

# Church of Mephistopheles

**God worshipped:** Mephistopheles

**Sphere of Influence:** Self interests, the nation of Haven, Hell

**Sacred Color:** Purple and white

**Place of Worship:** Temple

**Worship Days:** Weekly on the first day

**Holy Days:** *Sowermas* E1.1-5 The New Year. Cleanse fields and shops for the new year. A time to throw out the old and bless the house, priests go from house to house. The last of last years plenty is feasted upon. A favored time to bind marriages and announce betrothals

· *Throne Day* E2.5 Mephistopheles defeats his enemies and becomes the Lord of Hell. A feast day of wild abandon. Great fires are built and people throw clay statues representing enemies into the fires. Great sacrifices are made, often of the Church's foes. Feasting and orgies are the rule of the day.

· *Midsummer* F1.1 The Feast of Lust. A celebration of self, a reminder that The Master wants all his children to prosper, and wants you to have what you want. Eat drink and get laid.

· *Godmas* F2.6 The Great Day. Great formal ceremonies in all the temples. Pomp and circumstance to the *HILT*. Major blood sacrifices are taken at this time.

· *Harvest Feast* A2.1-5 Thanks for the harvest. Feasts and games, offerings of food and goods to the temple.

· *Ascension Day* A3.7 Mephistopheles becomes a god. The temple pulls out all the stops, this time they provide the feast for the people. This represents the reward of the faithful both now and in the afterlife. A good time is had by all.

· *Feast of Tears* W1.1 The beginning of the rains. This represents the suffering of Mephistopheles under his enemies, and the suffering of the faithful who follow him. Passages from the *Book of Martyrs* are read, a roll of the slain for the temple is read as well. Vows of loyalty sworn by the priest for the Master to protect and defend, and revenge his people if necessary. Vows are also sworn by the worshipers to defend and follow the Master.

**Propitiation/Sacrifices:** A tenth of income on the firstday, blood or goods on the Holy Days

**Holy Writings:** *The Tenets of Faith*; The canon of collected and remembered works. This book was first presented to the Council of New Rome in the 25 year of the Coming. The Tenets contains all that is needed by priest and worshiper alike.

· *The Book of Martyrs*; A roll of those slain in and for the cause of Mephistopheles, a continuing work.

**Favored Deities:** Most family Ta'ler, Tomarkin, Michael, Kirt

**Disliked deities:** Nanaonton, Shanti, Al'Kabar

**Favored Governments:** Eyrie, Haven, Tarantis, Hellsgate.

**Disliked Governments:** Any opposed to sect.

## Teachings and Other Information--

### Worshiper Requirements:

**Typical Worshiper:** Citizens of Haven, any person that looks out for themselves first.

**Sex of worshiper:** Any

**Minimum Age:** None

**Race:** Any

**Worship of Other Gods?:** Yes

**If Yes, Any restrictions?:** The law of Mephistopheles comes first.



## Commandments--

**War & Fighting:** War in general is wasteful, avoid it if you can.

- Do not fight your brothers in faith.
- War on the unjust is a holy cause, Mephistopheles will aid you.

**Love and Marriage:** It is the privilege of the worshiper to choose what form marriage should take.

- A marriage made in the temple is an oath before the Master. This union can be dissolved only by the Master's word.
- Do not give your heart without cause, gold and gems are easy to gain, and painless to lose, but you have but one heart.
- Don't marry for sex, buying it is cheaper.

**Duty to Liege Lord:** Be wary of the temporal lord, they are often jealous of the Master's Love, and would supplant it.

- Obey the local law as long as it does not interfere with your duties to the Master, or your stated desires.
- What ever you do, be always the good citizen in public. Do not be a recluse, this invites question, develop an armor of respectability, it is stronger than secrets.
- Remember always, don't get caught.
- When you can, it is best to see that the local Lord worships the Master also, this is the best guard you can have, seek it.
- Fear state religions, unless the Master is worshiped

**Self Interests:** It is incumbent upon the worshiper to make the best of their possibilities in order to glorify the Master, the religion, and themselves.

- It you want to do it, do it, and see that heathens pay the bill.
- The reason for the worship of the Master is to meet you needs and desires, do not think small for your self, the grander the better.

