damage is real. The warrior simply ignores it until the battle ends.

The miracle lasts throughout a scene, so the only way to stop a blessed warrior is to cause so much damage that the body cannot continue to function (after seven wounds are taken).

After the scene, the shock, KO and other damage take effect. If four or more wounds are taken, the warrior must make a successful healing roll of TOU+10 to lower the damage to a *mortal wound*. Failure brings on instant death.

Inferno

Spiritual Rating: 16
Community Rating: 11
Difficulty: 19
Range: 7(25 meters)
Duration: 9 (one minute)
Effect: causes elemental flame to consume enemy
Attainment Rating: 24

With *inferno*, the cleric calls upon elemental fire to erupt from the ground and incinerate an enemy. This miracle can only be used upon a single opponent at a time, upon whom it acts with a damage value equal to the priest's *faith* total.

The pillar of fire burns for the next minute, igniting all flammable materials that come into contact with it.

Inspire

Spiritual Rating: 12
Community Rating: 8
Difficulty: 14
Range: voice
Duration: NA
Effect: removes shock and KO conditions
Attainment Rating: 19

This prayer allows a priest to call upon the power of his faith to inspire himself and his companions. When successfully invoked, the miracle allows all of the priest's companions who can hear his voice to remove all of their shock and KO conditions as though they received first aid. In addition, the priest and each of his companions can draw one card from the Drama Deck and add it to their hands.

Intensify Emotions

Spiritual Rating: 22
Community Rating: 11
Difficulty: 9
Range: voice
Duration: result points +5
Effect: intensifies the emotions of a character
Attainment Rating: 14

Intensify emotions is a miracle which increases the character's love of life by whipping his normal, everyday emotions into almost a hurricane frenzy of feeling. A true Jakatt will cherish this miracle, just as he would any other which increased his appreciation of life. But optants concentrate on using it in militarily-useful applications, such as to increase dislike of an enemy to sheer hatred, or turn mild trust of a priest into unshakeable loyalty.

Kamikaze

Spiritual Rating: 8
Community Rating: 13
Difficulty: 19
Range: 15 (one kilometer)
Duration: 13 (five minutes)
Effect: caster can call upon "divine wind"
Attainment Rating: 24

Using this prayer, the cleric can call down a windstorm upon his enemies. The winds can reach gale force, lifting



objects which are not secured and hurling them with tremendous force (damage value 6/15). For greater accuracy in calculating damage values, use the object's weight value +6.

Kill Technology

Spiritual Rating: 22
Community Rating: 7
Difficulty: 14
Range: 11 (150 meters) radius centered on priest
Duration: 18 (one hour)
Effect: renders technological items useless
Attainment Rating: 19

Kill technology causes any item with a *Tech* axiom above 7 to cease operation while within the radius of effect. The miracle does not suffer any Many-On-One penalties, anyone in its radius of effect is affected. The items will function once more when removed from the radius of effect. Creating a reality bubble will not eliminate the effects of this miracle.

Killmachine

Spiritual Rating: 14
Community Rating: 11
Difficulty: 18
Range: voice
Duration: result points in rounds
Cyber Rating: +5
Effect: animates a machine which attacks living beings
Attainment Rating: 23

This miracle allows the focus character to animate a single machine within the sound of his voice. He may direct the machine to attack any character it can "see," that is, anyone in a line-of-sight with the machine.

The miracle does not affect cyberware implants, but can animate weapons or other devices held by a character. The machine will have all its usual attributes, but if it lacks a physical attribute, then it uses the *faith* total of the miracle for that attribute. Machines that can move normally, such as vehicles, have their full speed value. Immobile devices can skitter along at a speed value of 8.

The gamemaster must decide what, if any, special attacks or damage bonuses a machine might get. A car would receive major damage adds if it

could hit someone at full tilt. A lawn mower would get a *Strength* +6 or so for its blades, and even a weed-whacker would be good for a *Strength* +3. And as for animated chain saws ... brrr.

Televisions, engines, ovens, etc., can explode for damage of *Strength* +4 affecting an area with a radius of 25 meters. Of course, they can only do this trick once.

Gun barrels can explode, doing their damage value +3 to the firer, or refuse to fire at any target the focus character specifies.

If the miracle's success is *Superior* then the device can use parts of itself as limbs, if desired, to pull victims into contact with a damaging component. This can make even the kitchen sink a nasty opponent, as it hauls victims headfirst into the blades of the disposal, or under a stream of scalding water.

Language

Spiritual Rating: 10
Community Rating: 8
Difficulty: 10
Range: self
Duration: 18 (one hour)
Effect: grants the cleric knowledge of a foreign language
Attainment Rating: 15

While this miracle is in effect, the cleric can understand and speak any one language he is physically capable of hearing and speaking. When invoking the miracle, the cleric does not have to know the proper names of the language he wishes to understand.

Compare the cleric's *faith* total against a difficulty number of 10. *Minimal* success means only a pidgin version of the language is understood and spoken; *Average* success gives a rudimentary grasp of the language; *Good* or *Superior* success gives complete understanding, and *Spectacular* success allows fluency — the cleric speaks the tongue like a native.

Lava Storm

Spiritual Rating: 17
Community Rating: 10
Difficulty: 19
Range: sight
Duration: one round
Effect: causes lava to erupt from

the ground beneath a target, consuming him

Attainment Rating: 24

Lava storm causes a wave of molten rock to erupt from the ground beneath a target, consuming him in the fiery liquid rock. When successfully invoked, the miracle produces a geyser of burning lava of damage value 24 plus result points. When the lava storm ends, the ground returns to solid form and the burning rock vanishes. The only evidence that remains are the target's own wounds.

Leap

Spiritual Rating: 7
Community Rating: 8
Difficulty: 14
Range: self
Duration: 18 (one hour)
Effect: allows great leaps to be performed
Attainment Rating: 19

Leap allows the priest to jump higher and further than normally possible. Limit values are increased by +1 for each level of success of the miracle. Additionally, the result points of the miracle can be added to *maneuver* rolls as the priest jumps to outmaneuver his opponent.

Mage Net

Spiritual Rating: 12
Community Rating: 13
Difficulty: 10
Range: voice
Duration: result points in rounds
Effect: constrains magic users
Attainment Rating: 15

This miracle can only be used against characters who have at least one magic skill. If successful, the mage is held fast until he can generate a *faith* or *Spirit* total equal to the *faith* total of the mage net.

Man of Mirrors

Spiritual Rating: 16
Community Rating: 12
Difficulty: 13
Range: self
Duration: 9 (one minute)
Effect: creates mirror images of invoker



Attainment Rating: 18

When successfully invoked, *man of mirrors* creates a number of three dimensional mirror images of the invoker. The number of images is equal to the level of success, i.e. *Minimal* equals one image, while *Spectacular* equals five.

The images will move as the invoking priest desires, but cannot manipulate physical objects. The images may move no faster than the priest normally could, and they cannot pass through physical barriers, such as doors and walls.

The difficulty to disbelieve the images is equal to the *faith* total obtained by the priest. If attacked, the images will simulate any damage that is inflicted upon them.

Mechanization

Spiritual Rating: 16

Community Rating: 12

Difficulty: 16

Range: touch

Duration: 13 (five minutes)

Cyber Rating: +5

Effect: turns victim into a mechanical slave

Attainment Rating: 21

Mechanization transforms the cursed character into a gleaming, robotic version of himself. His eyes become glowing lights, his skin smooth, chromed metal, his ears are radio receivers, and a Nervejack appears in the middle of his forehead.

He also becomes a mindless slave of the focus character. The mechanized character's attributes and skills remain the same, but *Strength* and *Toughness* are increased by +1 for every success level attained by the *faith* total of the miracle. Thus, a good success adds +3 to the two attributes.

When this prayer is invoked, compare the priest's *faith* total to the *faith* or *Spirit* of the target. On a *Good* or better success, the miracle takes effect.

The focus character must be able to speak to the mechanized slave in order to give him instructions. However, this can be done by radio as well as in person.

The mechanized character is completely subordinate to his master for



the duration of the miracle, and will hurt his friends and even himself if so commanded by the focus character.

If the focus character has a *SlaveChip* available and installs it in the mechanized character via the Nervejack in his forehead, the character does not transform back into his original form after five minutes, but remains mechanized. Until the *SlaveChip* is removed, the transformation remains in effect, though the character is now under the normal constraints of the chip and not the absolute obedience enforced by the miracle.

If the focus character uses a *SlaveChip* on his victim, the cyber rating lasts until the *SlaveChip* is removed and the character returns to normal.

Miracle Shield

Spiritual Rating: 16

Community Rating: 12

Difficulty: 15

Range: self

Duration: 18 (one hour)

Effect: protects a priest from the miracle of an enemy

Attainment Rating: 20



When a priest invokes a *miracle shield*, he is asking his god to protect him from the miracles of his enemies. When a *miracle shield* is successfully invoked, it increases the difficulty number of miracles invoked against the priest by the level of success achieved — *Minimal*, +1; *Average*, +3; *Good*, +5; *Superior*, +7; *Spectacular*, +9.

Mists of Areel

Spiritual Rating: 15
Community Rating: 10
Difficulty: 11
Range: sight
Duration: 14 (10 minutes)
Effect: causes a black fog to rise around target character
Attainment Rating: 16

Used exclusively by followers of Areel to outmaneuver their opponents, this miracle results in an inky black fog which surrounds the target character, cutting off his vision and often causing disorientation. This fog cannot be dissipated by rain or wind for the duration of the miracle. It extends for five meters in every direction from the target character, and will move with him as he moves.

Muse Tongue

Spiritual Rating: 14
Community Rating: 10
Difficulty: 12
Range: voice
Duration: performance
Effect: aids in eloquent speech
Attainment Rating: 17

The *muse tongue* miracle aids the priest by swaying the opinions of all who hear his words. For each level of success, lower the target's *willpower* or *Mind* by -1 for resistance against the *charm* and *persuasion* skills of the priest.

Natural Protection

Spiritual Rating: 9
Community Rating: 10
Difficulty: 16
Range: touch
Duration: 25 (one day)
Ritual Length: 14 (ten minutes)
Effect: gives invulnerability to natural hazards
Attainment Rating: 21

Natural protection prevents the recipient from being harmed by ordinary forces of nature. Each level of success allows one natural hazard to be avoided. A natural hazard could be a poisonous snake, frostbite, a rockslide, etc.

Example: Laramie Blindhorse achieves a Good success using the natural protection miracle. Over the next day, he may avoid three natural hazards.

While hiking through the mountains that day, Laramie avoids being blinded by a surprise blizzard. Next, he chooses to not be affected by frostbite. Laramie cannot use this miracle to avoid the avalanche that will be started by the Kanawa agents who are planning to kill him. He could, however, avoid a spontaneously occurring avalanche.

Obscure Animal's Senses

Spiritual Rating: 16
Community Rating: 10
Difficulty: 10
Range: sight
Duration: 17 (30 minutes)
Effect: confuses an animal or creature
Attainment Rating: 15

This prayer allows a priest to escape pursuing animals or creatures by limiting their sense of sight, smell, and hearing. The miracle worker gazes on the animal he wishes to confuse and prays for safety. The animal's *Perception* and related skills are reduced by the amount of success achieved by the miracle.

When trying to confuse more than one animal, use the Multi-Action Charts.

This miracle cannot be used on folk. *Minimal* success reduces the animal's *Perception* by -1, *Average* -2, *Good* -5, *Superior* -7, and *Spectacular* by -10.

Obscuring Mists

Spiritual Rating: 15
Community Rating: 10
Difficulty: 8
Range: sight
Duration: 14 (10 minutes)
Effect: causes a black fog to rise around target character
Attainment Rating: 13

Used by priests to outmaneuver their opponents, this miracle results in an inky black fog which surrounds the target character, cutting off his vision and often causing disorientation. This fog cannot be dissipated by rain or wind for the duration of the miracle. It extends for five meters in every direction from the target character, and will move with him as he moves.

Any action dependent on sight that the target attempts has its difficulty number increased by +2 for each success level achieved by the focus character.

Oracle

Spiritual Rating: 12
Community Rating: 15
Difficulty: 8
Range: self
Duration: NA
Ritual Length: 14 (10 minutes)
Effect: gives access to oracular advice
Attainment Rating: 13

By entering into a trance for 10 minutes, this miracle allows the priest to receive oracular advice from any number of spiritual agencies. A *Minimal* success will present a completely irrelevant course of action. An *Average* success provides an irrelevant fact. A *Good* success provides a fact that seems irrelevant, but does have direct bearing on the adventure. A *Superior* success suggests a relevant course of action, or an important random fact. A *Spectacular* success grants a limited glimpse of the future. All of these results are at the discretion of the gamemaster.

Part the Sea

Spiritual Rating: 9
Community Rating: 8
Difficulty: 24
Range: sight
Duration: concentration
Effect: parts a body of liquid to allow passage
Attainment Rating: 29

With this miracle, the priest may call upon divine power to cause a body of liquid to part and allow him passage. The liquid separates dramatically, leaving a corridor of solid earth that is completely free of the liquid.



On a *Minimal* success, a bathtub-sized volume may be parted. On an *Average* success, a swimming pool-sized volume may be forced to separate. A *Good* success will part a river or medium-sized lake. A *Superior* success will part a great lake or bay, and a *Spectacular* success will part a small sea.

Pass Quietly

Spiritual Rating: 8
Community Rating: 10
Difficulty: 15
Range: touch
Duration: 18 (one hour)
Effect: increases a target's *stealth* value
Attainment Rating: 20

This miracle increases a target's *stealth* value, either the priest's own or that of one of the faithful. A character so blessed is quieter and blends neatly into the shadows, receiving a +2 bonus to his normal *stealth* value per level of success achieved.

Password

Spiritual Rating: 10
Community Rating: 18
Difficulty: 10
Range: touch
Duration: variable
Effect: safe passage in neo-Cathari net
Attainment Rating: 15

The password miracle grants the believer safe passage into the neo-Cathari net around Albi. The duration is a number of hours equal to the result points of the miracle.

Petrify

Spiritual Rating: 12
Community Rating: 11
Difficulty: 16
Range: touch
Duration: 18 (one hour)
Effect: paralyzes enemy
Attainment Rating: 21

When the cleric invokes this miracle, compare his *faith* to the *Mind* or *willpower* of the target. On a *Minimal*, *Average* or *Good* result, the target suffers a +2 to the difficulty of all *Dexterity*-based actions; on a *Superior* success, +4; on a

Spectacular success, target is paralyzed for the duration of the miracle.

Pillar of Salt

Spiritual Rating: 18
Community Rating: 14
Difficulty: 22
Range: 5 (10 meters)
Duration: permanent
Effect: turns the target into a pillar of salt.
Attainment Rating: 27

This powerful miracle can only be cast in churches or other areas where the *Spiritual* axiom level is high enough to support it. When cast, this miracle creates a force that will transform the target into salt. Compare the *faith* total of the miracle to the *Spirit* or *faith* of the target. On a *Good* or better success, the prayer takes effect. A character may make an active spiritual defense, generating a bonus to his *faith* or *Spirit*, if he knows he is going to be targeted for this miracle.

The only way to turn the character back into his former self is through spiritual or magical powers. If the pillar must be moved, care must be taken to keep as many of the grains of salt as possible. Missing grains might adversely effect the character's health if he is later transformed back to his original form. The use of occult magic suggests itself as a cure for the effects of such a miracle.

Plague

Spiritual Rating: 16
Community Rating: 15
Difficulty: 20
Range: touch
Duration: permanent
Effect: causes target character to be afflicted with deadly disease
Attainment Rating: 25

This miracle causes the target character to suffer from a severe case of the bubonic plague. This illness will do damage value 12 plus a random bonus each hour until the character dies or the miracle is dispelled. The damage is increased by +1 for each continuous hour during which the target is infected. For example, the first hour the damage value is 12, the second 13, the third 14, etc.

The caster of the miracle will be immune to the contagion, but other characters who are in close proximity to the target must generate *Toughness* totals every five minutes against a difficulty number of 8 or come down with the disease.

This curse can be counteracted in one of three ways: the use of a *dispel curse* miracle; the use of the *cure disease* miracle, with a difficulty of 12; or the generation of a *faith* total on the part of the target which is higher than that used to cast the miracle. In addition, the *healing* miracle can be used, but only to delay death, not to dispel the effects of the plague.

Plant Protection

Spiritual Rating: 14
Community Rating: 10
Difficulty: 10
Range: voice
Duration: 16 (30 minutes)
Effect: animates plant life to protect target character
Attainment Rating: 15

When this miracle is in effect, all plant life within range will act to protect the target character specified in the ritual. Roots will erupt from the ground and wrap themselves about the legs of enemies (*Strength* of 11), tree branches will strike out at them (damage value 12), flowers and grasses will act as shackles for their feet (*Strength* of 8).

Possessing Loa

Spiritual Rating: 10
Community Rating: 9
Difficulty: Target's *faith* +10
Range: 5 (10 meters)
Duration: 17 (30 minutes)
Effect: Causes the target to become possessed by a Loa
Attainment Rating: 23

This miracle opens the target to Loa possession. Normally, this miracle is utilized on a member of the Hougan's Honfour, but it can also be used to incapacitate an enemy. The difficulty number of this miracle depends upon whether the person willingly accepts the miracle. If the person is willing to be possessed, the difficulty is 10, but the difficulty is added to the target's



faith if they are unwilling. If they know what is coming, then an unwilling target can actively resist the miracle.

As with *possession trance*, the Loa will possess the body of the target and then immediately take on their standard persona. The Loa may also begin to demand things, such as food or rum, from the Houngan that summoned them. The Loa can also be used as an information source.

Possession Trance

Spiritual Rating: 10

Community Rating: 8

Difficulty: 12

Range: voice

Duration: performance

Effect: allows the Houngan to put a number of people equal to his *focus* into a trance so that a Loa can possess the victim

Attainment Rating: 17

The miracle is invoked only during a Voodoo ceremony. During the ceremony, the Houngan blesses the Hounfor. Music, mostly drums, is played, and the people begin to chant. The chants determine the Loa addressed. Soon, a number of Voodooists (possibly even the Houngan if he is willing) become possessed by the Loa. The possessed begin to take on the attitude and behavior of the Loa.

Members of the Hounfor can then ask the Loa questions. The Loa will answer any questions, but they are sometimes not very truthful. They will answer a number of questions based on the level of success of the miracle: one answer per level of success.

Answers also depend upon the specific knowledge of the Loa called. Agwe could tell of what is occurring in the seas and oceans, while Ogoun could tell of political situations and magic. Initially, only Legba will be able to tell of occurrences in different realms, for being the Guardian of the Crossroads gives him the ability to "see" into different realities. The other Loa can be given access into the other realms by beings summoned by someone in that realm.

Power and the Glory

Spiritual Rating: 12

Community Rating: 10

Difficulty: 16

Range: touch

Duration: length of battle

Effect: awards roll agains to faithful

Attainment Rating: 21

Before an upcoming battle, a Templar can pray for God's power and glory to help him, or one of his comrades, fight well against the Lord's enemies. This miracle takes several minutes of prayer, and thus cannot be done once combat is joined. (Frequently, a faithful Templar will invoke this miracle along with a *battle vigil*, as part of a multi-action.)

If the miracle is successful, the Templar will have a number of roll agains to use during the battle. The recipient may use one, some or all on any given action, but each roll again may only be used once before it is lost. The number available depends on the success level achieved: *Minimal/Average*, one roll again; *Good/Superior*, two roll agains; *Spectacular*, three roll agains.

Power Surge

Spiritual Rating: 8

Community Rating: 11

Difficulty: 16

Range: touch

Duration: NA

Effect: causes an electrical power surge

Attainment Rating: 21

This prayer creates a powerful surge of electricity that pulses through the targeted equipment. The surge will damage or destroy the equipment on which it is used. The surge does a damage value of 17 with no bonus.

This miracle has no effect on biological beings, non-electrical items, or electrical equipment that is not presently drawing power. This miracle will affect cybeware.

Presence of God

Spiritual Rating: 8

Community Rating: 10

Difficulty: 13

Range: self

Duration: 18 (one hour)

Effect: envelops the faithful in the cloak of the divine and gives power

to his words

Attainment Rating: 18

This miracle will increase the *persuasion* and *charm* skills of the faithful. People will sense the presence of the divine around the person, and will tend to believe what he says. The *persuasion* and *charm* skills will be increased by +2 for every level of success achieved.

Protective Ring

Spiritual Rating: 12

Community Rating: 9

Difficulty: 12

Range: 5 (10 meter radius)

Duration: 18 (one hour)

Effect: creates a wall of mystic ice around cleric, protecting him from supernatural entities

Attainment Rating: 17

When this miracle is cast, the cleric calls upon his deity to protect him from the ravages of demons, undead, and supernatural entities. A ring of ice, visible only to mages, priests or supernatural beings is created. The ring has a *Strength* equal to the priest's *faith* total.

Whenever a supernatural entity crosses the ring, or at the beginning of any round in which it is within the ring, it suffers an automatic *intimidation* attack with an effect value equal to the ring's *Strength* plus a randomly generated bonus.

The ring has no effect on non-supernatural beings.

Purity of Vision

Spiritual Rating: 9

Community Rating: 11

Difficulty: 15

Range: voice

Duration: one hour

Effect: allows temporary use of *faith* skill in place of *find*

Attainment Rating: 20

This prayer allows the focus character to use his *faith* skill when a *find* total is requested by the gamemaster.

