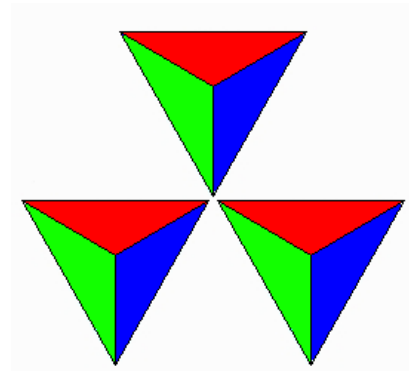


The Fellowship of Plenty

God Worshipped:

NATHANIEL ANTON--	Management, Sales
Sacred Color: Red	
ARTHUR ANTON--	Physical support
Sacred Color: Blue	
KANA ANTON--	Research & Development
Sacred Color: Green	



Sphere of Influence: Commerce

Sacred Animal: Wolf

Place of Worship: Temple

Worship Days: Firstday of the month

Holy Days: *Godsday* A3.16 The gods are born. The miracle of the three twins. A great time to open for the first time, the auspicious date for new ventures. A time of feasting and revelry.

· *Ascension Day* F2.6 The three twins become gods. Bring the special gift to the temple. Clean repair and rededicate holy places.

Propitiation/Sacrifices: As the worshiper wishes, gold and goods, service to the temple ,etc. Blood is under advisement

Holy Writings: *The Price of Doing Business;* Guidebook to business ethics and practices, also holds a few gems on life in general.

Favored Deities: Vala, Good CoE

Disliked deities: Any bad for business

Favored Governments: Eyrie, Cornath

Disliked Governments: Domain, Haven, Rank

Teachings and Other Information--

Worshiper Requirements:

Typical Worshiper: Merchant

Sex of worshiper: Any

Minimum Age: Any

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: Stick to deities that cover what we don't.

Commandments--

War & Fighting: War is bad for business, being conquered is worse. Wars of conquest may raise profit in the short run, but taxes will rise to meet them. A government that tells you otherwise is either burning the treasury or lying. Wars of spite or vengeance will destroy whoever starts them, don't. Wars of defense *must* be fought, no matter what the cost.

Love and Marriage: Good stuff. This sect will perform marriages, sanctifying the union. However, we make no rule of marriage other than to be faithful to what union you make, whatever its form.

Duty to Liege Lord: Support your local government. The more you insert yourself the more say you have when decisions important to you are made. Be vocal, be helpful, be there.

Self Interests: Of course take care of yourself. After all living well is the best revenge. But remember moderation in all things, especially moderation.

· A well honed sense of curiosity leavened by caution and precaution keep life worth living, and provides endless opportunities to better ones self.

Others Needs: Charity is one of the best tools of the modern merchant. Be generous and public. Secret giving is for the filthy rich and monks.

Duty to Religion: Hey! Who's there when you need us? Healing spells, *cure disease, remove curse* when the natives get restless. Support your local temple.

The Price of Doing Business: Give good value for a fair price. This rule over all others.

· The customer is always right in matters of taste.

· When the customer is wrong, see above.

· Never lie, a lying merchant is not long in business. Never let the customer lie to himself. When this happens he will blame you and swear to every god in heaven that the words came from your own mouth. You may win this fight in court, but not in the marketplace.

· Do not cut your neighbor's throat. Merchants who strive together in friendly competition will survive hardship. Note; if your neighbor does not share this philosophy, suck the bastard dry.

· Inferior goods and over spiced food will haunt you.

Afterlife Expectations: A pillar is only as good as its base. Faithfulness will be rewarded using guidelines set forth by the Vala and Nathaniel Sr.

Clerical Requirements--

Name of Order: Fellowship of Plenty

Statement of Mission: Serve and protect the merchants that follow the tenets of the Antons. Advertise to those that are unaware of all we have to offer.

Sex of Cleric: Any

Minimum age: Adult

Race: Any

Sexual Practices Allowed or Required: Priests may marry with permission after their initial training. Casual coupling is allowed, but care should be taken to avoid unwanted children. Clergy are responsible for children they bring forth.

Wealth and Magic Allowed: Any you can acquire

Oaths of Ordination: Obedience, service

Special Attributes Needed: Minimum Intelligence of 12.

· A priest must be an outgoing and cheerful person, even when they're not. Introverts need not apply.

Special Abilities Given by Level & Division: Note: Most adventuring Priests will be in the Nathaniel Division (Management, Sales). Priests of the other divisions would adventure only to fulfill certain needs, and would not make a career out of it.