**Others Needs:** Not spoken of in the Tenets of Faith.

**Duty to Religion:** Obey the Master, and the few laws he places upon you.

- Defend your brothers and sisters in faith.
- See to the proper maintenance of the temple and the priest. The richness of your temple is a mark of you faith in the Master.

**Other:** Each shall receive according to how they give. The more you give the greater your reward in this world and the next.

- Mephistopheles wants you to have plenty and be happy, enjoy life and its pleasures.
- Keep your word! The master despises the lying tongue. Never give your word unless you can keep it. Letting someone lie to themselves is another matter altogether.
- Do not be wasteful, a thing or person cast away in a moment may prove to be needed later.

**Afterlife Expectations:** A land of reward or, power in Hell, as the worshiper wishes awaits you in accordance to your faithfulness in life.

## Church of Mephistopheles

### Clerical Requirements--

**Name of Order:** The Priests of Mephistopheles

**Statement of Mission:** To further the worship of Mephistopheles and serve the worshipers of the Master.

**Sex of Cleric:** Any

**Minimum age:** Any

**Race:** Any

**Sexual Practices Allowed or Required:** Priests may have sex where they will, but may only marry within the clergy.

**Wealth and Magic Allowed:** Priests must follow the commandment to live well.

· All magic has its uses, magic made against Mephistopheles should be destroyed or hidden.

**Oaths of Ordination:** Obedience

**Special Attributes Needed:** A goody intelligence will not hurt.

**Special Abilities Given by Level:** The skills of read/write Latum (clerical language) +1 in Arcane, theology, law and spellcraft. The cleric gains a +1 to these skills for every two levels.

· Other abilities and powers will be granted per the merit of the individual.

**Weapons Allowed:** Any weapon

**Armor Allowed:** Leather, mail, or magical protection

**Special Commandments:** The Priest is to consider his life forfeit to protect the worshipers of the Master. He that dies in service will reap great reward, whether resurrection is possible or not.

· A Priest will not travel in the realms of the unbeliever alone. Always go in pairs or more.

· Remember that you are the chosen of the Master, do not lower yourself, or debase yourself before the unbeliever. It is better to die that bow.

· Keep yourself in the best style, stay at the best inns when a Temple of the Master is not there. You are the visible symbol of the Master, your life should reflect this.

· Be polite, even to sworn enemies of the Master, be always polite. Ask forgiveness for the mess when you stab one.

· Do not be unnecessarily cruel, that is wasteful. The Master dislikes waste.

### Clerical Ranks--

**Postulant** -- 0 level

**Duties:** Learn the Tenets of Faith, spellcasting, and other duties and obligations of priesthood. Postulants have made no oaths and may leave at any time.

**Privileges:** Postulants may not hold property and remain celibate.

**Vestments:** Plain white robe with a white sash

**Novice** -- 0 to 1st level

**Duties:** Learn the Tenets of Faith, spellcasting, and other duties and obligations of priesthood. Novices are taught the first levels of mysteries. Novices make oath to the Master on attaining this rank, and may not leave the priesthood, ever.

**Privileges:** Novices are allowed a limited amount of property. They are allowed "holiday" in the temple brothels for Midsummer, Throne Day, and other special occasions.

**Vestments:** Plain white robe with a red sash. All priests of Novice rank or higher wear a white hood in public and skullcap in private.

**Priest** -- 1st level and up

**Duties:** Direct services for the congregation, heal the sick, perform namings, weddings, and burials, defend the temple and the worshipers.

**Privileges:** Priest may hold property, engage freely in sexual relationships and marry with the approval of their superiors.

**Vestments:** Plain white robe with a white overmantle, the sash is Purple with gold trim.

**Monsignor** -- 5th level minimum

**Duties:** As per the Priest, but Monsignors also perform more complex ceremonies, and the administration of larger temples. Monsignors are the foot soldiers of the missionary movement, doing most of the work of opening new lands to conversion. Monsignors are also the chief teachers of novices

**Privileges:** As per the Priest

**Vestments:** Plain white robe with a white overmantle trimmed in purple, the sash is purple with gold trim.

**Bishop** -- 11th level minimum

**Duties:** Administration of the Diocese, and major temples, celebration of high ceremonies and holy days, trouble shooting.

**Privileges:** Bishops receive an extra income from the churches under them, they may also appoint priests to assist them in their duties, and other matters.