During the miracle's duration, the focus character is literally "seeing through the eyes of his faith," and the community can boost the effect of the purity of vision as with any miracle.



Note: this miracle does not allow the focus character to use his *faith* in place of *Perception* for any requested total besides *find*.

Read Aura

Spiritual Rating: 14
Community Rating: 8
Difficulty: 15
Range: 7 (25 meters)
Duration: 18 (one hour)
Effect: cleric is able to determine the attitude of those he meets
Attainment Rating: 20

While a *read aura* is in effect, a cleric can see a visible glow about the head and shoulders of those he meets. Compare the *faith* total to the *Spirit* or *faith* of the target. On a *Good* or better success, the miracle takes effect.

The illumination seen by the cleric can be black, gray, blue, yellow, or white in color, representing the attitudes of *enemy*, *hostile*, *neutral*, *friendly* and *loyal*, respectively.

Reduce Toughness

Spiritual Rating: 13
Community Rating: 12
Difficulty: 15
Range: touch
Duration: 9 (one minute)
Effect: reduces the *Toughness* of a person or object
Attainment Rating: 20

This miracle reduces the *Toughness* of any person or object within range. The character generates a *faith* total after the miracle is successfully cast and compares it to the target's *faith* or *Spirit*.

The result points, as read on the Power Push table, are then subtracted from the target's *Toughness*. This miracle works on base *Toughness* only, and does not affect armor adds.

Reverse Emotions

Spiritual Rating: 13
Community Rating: 11
Difficulty: 15
Range: voice
Duration: result points +5
Effect: reverses the emotions of a character
Attainment Rating: 20

The miracle worker can shift the intense emotions of a character from one extreme to another with this prayer. Thus, someone who hates a certain person will suddenly feel an overwhelming love for that person. The miracle does not simply make someone feel a certain way; someone in a calm state cannot be made to feel jealousy. A person must begin in an extreme emotional state and then be shifted to the opposite emotion.

There is no way to control what the person subjected to the miracle might do. An enraged man about to kill an *edeinos* who is successfully influenced by *reverse emotion* might let the lizard go out of happiness, or enjoy killing the lizard. Only the emotions are influenced, not the actions.

Ride Lines

Spiritual Rating: 13
Community Rating: 8
Difficulty: 3
Range: self
Duration: 5 (10 seconds)
Effect: allows character to travel along Nazca lines
Attainment Rating: 8

Success at this miracle allows a character to travel along the ancient Nazca lines. The character transforms into energy and flows along the line, covering the distance in one round.

The rate at which a character travels is based on the number of result points, which are converted into meters per turn using the "Torg Value Chart." There is no upper limit to how fast a character may travel using this miracle. A line rider is aware of all that he passes along the way, and may elect to travel at a slower rate and stop at any point during the journey. However, the rider must declare where he will stop before invoking the miracle.

A line rider does not suffer any ill effects from his passage, no matter how fast he travels. The invoked geomantic energy will even carry him over structures that straddle the line, instead of smashing into them.

If more than one character is riding a road, then they do so in a linear fashion, one behind the other. Riders traveling the lines in opposite directions do not block one another. They simply pass through each other.

Example: Chakkata stands on an energy line and performs the miracle. He generates a total of 22 for 17 result points and travels 2.5 kilometers in 10 seconds.

Rood Awakening

Spiritual Rating: 14
Community Rating: 14
Difficulty: 12
Range: touch
Duration: rounds equal to the miracle's result points
Effect: causes target to experience the agony of crucifixion
Attainment Rating: 17

This miracle causes the target's body to become rigid in a cruciform position, suffering all the agonies of crucifixion. The victim suffers two shock points per round and can perform no other actions than attempting to break free. Breaking free requires a *Spirit* or *faith* total that exceeds the miracle's *faith* total by 3. The focus character may also release the victim.

Run Like the Wind

Spiritual Rating: 8
Community Rating: 13
Difficulty: 13
Range: self
Duration: 18 (one hour)
Effect: allows prolonged running
Attainment Rating: 18

This miracle allows the invoking priest to run at an all out sprint for long periods of time. For each level of success, the priest may add +2 to his *running* skill for the duration of the miracle. This miracle also allows the priest to run at top speed, not experiencing the regular degeneration of the limit value.

Satan's Mark

Spiritual Rating: 14
Community Rating: 8
Difficulty: 17
Range: touch
Duration: until lifted
Effect: causes an ugly welt, scar, or blemish to appear on the target's face
Attainment Rating: 22



Satan's mark causes a welt, scar, or blemish to appear on the target's face. The mark cannot be removed. It quickly burns through cosmetics or plastic surgery. The character must either have the curse lifted by a cleric of his own religion or by a Sacellum clergyman. If the character ventures to a cosm with a *Spiritual* axiom of nine or less, the mark disappears. The mark will return upon entering a realm or cosm with a *Spiritual* axiom of 10 or more.

Satan's mark lowers the character's *Charisma* and associated values by -1 for each success level of the miracle.

See Through Mist

Spiritual Rating: 22
Community Rating: 8
Difficulty: 9
Range: result points +5
Duration: 24 hours
Effect: lets the blessed Jakatt see through the Deep Mist without impairment
Attainment Rating: 14

This miracle, which very few people are aware of in Core Earth, is usually given to an entire tribe every day during a large ritual.

The range of the clear sight is the result points achieved plus five. The area in the range of the blessed Jakatt appears as if the mist were not present. For example, a Jakatt who could see clearly for 30 meters would, on a clear day, see the sun shining down on the trees for 30 meters around him. If he were to look up, he would see the mist far above him. But on the ground there would be sunshine.

Sensory Explosion

Spiritual Rating: 22
Community Rating: 10
Difficulty: 11
Range: sight
Duration: result points +5 (curse)/+10 (blessing)
Effect: the recipient of the miracle becomes a veritable black hole of sensation
Attainment Rating: 16

This miracle is a blessing for Jakatts who are able to sit quietly and take in the entire surrounding area with no other concerns — but a curse to anyone who is otherwise engaged.

All five senses of the target become so alive that the information coming in cannot be sorted. Colors turn into tastes and the touch of the breeze becomes a sound. The world is completely mad.

A *Minimal* success means that the blessed or cursed person suffers a +1 to the difficulty of all actions, *Average* success +2, *Good* success +3, *Superior* success +4, and *Spectacular* +5.

Sharpen Animal's Senses

Spiritual Rating: 21
Community Rating: 10
Difficulty: 10
Range: sight
Duration: 18 (one hour)
Effect: sharpens the senses of an animal
Attainment Rating: 15

This prayer allows a priest to enhance all five senses of a summoned animal, almost invariably a predatory one, making it a more effective hunter in tracking down the summoner's enemies. Only one animal at a time may be affected by a single miracle.

The animal's *Perception* and related skills are increased in relation to the levels of success achieved by the miracle. *Minimal* success increases the animal's *Perception* by +1, *Average* +2, *Good* +5, *Superior* +10, and *Spectacular* by +15.

Simple Club

Spiritual Rating: 23
Community Rating: 8
Difficulty: 2
Range: touch
Duration: until re-planted
Effect: turns a hrockt shoot into a club
Attainment Rating: 7

Simple club allows a Jakatt to take a hrockt shoot and pray to Lanala to turn it into a club. It looks like a one-handed club, covered with vines and leaves. The damage value is STR +3/18.

Simple Spear

Spiritual Rating: 23
Community Rating: 8
Difficulty: 3
Range: touch
Duration: until re-planted
Effect: turns a hrockt shoot into a spear
Attainment Rating: 8

Simple spear allows a Jakatt to take a hrockt shoot and pray to Lanala to turn it into a weapon. The tip becomes sharp, the shaft strong. The damage value is STR +4/20.

Sins of the Flesh

Spiritual Rating: 14
Community Rating: 10
Difficulty: 17
Range: touch
Duration: performance
Effect: cause the target's skin to rot at a very quick rate
Attainment Rating: 22

This miracle causes the target's skin to rot. This is reflected in an automatically successful attack made every round for the duration of the miracle. The damage value of the attack is 15 plus the result points of the miracle. Armor will not protect the character (not even interdermal armor).

Damage caused is physical. Its effects are seen as rips and tears in the character's body. After the first round of the miracle's effect, even if he takes no damage, the character's skin is covered with open sores.

The damage can be healed through medical means, but the appearance of the flesh can only be repaired with spiritual or magical healing.

Smash Hope

Spiritual Rating: 15
Community Rating: 10
Difficulty: 18
Range: voice
Duration: 18 (one hour)
Effect: destroys hope and replaces it with hopelessness
Attainment Rating: 23

The *smash hope* miracle is usually invoked by explaining how hopeless the target's situation is. If successful,



the target is left bereft of all hope, and feels resigned to his fate.

Compare the *faith* total of the miracle to the *Spirit* or *faith* of the victim. On a *Minimal* or *Average* success, the victim will be *stymied* for the duration of the miracle. On a *Good* success, the above occurs, and one *setback* is inflicted on the victim in the next hour. On a *Superior* success, the victim suffers a *fatigue* result in addition to the above. A *Spectacular* success is the equivalent of a *player's call* in which the caster gets to specify what happens to the target (he breaks, etc.)

Soothe

Spiritual Rating: 8
Community Rating: 8
Difficulty: 12
Range: touch
Duration: NA
Effect: Heals minor injuries
Attainment Rating: 17

Soothe is a prayer that allows the focus character to heal the minor wounds and injuries of himself or his comrades. A *Minimal* success will remove five shock points from the target; an *Average* success will remove all KO conditions; a *Good* success will remove all shock and KO conditions; and a *Superior* or *Spectacular* success will remove all shock and KO conditions as well as one wound.

In addition, *soothe* will staunch the bleeding of a mortal wound on an *Average* success or better.

Speak with Grass

Spiritual Rating: 13
Community Rating: 12
Difficulty: 8
Range: touch
Duration: concentration
Effect: allows limited communication with grasses
Attainment Rating: 13

This prayer allows a priest to communicate with grass and other simple plants. The communication can take several different forms, depending on the success level of the miracle:

Minimal success grants simple empathy and the invoker experiences any strong emotions that were evoked recently in the area;

Average success allows deeper empathy, picking up trace emotions from further away or longer ago;

Good success allows empathy and blurred dream-like visions of past events;

Superior allows empathy and clearer visions;

Spectacular allows the invoker clear postcognitive visions of the area, complete empathy, and the whistling of the wind in the grass will recreate many of the sounds of the scene for all nearby to hear (others nearby may generate a *Spirit* total of 11 or higher to divine the meaning).

Speak with the Dead

Spiritual Rating: 12
Community Rating: 9
Difficulty: 11
Range: voice
Duration: 18 (one hour)
Effect: allows communication with the dead
Attainment Rating: 16

Upon the successful invocation of this miracle, the priest may communicate with the dead. For each level of success achieved, one "yes or no" question may be asked of any dead sentient being, whose corpse is within range. The questions must be asked at some point during the duration of the miracle. Corpses speak their native language, and never lie.

Speak with Tree

Spiritual Rating: 14
Community Rating: 11
Difficulty: 11
Range: touch
Duration: concentration
Effect: allows communication with trees
Attainment Rating: 16

This prayer will allow a priest to gain information from a tree. *Minimal* success grants the user a murky vision concerning the question and also gives a detailed vision of anything that occurred within the past 24 hours. *Average* grants a murky vision about the question and detailed knowledge of the past week. *Good* success gives a clear vision of the past week and gives a brief glimpse of the exact location

and the individuals involved in the omen.

Superior success gives the user a minute's worth of sight, sound and touch concerning the omen (the character may not manipulate anything, though). *Spectacular* success gives the user a minute's worth of sight, sound and touch, and the character may manipulate items as if he were present, although nothing may be "brought through" after the miracle ends. To the individuals that are the subject of the miracle, it is as if an invisible creature is able to move things around.

In the case of a *Spectacular* success, although the priest may manipulate items, those in that area may only harm him by other miracles.

Spell Shield

Spiritual Rating: 14
Community Rating: 14
Difficulty: 11
Range: self
Duration: concentration
Effect: protects a priest from magic
Attainment Rating: 16

When a priest invokes a *spell shield*, he is asking his god to protect him and his comrades from magic. When a *spell shield* is successfully invoked, it increases the difficulty number of spells cast against the priest, and anyone else he wishes, by the level of success achieved — *Minimal* +1; *Average* +3; *Good* +5; *Superior* +7; *Spectacular* +9.

Spiked Club

Spiritual Rating: 21
Community Rating: 10
Difficulty: 4
Range: touch
Duration: until replanted or broken
Effect: turns a hrockt shoot into a spiked club
Attainment Rating: 9

Spiked club allows a Jakatt to turn a hrockt shoot into a spiked club. It looks like the *simple club*, but is heavily studded with thorns, causing a damage value of STR +4/20.



Spiked Great Club

Spiritual Rating: 21
Community Rating: 11
Difficulty: 7
Range: touch
Duration: until replanted or broken
Effect: turns a hrockt shoot into a spiked two-handed club
Attainment Rating: 12

Spiked great club turns a hrockt shoot into a spiked, two-handed club, covered with vines and thorns. The dam-

age value is STR +6/22 (only STR +2/18 if used one-handed).

Spirit Shield

Spiritual Rating: 8
Community Rating: 5
Difficulty: 14
Range: self
Duration: 14 (10 minutes)
Effect: increases a character's resistance to attacks against his *Spirit*
Attainment Rating: 19

This miracle is a character's best defense against spiritual attacks and certain psionic powers. When this miracle is invoked, it surrounds the character with a shimmering net of energy that extends for five centimeters in all directions. Although a spirit shield glitters, it gives off no actual light, so a character with an active spirit shield does not glow in the dark.

When a *spirit shield* miracle is used, the character generates a *faith* total. Result points generated are added to the character's *Spirit* in the same way that normal armor adds to a character's *Toughness*. These result points protect the character from spiritual attacks only: they do not increase his *Spirit* for the purposes of using skills, etc.

Spirit Sword

Spiritual Rating: 8
Community Rating: 12
Difficulty: 14
Range: touch
Duration: 14 (10 minutes)
Effect: creates a sword of spiritual energy
Attainment Rating: 19

This miracle allows a character to create a sword made of spiritual energy. The sword appears in the character's hand and has a spiritual damage value equal to the character's *Spirit* plus the result points of the miracle. A spirit sword is used with the *melee weapons* skill.

Spiritual Protection

Spiritual Rating: 8
Community Rating: 13
Difficulty: 16
Range: touch
Duration: 18 (one hour)
Effect: increases the recipient's *Toughness*, or *trick*, *taunt*, *intimidate*, or *test* defensive values
Attainment Rating: 21

If successfully called upon, the *spiritual protection* miracle will increase either the recipient's *Toughness*, or his defensive values to resist *trick*, *taunt*, *intimidate* or *test* attacks. Compare the caster's *faith* value to the difficulty, with each level of success adding +1 to the value chosen by the recipient (a *Minimal* success nets a +1, an *Average*



success gets a +2, and so forth). The resistance form chosen must be declared before the miracle is cast.

Steal the Essence of the Water

Spiritual Rating: 17
Community Rating: NA
Difficulty: 10
Range: self
Duration: NA
Effect: heals a wound by drinking water
Attainment Rating: 15

Leopard Men injured during a hunt will often seek out a stream, spring, or river and partake of the water's essence to heal wounds. Successfully performing this miracle and drinking from a natural source of water will have the following effect: on a *Minimal* success, five shock will be healed; on an *Average* success, all KO conditions are removed; on a *Good* success, all shock and KO conditions are removed; on a *Superior* success, one wound is also healed; and on a *Spectacular* success, two wounds are also healed.

The miracle will work on the same individual only once per day.

Storm

Spiritual Rating: 13
Community Rating: 9
Difficulty: 18
Range: 15 (one kilometer)
Duration: concentration
Effect: cleric can call down a storm on an enemy
Attainment Rating: 23

The cleric raises his hands into the air and implores his god or goddess to hurl the fury of the storm down upon his enemy. This miracle is commonly invoked during battles at sea.

On a *Minimal* success, the wind grows more gusty, increasing the difficulty of all *Dexterity* and *Strength*-based actions by +1, and possibly blowing the enemy vessel off course; on an *Average* or *Good* success, it begins to rain heavily, increasing the *Dexterity* and *Strength* penalty to +2, increasing all *Perception* difficulties by +2, and reducing a vessel's speed value by -2; on a *Superior* success, the rain becomes a raging thunderstorm, with jagged bolts of lightning, attacking with a

skill equal to the cleric's *faith* total, and doing damage 15 plus a random bonus to any target within range; on a *Spectacular* success, it begins to sleet, doing damage 20 plus a random bonus to all targets within range.

Storm of Battle

Spiritual Rating: 12
Community Rating: 8
Difficulty: 18
Range: 15 (one kilometer)
Duration: length of battle
Effect: calls down storm on enemies
Attainment Rating: 23

During a battle, a Knight may ask for God's help and protection. If the miracle is successful, the battlefield will be covered with a storm of winds and rain. The storm will take three rounds to form and will serve to hinder the Knight's enemies until the end of the battle (add +8 to the difficulty of any sight-based actions).

Strength of the Righteous

Spiritual Rating: 12
Community Rating: 12
Difficulty: 16
Range: self
Duration: see below
Effect: adds *faith* adds to *melee weapons* skill
Attainment Rating: 21

The Lord makes his knights strong in battle. If a Templar is injured by an unbeliever in battle (K/O or wound after reduction by Possibilities), he can pray for this miracle to make him strong. If successful, the Knight may add his *faith* adds to his *melee weapons* skill for a number of rounds determined by the success level: *Minimal*, two rounds; *Average*, four rounds; *Good*, six rounds; *Superior*, eight rounds; *Spectacular*, ten rounds.

Sword of Dunad

Spiritual Rating: 10
Community Rating: 10
Difficulty: 10
Range: touch
Duration: 18 (one hour)
Effect: increases *Strength* of sword
Attainment Rating: 15
Sword of Dunad is a form of blessing

that is effective only on swords. The bearer of the sword must cut his left hand with it and allow the blood to drip on the blade, thus representing the blood the sword will draw from his enemies. The cleric then lays a hand upon the blade and beseeches Dunad to make the sword strong and proof against all opponents.

A *Minimal* or *Average* success increases the damage value of the sword by +1; a *Good* or *Superior* result by +2; and a *Spectacular* result by +3.

This miracle can be invoked only by priests of Dunad.

Thrice Damned

Spiritual Rating: 14
Community Rating: 10
Difficulty: 15
Range: 8 (40 meters)
Duration: 25 (one day)
Effect: causes victim to suffer three adverse conditions
Attainment Rating: 20

When this prayer is invoked, the target character suffers three negative conditions over the next 24 hours. Compare the *faith* total of the miracle to the target's *faith* or *Spirit* on the "Intimidate/Test" column of the Interaction Results Table (using the One-On-Many table) to determine the nature of the adverse condition (*unskilled*, *stymied*, *setback*, etc.).

Each of the three conditions lasts for no longer than one round, and can be levied at any point during the next 24 hours at the gamemaster's discretion.

Example: This miracle is cast on a character with a *faith* of 12. The priest invoking the miracle generates a *faith* total of 20.

Since there are three effects coming out of the one miracle (and thus it is a multi-action), the target's *faith* is 12 for the first result, 14 for the second result, and 15 for the third result. The result points are eight, six, and five.

Looking on the Interaction Results Table under "Intimidate/Test," this means that, sometime during the next 24 hours, the target will be *stymied* three times.

If all three of the totals do not exceed the target's *Spirit* or *faith*, then the target is unaffected.



Transfer Damage

Spiritual Rating: 15
Community Rating: 14
Difficulty: 9
Range: touch
Duration: NA
Effect: removes damage from target, inflicting it on invoker
Attainment Rating: 14

By touching a wounded character, the invoking priest is able to transfer the wounds, shock, or KO conditions to his own body. Read the result points on the Combat Results Table. The amount of damage indicated may be transferred from the target to the focus character.

True Vision

Spiritual Rating: 8
Community Rating: 12
Difficulty: 9
Range: touch
Duration: 15 (15 minutes)
Effect: enables cleric to see things as they truly are
Attainment Rating: 14

When successfully cast, this miracle enables the target to see things revealed for what they are — hidden panels are revealed, disguises can be pierced, and the target's sight cannot be affected by magical or normal darkness. This miracle does not allow the target to see through solid objects or detect dishonesty.

Unbeliever's Doom

Spiritual Rating: 14
Community Rating: 10
Difficulty: 18
Range: voice
Duration: NA
Effect: attacks unbelievers
Attainment Rating: 23

This miracle causes damage to an unbeliever (a character who does not have faith in the Cyberpapacy). The *faith* total of the miracle is compared to the *faith* or *Spirit* of the target, and the result points are read as physical damage. The miracle manifests itself as a hot blue, bubbling energy about the skin of the target.

The more of an unbeliever the target, the greater the damage done to him.