Anton Inc.

General: A priest will start with the skills of read/write native, read/write Quenya, read/write Kellin (clerical language),
· The skills of appraisal, diplomacy, and one craft or profession some with the class and increase by +1 per two levels.

Management, Sales: A priest will have the skills of accounting, modern languages, an additional local history and heraldry, and a +1 to Liberal arts.

Physical support: A priest will have the skills of healing, herbalism, and engineering.

Research & Development: A priest will have the skills of herbalism, ancient languages, and ancient history.

Weapons Allowed: A Priest should learn one weapon for defense, any weapon will do.

Armor Allowed: Armor is the mark of someone looking for a fight. You may protect yourself, but don't be obvious with it.

Special Commandments: You are the example of you god, the front man, the first person people see. Keep this in mind, a potential worshiper's entire impression of the faith can be formed by their first encounter with you.

· Do everything within reason to say yes. No is not a good word, but don't be afraid of it. When reason fails, refund their money and show them the door.

· Smile, especially when it hurts.

Clerical Ranks--

Seminarian -- 0 to 1st level

Duties: Study, study, and study some more. Four year course of arts, sciences, and clerical magic, more if the candidate lacks basic education

Privileges: Seminarians must stay cloistered during their training. This does not mean the hair shirt, time off is to be had, and recreational facilities are maintained in all Seminaries.

Vestments: Grey cassock, with hood.

Priest -- 1st level and up

Duties: The Priest is the front man for the faith. He (or she) performs the worship services, judges disputes, dispenses sacraments, heals, etc. and so on. Priests will specialize one of the three divisions, they will wear the symbol of that branch of the clergy.

Privileges: Priests receive the full support of the temple for any personal needs or those of their family or adventuring associates. (Donations by non-member associates are gladly taken).

Vestments: White cassock with the holy symbol on the left shoulder.

Senior -- minimum 8th level

Duties: Seniors are the primary managers of the sect. They handle all administrative tasks that the sect requires. So Seniors are trouble-shooters, serious field operatives for cases that the average Priest can't crack.

Privileges: Seniors can call on the church for extraordinary measures, and are given a high standard of living.

Vestments: White cassock with the holy symbol on the left shoulder, the sleeves, collar, and hem are bordered in their division color.

Elder -- 14th level minimum

Duties: Elders run the major territories of the church, they head the departments of their respective divisions.

Privileges: Elders can pretty much have what they want.

Vestments: Cassock in their division color with the holy symbol on the left shoulder.

Who's Who: The Fellowship of Plenty The Gods --

The gods of Anton Inc. came to be in what is known as the Miracle of the three twins. The brothers are indeed twins, all three of them, and it was thus. Molly Abba, with child to Tommie Elsoira Patriarch of the Elves, was in another manifestation enjoying the company of National Anton the Emperor of Coranth. Molly thought herself immune to the usual effect of an affair with a vampire while pregnant, it was not the current manifestation that was with child. But, the nature of gods will show. That manifestation did get with child, and in due time all three were born in the same hour. Each with two fathers, and one mother, each a twin of the other.

As befits the heroic birth, the three were given a heroic training. Versed in magic by Abba Eecreeana, in war by Kirt Hellreaver, in the arts of diplomacy by Tommie Elsoira, and in the way of their shared heritage by Nathaniel Anton III. Even it is said, in tones whispered, by the mysterious being called Traveler. Together then they set out to make their fortune in the world, and the tales of such adventure are indeed the stuff of legend.

As they amassed power and wealth, the three came into the nature bestowed by their fathers, immortality. It was then they decided to share the knowledge and experience they had earned with other, and they founded the Temple Division.

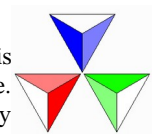
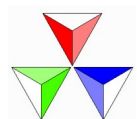
Nathaniel Anton -- Management, Sales

Nathaniel is the true vampire, that is a vampire born as a vampire. As such he is possessed of all the strengths of such, and considerably less weakness. Nathaniel, named for his Paternal grandfather Nathaniel Anton II or "Old Nat" as he is called, is the planner and drive of the three. It is he that suggests adventure and leads his brothers.

Nathaniel has the power of the true vampire, as well as those of a magician and fighter.