**Vestments:** Embroidered white robe with a purple overmantle, the sash is white with gold trim.

**Arch-bishop** -- 15th level minimum

**Duties:** The Arch-bishops manage the largest area of the Church, the Arch-diocese. This is comprised of several Diocese. The actual land area will depend on the worshiping population, anywhere from entire countries to a single city.

**Privileges:** As the Bishop, but the Arch-bishop has greater resources available to him

**Vestments:** Embroidered white robe with a purple overmantle, the sash is white with gold and red trim.

**Cardinal** -- 5th level minimum

**Duties:** Cardinals are the senior most member of the clergy. They are the highest office outside of the holy leader. It is from the members of the Collage of Cardinals that the new Holy Leader is chosen when required. Duties will vary, from running departments of the Curia, or church government to administration of the larger Arch-diocese.

**Privileges:** Cardinals can call on any of the Church resources for personal gain, they will have mansions and many slaves available to them simply because of position in the Church. They may also be allowed audience with the Master.

**Vestments:** Embroidered red robe with a red overmantle, the sash is white with gold and purple trim.

**Holy Leader** -- 20th level minimum

**Duties:** There is never more than one Holy Leader, he is responsible.

**Privileges:** He may demand anything from the Church, and his requests are commands. He is granted easy and free intercourse with the Master.

**Vestments:** Embroidered red robe with a white overmantle embroidered in purple, the sash is purple with gold and red trim.

## Who's Who: Church of Mephistopheles

### The Lord of Hell, The Parton of Self and King of Haven

Mephistopheles is one Prince of Hell that got tired of his faithful being persecuted for nothing more than the god they choose to worship. He offered Haven for the being that was primarily interested in themselves, and what they could gain. By nature this arrangement would benefit all, but few had the necessary enlightenment to realize this. Charity first was always the cry. Well, the best charity begins at home said Mephistopheles.

To this end, once the battle for supremacy in the Hells was won, he made a place for his mortal worshipers to freely practice their religion. The Kingdom of Haven was born, and survives to this day.

The Lord of Hell himself is a Just being, that sees that each receives in accordance to what they give, both to themselves and to the Master. Mephistopheles detests liars and the wasteful, according both as equal. Any mortal that will stand up for himself, be truthful and look him in the eye will get exactly what he deserves. That is a promise that is never broken.

As Lord of Hell, Mephistopheles enjoys considerable power. He is all-knowing, and all present. He can create as he feels the need. Woe be it to the foe. Woe also to the follower that would lean on this power. You are expected to stand on your own, and call for help only when it is truly needed.

## Important Beings --

**Lisa Goodman** -- Wife, Queen of Haven

Lisa Goodman is the patron of philosophers and scholars of every type and leaning. It is noted, but not commented on that Lisa is a god in her own right, but not the Queen of Hell.

Lisa is the Wife of Mephistopheles and the Queen of Haven. She is best known for her unorthodox approach to things.

Lisa Goodman is a well learned woman with firm opinions. The firmest being that you cannot learn too much and the free exchange of information is the true source of freedom. She demands that anyone insisting on meeting with here do so on her terms. If she is coming to you, she will met your terms.

**Rika** -- The Seneschal, Divine Servant

Rika came to the attention of Mephistopheles during a round up of pregnant souls. Mephistopheles saw the potential in this genteel Erinyes, and made him part of his staff. Rika rose rapidly through the ranks of the Gerinyes till he stood at his Master's right hand as the Seneschal of Hell itself. During this rise Rika came to

love the Master he served so much he begged to be reduced to mortal status so as to serve in a more personal nature as Personal Servant. This desire was granted, without loss of rank. Rika became his Lord's Divine Servant, possessing all his power, speaking with his voice and authority.

**Shella** -- Personal Servant

Shella met Mephistopheles on one of his visits to the Prime. She lived in the area of Riverforks, in the Lakeland region of Eyrie. She often saw him in the market, and over a period of two years they became friends. After the birth of her 22nd child her cervix did not close as it should have. This left her open to likely infection and death by sepsis. Her co-wife had died the year before, leaving an infant in her care, and her husband had died adventuring. She sought help from the traditional sources, but lacked the funds to pay them. She at last called on her friend, but he was bound by the rules of Hell and could not help her without a commitment from her. Finding no one in the village that would aid her she decided that being bound to him was better than a slow painful death and the orphaning of her children.