Character's Faith Modifier

Catholic or Greek Orthodox	+1
Protestant/	
The Sacellum (Orrorsh)	+2
Muslim or Jewish	+3
Hindu/Aysle religion/	
Egyptian Religion	
(Nile Empire)	+5
Shinto/Buddhist/Taoist/	
Palanic (Nippon Tech)	+6
Haitian/Shaman/Animist/	
Keta Kalles	
The Living Land)	+7
Atheist	+8
Character has magic skill(s)	+3

Unmask Horror

Spiritual Rating: 17
Community Rating: 14
Difficulty: 12
Range: sight
Duration: NA
Effect: reveals a hidden Horror
Attainment Rating: 17

When a Horror is unmasked, its disguises are cast away and its true visage is exposed to the world. The focus character must target a specific being within sight, and call upon divine powers for aid. Compare the *faith* total of the miracle to the *Spirit* or *faith* of the Horror. On a *Good* or better success, the Horror is revealed in its true form for all to see. (Horrors often resent this ...)

Vex

Spiritual Rating: 14
Community Rating: 8
Difficulty: 14
Duration: performance
Effect: recipient is *stymied*
Attainment Rating: 19

A *vex* works just like a *stymie*: the recipient loses his first roll again, including an *up* on the conflict line or a spent Possibility.

Voice of Ravok

Spiritual Rating: 17
Community Rating: 8
Difficulty: 11
Range: 25 (100 kilometers) or unlimited
Duration: 14 (10 minutes)
Effect: enables priest to make mental contact with the ravagon warlord
Attainment Rating: 16

Once tzullats used this miracle to keep in contact with their tribe's warlord while on hunts or off fighting wars. Now this miracle is used by priests to keep in contact with Parok, the ravagon warlord. It is one of the ways Parok maintains communications with his hunters operating in the Possibility Wars.

When used to contact other ravagons, the *voice of Ravok* sends words across a distance of up to 100 kilometers directly into the communicators' minds. The priest must have the possibility print of his target in order to use the *voice of Ravok*. If the target is not a follower of Ravok, the difficulty increases to 16.

When used to contact Parok, the range is unlimited. As the warlord of all ravagons, Parok is their spiritual and physical leader. All share in his possibility print, and he in theirs. Ravok's voice can reach across cosms to put tzullats in contact with their warlord.

Walk on Air

Spiritual Rating: 13
Community Rating: 12
Difficulty: 12
Range: touch
Duration: 18 (one hour)
Effect: target can walk on air as if it were dry land
Attainment Rating: 17

The beneficiary of this miracle will be able to walk on a cushion of air. However, he will still suffer from oxygen deprivation at high altitudes, and thus there are limits to how far he can ascend.

The air will normally seem like a level plane under his feet, but if he wishes, wind currents can make it



possible for the target to ascend or descend, as if he were on a staircase.

Walk on Water

Spiritual Rating: 8
Community Rating: 15
Difficulty: 12
Range: self
Duration: 14 (ten minutes)
Effect: allows priest to walk on water
Attainment Rating: 17

When under the influence of the *walk on water* miracle, the invoking priest may walk across bodies of water as if they were solid ground. This does not change the condition of the water, so walking across boiling water would still damage the priest involved.

Ward Arcana

Spiritual Rating: 12
Community Rating: 7
Difficulty: 13
Range: voice
Duration: performance
Effect: increases difficulty of using magic to harm target character
Attainment Rating: 18

Ward arcana allows the cleric to draw on the spiritual energy of the faithful and use it to form a mystic barrier through which magic cannot pass. As long as the ward is in place, spells from outside the barrier cannot penetrate to those under its protection, nor can spells leave the barrier from within.

The ward has no effect on physical attacks. The difficulty number of using magic to harm a character protected by this rite is increased +4 for each success level of the miracle.

Ward Being

Spiritual Rating: 12
Community Rating: 13
Difficulty: 11
Range: 5 (10 meters)
Duration: concentration
Effect: prevents specific being from approaching target character
Attainment Rating: 16

To enact this miracle, the cleric must have a specific being or creature in

mind. If he successfully invokes the ward, that particular being will be unable to mount any sort of attack on the target character for the duration of the prayer.

For instance, a priest could set up a ward against the dreaded ogre, Olant, and it would prevent him from causing damage. It would not, however, prevent his brother or any other ogre from attacking.

The warding being may attempt to break the ward by generating a *faith* total higher than the *faith* total of the invoking priest.

Ward Danger

Spiritual Rating: 9
Community Rating: 6
Difficulty: 16
Range: voice
Duration: concentration
Effect: increases difficulty of harming character
Attainment Rating: 21

Ward danger gathers the spiritual energy of the faithful and attempts to decrease the chance of the community coming to harm. The faithful must be praying for protection from one source of danger; if the worshipers are praying for protection from a tornado, the ward would have no effect against a terrorist who launched a missile at the church.

The difficulty number to harm a character protected by ward danger is increased by +3 for each success level of the miracle.

Ward Enemy

Spiritual Rating: 7
Community Rating: 6
Difficulty: 0
Range: self
Duration: performance
Effect: protects from attacks of evil creatures
Attainment Rating: 5

The *ward enemy* prayer works against all enemies of the character's *faith*. This miracle does not require a *focus* total — a *faith* total is generated instead. If the character does not have *focus*, he must have a holy symbol or text of their *faith*.

A warding character may not be attacked by physical, magical, or spiritual means. *Test*, *trick*, *taunt*, and *intimidate* may be used; on a *player's call*, the warding character has succeeded in getting the warding character to lower his *ward enemy*. Other effects apply if the warding character must perform an action, including generating another *ward enemy*.

The only possible enemy attack is a *faith* attack; the attacker generates a *faith* total against the *faith* total of the miracle. This counts as the enemy's action that round. If the enemy's total is higher, the ward is breached, and the character suffers the result points in *spiritual damage*. The warding character must enact the ward again at his next opportunity if he wishes to be protected.

If the miracle's total is higher, the enemy fails to breach the ward. The enemy takes *spiritual damage* equal to the result points. However, the enemy's attack does cause the ward to waiver. The warding character must expend his next action to generate a *ward enemy* total, or the ward collapses at the end of his action round.

Warrior Madness

Spiritual Rating: 11
Community Rating: 9
Difficulty: 14
Range: touch
Duration: until dispelled
Effect: turns warriors into frenzied killers
Attainment Rating: 19

The cleric may cast this miracle upon a willing or unwilling subject. If the priest's *faith* total is greater than the target's *willpower* or *Mind*, the target is overwhelmed by *warrior madness* — his *Strength* and *Toughness* attributes receive a +3 boost, as do his *melee weapons* and *unarmed combat* skills.

This miracle does not actually cause the muscles to grow larger, but simply allows the target character to operate at peak ability. It is possible for a character's attributes to exceed the cosm limit while under the influence of this miracle. The target character will keep fighting until he is unconscious, dead, or runs out of opponents.

A being afflicted with *warrior madness* cannot *maneuver*, *trick*, *taunt*, *in-*



timidate, or *test* — his actions are limited to *melee weapons* and *unarmed combat* attacks. To snap out of his madness, the target character must generate a successful *willpower* or *Mind* total against a difficulty number of 12.

Once someone has been so "blessed," there is a risk of him succumbing to the madness anytime he goes into battle. In combat, he must generate a successful *willpower* or *Mind* total against a difficulty number of 8 to avoid going mad (+1 modifier for each previous incident of *warrior madness* experienced by the target).

The target character can, if he wishes, voluntarily call upon the miracle in battle.

Wasp Touch

Spiritual Rating: 14
Community Rating: 12
Difficulty: 15
Range: touch
Duration: NA
Effect: poisons the victim with effects similar to a giant wasp's sting
Attainment Rating: 20

This miracle delivers a poisonous affliction exactly like the sting of a giant wasp. The touch delivers sharp pain, but does not cause the physical damage that the thrust of the stinger does.

However, the venom does damage value 16 plus result points, and if a KO result occurs, the victim is paralyzed for one hour.

Weaken

Spiritual Rating: 14
Community Rating: 10
Difficulty: 17
Range: touch
Duration: 18 (one hour)
Effect: increases the amount of damage an opponent suffers
Attainment Rating: 22

This miracle can be used to weaken an opponent to such an extent that he suffers greater damage than usual. By successfully invoking this miracle, the priest causes his target to take damage on the "Ords" column of the Combat Results Table for the duration of the miracle.

Will of the Race

Spiritual Rating: 15
Community Rating: 12
Difficulty: 17
Range: sight
Duration: NA
Effect: strikes enemy with mass will of the Race in mental combat
Attainment Rating: 22

Will of the Race is a war miracle that strikes a single enemy with a blast of psychic energy, the concentrated power of the Race will. The damage is equal to the *faith* total. This is *mental damage*, and the target resists with his *Mind*.

If the miracle fails, however, the focus character may suffer *spiritual damage* herself. The target generates a *faith* total which is applied to the focus character as *spiritual damage*, resisted by his *Spirit*.

Using *will of the Race* against another member of the Race violates the tenets of the Way unless the target is acting in a manner dangerous to the survival of the Race.

Wing Snare

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: sight
Duration: 18 (one hour)
Effect: entangles an enemy's wings
Attainment Rating: 17

This miracle entangles an enemy's wings in glowing mist, causing him to lose the power of flight until the miracle ends or the snare is broken. Entangled targets cannot fly. If they are flying when entangled, they crash to the ground and take falling damage. In addition, a target so entangled loses some of his natural mobility — add +2 to the difficulty of all *Dexterity*-related actions.

A target can break free of the snare by making a *Spirit* or *faith* roll. The difficulty is equal to the miracle's *faith* total as generated by the invoking priest. An entangled target can attempt to break the miraculous snare once per round, but may take no other action while trying to break free.

Wings of Sparrow

Spiritual Rating: 8
Community Rating: 10
Difficulty: 14
Range: self
Duration: 18 (one hour)
Effect: improves target's *dodge*
Attainment Rating: 19

The sparrow, it is said, was gifted by the gods with the ability to sense the approach of danger and fly before it arrives. This miracle conveys part of this advantage to the target, helping him to better anticipate, and thus avoid, blows.

If successful, the target gets a +1 increase to his *dodge* value per success level.

Wisdom

Spiritual Rating: 12
Community Rating: 7
Difficulty: 13
Range: touch
Duration: 18 (one hour)
Effect: increases subject's wisdom
Attainment Rating: 18

When successfully cast, the target's *Mind* value and related skills are increased by +1 per success level. This miracle does allow a character to exceed cosm limits.

Wither Plant

Spiritual Rating: 8
Community Rating: 9
Difficulty: 8
Range: 5 (ten meters)
Duration: 18 (one hour)
Effect: destroys plant life
Attainment Rating: 13

When this prayer is invoked, all plant life within range withers and dies. The densest jungle will be withered into non-existence in a matter of seconds.



Chapter Fourteen

Sacred Rituals

Attune Mechanism

Spiritual Rating: 11
Community Rating: 12
Difficulty: 11
Range: touch
Duration: NA
Cyber Rating: +1
Ritual Length: 18 (one hour)
Effect: repairs malfunctioning systems
Attainment Rating: 16

Attune mechanism can only be performed as a short ritual, requiring one half hour. It may be applied to any damaged or malfunctioning machine, device, or cyberware implant.

If the system does not record damage using wounds, but simply works or doesn't, as in the case of cyberware, *attune mechanism* repairs the equipment on a success level of *Good* or better.

If the machinery measures damage using wounds, as in the case of vehicles, then the machine's wound level is decreased by the success level of the miracle. Even "dead" machines can be repaired by this miracle, as long as they are more or less in one piece.

The same restrictions on miraculous healing apply to mechanisms as to living beings, as specified on page 127 of the *Torg Rulebook*.

Battle Vigil

Spiritual Rating: 11
Community Rating: 14
Difficulty: 20
Range: self
Duration: length of battle
Ritual Length: 22 (six hours)
Attainment Rating: 25

On the night before an impending battle, the Templar must stand vigil

the entire night in prayer to God. The vigil must be at least six hours long, during which time the knight can neither sleep, travel, eat nor join conversation with any of his comrades, lest his prayers be interrupted. He may fight to defend himself and his fellows should they be attacked by any manner of foe or beast during the vigil, and this will serve to focus his attentions for the coming day's task.

At dawn on the day of battle, the *focus* total for the miracle is generated, with a +1 bonus for every two hours the vigil lasted over the required six, up to a maximum increase of +3. If the miracle fails, the Templar will find himself both physically and spiritually drained, subject to the following penalties until his faith is restored and he has received a full night's sleep: 1) the Templar will have three shock points which cannot be reduced by Possibilities. Miraculous healing of the spiritual damage will remove them, however; and 2) the Templar will suffer a penalty of +3 to the difficulty of all *Dexterity* and *Strength* actions — if the difficulty of the miracle is missed by more than eight points, the penalty is +5.

If the Templar's prayer is successful, however, he will be strong a fierce in the coming battle. He will receive benefits dependent upon his success level, and these benefits will last for the duration of the battle. Only the caster may receive this divine help.

Minimum-Average: Fatigue and DEX penalties from the Templar's armor are ignored. Also, the Templar can ignore two shock points from each attack;

Good: As *Minimum/Average*, but the Templar can ignore three shock points from each attack.

Superior: As *Good*, but the Templar can ignore four shock points from each attack.



Spectacular: As *Superior*, but the Templar is immune to KO damage.

A battle is considered to begin when the first effect value, whether a condition of surprise exists or not, is generated. The battle is usually considered over when action leaves rounds, but a feint or fake retreat may require gamemaster's discretion to be exercised.

Beacon

Spiritual Rating: 8
Community Rating: 10
Difficulty: 16
Range: 30 (1000 kilometers)
Duration: performance
Ritual Length: 25 (one day)
Effect: allows performer to see an object of faith which will aid in a divine quest
Attainment Rating: 21

Beacon is a powerful miracle because it allows the performer to glimpse a vision of a spiritually-enhanced object which will be of aid to the community of the faithful. This miracle is normally used in conjunction with a religious quest that the faithful are participating in. When successfully performed, the miracle allows the recipient to see the object and everything within a 10-meter radius. At the completion of the miracle, the recipient will know the direction in which the object lies, although the exact distance is unknown.

The caster needs to make a *Mind* roll every day afterwards to recall the exact direction of the object. The difficulty number of the *Mind* roll equals the value of the number of days that pass plus 8.

Thus, a character who casts the miracle successfully and then, a week later, wishes to recall the exact location of the object, must make a *Mind* total of 8+5 (the value of 7) or 13 to succeed. The miracle may be recast on the same object.

Beauty

Spiritual Rating: 10
Community Rating: 8
Difficulty: 12
Range: touch
Duration: 18 (one hour)
Ritual Length: 14 (ten minutes)
Effect: increases target's *Charisma*
Attainment Rating: 17

This miracle temporarily provides a +3 increase to the target's *Charisma* when interacting with members of the opposite sex of his species. At the same time, the base attitudes of members of the same sex of his species is automatically lowered by one level for the duration of the miracle—i.e., from *friendly* to *neutral*, from *neutral* to *hostile*, etc.

Bless Battle

Spiritual Rating: 16
Community Rating: 10
Difficulty: 30
Range: voice
Duration: 32 (one month)
Ritual Length: 19 (two hours)
Effect: increases battle readiness of unit
Attainment Rating: 35

Bless battle brings the blessings of the gods on an entire unit preparing for battle, up to a full battalion (maximum 1,000 troops). Every member of the unit has their *Toughness* increased by the result points read on the "Power" column of the Push Results Table.

The priest can cast this miracle on a unit more than once. The first miracle increases *Toughness*, each subsequent miracle increases one combat skill of the cleric's choice.

Bless Holy Water

Spiritual Rating: 7
Community Rating: 9
Difficulty: 11
Range: touch
Duration: permanent
Ritual Length: 16 (30 minutes)
Effect: Turns regular water into holy water
Attainment Rating: 16

This ritual turns fresh, clean water into holy water. The ritual must be invoked in a church or on other hallowed ground. The water must be pure (either boiled or from the tap). One cannot make holy water out of puddles, ponds, or a glass of water from which someone has drunk a portion.

The miracle creates enough holy water for four vials, and cannot be invoked more than once per week.

Bless Missile

Spiritual Rating: 11
Community Rating: 10
Difficulty: 18
Range: voice
Duration: 32 (one month)
Ritual Length: 21 (four hours)
Effect: imbues bullets, arrows, cannon shells and the like with the faith of the firer
Attainment Rating: 23

Bless missile is a ritual, typically performed before a large battle. The missiles are piled in a sacred spot. After sprinkling them with holy water, the priest calls the community to pray for their weapons to have divine power. If successful the missiles are imbued with a *faith* value equal to that of the priest performing the ritual.

Up to 100 bullets may be blessed at one time. Arrows are equal to 10 bullets, grenades to 25 bullets, artillery shells to 50 bullets.

When a blessed missile hits a target, it does both physical and spiritual damage. The physical damage is as normal for the missile type; the spiritual attack has a damage value equal to the *faith* value imbued into the missile plus the bonus.

Note: the blessed missiles are only effective in the hands of a firer who took part in the ritual. They are normal missiles when fired by anyone else.

Bless Pyramid

Spiritual Rating: 17
Community Rating: 11
Difficulty: 10
Range: voice
Duration: permanent
Ritual Length: 19 (two hours)
Effect: prepares pyramid as mystical conduit
Attainment Rating: 15

Pyramids may be the dreams of engineers and kings, but the blessings of priests are needed to imbue the pyramid with its famous mystical energy. Priests must cast this miracle five times, each time blessing a different vertex, or an element which will be incorporated into that vertex of the pyramid. Each vertex is dedicated to a different god; the four on the ground are dedicated to Osiris and Nut (which



are diagonally opposite), and Horus and Anubis (diagonally opposite). The apex is reserved for Ra.

Bless Weapon

Spiritual Rating: 10
Community Rating: 8
Difficulty: 17
Range: touch
Duration: 25 (one day)
Ritual Length: 18 (one hours)
Effect: increases the damage of any weapon
Attainment Rating: 22

The *bless weapon* miracle can be used on any weapon to increase its damage value. The cleric must lay his hands upon the weapon and call upon the appropriate aspect of his pantheon, praying that the armament will be as strong as the warrior's heart is brave. Success will result in a +1 to the weapon's damage value per level of success.

Blessing Vow

Spiritual Rating: 9
Community Rating: 6

Difficulty: 15
Range: voice
Duration: until vow is broken
Ritual Length: 18 (one hour)
Effect: adds success levels to one attribute for one character
Attainment Rating: 20

In this ritual, the blessed agrees to uphold an institution, or virtues important to the mythos, for as long as he shall live. In exchange, the blessed receives an increase in one chosen attribute equal to the number of success levels achieved by the blessing (for example, an *Average* success grants a +2 modifier), for as long as he maintains the vow. A character may only have one *blessing vow* at a time.

The *blessing vow* is only given to characters who have proven themselves worthy to spiritual leaders and the community.

Blight

Spiritual Rating: 15
Community Rating: 12
Difficulty: 18

Range: sight
Duration: 38 (one year and a day)
Ritual Length: 29 (one week)
Effect: ruins land
Attainment Rating: 23

Blight greatly reduces the aridity of land. Crop yields, or plant growth, in blighted fields fall according to the success level of the miracle. *Minimal* success reduces the yield by 10 percent, while *Average* success reduces yields by 25 percent, stunting the growth of most plants and killing some. *Good* success stunts about half of the plants, killing an additional 10 percent. *Superior* success stunts half and kills half, while *Spectacular* success kills every plant growing in the blighted soil. The ritual must be performed within sight of the field to be blighted.

Blood Brothers

Spiritual Rating: 10
Community Rating: 14
Difficulty: 10
Range: touch



Duration: permanent

Ritual Length: 19 (two hours)

Effect: binds the thoughts of two individuals together

Attainment Rating: 15

When two individuals are bound as blood brothers, their spirits are irrevocably tied together. Each individual gains the ability to sense the emotional state of the other being. If one is in danger, the other knows, and vice versa. A blood brother also gains a +5 bonus to *tracking* when attempting to locate the other brother. If one brother is killed, the other immediately goes into a berserker fury.

Blood Curse

Spiritual Rating: 14

Community Rating: 17

Difficulty: 20

Range: unlimited

Duration: permanent

Ritual Length: 23 (twelve hours)

Effect: calls down the vengeance of the gods upon mortal enemies

Attainment Rating: 25

When a *blood curse* is invoked, the gods pour down their wrath upon the subject of the curse. If the reason for invoking the curse is good, such as betrayal, murder, or personal injury, the subject of the curse is inflicted with a *setback* once per act. If the reason for invoking the curse is poor, such as a bad deal, an insult, or an argument, the subject has a *stymie* inflicted upon him for one scene per adventure. The curse is broken if the invoking priest is slain, or through the *dispel curse* miracle. Record the *faith* total achieved when invoking this miracle.

Blood Oath

Spiritual Rating: 10

Community Rating: 10

Difficulty: 16

Range: self

Duration: until fulfilled

Ritual Length: 14 (10 minutes)

Effect: aids individual in exchange for the performance of a deed

Attainment Rating: 21

When a blood oath is sworn it must be done in full sincerity. The priest vows to accomplish some mighty deed, and

asks the gods to aid him in his quest. If successful, the priest gains advantages dependent upon his level of success.

A *Minimal* or *Good* success allows the priest to *inspire* himself once per adventure. A *Superior* success allows him to inspire the entire party once per adventure. A *Spectacular* success has the same effect as a *Superior* one, but also gives the priest a free *up* once per adventure.

The advantages are gained so long as the priest continues to actively pursue the fulfillment of his oath. Only one *blood oath* may be held by an individual at any given time.

