



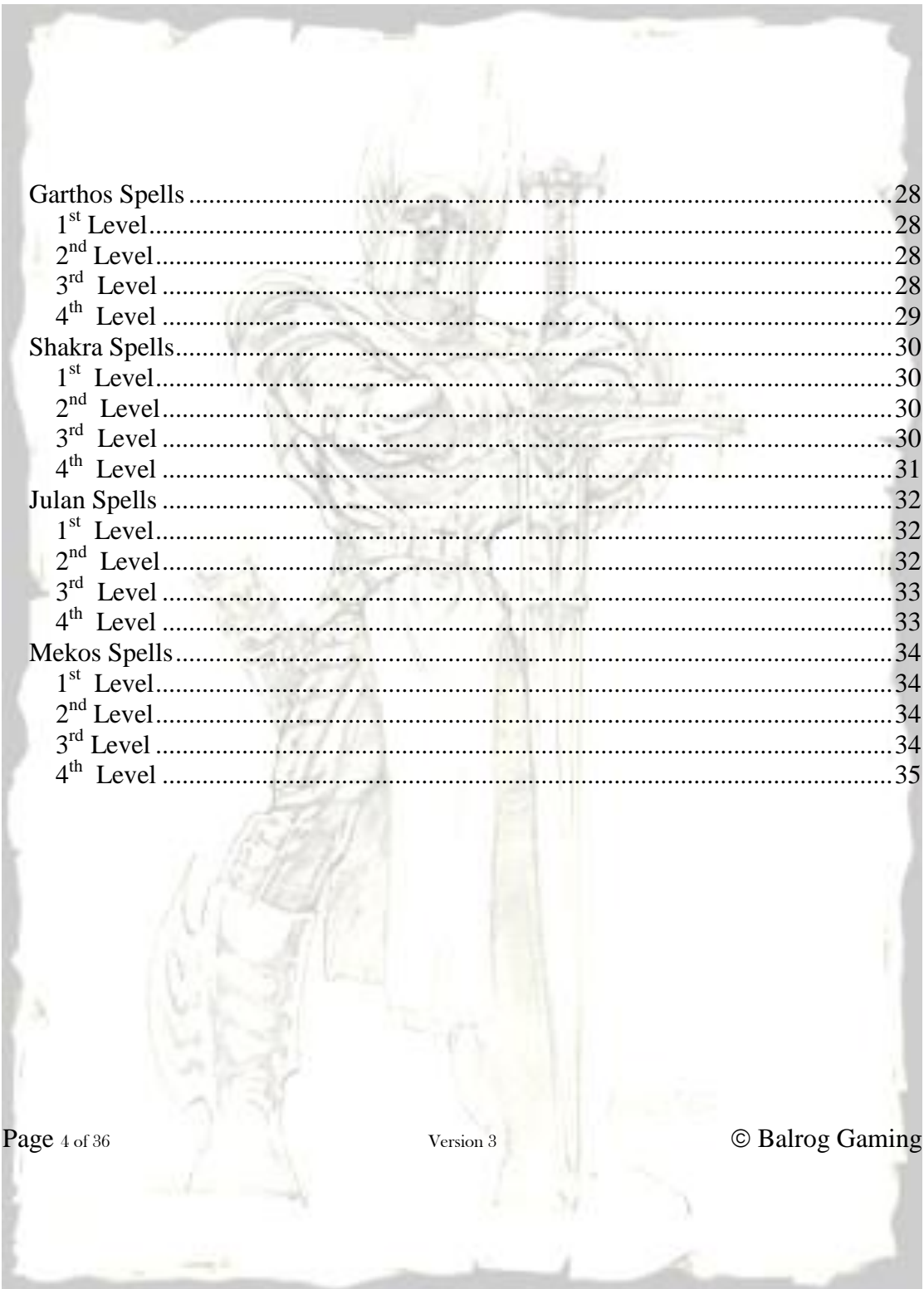


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This Tome is designed for those who wish to follow the path of the divine, whether you are a warrior of your god or a cleric looking for the path of enlightenment.

Who can be a follower of the Divine? Well anyone really, each person is usually born with an attachment to an element, this means they have a strong link with the element and thus a connection to the god who is also linked to that element. If however you chose to follow a god that was not your natural element, it would mean that the powers the god could offer you would be greatly diminished, and in some cases not possible if you are a strong opposite element.

What Race do you have to be to follow a particular god?

Again any member of any race can choose any god. However certain races maybe attuned more to specific gods than other races. For example a Sulphur Elf would be more prone to worship Garthos than say Mekos. This however is not a hard and fast rule, but it's worth bearing in mind the natural abilities attributed to some races would prevent the true power of the god acting through their disciple.

For those races that have two elemental links it is worth noting that they can choose a mixture of both Divine and Arcane for their source of power.

Character Classes of the Divine

Druids

Prerequisites; Must be of the Earth Element, if they harm nature willingly they will suffer retribution in the form by natures elements/creatures, only the earth group of clerical skills open to them. They cannot wear any metal armour. The only weapons they can use are Dagger and any natural weapon e.g. Staff, Club, bow (But no steel tips on arrows. They only have access to Julian Divine spells, and have to devote time to becoming one with Julian to be credited with up to 5 spell points.

Rank 1

Can communicate with a chosen animal group.

Free forage skill (Or another Area for their existing forage skill, so if they have temperate, they can get another such as city for free.)

Rank 2

Immune to Entangle spells, can have another animal group to communicate with

Free poultice skill, or they get another recipe for free if they already have it.

Rank 3

Can heal by transferring life from the earth to an individual, max 5 points a day, but if they kill the land because it is weak then vengeance will be sought by nature, can also have another animal group to communicate with.

They can communicate with spirit of Earth. After a small ritual can discern dangers to the land, this has a range limit and could perhaps be “the land is been poisoned 5 miles from here” It does take time however to communicate even after the ritual, very much like the Green Elves and talking to the trees.

Rank 4

Can cause roots to lift and trip in a radius of 20 foot from a large tree, Immune to level 1 poison; can either detect a level 1 poison from a wound, or create a level one poison to be delivered via a slashing/piercing device.

Rank 5

Can turn into a wolf, bear, or gorilla for 1 hour in 24 hours; call a time freeze to don mask. Immune to Level 2 Poisons

Wolf: Immune to Lycanthropy. 2 per loc, claw attack (Sharp), wolf howl causes fear 10ft radius once per day

Bear: 4 per loc double on claw attacks (Sharp), bear hug delivers 1 point per 3 secs held

Gorilla: Climb rank 3, 3 per loc, blunt for 3 per hand

Can use the earth to Heal Paralysis, again the earth has to be fertile of retribution will be forthcoming.

Rank 6

Can create a druid grove, lasting 1 hour duration. A druid grove is a magical place that can only be entered by a druid (or other powerful magical creature); upon entering the grove a druid is cured of all damage, disease, and poisons and within the grove a druid is immune to any external effects. The grove disappears after 1 hour or if the druid who created the grove exits and a druid can only enter a grove once in any 24 hour period. The Grove needs an uncorrupted naturalistic area the size of the Grove starts at 5ft dia at Level 6

Can use the earth to Heal Disease, again the earth has to be fertile of retribution will be forthcoming.