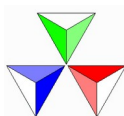
Arthur Anton -- Physical support

Arthur, named for Arthur McGuire, his maternal grandfather, is the second of the three. He excels with all that is mechanical, or with any magic items. He can repair anything broken, by will alone, or make what ever is needed from what is there. Trained also as a fighter and healer.



Kana Anton -- Research & Development

Kana is the last of the three, named for his paternal Grandfather, Kana ElSORIA, half of the dual god Kalmalian, who was lost in the third undying war. He is the inventor and creator of the three. Where his brothers might fail, he will succeed. Kana is also trained as a fighter and craft.



Additionally any of the brothers can use the powers and abilities of the other two, or all three can combine their powers into one.

Important Persons

Famtina Breathe ElSORIA -- Director Internal Affairs

Famtina, a high radical half-phoenix is the chief troubleshooter for Anton Inc. If she is looking into something, be assured that heads are about to roll. Normally a sweet and romantic type, Famtina is hard as nails on the job. She is known to relax when outside the inner circle, but that does not mean you can get away with anything.

Reva -- Personal Servant

Reva, a female Centaur is a rumored former (former?) Rider of Aquilin. Known to be very old and very loyal to her chosen Lords. Her appearance has none of the anxiety that a visit from Famtina brings. Reva just likes to check things out. Reva is known well for her laid back approach to anything, but threats to her loved ones or their interest brings the old warrior out in her.

Corwin Egleton -- Elder of Marketing

"Old is not helpless", is Corwin's favorite expression. He is well known for leaving men, and women, half his age puffing in his wake. He carries a cane, but that seems more for pointing and poking than walking with. Corwin is one of those disgusting indefatigable types, impatient with everything, wanting it done "yesterday, by damn!" If it was not for the fact that he did get things done and was very good at it, no one could stand him.

Elisa Tammerman -- Elder of Physical Support

A hands on type Elisa often chaffs at the restrictions of the office and longs to be back in action. While efficient at her job she has no love for it, and if not called to the task would not have touched it.

Callan Hardrock -- Elder of Research & Development

Dwarf male. Callan is to most people slow, he calls it through. He checks and rechecks, but in spite of the fact that his juniors are tearing hair, nothing gets past him. While you might think this type would demand the practical, he has been known to approve a research request when the answer to the question "What do you expect to gain from this?" is "I have no idea."

Friends & Enemies

The Anton's have no real favorites, other than family, nor have they made or called any other deity enemies. They will respect the Vala who they recognize as the First Children and entitles to the benefit that might bring. They can also be expected to favor family and close friends, named earlier.



Priest Spells: The Fellowship of Plenty

Zero Level Spells

	<i>DC:</i>	<i>Spells / Day:</i>	<i>Cast:</i>
Cleanse	Detect Poison	Minor Darkness	Read Magic
Create Water	Guidance	Minor Light	Resistance
Cure Minor Wounds	Inflict Minor Wounds	Purify Food and Drink	Virtue
Detect Magic	Mending		

First Level Spells

	<i>DC:</i>	<i>Spells / Day:</i>	<i>Cast:</i>
Animal Friendship	Detect Evil	Invisibility to Animals	Predict Weather
Bless	Detect Good	Invisibility to Undead	Protection From Evil
Bless Water	Detect Poison	Light	Protection From Good
Ceremony I	Detect Snares & Pits	Locate Animals or Plants	Remove Fear
Cleanse, greater	Divine Favor	Magical Stone	Rebuke
Combine	Endure Elements	Magic Weapon	Sanctuary
Condition	Entangle	Pass Without Trace	Shield of Faith
Command	Faerie Fire	Penetrate Disguise	Summon Monster 1
Cure Light Wounds	Fear	Portent	Tongues
Darkness	Inflict Light Wounds	Precipitation	

Second Level Spells

	<i>DC:</i>	<i>Spells / Day:</i>	<i>Cast:</i>
Aid	Dust Devil	Make Whole	Shatter
Augury	Eagle's Splendor:	Messenger	Shield Other
Barkskin	Enthrall	Obscurement	Sound Burst
Bear's Endurance	Find Traps	Owl's Wisdom:	Speak With Animals
Bull's Strength	Fire Trap	Produce Flame	Spiritual Weapon
Chant	Flame Blade	Remove Paralysis	Status
Charm Person or Mammal	Gentle Repose	Resist Energy	Summon Monster II:
Chill Metal	Goodberry	Restoration, Lesser	Trip
Consecrate	Heat Metal	Rodent Call	Warp Wood
Cure Moderate Wounds	Hold Person	Silence	Withdraw
Death Knell	Holy Symbol	Slow Poison	Wolf Watch
Detect Charm	Inflict Moderate Wounds	Snake Charm	Zone of Truth