Bounty

Spiritual Rating: 15

Community Rating: 12

Difficulty: 16

Range: sight

Duration: 38 (one year and a day)

Ritual Length: 29 (one week)

Effect: blesses growth on land

Attainment Rating: 21

Bounty is the opposite of *blight*. It raises the yield of a crop field, or the lushness of vegetation, in the area blessed by bounty. The effect is based upon the success level of the miracle: *Minimal* increases yields by 10 percent, *Average* increases yields by 50 percent, *Good* doubles the yield, *Superior* triples the yield, and *Spectacular* success quadruples the yield. The ritual must be performed within sight of the field to be blessed. On a *Superior* success or better, the field will resist such changes as the Aysle world flux.

Bow Master

Spiritual Rating: 8

Community Rating: 9

Difficulty: 15

Range: touch

Duration: 25 (one day)

Ritual Length: 18 (one hour)

Effect: betters target's skill with a bow or other missile weapon

Attainment Rating: 20

The cleric lays hands upon the target and his weapon while reciting the proper incantation. If the rite is successful, the target will find his ability to handle the weapon improved by +1 for each level of success.

Call Giant Wasp

Spiritual Rating: 13

Community Rating: 8

Difficulty: 8

Range: 15 (one kilometer)

Duration: NA

Ritual Length: 14 (10 minutes)

Effect: calls a giant wasp to the invoker

Attainment Rating: 13

This miracle is used every sixth Darooni cycle by the priestesses to call the giant wasps from their nest. When summoned, the wasps fly out of the nest and land beside the assembled Wasp Riders. The riders then saddle the insects and leave for the hunt.

The prayer is also used during the Hatching Ceremony to call the queen wasp from her nest. The queen responds to the prayer and lays her fertile eggs in the Darooni's sacrificial victim.

The miracle only summons the giant wasps, but does not command them once they arrive. The Wasp Riders must expertly handle the creatures to get them to obey.

Clean Suit

Spiritual Rating: 8

Community Rating: 12

Difficulty: 10

Range: touch

Duration: 25 (one day)

Ritual Length: 14 (10 minutes)

Effect: allows travel through toxic areas

Attainment Rating: 15

A *clean suit* allows the recipient to traverse areas that have been contaminated by chemical, nuclear, or biological waste. While protected by the *clean suit*, no ill effect will be suffered from any hazardous material. The suit will even protect against the ingestion of hazardous materials.

Common Ground

Spiritual Rating: 7

Community Rating: 12

Difficulty: 13

Range: voice

Duration: performance

Ritual Length: 18 (one hour)

Effect: improve relations between



targets

Attainment Rating: 18

Common ground is used to mediate between individuals. In order for the miracle to work, the characters influenced by the miracle must have some common interest. If the characters share no goals, have no desires that are not mutually exclusive, then the miracle fails. Only where mutual gain is possible will the miracle work.

When successful, the miracle provides a temporary boost to relations. Each success level achieved by the *faith* provider improves the characters, attitude one step each, up to a maximum of *friendly*.

Communicate with Animal Spirit

Spiritual Rating: 5

Community Rating: 12

Difficulty: 14

Range: voice

Duration: performance

Ritual Length: 14 (10 minutes)

Effect: speak to the spirits of animals

Attainment Rating: 19

The spirit of an animal is considered to be more intelligent than the animal which houses it. While seeing things from the perspective of their animal host, the spirits can equal human intelligence. See page 129 of the *Torg Rulebook*.

Communicate with Elemental Spirit

Spiritual Rating: 5

Community Rating: 12

Difficulty: 14

Range: voice

Duration: performance

Ritual Length: 14 (ten minutes)

Effect: speak to elemental spirits

Attainment Rating: 19

There are five elemental spirits: earth, air, fire, water, and metal. Elementals are temperamental, of an intelligence less than human, but with a greater cunning than that of animals. They see things from a very pure standpoint relating to their own element. See page 129 of the *Torg Rulebook*.

Communicate with Plant Spirit

Spiritual Rating: 5

Community Rating: 12

Difficulty: 14

Range: voice

Duration: performance

Ritual Length: 14 (10 minutes)

Effect: speak with the spirits of plants

Attainment Rating: 19

Plant spirits are slow, not dumb, just slow. They take their time when speaking — even plants who have very short lives are slow communicators. They tend to notice less during the night than during the day. See page 129 of the *Torg Rulebook*.

Communicate with Technology Spirit

Spiritual Rating: 8

Community Rating: 12

Difficulty: 14

Range: voice

Duration: performance

Ritual Length: 14 (10 minutes)

Effect: allows communication with technology spirits

Attainment Rating: 19

The spirits of technology are all around us, in the computers, the machine tools, and even within our automobiles. They have a perspective distinctly colored by their function, and are often friendly with humans who treat them well. See page 129 of the *Torg Rulebook*.

Computer Empathy

Spiritual Rating: 13

Community Rating: 12

Difficulty: 6

Range: touch

Duration: 18 (one hour)

Ritual Length: 14 (10 minutes)

Effect: increases a character's ability to use computers, cyberdecks, and artificial intelligences

Attainment Rating: 11

With this miracle in effect, a character can communicate with and understand all varieties of computers, cyber interfaces, including cyberdecks, and arti-

cial intelligences, even if the character has no previous knowledge of them.

If the rite is successful, the character may substitute his *faith* skill for the relevant *science* skill when generating a total for the duration of the miracle.

Conceive

Spiritual Rating: 9

Community Rating: 10

Difficulty: 11

Range: touch

Duration: one mating

Ritual Length: 18 (one hour)

Effect: induces the demon breeding cycle

Attainment Rating: 16

Conceive came into being during the centuries that magic declined. It triggers the breeding cycle between two Tharkoldu.

If one Tharkoldu has already submitted to the other, the dominant Tharkoldu is the focus character and the submissive Tharkoldu provides *faith*. The modifiers due to the Law of Domination apply to the totals.

If neither demon is submissive to the other, then both generate *focus* totals, and the one who beats the difficulty by the highest margin becomes dominant. This is formal domination and the relationship continues after the mating. This will even override an existing relationship among demons.

For successful conception the *faith* total must exceed the natural *Toughness* of both participants. Do not include adds from cyberware, magic, or miracles in evaluating the *Toughness*.

Consume the Leopard's Heart

Spiritual Rating: 14

Community Rating: NA

Difficulty: 8

Range: self

Duration: 38 (one year)

Ritual Length: 16 (30 minutes)

Effect: raises attributes by eating the heart of a great leopard

Attainment Rating: 13

For a boy to become a man among the Leopard Man race, he must hunt down a great leopard and kill it single-handedly. When he eats the heart of the great cat, the boy becomes a man in the eyes of his people.



This miracle is cast by the young man to capture the power of the leopard's soul and make it his own. Compare the boy's *faith* total to the leopard's *Spirit*, reading the results on the Power Push Table.

The boy may add the power push to any attribute except *Mind*, or divide the result among any number of attributes. The miracle's benefits are in effect for a time value of 38 (one year). This miracle is only used once in a lifetime by each Leopard Man.

Create Reality Tree

Spiritual Rating: 13
Community Rating: 16
Difficulty: 20
Range: touch
Duration: permanent
Ritual Length: 18 (one day)
Effect: creates a reality tree, a living hardpoint of reality
Attainment Rating: 25

This miracle is the way Akashans can expand or anchor their realm on Earth, and may also be used to create other, non-destructive realities.

The tree is a special biotech construct which spreads a given reality across a set radius of effect. To achieve this, a seed must first be planted and this miracle invoked. The rite itself takes 24 hours to perform. For the first half of this period, the seed is taking root, and the person invoking the miracle must spend three Possibilities to ensure success of that stage.

At this point, a sapient being must enter the reality tree (the surface will become fluid to admit him). This being must be of the reality the hardpoint is to represent, and the being must be willing to enter.

The tree closes immediately after this, and over the next 12 hours, the being enters a form of suspended animation and is joined with the tree.

For more information on the effects of reality trees, both on the being within and the area without, see Chapter Three of the *Space Gods* sourcebook.

Cure Disease

Spiritual Rating: 10
Community Rating: 8
Difficulty: 10
Range: touch

Duration: NA
Ritual Length: 18 (one hour)
Effect: cures a disease
Attainment Rating: 15

Cure disease destroys a disease that is ravaging the target character. The character is cured, but must regain his strength over time or through additional medical, magical, or miraculous means. The type of disease to be cured modifies the difficulty number as follows:

Disease Difficulty Modifier Chart

24-hour bug	-2
Influenza	0
Pneumonia	+2
Cancer	+8
AIDS	+12
Alzheimer's	+15
Comaghaz (to cause remission)	
first stage	+6
second stage	+13
third stage	+15
Comaghaz (to cure)	+30

Curse

Spiritual Rating: 13
Community Rating: 12
Difficulty: 14
Range: sight
Duration: 18 (one day)
Ritual Length: 18 (one hour)
Effect: additional difficulty of all tasks
Attainment Rating: 19

A *curse* directs the ire of the gods to a single individual. He or she suffers a +1 to the difficulty of all actions for the next day.

A curse is removed when a priest of the target's religion, or a friendly religion, invokes a *dispel curse* miracle on the target. No more than one curse may be placed on a victim by the same priest, although multiple priests may place multiple curses on the same victim. Modifiers to difficulty from multiple curses are cumulative. When a curse is invoked, the *faith* total of the curse should be noted.

Curse Mechanism

Spiritual Rating: 11
Community Rating: 13
Difficulty: 18
Range: sight
Duration: NA
Cyber Rating: +2
Ritual Length: 18 (one hour)
Effect: damage machinery
Attainment Rating: 23

This miracle attacks a targeted machine and attempts to damage it. The miracle does damage to the machine equal to the *faith* total.

The machine's resistance value is its *Toughness*. If it has no *Toughness*, then its resistance value is 8, except for cyberware, whose *Toughness* is considered to be equal to that of its owner. If used successfully against cyberware, the miracle causes an immediate systems failure check, using the *faith* total of the miracle as the total on the "Systems Failure Table."

If the machine is operated by a possibility-rated character, or derives its energy from possibility energy (Nile gizmos), then damage is checked on the "Possibility-Rated" column of the Combat Results Table (page 39, *Torg Rulebook*). Otherwise, use the "Ord" column.

Cyberharmony

Spiritual Rating: 9
Community Rating: 12
Difficulty: 16
Range: touch
Duration: NA
Cyber Rating: +1 if it works (if it fails, see below)
Ritual Length: 29 (one week)
Effect: reduce cyber value
Attainment Rating: 21

Cyberharmony can be performed as a series of rituals, two hours long, three times a day, for a week. The *focus* and *faith* totals are not generated until the final ritual is completed. Characters who are going to aid the focus character with their *faith* skills must participate in all 21 rituals.

If the miracle is successful, the cyber rating of an implant selected by the focus character can be reduced by the success levels of the miracle, down to a minimum of +1.



However, if the miracle fails, the focus character and target must check for spiritual damage as if they were of different faiths.

The cyber value of both characters is increased by any shock damage they take as a result (see page 124 of the *Torg Rulebook*).

Damn

Spiritual Rating: 14
Community Rating: 8
Difficulty: 17
Range: voice
Duration: until removed
Ritual Length: 25 (one day)
Effect: reduces bonus of recipient by level of success
Attainment Rating: 22

A *damn* miracle is used on heretics. It causes an upside down cross to appear on the recipient's forehead which brands the person as a damned heretic. *Damn* reduces any one of the recipient's attributes, selected by the bestower, by an amount equal to the success level of the *damn*. A *Minimal* success reduces an attribute by one point.

A character can only have one *damn* laid upon him at one time. It can only be removed by a *blessing vow* with a success level equal to or greater than the *damn*. When used this way, the *blessing vow* confers no other advantages, as the *blessing vow* and *damn* cancel each other.

Dispel Curse

Spiritual Rating: 15
Community Rating: 12
Difficulty: 12
Range: touch
Duration: permanent
Ritual Length: 18 (one hour)
Effect: removes curse
Attainment Rating: 17

Dispel curse removes a curse that has been inflicted upon the target. The difference between the curse's faith total (which should have been noted; assume 12 if it was not), and the faith total of the *dispel curse* should be indexed on the General Results Table. If a *Good* level of success or better is attained, the curse is removed.

Divine Intuition

Spiritual Rating: 9
Community Rating: 9
Difficulty: 10
Range: self
Duration: one question
Ritual Length: 18 (one hour)
Effect: allows cleric to have a flash of intuition about a topic
Attainment Rating: 15

When this miracle is invoked, the priest gains a flash of divine intuition, and things will become clear concerning a topic. The cleric will gain the answer to one question. The answer will be in agreement with all existing doctrines of the religion of the character, and others will see that this answer was divinely inspired.

The answer will always be true, but depending on the success level of the miracle, it may not have a clear meaning. A *Minimal* success will elicit a very cryptic, or partial, response. An *Average* success yields a response couched in some sort of riddle or parable. *Good* results get a clearer answer, with only slight vagaries, and a *Superior* success will be very clear. The *Spectacular* success will get a completely clear answer and additional unasked for (and sometimes unwanted) advice.

Remember, the gamemaster should not allow this miracle (or any other) to spoil a good adventure, but he should give the character as much leeway as he can.

Example: Father Brinner is a member of a Storm Knight group. They are seeking a killer hiding somewhere in Houston. He decides to use the miracle to try to find the murderer. Using his faith and the faith of one more of the Storm Knights, he calls for divine intuition.

If Father Brinner gets a *Minimal* success, he will probably be told something like, "Search among the bones of those long-dead." An *Average* success might say, "He who keeps the keys to the past knows the answer you seek." The *Good* or *Superior* success gets, "The curator of the Houston Museum of Natural History knows where the killer lurks." A *Spectacular* success might say that and add "Be prepared with wood and garlic for

the foe." This hints that the killer is not an ordinary man, but possibly a vampire.

Note how, in the above example, the resulting answers in no way "gave away" the answer to the adventure; they merely told the characters where to look for the answer. If the question was not nearly as important to the overall adventure ("Where is my friend Myra hiding?"), the answer might be more direct.

Beware of players who abuse this or other miracles! "Which horse will win in the fifth race?" or "Where did I leave my car keys?" are probably frivolous or at least disrespectful uses of the miracle.

When this happens, first warn your player that his character is not acting in the deity's best interests and then start taking miracles away.

Enhance Food

Spiritual Rating: 7
Community Rating: 12
Difficulty: 11
Range: 10 meters
Duration: permanent
Ritual Length: 18 (one hour)
Effect: increases quality or removes impurities from food
Attainment Rating: 16

Food blessed by *enhance food* becomes better tasting, more nutritious, and possibly transforms into another food entirely.

Minimal or *Average* success turns spoiled meat, rotted vegetables and the like into fresh food again. *Good* success can cleanse any food of impurities or poisons. *Superior* success increases the quality of the food to the very best possible. *Spectacular* success actually transforms the food into a different kind of food; changing from a common fruit to an exotic one, from a cheap cut of pork to an expensive cut of beef, etc.

Enslavement

Spiritual Rating: 11
Community Rating: 15
Difficulty: 13
Range: touch
Duration: until the enslavement is broken



Ritual Length: 25 (one day)
Effect: enslaves target character
Attainment Rating: 18

Enslavement forces the target to become totally obedient to the will of the focus character. This happens if the *faith* total exceeds the target's *faith*, or *Spirit* if the target has no *faith* adds.

The slave can only resist the orders of the master by generating a *Spirit* total of 20, and he is only allowed to make this check if given an order abhorrent to him. If the slave does successfully resist an order, he may try to throw off the miracle's effect completely, generating a *Spirit* total equal to or greater than his master's *faith*.

If unable to resist an order, the slave carries it out to the best of his ability, without reservation or hesitation.

Eradicate Radiation

Spiritual Rating: 14
Community Rating: 13
Difficulty: 10
Range: 15 (one kilometer)
Duration: NA
Ritual Length: 18 (one hour)
Effect: reduces the danger of radiation
Attainment Rating: 15

Eradicate radiation is a ritual which reduces harmful radiation within range to tolerable levels in the area. It does not remove the harmful effects of radiation sickness from sufferers — a *cure disease* miracle is required for that.

Excommunicate

Spiritual Rating: 14
Community Rating: 9
Difficulty: 26
Range: NA
Duration: until excommunication is lifted
Ritual Length: 25 (one day)
Effect: reduce recipient's *faith* and *focus* adds by level of success
Attainment Rating: 31

An *excommunication* can only be performed as a ritual. The character who is the target of *excommunication* must have been a devout follower of the religion from which he is being excommunicated. It will not work on characters of other faiths.

During the ritual the character is branded as an enemy of his faith. If the ritual is successful, the recipient's *faith* and *focus* adds are reduced by the success level of the miracle. The adds are never reduced below zero.

For example, an *Average* success reduces an excommunicated character's *faith* and *focus* skills by -2 each.

An *excommunication* lasts until it is removed by a *blessing vow* with a success level equal to or greater than the *excommunication*. When used in such a way, the *blessing vow* only ends the *excommunication*, it does not confer any other advantages; the *blessing vow* and *excommunication* cancel each other. A character can only have one *excommunication* in effect upon him at any one time.

Excommunication may be performed by all members of a religious order. However, one's rank in the hierarchy affects how easily one can excommunicate another. Apply the modifiers below to the attempt to perform the ritual:

Excommunication Modifier Table

Rank	Modifier
Lay Member	+10
Beginning Priest	+5
Experienced Priest	0
Spiritual Leader	+5
Religious Head	+10
Saint	+15

Exorcise Spirit Chip

Spiritual Rating: 14
Community Rating: 11
Difficulty: 14
Range: voice
Duration: permanent
Ritual Length: 25 (one day)
Effect: disables Spirit chip by driving essence out of it
Attainment Rating: 19

Exorcise Spirit chip is used to free a person from possession by a Spirit chip by driving out the soul contained within the chip.

If successful, the essence leaves the chip, and the chip goes off-line and

can be removed normally. If the Spirit chip is of a different faith than the priest attempting to exorcise it, the priest must first succeed at a *spiritual struggle* with the Spirit contained in the chip. If the Spirit chip wins the struggle, the miracle fails.

Exorcism

Spiritual Rating: 14
Community Rating: 9
Difficulty: 9
Range: voice
Duration: NA
Ritual Length: 29 (one week)
Effect: drives out creatures in possession of another's body
Attainment Rating: 14

An *exorcism* is a ritual which, if successful, pits the *faith* of the character performing the exorcism against the *faith* or *Spirit* of the creature possessing the body. The end of the ritual triggers a *dramatic skill use*, and thus requires the use of the Drama Deck. The check requires A, B, and C to be completed, but only particularly tough entities require D.

Each round, the community may support the focus character in his efforts to remove the entity. Each time an appropriate letter comes up, the focus character generates a *faith* total against the entity to succeed at that skill step. Each round the entity may make a spiritual attack, using its *Spirit* or *faith* against the *faith* of the focus character. If the focus character suffers a *heavy wound* or worse, he loses his *faith* and *focus* skills (page 125 of the *Torg Rulebook*) and loses the exorcism.

If the exorcist reaches the appropriate skill step, he drives the entity out of the host's body.

Faith Armor

Spiritual Rating: 7
Community Rating: 11
Difficulty: 17
Range: touch
Duration: 25 (one day)
Ritual Length: 18 (one hour)
Effect: protects the faithful from harm
Attainment Rating: 22

Faith armor allows the faithful to greatly increase their resistance to





physical damage from one-specific type of attack (bullets, blades, poisons and blunt weapons are among the possible choices).

When a character is hit by the chosen weapon in combat, the *faith* total of the ritual is measured against the *faith* of the person who hit them. If the blessed character's total is higher, the damage is reduced by the number of result points. If the *faith* total of the enemy is higher, then the miracle is dispelled and has no further effect.

Feast

Spiritual Rating: 7
Community Rating: 10
Difficulty: 18
Range: voice
Duration: 29 (one week)
Ritual Length: 18 (one hour)
Effect: increases *faith* and *Toughness*
Attainment Rating: 23

Feast is a ritual which takes three hours to perform. The objects of the miracle eat during this time. At the

completion of the ritual meal, increase the *faith* of the recipients by +3, and increase their *Toughness* by +1 for each level of success achieved when the miracle is performed.

The Gift of Air

Spiritual Rating: 16
Community Rating: NA
Difficulty: 20
Range: self
Duration: 32 (one month)
Ritual Length: 32 (one month)
Effect: allows the priestess to manipulate the air
Attainment Rating: 25

By means of this miracle, the priestess gains the ability to manipulate the forces of air. To do so, she must perform a ritual similar to the one conducted to gain the miracle "Gift of Magic" (see below). At the end of one month, the priestess generates *faith* and *focus* totals, using the planets aligned on that day as modifiers.

When the priestess has need, all she has to do is generate successful *faith*

and *focus* totals of 14. She can then manipulate the air to perform a number of tasks: pushing an enemy away, carrying objects, or whipping up a sandstorm. The individual effects will remain in force as long as the priestess is performing the miracle—she can perform no other actions while doing this.

The priestess can cause great wind to push an enemy away. The difficulty for this type of miracle is 17, as it is harmful to others. The wind's *Strength* is equal to the *faith* value of the priestess. A *Strength* total greater than the *Strength* value of the wind is needed to move against it.

The priestess can create a wind to lift objects and carry them. The *Strength* of the wind is equal to the *faith* value of the priest. Please note that the priestess cannot use this miracle to throw, just lift and carry.