Rank 7

Grove dia increases to 10ft

Can with sink with kit into the earth for duration of 1 hour max, they can be damaged as the earth could be damaged. This can be used 2 times in 24 hrs unlike the spell, however each time the duration is reduced by 15 mins

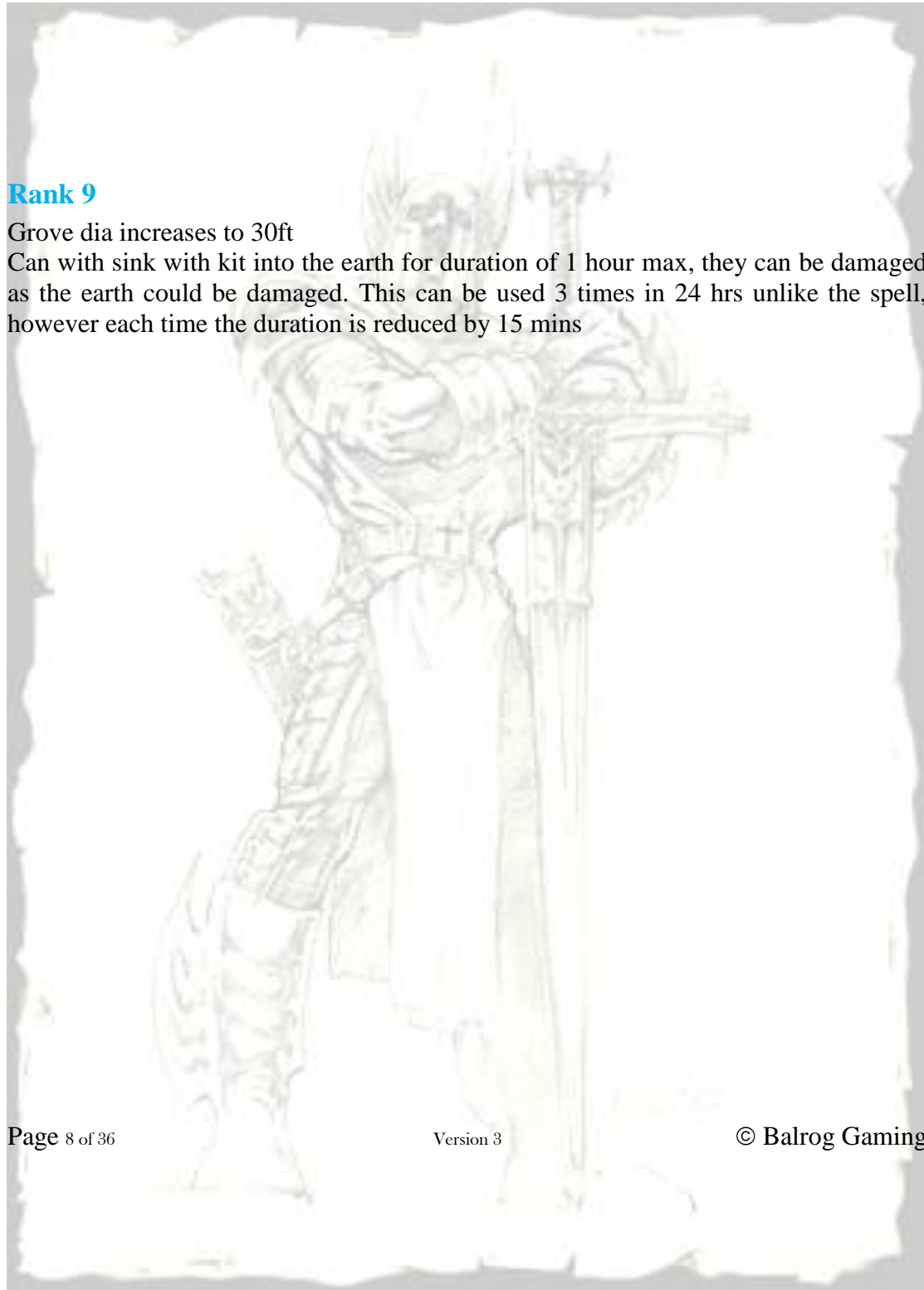
Rank 8

Grove dia increases to 20ft Can with sink with kit into the earth for duration of 1 hour max, they can be damaged as the earth could be damaged. This can be used 3 times in 24 hrs unlike the spell, however each time the duration is reduced by 15 mins

Rank 9

Grove dia increases to 30ft

Can with sink with kit into the earth for duration of 1 hour max, they can be damaged as the earth could be damaged. This can be used 3 times in 24 hrs unlike the spell, however each time the duration is reduced by 15 mins



Clerics/Priests

Clerics can fall into a number of categories. They can be monk like and take no arms, or be warrior types who use their gods will to help them in their adventures or wars.

So what is the difference between a Paladin and a Cleric?

A Cleric will have to perform a ritual to obtain his/her power from their god. Dependant on the ritual will be dependent on the amount of Cleric points allocated to the individual. Obviously the more intense the ritual, in the right environment the more points will be allocated. The number of points will be up to 10, of which 1 point is used per spell level cast. All points are cleared from the cleric after 24 hours. A Cleric can choose to pray again during that 24 hour period; however the point level the second and third time etc will possibly be reduced.

Clerics are totally devoted to their gods; they use the powers given to them through their gods to enact whatever tasks they see fit, but only in their god's name. If they use their given power against their god's belief, it has been known for that god to smite them down.

Paladin

The paladin is a holy knight, crusading in the name of good and order, and is a Divine spell caster.

In addition, compared to other classes the paladin class has one of the most restrictive codes of conduct in their single-mindedness and utter devotion to good. Paladin characters are expected to demonstrate and embody goodness. It is taboo for a paladin to lie or use poison, and some interpretations say they should only use stealth as a last resort. The Paladin because of their holy quests has the ability to gain up to 5 points of Divine power to use for basic common clerical spells, and in time they would be allowed access to their own gods spells.

The Paladins god may even imbue the Paladins weapon so they can smite the foes of the god with more efficiency, this is all quest dependent. As the Paladin gains in experience he/she will also become less susceptible to poisons and diseases. (Speak to the character development team)