Third Level Spells

	<i>DC:</i>	<i>Spells / Day:</i>	<i>Cast:</i>
Animate Dead	Dispel Magic	Locate Object	Snare
Call Lightning	Feign Death	Magical Vestment	Speak With Dead
Cloudburst	Flame Walk	Meld Into Stone	Spike Growth
Continual Darkness	Glyph of Warding	Negative Plane Protection	Starshine
Continual Light	Helping Hand	Plant Growth	Stone Shape
Create Food & Water	Hide Object	Prayer	Summon Monster III
Ceremony II	Hold Animal	Protection From Energy	Tree
Cure Blindness or Deafness	Inflict Blindness or Deafness	Pyrotechnics	Water Breathing
Cure Disease	Inflict Disease	Remove Curse	Water Walk
Cure Heavy Wounds	Inflict Heavy Wounds	Searing Light	Wind Wall
Curse	Invisibility Purge		

Fourth Level Spells

	<i>DC:</i>	<i>Spells / Day:</i>	<i>Cast:</i>
Air Walk	Dismissal	Lower/Raise Water	Protection from Good 10' Radius
Animal Summoning I	Divination	Magic Weapon, Greater	Quench Fire
Aura of Fear	Divine Power	Neutralize Poison	Repel Vermin
Cloak of Bravery	Free Action	Night Form	Restoration
Conjure Wolves	Giant Vermin	Plant Door	Sending
Control Temperature	Hallucinatory Forest	Poison	Speak With Plants
Cure Serious Wounds	Hold Plant	Produce Fire	Spell Immunity
Detect Lie	Imbue With Spell Ability	Protection from Elemental Attack	Summon Monster IV
Death Ward	Inflict Serious Wounds	Protection from Evil, 10' Radius	Teeth to Rats

Priest Spells: The Fellowship of Plenty

Antcon Inc.

Dimensional Anchor

Fifth Level Spells

Animal Growth
Animal Summoning II
Anti-Plant Shell
Break Enchantment
Ceremony III
Command, Greater
Commune
Commune With Nature
Control Winds
Cure Critical Wounds
Cure Light Wounds, Mass
"Death" Fog

Invisible Forest

DC:

Dispel Evil
Dispel Good
Disrupting Weapon
Flame Strike
Inflict Critical Wounds
Inflict Light Wounds, Mass
Insect Plague
Lightning Strike
Mark of Justice
Minor Awe
Moonbeam

Spells / Day:

Pass Plant
Plane Shift
Prismatic Bridge
Quest
Rain-bow
Raise Dead
Reduce Animal
Reincarnation
Righteous Might
Scrying
Slay Living

Cast:

Spike Stones
Spell Resistance
Summon Monster V
Sundered Earth
Symbol of Pain
Symbol of Sleep
Transmute Mud to Rock
Transmute Rock to Mud
True Seeing
Wall of Fire
Wall of Stone

Sixth Level Spells

Animal Summoning III
Animate Object
Anti-Animal Shell
Banishment
Bear's Endurance, Mass
Bull's Strength, Mass
Blade Barrier
Conjure Animals
Conjure Elemental
Create Undead

DC:

Cure Moderate Wounds, Mass
Dispel Magic, Greater
Eagle's Splendor, Mass
Find the Path
Fire Seeds
Forbiddance
Harm
Heal
Heroes' Feast
Inflict Moderate Wounds, Mass

Spells / Day:

Liveoak
Owl's Wisdom, Mass
Part Water
Planar Ally
Shapeshift
Speak With Monsters
Stone Tell
Summon Monster VI
Symbol of Fear
Symbol of Persuasion

Cast:

Transmute Dust to Water
Transmute Water to Dust
Transport Via Plants
Turn Wood
Undeath to Death
Wall of Thorns
Weather Summoning
Wind Walk
Word of Recall

Seventh Level Spells

Animate Rock
Changestaff
Chariot of Sustarre
Confusion
Conjure Greater Elemental
Control Weather
Cure Serious Wounds, Mass:
Creeping Doom

DC:

Ethereal Jaunt
Exaction
Finger of Death
Holy Word
Inflict Serious Wounds, Mass
Major Awe
Regenerate

Spells / Day:

Reincarnation, Greater
Restoration, Greater
Resurrection
Repulsion
Scrying, Greater
Succor
Summon Monster VII

Cast:

Sunray
Symbol of Stunning
Symbol of Weakness
Transmute Metal to Wood
Transmute Wood to Metal
Wither
Vampire Form

Eight Level Spells

Antimagic Field:
Create Greater Undead
Cure Critical Wounds, Mass
Dimensional Lock

DC:

Discern Location
Earthquake
Fire Storm
Holy Aura

Spells / Day:

Inflict Critical Wounds, Mass
Planar Ally, Greater
Quench Fire, Greater
Spell Immunity, Greater

Cast:

Summon Monster VIII
Symbol of Death
Symbol of Insanity

Ninth Level Spells

Astral Projection
Avatar
Energy Drain

DC:

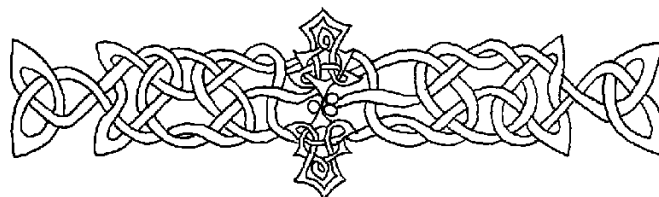
Gate
Harm, Mass
Heal, Mass

Spells / Day:

Miracle
Soul Bind
Storm of Vengeance

Cast:

Summon Monster IX
True Resurrection



Sect Spells

Fog Cloud (Evocation)

Sphere: Weather
 Level: 1
 Range: 0
 Components: V, S
 Duration: 10 min/level
 Casting Time: 1 action
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

This spell causes a normal fog to issue from the point of casting for the duration of the spell. The area of effect depends on the prevailing conditions at the time. Indoors or in calm conditions the fog will rise to a height of 20 feet and spread at a rate of ten yards a round. The fog will persist for an additional 10 minutes per level of the Cleric once the duration ends. In winds from 5. to 10 mph. the fog area and duration will be halved, winds over 10 mph. will defeat the spell, and no fog can persist.

The casting cleric can see as if the fog did not exist, but all others will have their visibility impaired as if in a very dense fog.

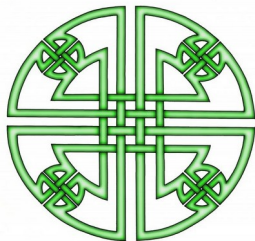
Locate Animals (Divination)

Sphere: Divination
 Level: 1
 Range: 200 yds. + 20 yds./level
 Components: V, S, M
 Duration: 2 rd./level
 Casting Time: 1 rd.
 Area of Effect: 40 yds./level x 40 ft.
 Saving Throw: None
 Spell Resistance: No

The caster can find the direction and distance of any one type of animal he desires. The caster, facing in a direction, thinks of the animal and then knows if any such animal is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 200 yards plus 20 yards per level of experience.

While the exact chance of locating a specific type of animal depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.



Charm Person or Mammal (Enchantment/Charm)

Sphere: Animal
 Level: 2
 Range: 80 yds.
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: 1 person or mammal
 Saving Throw: Neg.
 Spell Resistance: Yes

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any sentient creature that could be considered a player character race, or possible NPC. Of humanoids only true Giants and Giant Kin are excepted. Likewise all monsters of Intelligence such as Dragons, Gorgons, and the like cannot be charmed with this spell.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and former allegiances are not. The caster is treated as a trusted friend, but old loyalties and friends are not forgotten. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. In the case of the caster and allies fighting the victim's friends or allies the charmed creature will attempt to foster a peace between the two groups. Likewise, a charmed creature does not necessarily reveal everything it knows. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," The victim will not put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score	Period Between Checks	Intelligence Score	Period Between Checks
3 or less	3 months	15-16	1 week
4-6	2 months	17	3 days
7-9	1 month	18	2 days
10-12	3 weeks	19 or more	1 day
13-14	2 weeks		

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/mammal* spell successfully rolls its **saving throw -2** vs. the spell, the effect is negated.

However, if the caster treats the charmed creature as a trusted friend. If they display a willingness to defend and protect the charmed creature, expend resources, especially magic to the benefit of the charmed creature. The spell could wane without it being noticed. True friendship and trust will have replaced the magical compulsion.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.



Rodent Call (Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 100 yds.

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

When cast this spell calls all mice, rats and similar rodents to the casters location that are within 100 yards of the caster at the time the call is made.