The miracle can also be used to create a sandstorm which will reduce visibility. *Strength* of the storm is equal to the *faith* value of the priestess. The *Perception* of characters caught in the storm is compared to the *Strength* of the storm on the Power Push Table



and the result is subtracted from the target's *Perception*.

The Gift of Magic

Spiritual Rating: 16
Community Rating: NA
Difficulty: 20
Range: self
Duration: 32 (one month)
Ritual Length: 32 (one month)
Effect: allows the priestess to cast illusions
Attainment Rating: 25

The priestess must first meditate and pray for a month. At the end of this time, she bathes in a pure spring, symbolically washing away her sins. In the final stage of the ritual, she must renew her vows to Isis and to the cause of freeing the people from the false pharaoh.

When this is done, she is filled with the power of Isis and with her faith, she can call upon the goddess' knowledge to wield powerful magics for the next month (it is at this point that the miracle is cast, so planets aligned on this day affect the ritual).

Whenever the priestess has need, she speaks a prayer to Isis. With this, she can weave an illusion to deceive a foe. The priestess must generate a *focus* total equal to the *willpower* or *Mind* value of the target (or the highest of these values, if it is aimed at a group). The difficulty is further modified by +3 because it is a harmful miracle.

If the casting is successful, the illusion is created. Disbelieving it requires a *Mind* or *willpower* total equal to the priestess' *faith* value.

Good of the Race

Spiritual Rating: 9
Community Rating: 6
Difficulty: 13
Range: touch
Duration: NA
Ritual Length: 14 (10 minutes)
Effect: judges the fitness of newborns
Attainment Rating: 18

This tragic miracle came into being during the various times in the history of the Race when a community could not afford to support anyone who would not contribute to racial sur-

vival. It was, and on occasion still is, invoked to test infants whose fitness is in question. The miracle will instantly and painlessly kill a baby that is too sickly to grow to healthy adulthood. Apparently, weak infants who survive this test frequently turn out to be possibility-rated in later life.

Great Curse

Spiritual Rating: 16
Community Rating: 12
Difficulty: 20
Range: NA
Duration: 32 (one month)
Ritual Length: 25 (one day)
Effect: more powerful curse
Attainment Rating: 25

The *great curse* is a more powerful version of the *simple curse*. It curses its victim with a +1 to the difficulty of all actions, plus the victim treats all *stymied* results on the Drama Deck conflict line as *setbacks* instead, and all opponents gain a +1 bonus modifier when acting against the victim.

Unlike a regular *curse*, a priest casting a *great curse* need not touch the target — he needn't even be in the target's vicinity.

The priest does need an object once possessed (for at least a week) by the victim, and a blood offering.

The effects can be removed using the same method used to remove lesser curses. The *faith* total of the great curse should be noted for this purpose.

The effect of no more than one *great curse* may be placed on a victim by the same priest, although, multiple priests may place multiple *great curses* on the same victim. Bonus modifiers from multiple curses are cumulative.

Great Heal

Spiritual Rating: 15
Community Rating: 11
Difficulty: 21
Range: touch
Duration: NA
Ritual Length: 27 (two days)
Effect: removes all physical afflictions
Attainment Rating: 26

This is a very potent healing miracle. To invoke *great heal*, the priest prays over the body of the victim for two

days and then makes an offering. If the miracle succeeds, all wounds the victim has suffered are healed, any diseases the victim is suffering from are cured, and any physical handicaps he or she may possess are eliminated.

Grid Wisdom

Spiritual Rating: 9
Community Rating: 15
Difficulty: 13
Range: touch
Duration: 25 (one day)
Cyber Rating: +4
Ritual Length: 18 (one hour)
Effect: adds success levels of ritual to *cyberdeck operations* skill
Attainment Rating: 18

This miracle enhances the target character's insight into computer architectures and operation. The character's adds in *cyberdeck operation* are increased by the success level of the miracle.

If the target has no adds in the skill, the adds from the miracle still apply and allow skilled users of the cyberdeck.

Hawk of Horus

Spiritual Rating: 14
Community Rating: 12
Difficulty: 19
Range: 25 (100 kilometers)
Duration: 25 (one day)
Ritual Length: 18 (one hour)
Effect: creates a giant hawk, obedient to the cleric who invoked the miracle
Attainment Rating: 24

This miracle creates a giant hawk which will obey the orders of the invoking cleric. The hawk can be sent to any point within the range of the miracle, and can only be controlled by the cleric.

This miracle is often used by priests seeking vengeance on those who defile the Egyptian gods and land. The hawk may be instructed to kill the offender, or lead the cleric to him. If the hawk should be killed while following the cleric's instructions, a second hawk will appear which will attempt to kill the invoking cleric (as punishment for sending a gift of Horus' to its death).



The Hawk of Horus

DEXTERITY 11

Flight 15, maneuver 13, unarmed combat 14

STRENGTH 13

Lifting 14

TOUGHNESS 15

PERCEPTION 10

Find 12, tracking 11, trick (15)

MIND 9

Test (16), willpower 14

CHARISMA 8

Charm (20), taunt (15)

SPIRIT 7

Faith (Egyptian) 14, intimidation 13

Additional Skills: two at +1 adds

Possibility Potential: some (30)

Natural Tools: claws, damage value

STR +3/16; beak, damage value

STR+4/17; wings, speed value 13

Healing

Spiritual Rating: 6

Community Rating: 11

Difficulty: 17

Range: touch

Duration: NA

Ritual Length: 18 (one hour)

Effect: reduces damage and wounds by number of success levels

Attainment Rating: 22

This miracle reduces the physical damage and wounds a character has sustained. A *Minimal* success will remove all KO conditions and shock. Each success level thereafter reduces the target's wound level by one.

Healing Waters

Spiritual Rating: 6

Community Rating: 11

Difficulty: 16

Range: touch

Duration: NA

Ritual Length: 19 (two hours)

Effect: heals mental and spiritual damage

Attainment Rating: 21

Healing waters may only be performed as a ritual — the recipient, the individual providing the focus and the entire community of the faithful must stand in the midst of the stream or river in which the ritual is performed. The ritual prayers and ceremonies, which take two

hours, call upon spiritual energy to heal the recipient of mental and spiritual damage.

If successfully called upon, the recipient is fully healed of all mental and spiritual damage, and also regains all lost skills. Also if the performer of the miracle achieves a *Good* or better level of success, all physical shock and KO (but not wound) damage is healed. A *Spectacular* result heals all damage of any kind.

Hearth Blessing

Spiritual Rating: 14

Community Rating: 12

Difficulty: 13

Range: 9 (50 meters)

Duration: 25 (one day)

Ritual Length: 18 (one hour)

Effect: enhances ability of characters to defend a particular dwelling place

Attainment Rating: 18

When invoked successfully, a home comes under the protection of the gods of the cleric's faith. The "home" can be a cave, rude shelter, or building — any dwelling with dimensions smaller than 50 meters in any direction.

All of those defending the building against assault gain the favor of the gods, manifested as a +1 to their *Toughness* for the duration of the miracle. The invocation will have no effect on a character who leaves the building, but he can regain its benefits if he goes within once more.

Heroes' Feast

Spiritual Rating: 9

Community Rating: 9

Difficulty: 15

Range: 5 (10 meters)

Duration: permanent

Ritual Length: 14 (10 minutes)

Effect: creates food

Attainment Rating: 20

Using this miracle, the cleric can transform any inanimate object into food. The faithful stack the goods to be transformed in front of the priest, who recites a prayer and turns it all into food.

The amount of food created is equal to the value of the difference between the *faith* total used to generate the

miracle and the difficulty number, read as a measure on the *Torg* Value Chart. For example, a total of 15 would result in a difference of two. The value of two on the *Torg* Value Chart is 2.5, so the miracle would have resulted in the creation of food sufficient for 2.5 meals.

Interface

Spiritual Rating: 14

Community Rating: NA

Difficulty: 7

Range: touch

Duration: 18 (one hour)

Ritual Length: 14 (10 minutes)

Effect: allows interface with computer which is not part of the GodNet or the Grid

Attainment Rating: 12

This miracle allows the character to jack into a computer and use it as if it were a part of the GodNet or the Grid. If the system is less than *Tech* 26, the decker gains a +3 bonus to his *cyberdeck operations* totals, due to the fact that the system is less sophisticated than the GodNet or the Grid. The computer constructs appear bleak and drab, all colors are muted. Otherwise the character can perform all the actions he could in the GodNet or the Grid.

Introspection

Spiritual Rating: 12

Community Rating: 10

Difficulty: 15

Range: 5 (10 meters)

Duration: 18 (one hour)

Ritual Length: 14 (10 minutes)

Effect: Protects against harmful miracles

Attainment Rating: 20

The *introspection* miracle allows the caster to protect himself from the effects of harmful miracles. The caster withdraws into himself, using his *Spirit* to ward off harmful miracles. The caster generates a *faith* total and reads the result points on the Power Push Table. The result is added to the difficulty numbers of any harmful miracles used against him.

Invest Pharaoh

Spiritual Rating: 16

Community Rating: 10

Difficulty: 25



Range: voice**Duration:** life of Pharaoh**Ritual Length:** 29 (one week)**Effect:** grants mystical energy to Pharaoh**Attainment Rating:** 30

The priest must hold a massive feast of at least 100 attendees, and these attendees are the only ones whose community rating contributes to the miracle; they must have *faith* adds of at least two to be part of this sacred ritual. Therefore, most investments occur with simultaneous feasts all across the Empire, coordinated by priests and held in every Egyptian temple, in order to maximize the size of the community.

This miracle formally recognizes a man as the Pharaoh of the people. A formally invested Pharaoh receives one "free" possibility each month, and the difficulty numbers of all attempts to invoke miracles which adversely affect a properly invested Pharaoh are increased by +7.

If a living Pharaoh is already invested at the time this miracle is invoked, the priest investing the new Pharaoh must beat the miracle total rolled by the priest who invested the last Pharaoh in order to transfer the powers of the miracle to the new leader. There can never be more than one Pharaoh invested at a time. Dr. Mobius has been officially invested by Ahkemeses as Pharaoh via this miracle with a *faith* total of 74.

Once upon a time, there were enough followers to make this spell powerful enough to guarantee an invested Pharaoh immortality among the gods (which requires a *faith* total of 90).

Liberation

Spiritual Rating: 9**Community Rating:** 12**Difficulty:** 20**Range:** voice**Duration:** NA**Ritual Length:** 14 (10 minutes)**Effect:** aids the recipient in escaping slavery**Attainment Rating:** 25

Liberation is a rousing sermon preached by the focus character. If *liberation* succeeds, the success level determines the scope of the miracle. A

Minimal or *Average* success releases slaves from submission. Slaves under the enslavement miracle or fitted with SlaveChips are not affected. A *Good* success has the above effect and also releases characters from the *enslavement* miracle. A *Superior* or higher success has the above effects and also burns out SlaveChips with no harm to those wearing them.

Enslaved or chipped slaves who are in the group hearing the miracle may not use their *faith* to aid the focus character. Indeed, their compulsions force them to flee from the ritual unless physically restrained.

Living Jungle

Spiritual Rating: 14**Community Rating:** 12**Difficulty:** 14**Range:** 10 (100 meters)**Duration:** performance (longer duration)**Ritual Length:** 14 (10 minutes)**Effect:** the plants of the jungle come alive to entrap those who pass through it**Attainment Rating:** 19

This miracle causes the vines, grasses, and tress of the jungle to come "alive" and entangle those who attempt to pass through the area. The region of the jungle that is affected by the miracle has a radius equal to the *faith* total of the miracle (the radius may exceed the range). Only jungle areas may be affected by this miracle. Any member of the community that participated in the miracle may pass through the jungle without danger.

Those caught within the area of the living jungle will be attacked by the jungle every round (use the *faith* total as the skill, but treat it as an *unarmed combat* attack). The vines and trees do damage value 12 each round that a character is trapped until the character generates a *Strength* total higher than the *faith* total, and thus breaks free. Any character trying to sneak through the affected area must make a *stealth* total of 15 or have her movement halved.

Machine Empathy

Spiritual Rating: 14**Community Rating:** 10**Difficulty:** 11**Range:** touch**Duration:** 18 (one hour)**Cyber Rating:** +5**Ritual Length:** 14 (ten minutes)**Effect:** gives understanding of machine**Attainment Rating:** 16

The miracle grants the focus character a deeper understanding of the machine examined. The character receives a +1 bonus modifier for every success level of the miracle. Thus, a *Good* success grants a +3 bonus modifier. This bonus modifier may be applied when operating or repairing the machine.

Make Stelae

Spiritual Rating: 23**Community Rating:** NA**Difficulty:** 5**Range:** touch**Duration:** permanent**Ritual Length:** 25 (one day)**Effect:** creates stelae imbued with the reality of the Living Land**Attainment Rating:** 10

The stelae of the Living Land are preserved pieces of dead edeinos, as are all religious artifacts. The remains are taken from tribe members who lived especially fulfilled lives or died in spectacular circumstances.

The corpse is dismembered and sensory organs and a piece of the brain (where passions are produced) are placed in a sack made from vines, leaves and dirt.

The community cannot participate in this miracle, it is strictly the province of the gotaks. The ritual actually draws its power from Rec Pakken, the Darkness Device, so they must still be energized as stated on page 88 of the *Torg Rulebook*.

A ritual sacrifice is needed to make the stelae, usually a human captured from Core Earth. After the ceremony the sack is buried in the ground and becomes a boundary for the Living Land.

Mana

Spiritual Rating: 14**Community Rating:** 13**Difficulty:** 8

Range: touch

Duration: until removed

Ritual Length: 18 (one hour)

Effect: sustains character while in the GodNet or the Grid

Attainment Rating: 13

A character who jacks into the GodNet or the Grid leaves his body behind while his mind and spirit roam the net. This miracle sustains the body so that a character may stay in the net for days, weeks, or even years at a time. The body does not need food, drink, or even sleep while being sustained by mana. It is as if the GodNet or the Grid gives them nourishment and refreshes them. However the body does age while under this miracle.

The miracle may be removed by the focus character, or by the character when he exits the net. If the character wishes to use his body in any way, he must remove the miracle.

Mark Prey

Spiritual Rating: 11

Community Rating: 9

Difficulty: 14

Range: see below

Duration: 25 (one day)

Ritual Length: 18 (one hour)

Effect: provides the cleric with bonuses against a specific individual
Attainment Rating: 19

This ritual may be performed in the target's absence, if the priest has a sample of her tissues: a drop of blood, a strand of hair, whatever. The sample must be fresh, taken from the target within the last 24 hours, and whether the miracle succeeds or not, the sample is consumed during the ritual and cannot be re-used. If nothing like this is available, the cleric must touch the target at the climax of the ritual.

The focus character spiritually marks a victim. As long as the miracle is in effect, the hunter receives a bonus modifier equal to its success levels in the following areas:

Perception skills used to observe, find, or track the prey;

Passive and active defenses against attacks by the prey;

Resistance to interaction skills used by the prey.

If the miracle achieves *Superior* or *Spectacular* success, the prey is automatically *stymied* when in the hunter's presence, unless he can generate a *faith* or *Spirit* total greater than the hunter's *faith*. He may make this check once in any scene in which he encounters the hunter. The check itself is subject to the *stymie*. If he overcomes the hunter's *faith*, the *stymie* effect is canceled for the rest of the miracle's duration.

Mental Link

Spiritual Rating: 15

Community Rating: 12

Difficulty: 10

Range: 25 (100 kilometers)

Duration: performance

Ritual Length: 14 (ten minutes)

Effect: enables cleric to make mental contact with another being

Attainment Rating: 15

To cast this miracle, the cleric must have a specific target in mind, though he does not need to know that being's location. In addition, the target must be able to understand and speak the language of the cleric, or the miracle will not have the desired results.

When mentally linked, the cleric and target can communicate telepathically, and both will be able to see through the other's eyes. However, they cannot achieve control of each other's mind or body through the use of this miracle.

Multiply Food

Spiritual Rating: 7

Community Rating: 3

Difficulty: 15

Range: 10 (10 meters)

Duration: permanent

Ritual Length: 18 (one hour)

Effect: multiplies existing food

Attainment Rating: 20

This miracle is performed on an amount of existing food equal to a good sized meal for one normal person. It must be performed as a ritual, during which members of the faithful must bring food to the focus character. When successful, the miracle increases the amount of food. The amount of food produced is equal to the value of the difference between the difficulty

number and the *faith* total of the miracle, read as a measure on the Torg Value Chart.

Example: Father Bryce invokes the *multiply food* miracle with a *faith* total of 17. The difference is $17 - 13 = 4$, on the Torg Value Chart, the measure of 4 is 6. The food Bryce blessed is now the equivalent of six meals.

Mummify

Spiritual Rating: 14

Community Rating: 8

Difficulty: 11

Range: touch

Duration: NA

Ritual Length: 23 (eight hours)

Effect: preserves corpse as a mummy

Attainment Rating: 16

The corpse must first have been prepared by a mathematician's *prepare mummy* spell. The priest must make an offering worth 100 royals to Anubis, and then recite a summary history of the deceased which a priest wrote. The priest must then burn incense while intoning the journey through the lands of the dead, a "dress rehearsal" for the journey the soul of the deceased will soon make. At the completion of the ritual, the mummy is complete and the soul is on its way.

Mystic Armor

Spiritual Rating: 16

Community Rating: 12

Difficulty: 12

Range: touch

Duration: 24 (12 hours)

Ritual Length: 18 (one hour)

Effect: surrounds priest with a shield of energy, increasing his *Toughness* for the duration of the miracle

Attainment Rating: 17

A priest calls upon his god or goddess to provide him with holy armor, increasing his *Toughness* while the miracle is in effect.

Mystic armor increases the priest's *Toughness* according to the level of success of the miracle, i.e. +1 to +5 for a *Good* to *Spectacular* result.





Net Damnation

Spiritual Rating: 11
Community Rating: 13
Difficulty: 17
Range: sight
Duration: until removed
Ritual Length: 23 (eight hours)
Effect: sends GodNet user to Purgatory in the GodNet
Attainment Rating: 22

If the miracle is successful, the next time the target enters the GodNet he finds himself attacked by a number of demons equal to the success level of the miracle. This occurs each time the user enters the GodNet, until eventually the user is overpowered and transported to Purgatory.

Object Blessing

Spiritual Rating: 7
Community Rating: 10
Difficulty: 13
Range: 10 (100 meters)
Duration: performance
Ritual Length: 21 (four hours)

Effect: spiritually anchors an object.
Attainment Rating: 18

Object blessing allows the faithful to anchor a particularly sacred object, and prevent the unfaithful from moving or manipulating it in any way. Generate a *faith* total for the caster — to manipulate an object, a non-believer must generate a higher *faith* total. If a character of the same *faith* tries to manipulate the object and has demonstrated that their actions are true to the faith of the religion, they receive a +10 to their *faith* total to manipulate the object.

Characters who fail to manipulate the object take damage equal to the negative result points of their failure (as read on the Combat Results Table). Thus, a Storm Knight character who fails in her *faith* roll by one point takes one result point of damage — one shock point.

Pain Sacks

Spiritual Rating: 20
Community Rating: NA
Difficulty: 13
Range: touch
Duration: until triggered
Ritual Length: 14 (10 minutes)
Effect: creates a device for causing pain to one's enemies
Attainment Rating: 18

Pain sacks draws its power from the Living Land's Darkness Device, and therefore, can only be invoked by a gotak. It allows a gotak to create by ritual a sack of dead items that must be buried in the living ground. When a non-Jakatt steps over the sack, it explodes and inflicts damage on the victim. The *Strength* of the sack is determined by the success achieved when it was created — *Minimal* 10, *Average* 12, *Good* 14, *Superior* 16, *Spectacular* 18.

Painless Kill

Spiritual Rating: 11
Community Rating: 12



Difficulty: 15**Range:** touch**Duration:** first hit in combat**Ritual Length:** 14 (10 minutes)**Effect:** the fist blow struck causes additional damage, but results in no pain**Attainment Rating:** 20

This powerful miracle is often used in conjunction with the ceremonial killing of animals (or humans!) to make the death a quick and painless one. The miracle may be invoked at any time, but is not activated until the user makes a successful *unarmed combat* attack. The damage value of the miracle is 10 plus the *faith* total, but the attack causes no pain (KO and wound results are counted normally, but shock points aren't taken). This damage replaces normal *unarmed combat* damage. The victim may not realize he has been gravely injured.

Passing Shadows

Spiritual Rating: 7**Community Rating:** 20**Difficulty:** 12**Range:** 5 (10 meters)**Duration:** 13 (five minutes)**Ritual Length:** 21 (four hours)**Effect:** shows the cleric images of the past**Attainment Rating:** 17

Successfully casting this miracle enables the cleric to see phantom images that reveal the past history of a particular site. The priest will be unable to communicate with the figures, nor will they take note of him.

For example, a cleric wants to determine if a murder took place on Waterloo Bridge in London. By invoking the *passing shadows* miracle, with the specific event in mind, he will see ghostly figures of the murderer and the victim, as the former goes about his gruesome business. As these images are but impressions on the aura of the place, the actual people involved in the incident do not need to be nearby for the miracle to work. The figures the cleric sees are reflections of the past, not the ghosts of the people involved.

On a *Minimal* or *Average* result, the cleric can see one day into the past; on

a *Good* result, three days; on a *Superior* result, five days, and on a *Spectacular* result, a full week.