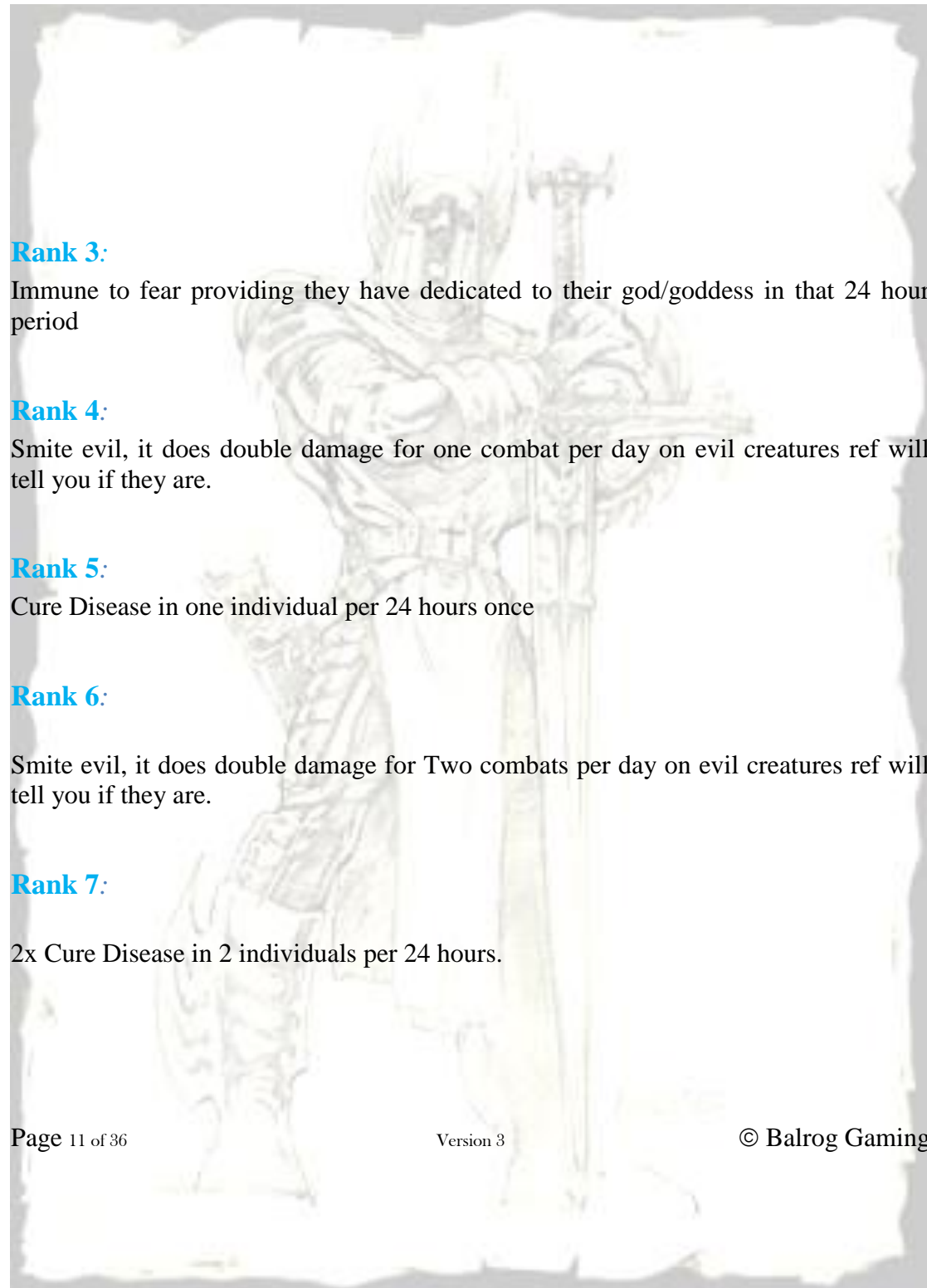
The Paladin would gain their Paladin points through time laid out in the day where they can pray to their god. The more acceptable the location of the God the quicker the devotion time would be. (Ask your game coordinator for timings). However they can devote themselves anywhere, it just takes longer for the god to imbue them with the power they deserve for that day)

Rank 1:

Slows Disease to half damage or half timeframe/double, dependant on nature of Disease

Rank 2:

Detect undead once in 12 hours distance of 60 ft, plus healing works on self.



Rank 3:

Immune to fear providing they have dedicated to their god/goddess in that 24 hour period

Rank 4:

Smite evil, it does double damage for one combat per day on evil creatures ref will tell you if they are.

Rank 5:

Cure Disease in one individual per 24 hours once

Rank 6:

Smite evil, it does double damage for Two combats per day on evil creatures ref will tell you if they are.

Rank 7:

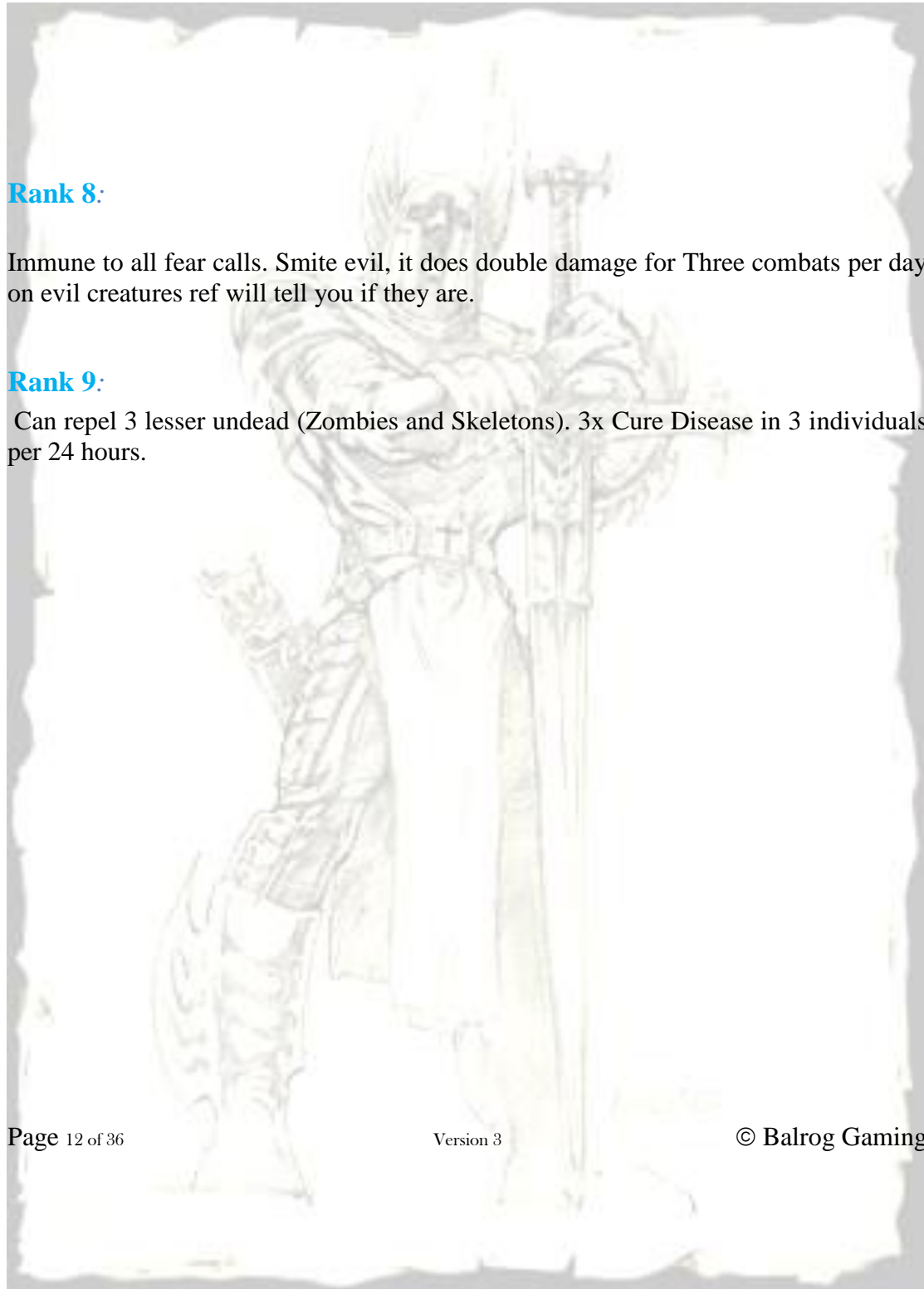
2x Cure Disease in 2 individuals per 24 hours.