The summoned rodents will gather within 3 rounds. From 10 to 100 rodents will be called by the spell unless their are no rodents anywhere within the spell area, and unlikely event in populous areas.

Once the beasts are gathered the cleric can send them running in a stated direction. The rodents will run that way, clambering over any obstacles they can, and avoiding those they must while adhering to the indicated path as well as possible. After 100 yards, the rodent pack will dissipate as the animals go their own way. It will take two minutes for the pack to move the distance. The rodents will not attack unless cornered, preferring to run from threats. The pack will disrupt spell casters for the round they are encountered, and anyone that attempts to move through the pack risks 1-4 bite attacks per 10 rodents present as the rodents defend themselves. From the "attacking" feet.

Once the caster sends the rodents they pass from his control. The pack can be held for one round per level of the caster before it must be sent on its run. If the rodents are not sent on a run before the spell expires they will dissipate back into the woodwork and undergrowth from which they came.

Wolf Watch (Evocation)

Sphere: Guardian

Level: 2

Range: 30 yds.

Components: V, S, M

Duration: up to 8 hrs.

Casting Time: 5

Area of Effect: 10-ft. radius

Saving Throw: Neg.

Spell Resistance: No

This spell is known as *wolf watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a pack of wolves. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wolves". Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wolf-form, and the spell remains in place. As soon as a subject creature is successfully struck by the wolf-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wolf-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wolf-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Animate Dead (Necromancy)

Sphere: Necromantic

Level: 3

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate two skeletons or zombies for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 24 dwarven skeletons (or 12 zombies), eight zombie gnolls, or a two zombie fire giants. Note that this is based on the

standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate four small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell.

Negative Plane Protection (Abjuration)

Sphere: Protection
 Level: 3
 Range: Touch
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

This spell affords the caster or touched creature protection from undead monsters with Negative Material Plane connections (such as shadows, wrights, wraiths, and specters) and certain weapons and spells that drain energy. The Negative Plane Protection spell opens a channel to the Positive Material Plane offsetting the effect of the negative energy attack. When struck by a negative energy attack the energies are canceled by a bright flash. The protected creature suffers only normal hit point damage (if any) and does not suffer any form of energy drain. If the attacking creature is an undead, they suffer 2d6 points damage, a draining item or spellcaster suffers no damage.

This protection is proof against one such attack, dissipating once the protected creature is hit by an energy draining attack. The protection lasts for 2 turns per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Material Plane.

Speak With Dead (Necromancy)

Sphere: Divination
 Level: 3
 Range: 1 yard
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 dead creature
 Saving Throw: Special
 Spell Resistance: No

Upon casting a *Speak With Dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when

questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature that opposed the priest's religion in life or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. The casting of this spell on a given creature is restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. One of the portions must be the intact head of the creature, and or the part that contains the speech organs. The remains are not expended. This spell does not function under water.

Anton clerics use the chart below to determine effect rather than the book.

Caster's Level	Max timeTime Dead	Duration of Spell	Number of Questions
Up to 7th	1 month	3 rounds	3
7th - 8th	1 year	1 turn	4
9th - 12th	10 years	2 turns	5
13th - 15th	100 years	3 turns	6
16th - 20th	1000 years	1 hour	8
21th & up	2000 years	2 hours	10

Conjure Wolves (Conjuration/Summoning)

Sphere: Summoning
 Level: 4
 Range: 30 yds.
 Components: V, S
 Duration: 2 rds./level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

The *conjure wolves* spell enables the priest to magically create one or more normal wolves to attack his opponents. The total Hit Dice of the wolves cannot exceed twice his level. Thus, a priest of 12th level could conjure 12 normal wolves, 8 wargs, 6 dire, wolves, or 4 winter wolves. The conjured wolves remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured wolves unflinchingly attack the priest's opponents, or take any other action the priest desires. The short duration of the spell effectively precludes their use as beasts of burden. The conjured wolves disappear when slain or at the end of the spell's duration.



Night Form (Alteration)

Sphere: Animal
 Level: 4
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 action
 Area of Effect: Caster
 Saving Throw: None
 Spell Resistance: No

This spell allows the caster to assume the form of a bat or wolf. The caster retains their own hit points, attack rolls and mind, but gains the advantage of the form of locomotion common to the assumed form. This spell can only be used during the hours of darkness. The duration is either 1 turn per level of the caster. Should the caster be in the nightform when the morning sun strikes them they will be stuck in that form until the next sunset. At sunset they will revert to their normal form, but a System Shock roll is required. Should the roll fail the caster will lose 1-6 points of Constitution, this will recover at the rate of 1 per day if total bedrest is observed.