Pathway

Spiritual Rating: 7**Community Rating:** 10**Difficulty:** 11**Range:** touch**Duration:** 20 (two hours)**Ritual Length:** 18 (one hour)**Effect:** enables target to find correct path**Attainment Rating:** 16

This miracle allows the target to find the proper path to his chosen destination. This rite can be used only with a geographic location in mind (i.e., "Yaesu-dori in Tokyo" or "the outside of this building"). It cannot be used to find a specific person or object.

Penance

Spiritual Rating: 5**Community Rating:** 12**Difficulty:** 13**Range:** na**Duration:** instantaneous**Ritual Length:** 22 (six hours)**Effect:** allows cleric to speak with his gods and learn how he must atone for actions**Attainment Rating:** 18

This miracle allows the cleric to communicate with the gods of his faith, and is commonly invoked when the priest has taken an action his deities disapprove of and gained either an Honor or Corruption point. The cleric must ask how he can redeem himself, and the gods will assign a task he must do to achieve this. If he fails at the task, he gains another negative point.

This will continue until he is able to reestablish contact with them and successfully complete a task of atonement.

Plague

Spiritual Rating: 15**Community Rating:** 10**Difficulty:** 16**Range:** NA**Duration:** 35 (13 weeks)**Ritual Length:** 29 (one week)**Effect:** brings a plague upon an area**Attainment Rating:** 21

This miracle allows the priest to unleash a devastating plague upon a city or town. When the plague hits, a highly contagious disease spreads throughout the town. All Storm Knights in a plagued town must make a *Toughness* roll against a difficulty number of 7 when they first enter the town, or they contract the disease. This means about 40 percent of the town's Ord population can be expected to fall ill.

After the first roll, characters must roll each day in which they come in extended contact with a diseased person (more than 15 minutes of time) although they can take precautions (such as surgical masks, gloves, etc.) which gives them a +5 bonus modifier to the *Toughness* total. On a natural roll of 1, the character always catches the disease.

Plague causes small sores to break out all over the victim's body, tissues to swell and eventually burst, causing death. Each day the victim has the plague he is attacked with a damage value of 15 (roll again on 10 and 20, as this is a scourge from a god). The resulting shock, KO condition (the victim has fallen into a coma), and wounds may not be recovered (although, it may be lessened by spending a Possibility, as for ordinary damage) except through a *cure disease* (difficulty 18) or *great heal*. If he takes shock damage equal to his *Toughness*, the victim dies.

Plague can affect a city or town of any size. The priest need not be in the town's vicinity at the time the miracle is invoked. In effect, its range is unlimited. To invoke the miracle, the priest first makes an offering to his god. At that time the god sends the plague to the priest, automatically infecting him. He must then survive one week of the infection, and complete the ritual. Any community members who give their faith for the ritual must also be infected.

Plague of Vermin

Spiritual Rating: 17**Community Rating:** 15**Difficulty:** 15**Range:** area with diameter of 15 (one kilometer)**Duration:** 25 (one day)**Ritual Length:** 19 (two hours)

Effect: calls a plague of animals down upon an area

Attainment Rating: 20

When a priest calls on this miracle, he specifies the type of creature he wishes the plague to involve. The creatures must be small (insects, frogs, snakes, birds), and in themselves cannot be harmful. Thus, the priest cannot call down an army of vipers. It is the effects of the animals as a whole that makes them dangerous.

When the plague comes down, it forms an area of effect centered on the site where the miracle was cast. If the diameter of the circle extends into an area with a *Spiritual* rating of less than 17, that region is still affected; all that matters is that it is cast in an area that can support the miracle.

For the first hour, the effects of the plague are barely perceptible. After that, however, the creature specified can be spotted regularly. After two hours, the creatures are so thick in the land that one can hardly avoid seeing several at a time. From the third hour to the twenty-fourth, the creatures are everywhere — insects fly so thick that it is almost impossible to see, or there are so many frogs one can hardly step out into the street without crushing the amphibians underfoot. At the end of the miracle's duration the creatures begin to thin out and eventually vanish altogether.

The miracle acts as an *intimidation* on every individual within the area of affect who is not of the invoking priest's faith. The *intimidation* has a value equal to the *faith* of the miracle worker, plus any result points of the miracle. Any other effects of the miracle on the environment are left up to the gamemaster.

Pleasure Plant

Spiritual Rating: 21

Community Rating: 11

Difficulty: 13

Range: 2 (two meter) radius centered on plant

Duration: until plant is destroyed

Ritual Length: 22 (six hours)

Effect: creates a device for stopping enemies by invoking their own desires

Attainment Rating: 18

Pleasure plant is used by optants to defend edeinos tribes or sacred sites from attack. It only affects intelligent non-Jakatts, and unlike pain sacks, easily allows capture of the victim for conversion to Keta Kalles or ceremonial slaying.

The plant must be planted in an hour long ceremony (which calls upon the miracle). At the completion of the ceremony, a plant of incredible beauty, fragrance, and softness, with red, green and yellow flowers, standing about two meters tall, will grow up to mark the burial place and give off the miracle's effects.

Any intelligent non-Jakatt who comes within two meters of the plant will be suddenly overwhelmed with desire for it. The beauty, fragrance and soft feel of the plant will overwhelm the victim, and he will become transfixed by it.

The plant's captive will have no real awareness of his surroundings, and will violently resist any attempts to drag him away from his beloved plant — a victim dragged away will constantly fight to rejoin the plant unless restrained somehow.

The plant has a *Toughness* of 9; if it is destroyed, the victim will lapse into a stupor lasting anywhere from ten minutes to a full day (gamemaster's discretion, depending on the situation).

Poisonberry

Spiritual Rating: 10

Community Rating: 9

Difficulty: 10

Range: touch

Duration: NA

Ritual Length: 18 (one hour)

Effect: turns fruits poisonous

Attainment Rating: 15

This miracle will turn any natural fruit that is still on the vine or tree into a poisonous sac. The fruit remains poisonous even after it has been removed from the vine. The poison has a damage value of 18 if ingested, inflicting damage for three rounds. Animals that ingest this poison are not themselves poisonous when consumed. The number of fruits poisoned by the miracle is equal to the *faith* total generated.

Portent

Spiritual Rating: 11

Community Rating: 11

Difficulty: 9

Range: NA

Duration: NA

Ritual Length: 18 (one hour)

Effect: cloudy glimpse into the future

Attainment Rating: 14

This miracle allows a priest to ask the gods about future events. The priest carefully outlines a person, item, area, or course of action, and receives an indication as to the immediate fortune surrounding the construct outlined. In game play, portents are handled in two ways:

First, a portent allows a priest to decide whether the fortune of a person, item, area, or course of action is "favorable" or "unfavorable." If a Storm Knight invokes the portent, you as gamemaster must make a judgment. "How fares Karnak?" would be answered with "The portents are favorable" under normal circumstances, but "The portents are unfavorable" if you know the city is about to be rocked by rebellion.

Similarly, "How will we fare if we enter Kala's tomb?" would be answered "favorable" if the tomb holds powerful treasures and is relatively risk-free, or "unfavorable" if the tomb is fraught with perils. The answers received by priests casting portents in this fashion are always limited to a single phrase — "The portents are favorable" or "The portents are unfavorable."

"Unfavorable" does not necessarily mean the objects, persons, or places are heading for death or destruction; it does mean that fortune has turned its back upon them, and the odds are against them, at least temporarily. For most adventuring parties, "unfavorable" will be a common portent, as the odds are normally stacked against the heroes.

Portent is far better used to ask about the status of something outside the group. The Storm Knights can then intervene where the portents read "unfavorable" in order to turn the tide.

Portents can also be used to discover the difficulty number of an ac-



tion. If the Storm Knights wanted to climb a mountain, for example, they could learn the difficulty number of the attempt by invoking a portent.

Portent only allows the priest to view a week into the future. The Karnak example above would only indicate "unfavorable" if the rebellion was to occur within the next week, while the mountain climbing portent would not take into account any changes in the difficulty number that might occur (due to unfavorable weather, etc.) at the end of the next week.

Possess

Spiritual Rating: 14
Community Rating: 12
Difficulty: 21
Range: touch
Duration: 25 (one day) + result points
Ritual Length: 18 (one hour)
Effect: forces an evil spirit to possess a being
Attainment Rating: 26

This ritual allows an evil spirit, demon, or devil to possess a living being. The victim must be restrained for the duration of the ritual, and the appropriate sacrifices made. At the end of the ritual, the victim's soul is subjugated and the dark being takes control.

Compare the *faith* total to the victim's *Spirit* or *faith*. On a Good success or better, the miracle takes effect. Note: this miracle will not summon a malefic being, one must already be present. In addition, it can be invoked by a demonic entity.

Power of the Beast

Spiritual Rating: 14
Community Rating: NA
Difficulty: 10
Range: self
Duration: 25 (one day)
Ritual Length: 18 (one hour)
Effect: captures an animal's power to raise the user's attributes
Attainment Rating: 15

After a kill, the hunter invokes this miracle to both honor the dead animal and to take its life energies as his own. The miracle will raise some of the user's attributes, although the exact effects



are highly variable depending on the animal. The hunter must have killed the animal without assistance, through *unarmed combat attacks*.

When the miracle is used, compare the user's *faith* total to each attribute of the creature, reading any results on the Power Push Table. The attribute increases up to the corresponding Power Push result, but cannot exceed the animal's attribute.

Pronouncement of Doom

Spiritual Rating: 16
Community Rating: 13
Difficulty: 20
Range: NA
Duration: 38 (one year and a day)
Ritual Length: 29 (one week)
Effect: extremely potent curse
Attainment Rating: 25

The *pronouncement of doom* is the most powerful curse commonly invoked. It has the same effect as the *great curse* miracle, but its effects last for an entire year. In addition, each infraction the victim commits against the god or goddess of the priest who pronounced doom increases the bonus modifier by +1.

Example: A Storm Knight has a *pronouncement of doom* cast upon him by a priestess of Wadjet, adding +1 to the difficulty of all his actions and giving his opponent a +1 bonus modifier for actions taken against him.

Three weeks later, with the *pronouncement* still upon him, he kills a sacred cobra. Now the modifiers are +2 and +2 respectively for the rest of the curse. Presuming, of course, no further infractions on the part of the Storm Knight.

The priest need not actually touch his or her victim, but must have an object that the victim once possessed for at least one week, and must make a great offering to his god. A priest can only call one *pronouncement of doom* upon an individual. Multiple *pronouncements of doom* are cumulative if invoked by different priests.

The *faith* total used to generate the *pronouncement of doom* should be recorded. *Pronouncement of doom* is removed by the *dispel curse* miracle.

Prowess

Spiritual Rating: 8
Community Rating: 12
Difficulty: 11



Range: touch
Duration: 25 (one day)
Ritual Length: 19 (two hours)
Effect: greatly increases one ability
Attainment Rating: 16

A *prowess* miracle allows a priest to temporarily augment the abilities of a friend or comrade. Upon finishing the associated ritual, the priest touches the beneficiary and selects a single skill or power. The beneficiary receives a +5 bonus modifier for this single ability for the next 24 hours. A character cannot be the beneficiary of more than one *prowess* miracle at a time.

Purge Fear

Spiritual Rating: 17
Community Rating: 10
Difficulty: 16
Range: touch
Duration: NA
Ritual Length: 18 (one hour)
Effect: removes fear conditions
Attainment Rating: 21

This ritual purges fear from the recipient, allowing him to function free of the Power of Fear. For each success level, the invoking priest may remove one fear point worth of derogatory effect from the lucky recipient.

Example: Kenshiro the priest's companion, Rip Perry, was affected by the Power of Fear, having been marked for death by a Horror. Since marking a character for death costs two fear points, Kenshiro would need to achieve an Average success or better to free Rip of this condition.

Purify Body

Spiritual Rating: 14
Community Rating: 10
Difficulty: 21
Range: touch
Duration: NA
Ritual Length: 25 (one day)
Effect: restores body to natural state
Attainment Rating: 26

This ritual allows the priest to rid the recipient's body of all unnatural physical conditions. All wounds, shock, disease, and poisons are eliminated, as are drugs, addictions, undigested food, parasites, and other organisms. Unnatural materials such as

cyberware, artificial bones, hips, or other implants are converted to their organic counterparts.

From the start of the ritual, the recipient enters a trance-like state and does not experience the passage of time. Thus, disease and poisons will not progress during the purification of a body.

This miracle does not affect mental or spiritual conditions, including possession and mental or spiritual wounds.

Reanimate Dead

Spiritual Rating: 14
Community Rating: 11
Difficulty: 18
Range: touch
Duration: permanent
Ritual Length: 18 (one hour)
Effect: restores a semblance of life to a corpse
Attainment Rating: 23

To work this miracle, the cleric must lay his hands upon the forehead of a corpse, dead for no longer than one week. After reciting the proper prayer, the corpse will return to something akin to life.

Its *Strength* will increase by +1, it will be incapable of feeling pain, and only by destroying it (inflicting seven wounds) can it be stopped. The *Perception* and *Mind* levels remain the same as they were in life. The undead will, however, hold a *loyal* attitude toward the necromancer, and will react to his attempts at *persuasion* accordingly.

Refresh

Spiritual Rating: 7
Community Rating: 8
Difficulty: 11
Range: 10 meters
Duration: NA
Ritual Length: 18 (one hour)
Effect: heals mental restrictions
Attainment Rating: 16

Characters who are *refreshed* regain the use of mental skills and knowledges (such as arcane knowledges or magic) if lost due to mental damage. A *Minimal* to *Good* success restores one such loss, *Superior* or better restores all lost mental abilities.

RefreshCy

Spiritual Rating: 7
Community Rating: 8
Difficulty: 11
Range: 10 (10 meters)
Duration: NA
Cyber Rating: +1 for one hour
Ritual Length: 18 (one hour)
Effect: restores technomagic implant that failed due to mental damage
Attainment Rating: 16

Characters who are *refreshed* regain the use of mental skills and knowledges. *RefreshCy* can only restore the powers of technomagic implants, not natural magical or arcane skills. A *Minimal* to *Good* success restores one such loss, *Superior* or better restores all lost mental abilities.

Replay Reality

Spiritual Rating: 13
Community Rating: 12
Difficulty: 13
Range: self
Duration: 14 (10 minutes)
Ritual Length: 14 (10 minutes)
Effect: lets a character replay his last action
Attainment Rating: 18

This ritual stays in effect for ten minutes or until the character makes use of it. At any time prior to the end of the ritual's duration, the character may immediately re-attempt any action that he has just failed at. For example, the character having just failed to actively *dodge* an attack, could immediately attempt another active *dodge* roll.

Resurrection

Spiritual Rating: 16
Community Rating: 15
Difficulty: 12
Range: touch
Duration: NA
Ritual Length: 29 (one week)
Effect: restores life to the dead
Attainment Rating: 17

Successfully invoking this miracle allows the priest to bring a dead individual back to life. The priest must have access to the individual's corpse during the associated ritual, and that



corpse must have been properly mummified by a mathematician and a priest. The priest must make an offering of 1,000 Royals to Anubis at the beginning and end of the ritual.

The *faith* used is that of the priest, rather than the mummy's *faith* (associated with its soul, which is not present for the ritual). The result points of the miracle are the maximum time value which the character can have been dead (measured from the beginning of the ritual), and still be resurrected. For example, a character who has been dead a month needs 32 result points, or a *faith* total of 42 for the miracle.

Ritual of Hope

Spiritual Rating: 5
Community Rating: 5
Difficulty: 13
Range: voice
Duration: NA
Ritual Length: 16 (30 minutes)
Effect: restores lost *faith*
Attainment Rating: 18

The *ritual of hope* restores a character's lost *faith*, whether it was lost due a failed miracle or spiritual damage. Once the character has undergone the ritual, he may use his *faith* and may be fully healed if under that restriction.

Ritual of Power

Spiritual Rating: 5
Community Rating: 8
Difficulty: 12
Range: voice
Duration: NA
Ritual Length: 18 (one hour)
Effect: restores lost *faith*
Attainment Rating: 17

Identical in result to the *ritual of hope*, but grimmer in execution. The *ritual of power* restores *faith* lost due to a failed miracle or spiritual damage. The miracle requires the priest to defeat an enemy in single combat and feed on him before it is complete. The combat need not be equal, and most often is not.

Ritual of Purification

Spiritual Rating: 5
Community Rating: 15
Difficulty: 13

Range: voice
Duration: NA
Ritual Length: 16 (30 minutes)
Effect: restores lost *focus*
Attainment Rating: 18

Ritual of purification heightens awareness of one's religion and removes the impurities of the mundane and material from the spirit. The target regains the use of his *focus* ability whether lost to spiritual damage or a failed miracle.

Ritual of the Hunting Totem

Spiritual Rating: 15
Community Rating: 13
Difficulty: 8
Range: touch
Duration: NA
Ritual Length: 22 (six hours)
Effect: creates a hunting totem
Attainment Rating: 13

The Leopard Men are very territorial, and will often kill intruding humanoids. However, the hunting land claimed by each tribe is too vast to be regularly patrolled, so it plants wooden posts called hunting totems to warn of intruders. Each two meter tall hunting totem is decorated with carved animal faces looking in every direction.

The women of a tribe will come together for the four hour ritual to create a single hunting totem. The men then take the finished poles and plant them at the borders of their hunting ground.

When a humanoid crosses the boundary line between two hunting totems, they must pass a *Spirit* test of difficulty 10. If the intruder succeeds with a *Good* result or better, they may pass through the tribe's territory without penalty and without triggering the totems. If a humanoid fails the test, he suffers a *fatigue* result, but the shock points will not be removed until the character leaves the tribe's territory.

Additionally, the failure will allow the totem to send a psychic warning to the woman who served as the focus for the hunting totem ritual. She will be able to see through the eyes of the hunting totem to get a good view of the intruder. Those who passed the test with at least a *Good* result are invisible to her spirit sight.

Leopard Men most often respond to intruders by sending a group of hunters to hunt them down.

Ritual of Tree Bracing

Spiritual Rating: 10
Community Rating: 10
Difficulty: 11
Range: touch
Duration: NA
Ritual Length: 18 (one hour)
Effect: strengthens tree branches and makes them rigid
Attainment Rating: 16

This two hour ritual is used to strengthen a tree, making the wood harder and more rigid. Each result point adds +1 to the tree's *Toughness*. Further uses of the ritual must produce more result points than the original miracle to add any additional protection to the tree.

For example, the priestess gets four result points for her original casting and increases her tree's *Toughness* by +4. She uses the miracle again and gets six result points, giving the tree another +2 to *Toughness*.

Ritual of Tree Weaving

Spiritual Rating: 13
Community Rating: 12
Difficulty: 8
Range: touch
Duration: 18 (one hour)
Ritual Length: 20 (three hours)
Effect: makes the branches of a tree soft and flexible
Attainment Rating: 13

This ritual is used to make a tree soft and pliable. After the ritual, the tree gradually begins to harden. The tree can be manipulated by human hands for one hour.

Sacred Barrier

Spiritual Rating: 14
Community Rating: 14
Difficulty: 15
Range: touch
Duration: permanent
Ritual Length: 14 (10 minutes) to 38 (one year)
Effect: confines supernatural entities
Attainment Rating: 19



Surface Modifier Table

Type	Ward Strength	Ritual Length
Drawn in dirt or sand	-5	(10 minutes)
Drawn on wood or stone	+0	18 (one hour)
Carved in wood	+5	25 (one day)
Carved in stone	+10	32 (one month)
Etched in metal	+15	38 (one year)

The *sacred barrier* is generally a complicated pattern drawn, carved, or etched onto a surface. One common manifestation of this miracle is the pentagram as used to confine summoned demons. Treat the barrier as a ward with a *Strength* equal to the *faith* total of the invoking priest. The surface onto which the barrier is drawn also modifies the strength of the ward. See the "Surface Modifier Table."

Sanctum

Spiritual Rating: 10
Community Rating: 9
Difficulty: 17
Range: 7 (20 meters)
Duration: 25 (one day)
Ritual Length: 21 (four hours)
Effect: sanctifies ground around target character, providing protection against attack
Attainment Rating: 22

When this miracle is invoked, all the terrain for 20 meters around the target becomes ground sacred to the cleric's religion. Anyone of the same *faith* who attempts to attack the target character within that area will find all difficulty numbers increased by their *faith* adds. If the target character leaves the sanctified area, he is no longer protected by the miracle, but can regain its beneficial effects by stepping back into the radius of effect.

SeedBerry

Spiritual Rating: 10
Community Rating: 9
Difficulty: 8
Range: voice
Duration: NA
Ritual Length: 14 (10 minutes)

Effect: produces a seed-bearing dalberry

Attainment Rating: 13

This simple ritual takes only a few minutes, as the Keefee gather around their Dalberry tree and begin chanting in unison. The result is a berry with a seed, which is taken by several Keefee into the savannahs. The fruit is planted in a distant location, providing a home for a new or relocated tribe.

This miracle may only be used twice on a particular Dalberry tree. It is unknown if Dalberry trees can reproduce without this miracle.

Shadow Hunter

Spiritual Rating: 13
Community Rating: 10
Difficulty: 10
Range: NA
Duration: 25 (one day)
Ritual Length: 20 (three hours)
Effect: forms a shadowy hunter to track prey
Attainment Rating: 15

By invoking the *shadow hunter* miracle, a priest can call upon his god to create a shadow hunter to stalk prey for him until he is free to move in for the kill. A shadow hunter can only track and observe — it cannot attack, as it has no substance.