Rank 8:

Immune to all fear calls. Smite evil, it does double damage for Three combats per day on evil creatures ref will tell you if they are.

Rank 9:

Can repel 3 lesser undead (Zombies and Skeletons). 3x Cure Disease in 3 individuals per 24 hours.



Shamans

These are tribal holy men, dedicated to the magic and power of their race, they unlike the clerics have available to them the magic specific to the race that they are the Shaman for. This usually takes the form of elemental magic associated with the tribe. Consequently this means that too absorb the power from the elements they cannot wear armour during the ritual.

They have access to both an arcane sphere and Divine but only the common clerical spells. They usually remain with the tribe unless they feel that there is a threat to the tribe in which case they have been known to leave to try and vanquish this danger.

Not all the arcane spells are available to the Shaman as listed in the Book of Magic; they will be more specific to your character development, seek advice from the character development team.

Rank 1:

Ask the spirits in the location a yes no answer but must not be swamped with too many spirits, therefore cannot be done in cities. Takes a 15min concentration and meditation period, once in 24 hours

Rank 2:

Gain a vision quest once every 48 hours. This will require them to enter a trance like state with the aid of a blend of herbs and plants drunk down in one. If anyone else is to drink this concoction it will send them permanently mad. The vision quest will show them a cryptic past and future (Refs to relay what they see). The whole process to a groggy recovery takes about 2 hours, during the last hour of recovery they will be completely blind.

Rank 3:

Gain a vision quest once every 24 hours. This will require them to enter a trance like state with the aid of a blend of herbs and plants drunk down in one. If anyone else is to drink this concoction it will send them permanently mad. The vision quest will show them a cryptic past and future (Refs to relay what they see). The whole process to a groggy recovery takes about 2 hours, during the last half hour of recovery they will be completely blind.

Rank 4:

You enter a trance and allow a beastly spirit to possess their body, giving them the abilities of the spirit. You can use this feature Once in 24 hours.

Your shaman level determines the spirit that can possess you. You can be possessed by the spirit only of an animal you know and have lived with.

You can maintain the possession by a number of hours equal to half your shaman level (rounded down). You then end the possession unless you expend another use of this feature. You automatically end the possession if you fall to 0 hit points, or die.

Rank 4 Shaman creatures are:

Wolf: Allows attacks from hands which will do damage as a sharp (Claws), Ability to use smell to track at Rank 1

Rat: Ability to use smell to track at Rank 2, can use hide skill at Rank 2

Badger: Allows attacks from hands which will do damage as a sharp (Claws) with a strength bonus of +1 (Must have LARP safe Phys Rep for this)

Rank 5:

You enter a trance and allow a beastly spirit to possess their body, giving them the abilities of the spirit. You can use this feature at Rank 5 Once in 24 hours, or twice at Rank 4 in 24 hours.

Your shaman level determines the spirit that can possess you. You can be possessed by the spirit only of an animal you know and have lived with.

You can maintain the possession by a number of hours equal to half your shaman level (rounded down). You then end the possession unless you expend another use of this feature. You automatically end the possession if you fall to 0 hit points, or die.

Rank 5 Shaman creatures are:

Viper: Immune to Poisons, on successful flesh hit with hand it injects a contact poison of level 1 into the recipient (This is slow acting, Ref will tell victim what happens, you call in combat “Shaman Poison”)

Bear: Allows attacks from hands which will do damage as a sharp (Claws) with a strength bonus of +2 (Must have LARP safe Phys Rep for this)

Skills

In the course of your character development you will be able to learn new skills and abilities that will develop and enhance your character.

So an example of skills could be to learn how to repair the armour they are wearing, or to increase their knowledge. They could train parts of their body up to be able to receive more damage. Certain races could train to be able to use a heavier weapon so they inflict more damage.

Basically there are options for skill development in all sorts of areas, all you have to do is think how you would like to improve, and come up with a way in which you would want to achieve this.

Religion

The four gods listed below are the main gods, this is not to say that they are the only ones, there are some that have been said to have fallen out of favour, or even some hidden ones, if you have a desire to follow the beliefs of another god then consult the game/campaign co-ordinator. These are just the known ones by all individuals.

Garthos



This god is the god of war and force, he is the one who summoned the elemental of fire into being, the followers believe that those who possess the most power are the ones who hold the upper hand. They strive to collect as much power and influence as they can, always using force in place of talking. They tend to be people who do rather than contemplate. Not all followers of this god are warmongers with violent attitudes; those with the need to adventure and win through by force also align to this god.

Shakra



Shakra is the god of free spirits believing that everything should be able to decide its own fate. This god summoned the element of air. Its followers believe that their duty is to free the world of tyranny and oppression; they are usually wanderers who travel wildly seeing what fate will through at them.

Julan



This is the god that summoned the earth element. Its belief is that of peace and nature. Its followers believe that the land should be nurtured, that if the land dies then so will

its people. Its followers deal with any desecration of the land by the sacrifice of the individuals involved, trying to feed the life force that they stole back into the land which they fouled.

Mekos



This is the god of change and moulding. This god summoned the elemental of water. Its followers range from manipulators to artists and even blacksmiths, anyone who shapes the way things are from what they originally were. Because of this the types of followers vary dramatically from people who devastate to people who change things for the better.

How do Clerics/Priests/Shaman draw power for their spells?

The power required to enact the clerical spells are gained by a praying ritual, this will be down to the role playing of the individual. The better the ritual and the longer the time the more power will be given. (Consult your game co-ordinator). You will be allocated a number from 1 to 10. This number will dictate the amount of power that you can use. It requires 1 point for each level of spell. i.e. to have enough power for a third level spell you must have 3 points

How to gain access to other Clerics/Priests/Shaman levels

There are levels attached to spells for the priests, these become accessible as a character devotes more time to the worshipping of their god. This will be decided by the development of your character through your actions both in and out of game with the play by mail. You have to be the same level as the spell to be able to cast it.

How to release the power for Clerics/Priests/Shaman Spells

The Following routine must be used to release the power of the gods:

Hold the holy symbol in one hand

State the name of the god from which the power has been granted e.g. “By the power of Mekos” Note if you are a shaman you must also state the tribe of which you belong. e.g. “By the power of Mekos for the sharannas

State the spell which is being invoked e.g. “.....Light”

State and point if applicable the location e.g. “.....Light far right hand corner”

State if applicable the damage done and its location e.g. “.....Wither right hand one point”

For example Rattigan is a third level cleric of Mekos, he sees an Ogre about to bludgeon his friend, in its hand is a rock. Rattigan holds his holy symbol in his left hand; he points at the Ogres right hand, concentrates and says “By the power of Mekos Wither the right hand for 1 point” The Ogres hand becomes unable to hold the rock and it falls to the ground thus giving Rattigan’s friend a short reprieve.