"Death" Fog (Evocation)

Sphere: Weather
 Level: 5
 Range: 0
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Spell Resistance: No

This spell causes a thick fog to issue from the point of casting for the duration of the spell. The area of effect depends on the prevailing conditions at the time. Indoors or in calm conditions the fog will rise to a height of 20 feet and spread at a rate of ten yards a round. The fog will persist for an additional turn per level of the Cleric once the duration ends. In winds from 10mpr. to 15 mph. the fog area and duration will be halved, winds over 15 mph. will defeat the spell, and no fog can persist.

Any creatures caught in the fog, other than those named in the casting, will feel as if they are being smothered, this feeling will last as long as they remain in the fog area. Each round that a creature does remain in the fog they must save vs. spell or be overcome by the "Death" Fog. The affected creatures will pass out, and remain unconscious for the duration of the fog in the area. The fog does not kill anything.

The casting cleric and those named in the spell can see as if the fog did not exist, but all others will have their visibility impaired as if in a very dense fog.

Insect Plague (Conjuration/Summoning)

Sphere: Combat
 Level: 5
 Range: 120 yds.
 Components: V, S
 Duration: 2 rds./level
 Casting Time: 1 turn
 Area of Effect: 180 ft. x 60 ft. cloud
 Saving Throw: None
 Spell Resistance: No

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *Insect Plague* outside its confines, but a *Fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague will move in the direction indicated by the will of the caster at the rate of 20 feet a round. For as long as it lasts. Note that the spell can be countered by a *Dispel Magic* spell.

Lightning Strike (Evocation)

Sphere: Combat
 Level: 5
 Range: 60 yds.
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 action
 Area of Effect: 5 ft. radius x 30 ft. column
 Saving Throw: ½

When the priest evokes a *Lightning Strike* spell, a vertical bolt of lightning roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

Anti-Animal Shell (Abjuration)

Sphere: Animal, Protection
Level: 6
Range: 0
Components: V, S, M
Duration: 2 turn/level
Casting Time: 1 rd.
Area of Effect: 20". radius
Saving Throw: None
Spell Resistance: Yes

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of non-sentient living creature that is wholly or partially animal (not magical or extraplanar). Any sentient fee-willed creature can pass the barrier without harm to it or the barrier. Undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The Anti-Animal Shell lasts for two turns for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol.

Conjure Animals (Conjuration/Summoning)

Sphere: Summoning
Level: 6
Range: 30 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

The *conjure animals* spell enables the priest to magically create one or more normal animals to attack his opponents. Mammals, birds, or reptiles can be created with the spell. Magical creatures, monsters, or unnatural beings cannot. The total Hit Dice of the animals cannot exceed twice his level. Thus, a priest of 12th level could conjure two animals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 Hit Dice creature. However, twice the hit dice of rodents, bats or canines can be conjured.

The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the priest's opponents, or take any other action the priest desires. The short duration of the spell effectively precludes their use as beasts of burden. The conjured animals disappear when slain or at the end of the spell's duration.

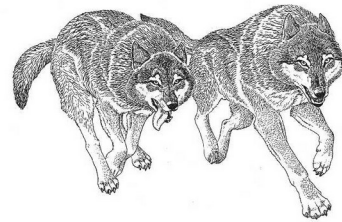


Shapeshift (Alteration)

Sphere: Animal
Level: 6
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Self
Saving Throw: None
Spell Resistance: No

A *shapeshift* spell allows the cleric to assume the form of a bat or wolf at will during the duration of the spell. The cleric can freely change from his own form to either bat or wolf, and change back again. Unlike the *Night Form* spell daylight has no effect.

The cleric retains his own mind, hit points, AC and, attack dice, but uses what ever form of locomotion and attack possessed by his current form. Changes from one to the other take one round.



Weather Summoning (Conjuration/Summoning)

Sphere: Weather
Level: 6
Range: 0
Components: V, S
Duration: 1 Hour/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned almost anywhere. For the duration of the spell the weather is under the full control of the cater as if he where himself a vampire. The caster need not continuously concentrate on the weather, but can cast other spells and still return his attention to the weather and make changes, control the direction and strength of the wind, etc. When the caster is not concentrating on the current conditions the weather will do what it will. The area of effect varies from about 1 square mile to 100 square miles.