While the miracle lasts, the shadow hunter has *tracking* and *find* skills equal to the skills of the priest who invoked it, minus three. To locate it, the priest only has to concentrate. His connection to the shadow hunter will lead him directly to it, provided he goes in search of it before the duration of the miracle expires.

Snake Staff

Spiritual Rating: 10
Community Rating: NA
Difficulty: 10
Range: touch
Duration: 18 (one hour)
Ritual Length: two combat rounds
Effects: turns staff into venomous serpent
Attainment Rating: 15

The Nile version of *transmute staff*, successfully invoking this miracle allows a priest to temporarily turn a wooden staff into a serpent.

Serpent

DEXTERITY 11
 Maneuver 12, stealth 13, unarmed combat 13
STRENGTH (faith of priest)
TOUGHNESS 15
PERCEPTION 1
 Trick (8)
MIND 1
 Test (10)
CHARISMA 1
 Taunt (8)
SPIRIT 3
 Intimidation (10)
Inclination: Evil
Possibility Potential: some (75)
Natural Tools: fangs, damage value STR+5/20; venom, damage value equal to faith value of priest. Once introduced into the bloodstream, venom causes damage each round. Once venom causes a wound, the victim has six rounds to neutralize poison before death occurs. If the victim generates a *Toughness* total against the venom's damage value, and achieves a *Superior* or better success, the poison is neutralized.

Priests of Good inclination can cast this miracle any day, except those days when the position of Set is 0. Priests of Evil inclination cannot cast this miracle on days when the position of Horus is 0.

Souldeck

Spiritual Rating: 14
Community Rating: 12
Difficulty: 13
Range: touch
Duration: performance
Cyber Rating: +5



Ritual Length: 14 (10 minutes)

Effect: allows target to become a living cyberdeck

Attainment Rating: 18

The target of the miracle is able to project her consciousness into a computer network as if using a cyberdeck. This works in the Tharkoldu Grid, the GodNet, or more primitive systems such as Nippon Tech's 64-bit mainframes or even the "primitive junk" to be found in Core Earth. When accessing computer systems based on a *Tech* value lower than 26, the target's *cyberdeck operation* skill receives a +3 modifier.

If the miracle is successful, the ritual must continue for the duration of the target's run. If the ritual is interrupted for any reason, the target must immediately jack out. If the jacking out process is unsuccessful, the target's consciousness is lost in the computer network. The body suffers a *wound* for each hour the consciousness is lost, dying at the end, shortly after it receives a *mortal wound*.

Jacking out of the Grid is described in Chapter Eleven. If this miracle has been used to enter the GodNet, the character dies if any of her *cyberdeck operations* checks fail while she is trying to move out of the GodNet (see page 40 of *The GodNet*).

The souldecker divides the success levels of the miracle as she wishes between a Response Rating and Stealth Rating. Response must be at least a +1. Thus, on an *Average* success, the target could take Response +1 and Stealth +1, or a +2 in Response and a +0 in Stealth.

The souldecker's "processor rating" is equal to the miracle's *faith* total read on the Power Push Table. The target may "run" the equivalent of generic *attack*, *defense*, *scan*, *shroud*, *evasion*, or *trace* programs in any combination, up to the total "processor rating."

For example, a souldecker with a "processor rating" of 5 could run *attack* +3, *defense* +1, and *scan* +1, or any other combination of program adds totaling 5 or less. The target may change these point allocations in any round, at a rate equal to her Response values. A character with Response +2 could change the allocation of two points of her "processor rating" in a round.

The miracle does not allow files to be downloaded from or uploaded to invaded systems. The souldecker can perform other system manipulations not involving copying or stealing files.

Spirit Flight

Spiritual Rating: 8

Community Rating: 15

Difficulty: 14

Range: self

Duration: performance

Ritual Length: 18 (one hour)

Effect: looses priest's astral form

Attainment Rating: 19

One of the more difficult and dangerous sacred rites, this miracle allows the priest to set his spirit free. In this state, no physical obstacle can hinder him, and he can travel anywhere within 300 meters in seconds. His spirit is invisible to all save those using a *detect miracle* spell or rite. He cannot be harmed by physical attack, nor can he initiate any physical action—he can suffer damage from spiritual or mystical attacks.

Attempts to exceed the 300-meter limit require the generation of an additional *Spirit* total for each meter trav-

eled. Each meter beyond 300 which the cleric's spirit travels adds +1 to the difficulty of sustaining the miracle.

Free of the body, the spirit cannot communicate except with other disembodied spirits. In addition, the priest's physical body must be protected while his spirit is loosed, as it will be little more than an empty shell, extremely vulnerable to attack. If his body is killed, the priest's spirit must wander forever.

The miracle lasts until the priest sees fit to return to his body, or is forced to return by magical means.

Spirit Quest

Spiritual Rating: 8

Community Rating: 6

Difficulty: 15

Range: self

Duration: 25 (one day)

Ritual Length: 18 (one hour)

Effect: increases caster's *Spirit* value

Attainment Rating: 20

To cast this miracle, the cleric must sit alone in the center of a dark room. He allows his mind to turn inward, shutting out all outside stimuli, seeking the center of his being,



If the miracle is successful, the caster receives a +1 bonus, for each level of success achieved, to all *Spirit*-related skills.

Staff of Swift Iron

Spiritual Rating: 11
Community Rating: 8
Difficulty: 17
Range: touch
Duration: 25 (one week)
Ritual Length: 23 (twelve hours)
Effect: strengthens priest's staff
Attainment Rating: 22

A *staff of swift iron* strikes with rapid and mighty blows. For each level of success attained, a +1 bonus to damage is gained.

Additionally, on a *Superior* result or better, the wielder of the staff may *haste*, as if the card was played, once per scene. However, this may only be done for the purpose of striking with the staff.

Stay Disease

Spiritual Rating: 10
Community Rating: 10
Difficulty: 9
Range: touch
Duration: 36 (six months)
Ritual Length: 22 (six hours)
Effect: stops the symptoms of a disease
Attainment Rating: 14

Stay disease stops the symptoms of a disease, and prevents the disease from ravaging a character. If the target can rid himself of the disease before the miracle expires, he has spared himself all its agonies.

Summon

Spiritual Rating: 14
Community Rating: 8
Difficulty: 19
Range: NA
Duration: NA
Ritual Length: 18 (one hour)
Effect: allows the summoning of supernatural entities
Attainment Rating: 24

This ritual will summon a supernatural being from the cosm or pocket dimension chosen by the focus char-

acter. Compare the *faith* total of the ritual to the *Spirit* or *faith* of the being to be summoned. On a *Good* result or better, the being appears. The being can actively resist by generating a bonus to *Spirit* or *faith*.

This miracle does nothing to either confine or influence the summoned being. Additionally, if the difficulty number is missed by 10 or more points, the focus character is immediately transported to the being he was trying to summon.

Summon Storm

Spiritual Rating: 16
Community Rating: 13
Difficulty: 10
Range: 25 (100 kilometers)
Duration: not applicable
Ritual Length: 23 (eight hours)
Effect: summons huge storm
Attainment Rating: 15

The priest who invokes this miracle summons up a great thunderstorm overhead. He can then direct the storm at a target up to 96 kilometers. When the storm reaches the target area, it will batter down for approximately one hour before dissipating.

The storm can damage buildings and characters within the target area. The damage value of the storm is equal to the result points of the miracle.

Example: A priest gets a *faith* total of 19, for 9 result points. The storm has a damage value of 9. If you wish to resolve the damage for a character caught in the storm for a full hour, add +9 to the damage value and roll once.

Sundering

Spiritual Rating: 17
Community Rating: 12
Difficulty: 36
Range: unlimited
Duration: permanent
Ritual Length: 38 (one year)
Effect: exchanges the souls of the caster and the target
Attainment Rating: 41

This is the ritual version of the Ayslish spell used by Uthorion to sunder Pella Ardinay's spirit from her body over 500 years ago. Although this is actually a miracle and not a

spell, it has certain advantages over its Ayslish equivalent. The range of the miracle can span miles, leagues, and even cosms. It also requires no personal item of the creature whose spirit is to be transferred. (Note that this miracle is available only to followers of Stalek, the edeinos god of Death.)

For the ritual to work, 13 intelligent beings must be sacrificed, and there must be 13 priests present at the sacrifice with *faith* values of 13 or higher. Should the invokers fail the miracle, they will be slain by the released energies. If successful, the souls of the primary invoker (highest *faith* value), and the target are exchanged.

Sword Master

Spiritual Rating: 8
Community Rating: 9
Difficulty: 15
Range: touch
Duration: 25 (one day)
Ritual Length: 18 (one hour)
Effect: betters target's skill with a sword or other melee weapon
Attainment Rating: 20

To cast this miracle, the cleric first lays hands upon the target, and then his weapon. When the rite is done, the target will find he can handle his weapon like a master (+1 to *melee weapons* skill per level of success).

Tempest

Spiritual Rating: 16
Community Rating: 12
Difficulty: 19
Range: 15 (one kilometer)
Duration: 18 (one hour)
Ritual Length: 25 (one day)
Effect: creates a terrible storm 100 meters across (value 10)
Attainment Rating: 24

This miracle is cast on an object — for example a house or a boat. For the duration of the miracle, the object and the area immediately surrounding it takes a sound beating from high winds and fierce rain. The tempest's effects are centered on the object and radiate outward from the object for a radius of 50 meters.

Everything exposed to the direct effects of the storm suffers a damage value of 25 every round. Most wooden



buildings can stand the storm for about 10 minutes. Some stone buildings can weather the storm without collapsing. Ships or airplanes that are the focus of the storm or pass through the tempest may be torn apart.

The storm moves if the object of the storm's focus moves. Thus, if the storm is focused on a plane flying in the air, then the plane is assaulted as the storm follows it through the air.

Temptation

Spiritual Rating: 7
Community Rating: 16
Difficulty: 19
Range: voice
Duration: 25 (one day)
Ritual Length: 21 (four hours)
Effect: makes target vulnerable to interactions
Attainment Rating: 24

Temptation may be invoked against a given character only once in a single day. It automatically fails if the target has already been tempted during the day. The target's *Mind* or *willpower* is compared to the *faith* total of the miracle, and the result is read on the General Results table.

If the success level is *Good* or less, the miracle gives the focus character +5 bonus modifier to *charm* and *persuasion* attempts on the target character for the duration of the miracle. If the success level is *Superior*, the focus character gains +7 bonus modifier.

A *Spectacular* success breaks the target free of any submission he or she might be under. The invoking priest also gains a +10 bonus modifier to *charm* *persuade* the character.

A character can resist temptation by *clearing his mind* (see page 74 of the *Torg Rulebook*), generating a *Perception* total against his own *Mind*. If the result points are greater than the result points of the priest's *charm* or *persuasion*, the *charm* or *persuasion* is negated. The character gets the +3 bonus modifier for dealing with an enemy.

Tongues

Spiritual Rating: 11
Community Rating: 9
Difficulty: 7
Range: voice
Duration: 25 (one day)

Ritual Length: 14 (10 minutes)
Effect: allows communication in any language
Attainment Rating: 12

With this miracle in effect, the character can understand the language of any one intelligent species or character within range, and can be understood by any intelligent creature who speaks that language. There is no guarantee that the creature or character will wish to speak to the caster. Efforts at persuasion may be necessary to get a conversation started.

The *tongues* miracle affects the person invoking the miracle only, and allows him to understand one language per invocation. The *tongues* miracle has no effect on written or signed language.

Transmute Staff

Spiritual Rating: 10
Community Rating: 11
Difficulty: 10
Range: touch
Duration: performance
Effect: transforms staff into serpent
Attainment Rating: 15

The cleric places a hand upon his staff and calls for it to become a serpent in the dust. If successfully cast, the wooden stick will transform into a cobra. When the cleric ceases to concentrate on the miracle, the snake will become a staff again.

Cobra

DEXTERITY 11
 Maneuver 12, stealth 13, unarmed combat 13
STRENGTH (Faith of priest)
TOUGHNESS 15
PERCEPTION 4
 Trick (8)
MIND 4
 Test (10)
CHARISMA 4
 Taunt (8)
SPIRIT 5
 Intimidation (10)
Possibility Potential: some (70)

Natural Tools: fangs STR+5/19; venom, damage equal to *faith* value of priest. Once introduced into the blood stream, venom causes damage each round. Once the venom causes a

wound, the victim has six rounds to neutralize the poison before death occurs.

If the victim generates a *Toughness* total against the venom's damage value, and achieves a *Superior* or better success, the poison is neutralized.

Trap

Spiritual Rating: 12
Community Rating: 13
Difficulty: 16
Range: touch
Duration: permanent until triggered
Ritual Length: 16 (30 minutes)
Effect: form an undetectable trap
Attainment Rating: 21

To use this miracle, the cleric must first prepare some kind of concealed snare (a covered pit, a looped rope attached to a tree, etc). After he has completed the construction of the trap, he invokes the miracle, making the trap completely undetectable to anyone without magical ability, knowledge of the *detect* miracle rite, or a *find* total that produces a *Glory* result.

Uprising

Spiritual Rating: 15
Community Rating: 8
Difficulty: 18
Range: voice
Duration: 25 (one day)
Ritual Length: 18 (one hour)
Effect: add success levels to combat skills against demons and slave troops
Attainment Rating: 23

Uprising must be performed as a ritual, and like liberation involves a heartening sermon preached to free slaves from domination.

Slaves who are subject to the Law of Domination, under enslavement, or fitted with SlaveChips do not benefit from *uprising* and may not aid in the miracle.

The *faith* total success levels are bonus modifiers for skills used in combat against the enslavers. Naturally this applies to attack skills, but also applies to active *dodges* or *parries*, and to interaction skills used against an opponent.



Chapter Fifteen

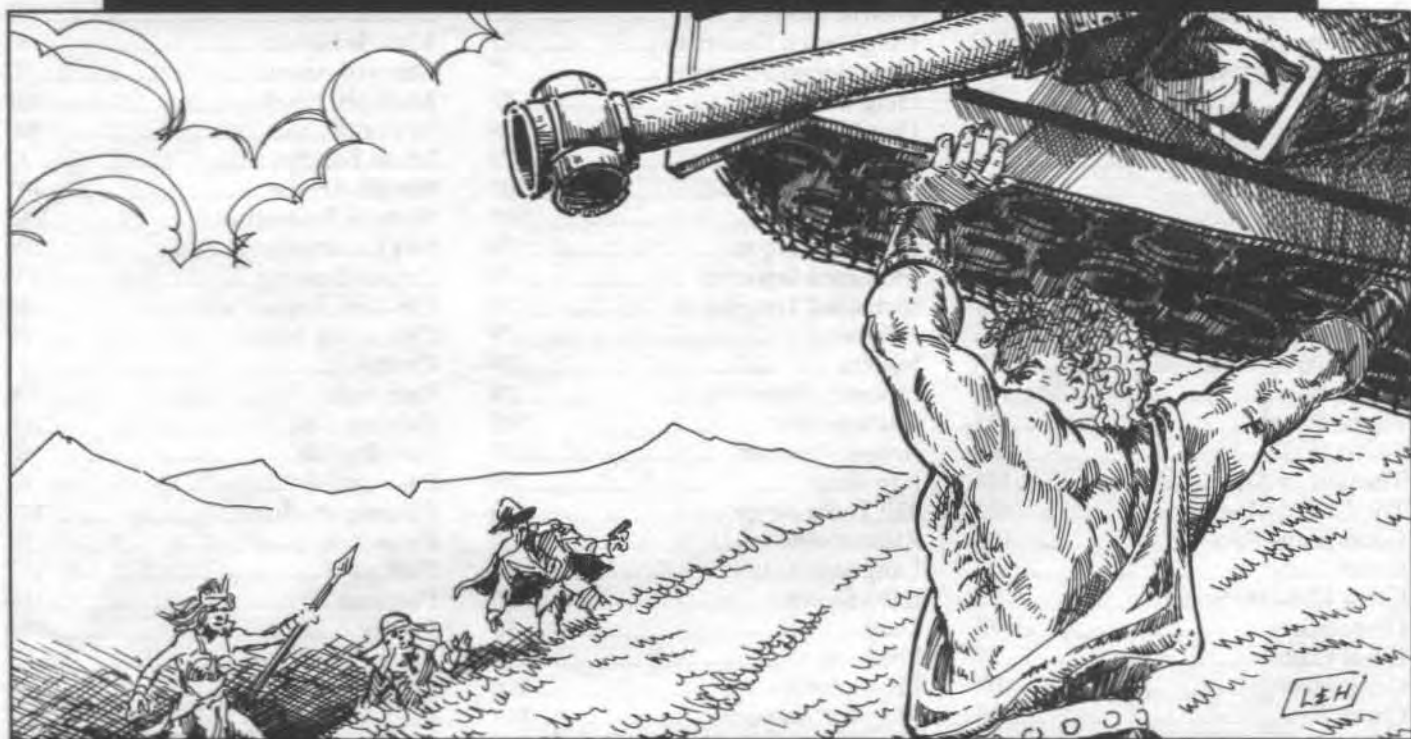
Prayer and Ritual Index

Alter Disease	63	Cloud Minds	68
Animal Rage	63	Cloud of Ash	69
Animal Sounds	63	Common Ground	96
Animal Speech	64	Communicate	
Animate Cables	64	with Animal Spirit	97
Animate Dead	65	with Element Spirit	97
Animate Tree	65	with Plant Spirit	97
Armor of Dunad	65	with Technology Spirit	97
Attune Mechanism	93	Computer Empathy	97
Banish	65	Conceive	97
Battle Vigil	93	Conflict	69
Beacon	94	Consecrate Grade	69
Beauty	94	Consume the Leopard's Heart	97
Bed of Nails	65	Contort	69
Bless	65	Create Reality Tree	98
Bless Battle	94	Credit Fraud	69
Bless Claws	65	Crisis of Faith	69
Bless Holy Water	94	Crucifixion	69
Bless Missile	94	Cure Disease	98
Bless Pyramid	94	Cure Poison	70
Bless Weapon	95	Curse	70
Bless Wings	65	Curse of Arthuk	70
Blessing Vow	95	Curse Mechanism	98
Blight	95	CyberCalm	70
Blind	66	Cyberharmony	98
Blood Brothers	95	Cypher	70
Blood Curse	96	Damn	99
Blood Oath	96	Darok's Breath	70
Blood of the Cobra	66	Deafness	71
Blossom Spears	66	Death of Sound	71
Boost Damage	66	Death-Sleep	71
Bounty	96	Decreased Touch	72
Bow Master	96	Detect Deception	72
Bravery	66	Detect Miracle	72
Break Gris-Gris	66	Devil's Song	72
Call Animals	66	Dispel Curse	99
Call Giant Wasp	96	Divine Intuition	99
Call Lightning	66	Divine Light	72
Calm	67	Earth Swallow	72
Captivate	67	Earth's Ear	73
Capture Web	67	Earthquake	73
Catalepsy	67	Ease Frenzy	73
Cathari Consolation	67	Ecstasy	73
Cause Confusion	67	Electro-Damper	73
Cause Pain	67	Elmiir's Ring	73
Claw of Ravok	68	Empyrean Judgement	74
Clean Suit	96	Endurance	74
Cleanse	68	Enhance Food	99



Enslavement.....	99	Hear Water.....	77	Mechanization.....	81
Eradicate Radiation.....	100	Hearth Blessing.....	103	Mental Link.....	105
Excommunicate.....	100	Heightened Dexterity.....	77	Miracle Shield.....	81
Exorcise Spirit Chip.....	100	Heightened Hearing.....	77	Mists of Areel.....	82
Exorcism.....	100	Heightened Sight.....	77	Multiply Food.....	105
Faith Armor.....	100	Heightened Taste.....	78	Mummify.....	105
Fanaticism.....	74	Heightened Touch.....	78	Muse Tongue.....	82
Fear.....	74	Heroes' Feast.....	103	Mystic Armor.....	105
Feast.....	101	Interface.....	103	Natural Protection.....	82
Fertility.....	74	Illusory Dragon.....	79	Net Damnation.....	106
Fertility (Pyrian).....	74	Increased Strength.....	79	Object Blessing.....	106
Fire Walk.....	74	Increased Toughness.....	79	Obscure Animal's Senses.....	82
First Strike.....	75	Inferno.....	79	Obscuring Mists.....	82
Flame Aura.....	75	Inspire.....	79	Oracle.....	82
Flame Burst.....	75	Intensify Emotions.....	79	Pain Sacks.....	106
Flame Ward.....	75	Introspection.....	103	Painless Kill.....	106
Ghost Walk.....	75	Invest Pharaoh.....	103	Part the Sea.....	82
The Gift of Air.....	101	Kamikaze.....	79	Pass Quietly.....	83
The Gift of Magic.....	102	Kill Technology.....	80	Passing Shadows.....	107
Good of the Race.....	102	Killmachine.....	80	Password.....	83
Great Curse.....	102	Language.....	80	Pathway.....	107
Grass Blossom Spear.....	75	Lava Storm.....	80	Penance.....	107
Grass Spear.....	75	Leap.....	80	Petrify.....	83
Great Club.....	77	Liberation.....	104	Pillar of Salt.....	83
Great Heal.....	102	Living Jungle.....	104	Plant Protection.....	83
Greek Fire.....	77	Machine Empathy.....	104	Plague.....	83, 107
Grid Wisdom.....	102	Mage Net.....	80	Plague of Vermin.....	107
Harm.....	77	Make Stelae.....	104	Pleasure Plant.....	108
Hawk of Horus.....	102	Man of Mirrors.....	80	Poisonberry.....	108
Healing.....	103	Mana.....	104	Portent.....	108
Healing Waters.....	103	Mark Prey.....	105	Possess.....	109