It must be noted however that if power is released in the gods name and it goes against that god’s belief then the god will make the priest suffer, this could mean death.

For example Gratin is a Mekos worshiper; he uses the spell “Shape” to change a cup into a symbol of Garthos. Mekos is most displeased at this and changes the symbol into one its own. In the head of Gratin a voice booms. “You have displeased me Gratin for you insolence I withdraw all the power with which I gave you”. All Gratin’s power is suddenly ripped from him, he suffers intense pain and realises he will have to speak to his god in prayer to try to ask forgiveness and be able to draw more power.

Holy symbols

These symbols vary dependant on the area from which the priest/cleric/shaman came from. The symbols however always depict the ethos behind the god that they worship, for example the god of Garthos could have the symbol of a flame encasing a sword. Discuss with the campaign/game co-ordinator when generating/developing your character what symbol you may wish to use.

Holy Spells

There are spells that are available to all the religions and others that are only accessible by a particular religion.

Common Clerics/Priests/Shaman spells

1st Level

LIGHT: This produces a magical flame the same brightness as a single candle for a period of 15 mins (Prop needed). The light can appear in an area 15 ft from the cleric. (This is done by calling a time freeze and placing the light source in the desired location).

Range: 5 paces (15ft)

Save: N/A

Duration: 15 mins

DETECT POISONS: This spell allows the cleric/priest/shaman to detect if there is poison either in or on any single item at a range of 5 paces; it requires severe concentration on a specific item. It will tell the priest what type of poison actually is on or in the item, **but not how to cure it**. It can also detect if an individual has been poisoned but again cannot cure it.

Range: 5 paces

Save: N/A

Duration: immediate

CURE LIGHT WOUNDS: This enables the cleric/priest/shaman to cure one location by 1HP, it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role play this). Priests cannot use this on themselves.

Range: Touch

Save: Race dependant

Duration: Immediate

PURIFY FOOD DRINK: This will nullify any poisons in food or drink that is to be consumed. The items must however be eaten or drunk within 30 minutes of enacting

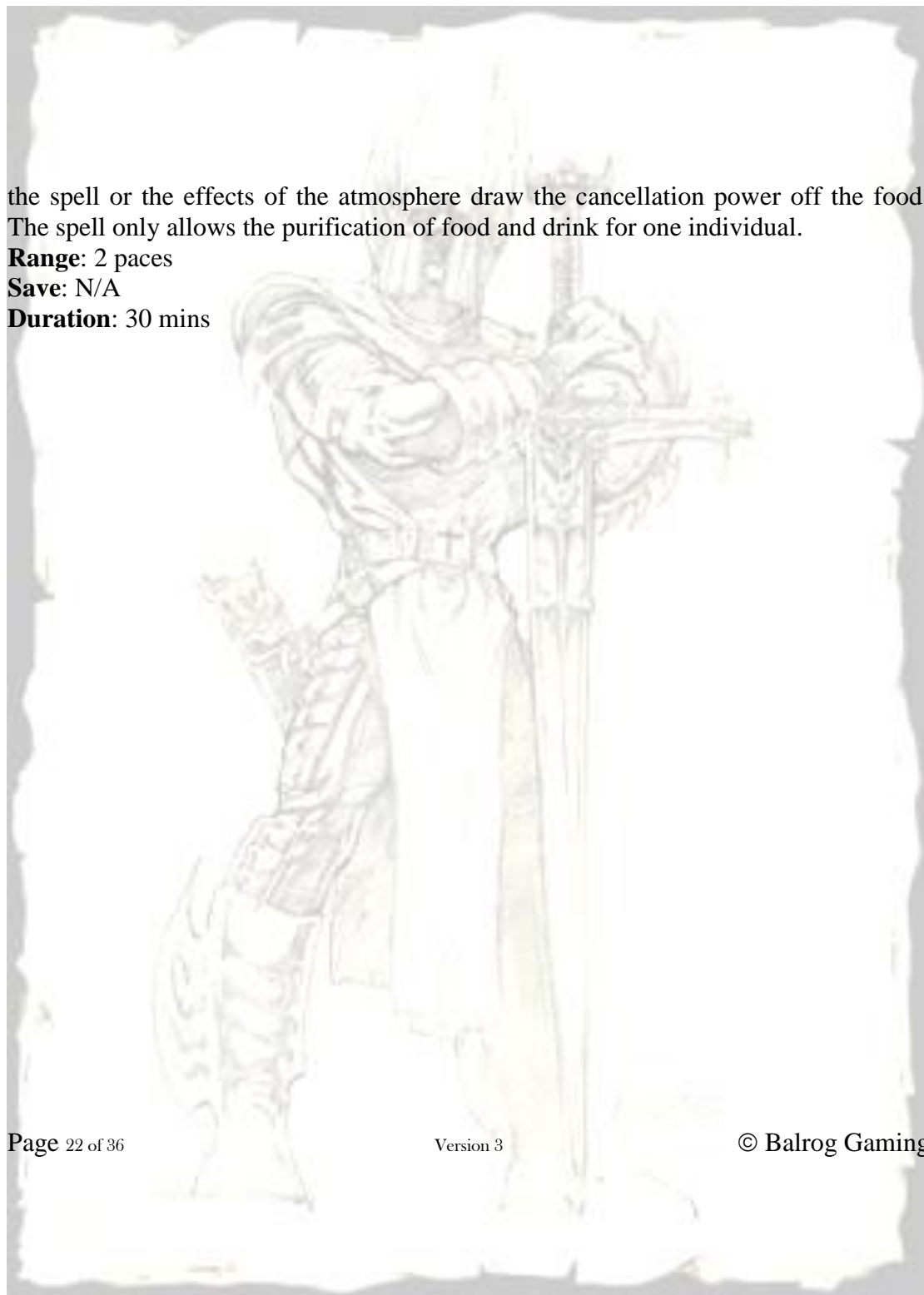
TOME OF THE DIVINE

the spell or the effects of the atmosphere draw the cancellation power off the food. The spell only allows the purification of food and drink for one individual.

Range: 2 paces

Save: N/A

Duration: 30 mins



2nd Level

CURE MEDIUM WOUNDS: This enables the cleric/priest/shaman to cure two locations by 1HP, or 1 location by 2HP; it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role-play this). A priest can use this spell to heal 1HP to him/her self.

Range: Touch

Save: Race dependant

Duration: Immediate

REMOVE PARALYSIS LESSER: This will allow the cleric/priest/shaman to attempt to remove the paralysis in one body location from an individual. The effects of the paralysis if successful will transfer to the caster. They will suffer these effects over a shortened time frame, eventually dissipating gradually as their god siphons off the paralysis. The time for this will be governed by how severe the paralysis is. (See ref)

Range: Touch on body location to be cured. **Does not cure full body paralysis.**

Save: Paralysis dependant

Duration: Immediate

PURGE BASIC POISON: This allows the cleric to purge the poison from an individual, or from an item. The poison will pass through the body of the cleric, and then be siphoned off by their god. Again role-play this to best advantage. The types of poison could be ingested or on the blade of a weapon. Contact refs for effects of spell, works on poisons rank 1-3.