Within four rounds after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 rounds after the spell is cast. Once the spell duration ends the weather slowly reverts to its original condition.

Control Weather (Alteration)

Sphere: Weather
 Level: 7
 Range: 0
 Components: V, S
 Duration: 1/2 hour / level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None

Control weather allows the cleric to call any manner of weather, even that which is out of season. The caster can bend the very elements to their will, ordering clouds, rain, and wind to do their bidding. Snow can be brought in mid-summer, tropic breezes in the dead of winter. During the duration of the spell the caster is unaffected by the weather. They can, if they so wish, stand naked in a howling blizzard. The casting cleric is under full control of the conditions. He can direct the wind, the path of a tornado, etc. This control can be released and regained at any time during the duration of the spell. Other spells can be cast an control resumed at will.

The time it takes to raise weather is one stage of wind, cloud and temperature every turn. The practitioner can affect all three or just one of the three elements of weather. From moderate to strong, strong to gale, etc. Tornadoes cannot be produced in less than a thunderstorm, hurricanes in, well, hurricane forces winds. The following chart shows the stages of weather change:

Wind

Dead calm
 Calm 1-5 mph
 Light winds 5-10 mph
 Moderate winds 10-15 mph
 Strong winds 20-25 mph
 Severe Storm 25-35 mph
 Half gale 35-50 mph
 Full gale 50-70 mph
 Hurricane force 70+ mph

Temperature

Extreme cold -20 or less
 very cold -20 - 0
 Cold 0 - 20
 chilly 20 - 40
 brisk 40 - 60
 Warm 60 - 80
 Hot 80- 100
 Very hot 100 - 110
 Extreme heat 110 or more

Cloud

Clear -- no clouds
 Scattered clouds 0 - 20%
 Partly cloudy -- 20% - 40%
 Mostly cloudy -- 40% - 60%
 Cloudy -- 60% - 80%
 Overcast -- 80% - 100%
 Storm Cells -- thunderstorm conditions
 Super Cells -- tornado building conditions

- Precipitation can begin in any conditions beginning with "cloudy" and higher
- In conditions of chilly or less precipitation will fall as frozen rain, sleet or snow depending on how cold it is. No precipitation can fall in conditions of Extreme Cold

The area of effect will vary according to how strong the weather summoned. The minimum area that will feel the effect of the *control weather* spell is a one mile diameter around the caster. Each step in force from the prevailing conditions, either better or worse doubles the area of effect. A change from calm, to hurricane would cover an area 64 miles across. The center of the

effect will always be on the caster, and will move with them if they move. The caster must remain outside at all times or lose the spell. Wind and clouds will return to normal conditions at a rate equal to twice the spell's duration. Unseasonable temperatures will correct themselves in half the spell's duration, if the temperature is not taken out of the normal range for season and climate, it will return to normal at the same rate as clouds and wind, if the caster does not return things to normal by the end of the spell duration.

Creeping Doom (Conjuration/Summoning)

Sphere: Animal, Summoning
 Level: 7
 Range: 0
 Components: V, S
 Duration: 4 rds./level
 Casting Time: 1 rd.
 Area of Effect: Special
 Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 ([1d6 + 4] x 100) venomous, biting and stinging arthropods. This carpetlike mass swarms in an area 20 feet square. On command the swarm moves at 10 feet per round toward any prey within 160 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom travels more than 160 yards away from the summoner, it loses 25 of its number for each 20 yards beyond 160 yards. For example, at 200 yards, its number has shrunk by 50. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and Dms.

Vampire Form (Alteration)

Sphere: Necromantic
 Level: 7
 Range: self
 Components: V, S, M
 Duration: 30 minutes/level
 Casting Time: 1 round
 Area of Effect: Self
 Saving Throw: None

On casting this spell the cleric assumes the form, powers and weaknesses of a Vampire. The Cleric will gain the abilities of a "Full" Vampire. The form lasts until either the duration runs out, the cleric chooses to end the spell, or the spell is dispelled. The cleric cannot shift back and forth from Vampire to normal. The cleric retains his own hit points but gain the benefit of the Vampire's Armor Class. All other stats are adjusted as if the cleric were a Vampire, and return to normal when the spell ends.

Upon casting the spell the cleric must drink a quantity of fresh mammalian blood before the duration ends or suffer a coma.

There is no save against this effect. If killed in Vampire form they cannot be raised.