Possessing Loa	83	Satan's Mark	85	Summon Storm	114
Possession Trance	84	See Through Mist	86	Sundering	114
Power and the Glory	84	SeedBerry	113	Sword of Dunad	89
Power of the Beast	109	Sensory Explosion	86	Sword Master	114
Power Surge	84	Shadow Hunter	112	Tempest	114
Presence of God	84	Sharpen Animal's Senses	86	Temptation	114
Pronouncement of Doom	109	Simple Club	86	Thrice Damned	89
Protective Ring	84	Simple Spear	86	Tongues	115
Prowess	109	Sins of the Flesh	86	Transfer Damage	90
Purge Fear	110	Smash Hope	86	Transmute Staff	115
Purify Body	110	Snake Staff	112	Trap	115
Purity of Vision	84	Soothe	87	True Vision	90
Read Aura	85	Souldeck	112	Unbeliever's Doom	90
Reanimate Dead	110	Speak With Grass	87	Unmask Horror	90
Reduce Toughness	85	Speak With the Dead	87	Uprising	115
Refresh	110	Speak With Tree	87	Vex	90
RefreshCy	110	Spell Shield	87	Voice of Ravok	90
Replay Reality	110	Spiked Club	87	Walk on Air	90
Resurrection	110	Spiked Great Club	88	Walk on Water	91
Reverse Emotions	85	Spirit Flight	113	Ward Arcana	91
Ride Lines	85	Spirit Quest	113	Ward Being	91
Ritual of Hope	111	Spirit Shield	88	Ward Danger	91
Ritual of Power	111	Spirit Sword	88	Ward Enemy	91
Ritual of Purification	111	Spiritual Protection	88	Warrior Madness	91
Ritual of the Hunting Totem	111	Staff of Swift Iron	114	Wasp Touch	92
Ritual of Tree Bracing	111	Stay Disease	114	Weaken	92
Ritual of Tree Weaving	111	Steal the Essence of the Water	89	Will of the Race	92
Rood Awakening	85	Storm	89	Wing Snare	92
Run Like the Wind	85	Storm of Battle	89	Wings of Sparrow	92
Sacred Barrier	111	Strength of the Righteous	89	Wisdom	92
Sanctum	112	Summon	114	Wither Plant	92





CHARACTER RECORD SHEET

American Indian Shaman

Player Name: _____

Character Name		Home Core Earth		Possibilities	
Age		Shock Damage		10	
Height		Wound		Magic 7	
Weight		Hvy Wound		Social 21	
		Mortal		Spiritual 9	
		Dead		Tech 23	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Beast riding		DEX		Dexterity 10	Maneuver
Dodge		DEX		Strength 9	
Fire combat		DEX		Toughness 9	
Maneuver		DEX		Perception 9	Trick
Melee		DEX		Mind 8	Test
Climbing		STR		Charisma 10	Taunt
Stealth		DEX		Spirit 11	Intimidate
Unarmed combat		DEX			
First aid		PER			
Survival		MIN			
Find		PER			
Tracking		PER			
Trick		PER			
Test of wills		MIN			
Charm		CHA			
Persuasion		CHA			
Faith (Native American)		SPI			
Focus	3	SPI	14		
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes

Bonus Chart	
Die Roll	3 5 7 9 11 13 21 26 31 36 41 46
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells				
Name	D	B	E	Ax*

Cyberware		
Name	CR	E

Martial Arts	
Style:	Style:
Maneuver:	Maneuver:

Arcane Knowledges			
Know.	Add	Know.	Add

Powers & Gizmos			
Name	Cost	E	Ax

Psionics			
Name	D	R	E

Miracles				
Name	C	D	E	Ax

Natural Tools	
Tool	E

Other		
Name	E	Ax

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You've spent much of your life walking a line between the complexity of the modern world and the spiritual power of the past. For many years, you turned away from your faith to pursue a career in business. But when the Possibility Wars began, you knew that it would not be cold, hard figures on a ledger that would beat the *edeinos* — it would be the ancient weapons, those of the heart and soul.

So you cast off the trappings of your modern life and returned to the old ways. You have been fortunate enough to find companions who respect your beliefs, even if they do not understand them, and who recognize the power of your faith. Together, you are attempting to stem the great tide of evil that has washed over the world.

Personality: You were raised to believe that a strong man does not need to proclaim his strength. Thus, you are silent until speaking is absolutely necessary. You are in tune with your environment and favor miracles that call upon nature and involve communing with spirits of the earth and air. Although you are more than willing to defend yourself, you see indiscriminate violence as playing into the hands of the enemy.



Equipment: Leather jacket, armor value TOU+2/11; dagger, damage value STR+3/12; .45 Colt, damage value 16, ammo 6, range 3-10/15/40

Quote: "You fill the air with words, but say nothing. Far better to listen to the wind and water speak."

Skill Notes: Your tag skill is *focus*.

NOTES

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CHARACTER RECORD SHEET

Cult of the Dominant Priest

Player Name: _____

Character Name		Home Cosm		Tharhold		Possibilities	
Age 8		Wound Level		Shock Damage		10	
Height 3' 5"		Wound		Magic 12		Social 20	
Weight 55 lbs.		Hvy Wound		Spiritual 17		Tech 26	
		Mortal					
		Dead		K O			

Skill	Add	Attribute	Value	Attributes	Approved Actions
Flight		DEX		Dexterity 10 (13)	Maneuver
Dodge		DEX		Strength 10 (13)	
Fire combat		DEX		Toughness 10 (13)	
Melee weapons		DEX		Perception 18(11)	Trick
Energy weapon		DEX		Mind 8	Test
Unarmed combat		DEX		Charisma 10	Taunt
Find		PER		Spirit 10 (16)	Intimidate
Trick		PER			
Evidence analysis		PER			
Test		MIN			
Willpower		CHA			
Persuasion		CHA			
Taunt		CHA			
Faith					
(The Dominant)		SPI			
Intimidation		SPI			
Reality		SPI			
Focus	3	SPI	13/16		

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes

Bonus Chart

Die		3	5	7	9	11	13							21	26	31	36	41	46		
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Spells					Arcane Knowledges				Miracles				
Name	D	B	E	Ax*	Know.	Add	Know.	Add	Name	C	D	E	Ax

Cyberware				Powers & Gizmos				Natural Tools	
Name	CR	E		Name	Cost	E	Ax	Tool	E

Martial Arts				Psionics				Other		
Style:	Style:	Name	D	R	E	Name	E	Ax		
Maneuver:	Maneuver:									

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range

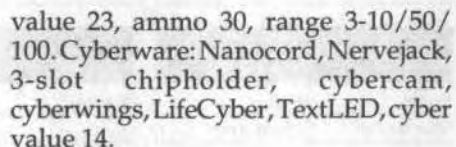


Background: In a religion that has few true priests, you are one of that special breed. While enforcing the faith throughout the realm of Tharkold, you began to doubt the purity of this conquest. Bad enough your High Lord was a Race monkey; but she had allied you — albeit temporarily — with the hated enemies from Nippon Tech.

Then you happened upon a party of Storm Knights battling corporate ninja. They fought bravely and savagely, bound by no deceitful alliances or chains. Perhaps these beings — if not the equal of Tharkoldu, by any means — were worthy of the freedom to spill blood as they chose. After much thought, you turned against your species and fought by the side of the Storm Knights. You have vowed to return to your pride when they battle as true Tharkoldu once again.

Personality: You are arrogant, bloodthirsty, and firmly convinced that Tharkoldu are a superior breed. You make no bones about the fact that you fight beside monkeys only because your own have grown weak under Jezrael's rule. You know your fellow party members do not fully trust you — but they need you, your skills and your power.

Equipment: Kap/3, armor value TOU+3/16; Pe-6 ion gun, damage



Quote: "Will you monkeys never learn? *This* is the way you kill Nippon Tech pav scum."

Skill Notes: Your tag skill is *focus*.

NOTES

1. Introduction
 2. Background
 3. Methodology
 4. Results
 5. Conclusion
 6. References
 7. Appendix
 8. Index
 9. Table of Contents
 10. Summary
 11. Abstract
 12. Keywords
 13. References
 14. Appendix
 15. Index
 16. Table of Contents
 17. Summary
 18. Abstract
 19. Keywords
 20. References
 21. Appendix
 22. Index
 23. Table of Contents
 24. Summary
 25. Abstract
 26. Keywords
 27. References
 28. Appendix
 29. Index
 30. Table of Contents
 31. Summary
 32. Abstract
 33. Keywords
 34. References
 35. Appendix
 36. Index
 37. Table of Contents
 38. Summary
 39. Abstract
 40. Keywords
 41. References
 42. Appendix
 43. Index
 44. Table of Contents
 45. Summary
 46. Abstract
 47. Keywords
 48. References
 49. Appendix
 50. Index
 51. Table of Contents
 52. Summary
 53. Abstract
 54. Keywords
 55. References
 56. Appendix
 57. Index
 58. Table of Contents
 59. Summary
 60. Abstract
 61. Keywords
 62. References
 63. Appendix
 64. Index
 65. Table of Contents
 66. Summary
 67. Abstract
 68. Keywords
 69. References
 70. Appendix
 71. Index
 72. Table of Contents
 73. Summary
 74. Abstract
 75. Keywords
 76. References
 77. Appendix
 78. Index
 79. Table of Contents
 80. Summary
 81. Abstract
 82. Keywords
 83. References
 84. Appendix
 85. Index
 86. Table of Contents
 87. Summary
 88. Abstract
 89. Keywords
 90. References
 91. Appendix
 92. Index
 93. Table of Contents
 94. Summary
 95. Abstract
 96. Keywords
 97. References
 98. Appendix
 99. Index
 100. Table of Contents
 101. Summary
 102. Abstract
 103. Keywords
 104. References
 105. Appendix
 106. Index
 107. Table of Contents
 108. Summary
 109. Abstract
 110. Keywords
 111. References
 112. Appendix
 113. Index
 114. Table of Contents
 115. Summary
 116. Abstract
 117. Keywords
 118. References
 119. Appendix
 120. Index
 121. Table of Contents
 122. Summary
 123. Abstract
 124. Keywords
 125. References
 126. Appendix
 127. Index
 128. Table of Contents
 129. Summary
 130. Abstract
 131. Keywords
 132. References
 133. Appendix
 134. Index
 135. Table of Contents
 136. Summary
 137. Abstract
 138. Keywords
 139. References
 140. Appendix
 141. Index
 142. Table of Contents
 143. Summary
 144. Abstract
 145. Keywords
 146. References
 147. Appendix
 148. Index
 149. Table of Contents
 150. Summary
 151. Abstract
 152. Keywords
 153. References
 154. Appendix
 155. Index
 156. Table of Contents
 157. Summary
 158. Abstract
 159. Keywords
 160. References
 161. Appendix
 162. Index
 163. Table of Contents
 164. Summary
 165. Abstract
 166. Keywords
 167. References
 168. Appendix
 169. Index
 170. Table of Contents
 171. Summary
 172. Abstract
 173. Keywords
 174. References
 175. Appendix
 176. Index
 177. Table of Contents
 178. Summary
 179. Abstract
 180. Keywords
 181. References
 182. Appendix
 183. Index
 184. Table of Contents
 185. Summary
 186. Abstract
 187. Keywords
 188. References
 189. Appendix
 190. Index
 191. Table of Contents
 192. Summary
 193. Abstract
 194. Keywords
 195. References
 196. Appendix
 197. Index
 198. Table of Contents
 199. Summary
 200. Abstract
 201. Keywords
 202. References
 203. Appendix
 204. Index
 205. Table of Contents
 206. Summary
 207. Abstract
 208. Keywords
 209. References
 210. Appendix
 211. Index
 212. Table of Contents
 213. Summary
 214. Abstract
 215. Keywords
 216. References
 217. Appendix
 218. Index
 219. Table of Contents
 220. Summary
 221. Abstract
 222. Keywords
 223. References
 224. Appendix
 225. Index
 226. Table of Contents
 227. Summary
 228. Abstract
 229. Keywords
 230. References
 231. Appendix
 232. Index
 233. Table of Contents
 234. Summary
 235. Abstract
 236. Keywords
 237. References
 238. Appendix
 239. Index
 240. Table of Contents
 241. Summary
 242. Abstract
 243. Keywords
 244. References
 245. Appendix
 246. Index
 247. Table of Contents
 248. Summary
 249. Abstract
 250. Keywords
 251. References
 252. Appendix
 253. Index
 254. Table of Contents
 255. Summary
 256. Abstract



CHARACTER RECORD SHEET Cyberpriest

Player Name: _____

Character Name		Home Cosm		Cyberpapacy		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		10	
Weight		Hvy Wound		Social		18	
		Mortal		Spiritual		Tech	
		Dead		14		26	

Skill	Add	Attribute	Value	Attributes	Approved Actions
Fire combat		DEX		Dexterity 8	Maneuver
Dodge		DEX		Strength 8	
Melee weapons		DEX		Toughness 9	
Cyberdeck ops		PER		Perception 11	Trick
Land vehicles		PER		Mind 10	Test
Find		PER		Charisma 8	Taunt
Scholar		PER		Spirit 12	Intimidate
Trick		PER			
Science		MIN			
Test of wills		MIN			
Willpower		MIN			
Charm		CHA			
Persuasion		CHA			
Taunt		CHA			
Faith (Cyber)		SPI			
Focus	3	SPI	15		
Intimidation		SPI			
Reality		SPI			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells				
Name	D	B	E	Ax*

Cyberware		
Name	CR	E
NeuraCal	+5	
BelleView 20-20	+2	
CSI LEDs	+1	
CyberHam Reciever	+2	
TSE LeMotion	+2	
Throat Mike	+1	
Homer	0	
EpiphaNeur	+2	
Datas Boomer	+2	
MB Charger	+2	
Chipholder 3	+2	

Martial Arts	
Style:	Style:
Maneuver:	Maneuver:

Arcane Knowledges			
Know.	Add	Know.	Add

Powers & Gizmos			
Name	Cost	E	Ax

Psionics			
Name	D	R	E

Miracles				
Name	C	D	E	Ax

Natural Tools	
Tool	E

Other		
Name	E	Ax

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You were an early convert to Cyberpope Jean Malraux's cause, helping to quell portions of the rebellion in Albi. The Cyber Gospel was the answer you had been seeking all your life. But it soon became clear that Malraux was less interested in spreading the faith than in squabbling with other High Lords. Little by little, the ideals you had been willing to fight for were being eroded.

Eventually, some Storm Knights you had captured persuaded you that Malraux was under the thumb of the Gaunt Man. You became convinced that the Cyberpope had been possessed by a demon from the Pit and would lead the faithful into perdition. His corruption had spread throughout the hierarchy, and you realized you would have to destroy the CyberChurch to save it. Now you lead a double life, as cyberpriest and Storm Knight.

Personality: You are a devout believer in the Cyber Gospel and the underlying truth of the Cyberpapal faith. For that reason, you don't always agree with your newfound allies. You are intent on finding other cyberpriests who see things as you do and having them join your crusade. Such a group could form the nucleus of a new, purer CyberChurch.

Equipment: HalloMesh, armor value TOU+5/14; GodMeeter, damage value 20, ammo 30, range 3-12/30/50; power dagger, damage value



STR+5/13. Cyberware: NeuraCal, EpiphaNeur, BelleView 20-20, CSI LEDs, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer, DATAS Boomer, MB Charger, ChipHolder, cyber value 21

Quote: "You don't understand. What I'm doing is justified rebellion in the name of the CyberChurch. What you're doing is blasphemy."

Skill Notes: Your tag skill is *focus*.

NOTES

[illegible]



CHARACTER RECORD SHEET

Priest of Holuku

Player Name: _____

Character Name		Home Cosm		Land Below		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		12	
Weight		Hvy Wound		Spiritual		8	
		Mortal		Tech		10	
		Dead		K O			

Skill	o	Add	Attribute	Value
Swimming			DEX	
Dodge			DEX	
Maneuver			DEX	
Melee weapons			DEX	
Missile weapons			DEX	
Stealth			DEX	
Unarmed combat			DEX	
Climbing			STR	
First Aid			PER	
Find			PER	
Tracking			PER	
Trick			PER	
Survival			MIN	
Test of wills			MIN	
Willpower			MIN	
Taunt			CHA	
Persuasion			CHA	
Faith (Holuku)			SPI	
Focus	3		SPI	15
Intimidation			SPI	
Reality			SPI	

Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	11		
Toughness	10		
Perception	8	Trick	
Mind	8	Test	
Charisma	8	Taunt	
Spirit	12	Intimidate	

Weapons & Armor		Axiom Level		Range	
Value		S		M L	
Armor					
Weapons					
Claws +3		14			

Equipment	Axiom Level	Notes	Equipment	Axiom Level	Notes

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1

Spells		Arcane Knowledges		Miracles	
Name	D B E Ax*	Know.	Add	Know.	Add

Cyberware		Powers & Gizmos		Natural Tools	
Name	CR E	Name	Cost E Ax	Tool	E

Martial Arts		Psionics		Other	
Style:	Style:	Name	D R E	Name	E Ax
Maneuver:	Maneuver:				

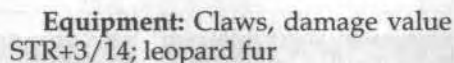
*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You traveled from the Land Below to the Land Above in an effort to ensure that your people's faith would remain unsullied by exposure to so many different elements. You soon realized that the only way to keep their faith pure was to eliminate the evils that threatened it. And so you joined a band of Storm Knights and left the Land Above to challenge these evils.

Since that time, you have seen many strange things. And you have come to realize that, even before the Possibility Wars, the inhabitants of this world never knew true peace. You feel that, were they to embrace Holuku, they would at last be able to understand and accept all things.

Personality: You are both warrior and cleric and have dedicated yourself to spreading the faith of Holuku. Your first priority is to convert your fellow party members, who can then aid you in your quest. You are stubborn and resolute and unfazed by the reluctance of your friends to embrace your faith. You are convinced that, in the end, the rightness of your cause and sheer persistence will lead to triumph.



Quote: "There's a fine line between the living and the unliving. You are about to cross it."

Skill Notes: Your tag skill is *focus*.

NOTES

[illegible]



Player Name: _____

Character Name		Home Cosm Tharkold			Possibilities 10
Age	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage K O	Magic 12	Social 20	
Height			Spiritual 17	Tech 26	
Weight					

Skill	Add	Attribute	Value
Fire combat		DEX	
Dodge		DEX	
Maneuver		DEX	
Melee weapons		DEX	
Energy weapons		DEX	
Stealth		DEX	
Unarmed combat		DEX	
Find		PER	
First aid		PER	
Trick		PER	
Climbing		STR	
Survival		MIN	
Test of wills		MIN	
Persuasion		CHA	
Faith (The Way)		SPI	
Focus	3	SPI	16
Intimidation		SPI	
Reality		SPI	

Attributes		Approved Actions			
Dexterity	9	Maneuver			
Strength	10				
Toughness	11				
Perception	8	Trick			
Mind	8	Test			
Charisma	7	Taunt			
Spirit	13	Intimidate			

Weapons & Armor	Value	Axiom Level	S	Range	M	L
Armor						
Chod/5	16	26				
Weapons						
Res - 14	26	26	150	400	2K	
MF Whip +10	20	26				

[illegible]

Bonus Chart	
Die Roll	<div> <div>3</div> <div>5</div> <div>7</div> <div>9</div> <div>11</div> <div>13</div> <div>21</div> <div>26</div> <div>31</div> <div>36</div> <div>41</div> <div>46</div> </div>
Bonus #	<div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div>

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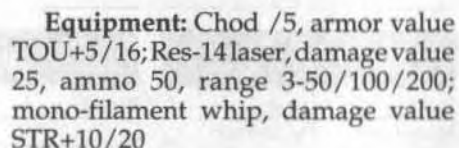
*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Your parents were slain by Tharkoldu shortly after you were born. You grew up surrounded by war, raised by a succession of warriors. Somewhere along the way, the spirit of your people was instilled into you. Combining the skills of a soldier with those of a cleric, you have fought the Tharkoldu on every level. And you have seen far too many men sent to their final reward by the demons.

You came to Earth nursing some vain hope that things would be better here. You have found new allies in your fight, but can see in their eyes, hear in their voices, that they do not approve of your brutal methods. You are convinced that they will soon come to realize that this way can only be won that way.

Personality: Love, tenderness, compassion, all of these gentle emotions were purged from you years ago. You have convinced yourself that you're better off, for they would only serve to weaken you. But it is no accident that in the lull between battles, when your comrades relax to talk and laugh, you must turn away from these displays of simple friendship. Deep down, you wonder if you are good only for war, and would have no place in a world of peace.



Quote: "If my religion is less ... merciful than yours, perhaps it's because my people have seen firsthand how far mercy gets you."

Skill Notes: Your tag skill is *focus*.

NOTES

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CLERICS

SOURCEBOOK

By **Jamie Lewandowski**
and **Frank Lind**

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