Range: 1 pace

Save: N/A

Duration: Immediate

PURIFY MASS FOOD DRINK: This will nullify any poisons in food or drink that is to be consumed. The items must however be eaten or drunk within 30 minutes of

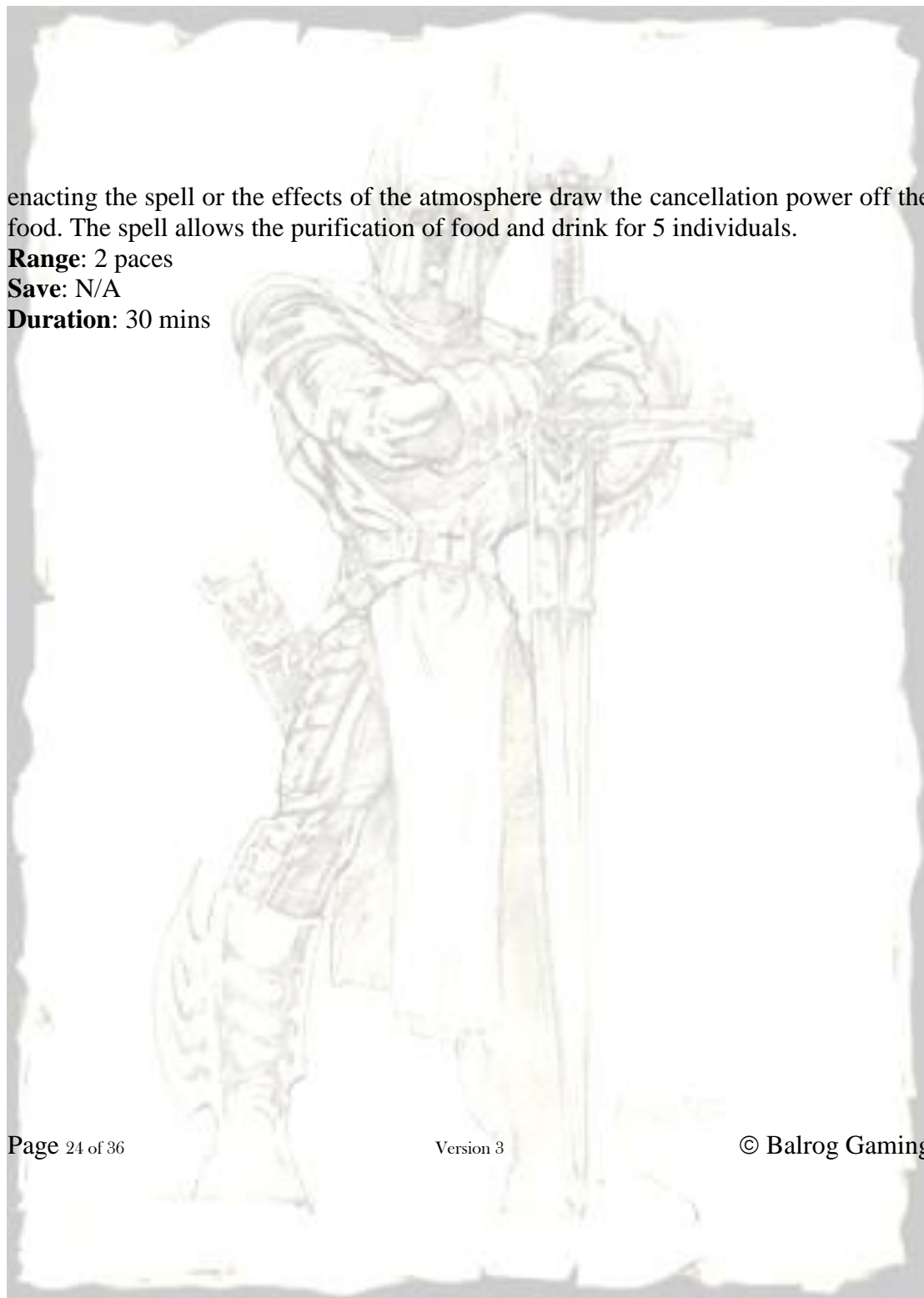
TOME OF THE DIVINE

enacting the spell or the effects of the atmosphere draw the cancellation power off the food. The spell allows the purification of food and drink for 5 individuals.

Range: 2 paces

Save: N/A

Duration: 30 mins



3rd Level

CURE SERIOUS WOUNDS: This enables the cleric/priest/shaman to cure three locations by 1HP, or 1 location by 3 HP; it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role-play this). A priest can use this spell to heal 1HP to two locations on him/her self.

Range: Touch

Save: Race dependant

Duration: Immediate

PURGE ADVANCED POISON: This allows the cleric to purge the poison from an individual, or from an item. The poison will pass through the body of the cleric, and then be siphoned off by their god. Again role-play this to best advantage. The types of poison could be ingested or on the blade of a weapon. Contact refs for effects of spell, works on poisons rank 4-5.

Range: 1 pace

Save: N/A

Duration: Immediate

CURE DISEASE: This will allow the cleric/priest/shaman to attempt to remove the disease from an individual. The effects of the disease if successful will transfer to the caster. They will suffer these effects over a shortened time frame, eventually dissipating gradually as their god siphons off the disease.

Range: Touch

Save: Disease dependant

Duration: Immediate

4th Level

PURGE MAGICAL POISON: This allows the cleric to purge some forms of magical poison from an individual, or from an item. This however requires the use of ritual lasting in the order of 5 to 10 mins, in which the spirit of the subject is analysed (By praying, and joining spirits with the afflicted (Role play this to best advantage)) Spell casting should be done with as many individuals linked to their god in the ritual as the cleric can muster (Imagine a faith healer).

The poison will pass through the body of the cleric, and then be siphoned off by their god. Again role-play this to best advantage. (Seek ref for guidance on time scales and effects)

Range: Touch

Save: N/A

Duration: 10 mins to enact ritual

REMOVE CURSE: This will allow the cleric/priest/shaman to try to attempt to remove a curse from an item or individual, again the curse will pass through the body of the cleric/priest/shaman and then be drawn off by their god role play this to the best advantage.

Range: Touch

Save: Curse dependant

Duration: Immediate

REMOVE PARALYSIS GREATER: This will allow the cleric/priest/shaman to attempt to remove the paralysis from an individual. The effects of the paralysis if successful will transfer to the caster. They will suffer these effects over a shortened time frame, eventually dissipating gradually as their god siphons off the paralysis. The time for this will be governed by how severe the paralysis is. (See ref)

Range: Touch and will remove all the paralysis from a person.

Save: Paralysis dependant

Duration: Immediate

5th Level

HAND OF GOD: Turns the caster into a Paladin of the divine. They are immune to damage from their god's element for the duration of the spell; but they must follow the ethos of that elemental god or they will be stuck down by that god and left on 0 HP for 24 hours. No healing will bring the caster round. They will then have no link to their god for a further 12 hours and it may even require a quest by their god to allow access to their Divine power once more (This will depend on the severity of the breach).

Their clothing and skin turns into natural armour HP 10 (per location); their weapon held when this spell is cast turns into a holy weapon and can do a holy smite on all undead ;This will kill some undead outright but others will have to be hit a number of times. If their foe is not undead they must call upon their god to bless their weapon in the coming battle, it will then do ordinary enchanted (Role play this to best advantage)

They have 10 Healing points to "lay on hands", (This cures 1 point per healing point used) and they are immune to Poisons. They are also immune to paralysis and disease caused by undead only. (Note Lycanthropy is a curse not a disease). When the caster casts "The hand of god" they will be cured of all disease, wounds and poisons in/on their body

While in Paladin form the paladin can cast any of their divine spells in their arsenal if they have the points left to do so.

Those standing within 5 paces of the Paladin are imbued with an aura of courage which will mean that they will be immune to fear while remaining in this proximity.

Duration 5 mins

Range : touch

Save: NA

Garthos Spells

1st Level

PRODUCE FLAME: This will produce a flame that will ignite anything combustible at a range of 5 paces, concentration on that item must be for at least 10 secs, once Ignited than the item will burn as if lit by a normal flame.

Range: 5 Paces

Save: Must be combustible

Duration: 10 secs

2nd Level

FLAME FORCE: This will produce a force which can be directed at a individual, it will knock the individual off their feet doing 1 point of subdual damage.

Range: 10 paces

Save: Race Dependant

Duration: Immediate

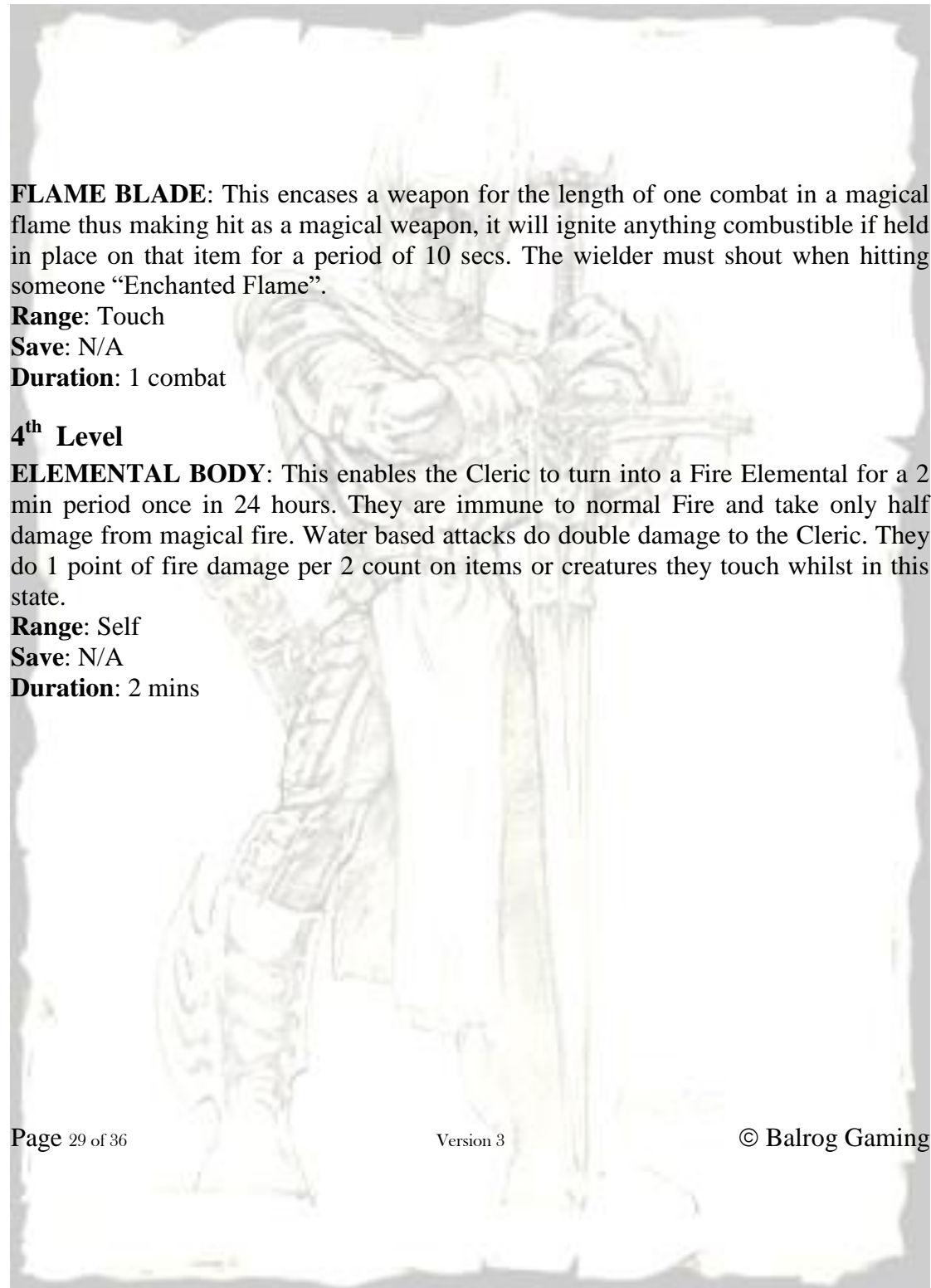
3rd Level

FLAME FORCE WALL: This produces a wall of force 10 foot high and 10ft in length the wall will move till it contacts something or 20 secs have expired. On contact it does 1 point of subdual damage to all locations of the individual, or individuals touched.

Range: Till contact

Save: Race dependant

Duration: 20 secs



FLAME BLADE: This encases a weapon for the length of one combat in a magical flame thus making hit as a magical weapon, it will ignite anything combustible if held in place on that item for a period of 10 secs. The wielder must shout when hitting someone “Enchanted Flame”.

Range: Touch

Save: N/A

Duration: 1 combat

4th Level

ELEMENTAL BODY: This enables the Cleric to turn into a Fire Elemental for a 2 min period once in 24 hours. They are immune to normal Fire and take only half damage from magical fire. Water based attacks do double damage to the Cleric. They do 1 point of fire damage per 2 count on items or creatures they touch whilst in this state.

Range: Self

Save: N/A

Duration: 2 mins

Shakra Spells

1st Level

BLOW: This will produce a slight gust of wind where the caster points at a range of 10 paces; this is enough force to either blow out a candle (It can be positioned inside a lantern) or turn the page of a book

Range: 10 paces

Save: None

Duration: Immediate

2nd Level

PUSH: This enables the priest/cleric to move an object with a weight of 60lb to the distance of the spell i.e. 20 paces, the object acts as though it had been pushed by a force equivalent to 60lbs

Range: 20 paces

Save: None

Duration: Immediate

3rd Level

MOVE: This enables the priest/cleric to move an object with a weight of 200lb to the distance of the spell i.e. 20 paces, the object acts as though it had been pushed by a force equivalent to 200lbs

Range: 20 paces

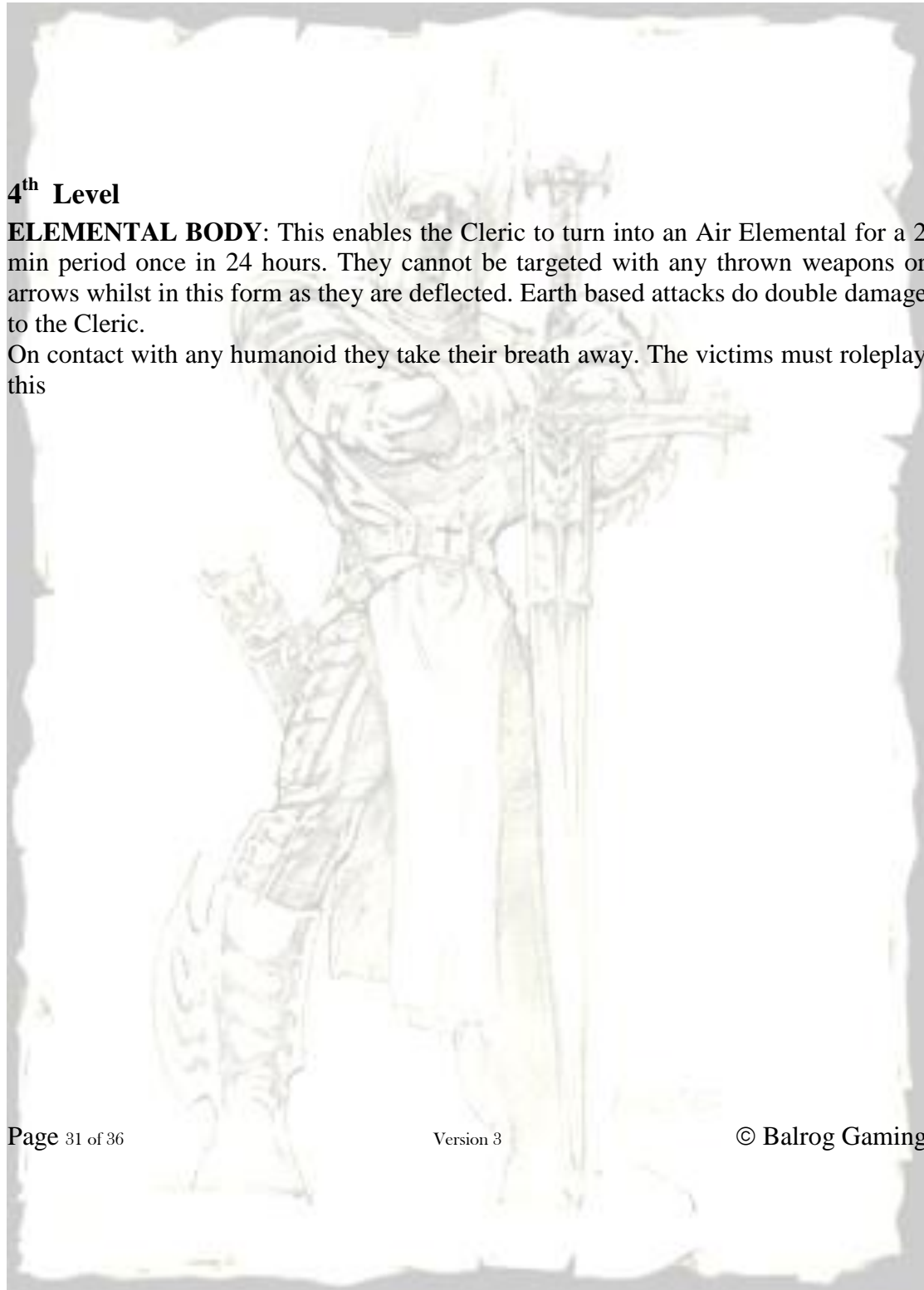
Save: None

Duration: Immediate

4th Level

ELEMENTAL BODY: This enables the Cleric to turn into an Air Elemental for a 2 min period once in 24 hours. They cannot be targeted with any thrown weapons or arrows whilst in this form as they are deflected. Earth based attacks do double damage to the Cleric.

On contact with any humanoid they take their breath away. The victims must roleplay this



Julan Spells

1st Level

CALM PERSON: This spell enables the caster to calm an individual, it will stop an individual from attacking if they are enraged, it will change a person's mood to that of being pleasant, but it will not make someone your friend if they are not.

Range: 20 paces

Save: None

Duration: Immediate

2nd Level

CALM AREA: This spell enables the caster to calm an area 10ft in diameter; it will stop anyone in that area from attacking if they are enraged, it will change peoples moods to that of being pleasant, but it will not make someone your friend if they are not.

Range: 20 paces

Save: None

Duration: Immediate

TRANSFER LIFE: This spell enables the caster to transfer the life out of a individual or item into the earth. To enact this spell however takes continual chanting for 2 minutes. Contact with both the earth and the life giver must be made though out the spell inaction. This can also be used in reverse for healing Elves

Range: Contact with both parties

Save: None

Duration: 2 minutes to enact

3rd Level

EATHFORM: This allows the caster to become one with the earth for a period of 5 mins, they actually mould into the earth forming a mound. In this state they cannot see but they can feel and hear (The character who casts this must hold a green band above their head and close their eyes till the spell is exhausted or cancelled). The caster can cancel this spell at any stage.

Range: Individual

Save: N/A

Duration: 5 mins or until dispelled

4th Level

ELEMENTAL BODY: This enables the Cleric to turn into an Earth Elemental for a 2 min period once in 24 hours. They are immune bludgeoning damage and can part submerge their bodies into the earth and move within it (Waist height only). Air based attacks do double damage to the Cleric. They do 1 point of crushing damage per 2 count on items or creatures they touch whilst in this state.

Range: Self

Save: N/A

Duration: 2 mins

Mekos Spells

1st Level

SHAPE: This allows the caster to change the shape of an inanimate non magical object the size of A4 sheet of paper into something else of that size for a period of 5 mins. If tested for magic this object radiates, but it will not reveal its true self till the spell has run its duration.

Range: Touch

Save: N/A

Duration: 5 mins

2nd Level

MEND - Will repair a weapon of up to short size if metallic, or medium if wooden. Will restore 1 point of leather armour; won't affect metal armour or enchanted items.

Range: Touch

Save: N/A

Duration: Permanent

3rd Level

WHITHER - This spell will wither a limb by 1 hp, it effectively makes that limb older more decrepit unable to carry the same weight. This effect however is not permanent it only lasts 5 mins.

Range: Individual

Save: N/A

Duration: 5 mins or until dispelled

MOULD WEAPON - The caster may form 1 weapon of any type for 2 days.

Range: Touch

Save: N/A

Duration: 2 days

MOULD METAL - This will allow the caster to repair metal armour such as chain or plate for a total of 2 points. It will also allow the caster to repair two weapons of any size even if bits are missing.

Range: Touch (Casting time: 2 mins per point or weapon)

Save: N/A

Duration: NA

4th Level

ELEMENTAL BODY: This enables the Cleric to turn into an Water Elemental for a 2 min period once in 24 hours. They have a 50% miss chance by all weapon attacks against them (Basically only take every other hit). Fire based attacks do double damage to the Cleric. They will fill their opponent's with water on a 2 count contact (Must be roll played by victim).

Range: Self

Save: N/A

Duration: 2 mins



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