Thus began a long and growing relationship. Shella growing in power, both of them growing in love. Shella served him and herself for 100 years. After a century of service and 155 years of life, she felt tired. She told Mephistopheles to have her sacrificed for his betterment, and her rest. Her "retirement" lasted as long as it took him to resurrect her. He knew personal servant material when it slapped him in the face. This new found purpose returned her zest for life, and she willingly serves to this day.

**Lenta** -- Personal Servant & Cupbearer

Lenta is Mephistopheles' household manager, cup bearer and the Mistress of the Holy Attendants.

As the head of his household and Mistress of the Attendants she oversees all aspects of Mephistopheles's private life and many personal aspects of his public one. His clothing, food, the care of his rooms, all this is done by his attendants and supervised by Lenta. Her last formal duty is as his cup bearer. At all formal occasions Lenta holds the cup of her Master. Sitting at his feet, usually nude, she tastes every cup of wine he drinks. There is no danger of poison but the ceremonious duty is performed none the less.

## Clerics of Note --

**Clarence** -- Holy Leader

Clarence is a quiet and humble man not given to rash action. He concedes that he is fit for his office because his Master said he is, and that is the only reason. He does not take himself seriously, only his office. Flattery will get you nowhere, and threats won't get you that far.

**Marko De Parma** -- Cardinal of New Rome

Marko is a typical cleric from the Italian states. In these lands Mephistopheles has been accepted for generations. De Parma is a capable and shrewd fellow that has turned all his considerable energies to the benefit of his god.

## Church of Mephistopheles

### Robert White -- Bishop of the Household Clergy

Robert White is a competent and expressive man. Prone to large movement and flowery phrase. It is said he will preach at the drop of a cloak. It is his duty to see to the service of Mephistopheles' considerable stable of attendants and personal servants. On what happens in these closed ceremonies, Robert says never a word.

## Friends and Enemies

### Friends --

#### Tesral -- Father of Mephistopheles

Mephistopheles enjoys good relations with his father. Both personally and politically. Tesral destroyed one Prince of Hell attempting to rescue his son, and while Lucifer stopped Tesral from getting further, the attempted rescue is recognized and remembered. It will also be noted that Lucifer is no longer the Lord of Hell.

It is the urging of the Master that all children be on good terms with their parents.

#### Coran & Suszan --

While many see this as unlikely, the Master merely points out that mortal man sees little. Coran and Suszan are not enemies of Mephistopheles, but foes of those creatures that would disrupt the proper order. Daemons for one.

Mutual respect is enjoyed, and if circumstances permit, each has aided the other.

#### Hugo Cather -- Luck, Drink, and Music

This god is considered a member of the Haven household. Respect and worship for Hugo in his sphere is allowed and encouraged.

#### Ta'ler -- Fertility

Ta'ler has sheltered the followers of Mephistopheles, and The Master recognized his friends. Those who seek special aid with childbearing are encouraged to seek out this goddess.

#### Tomarken -- Hell's Minister of Defense

Tomarken is a mortal follower of Mephistopheles that was rewarded for his service in founding Haven but elevation to one of the principle Princes of Hell. Since the Fall of Adonies in the First Undying war, warriors are encouraged to look to him.

#### Michael -- Lord of Paradise

Michael is another "unlikely" friend. Not so says the Master. Both Michael and Mephistopheles are in the same business, taking care of souls placed in their care. Each as a different and important place. Do not attack the servants of the angels.

#### Kirt --

The "Hellreaver" himself. Kirt is a tolerant and just creature, and The Master respects that. Both have done each other a good turn or two. Help him when it fits your plans.

### Enemies --

Quoth the Master. "It is better to have friends, than enemies. The one you can seek, the other difficult to prevent."

#### Nanaanton --

This one is a small bother. He is miffed because Mephistopheles lifted Trantis, his Mother's home town, out from under his religious control. Don't waste time on him, don't take anything from him either.

#### Shanti --

This bit of a bitch has mellowed in recent years. Keep an eye on her followers. If they become too fanatic, they are always welcome in the temple on Throne Day.

#### Al'Kadar --

The original uptight, self righteous, puritanical, busybody. No tolerance for this one because no tolerance is given. His followers are an anathema to the Master, his temples are an abomination. Twist the people away from his grasp, and foil his works. No open war, that is too costly.

## Favored Governments --

### Eyrie --

The Empire of Tesral. The worshiper has nothing to fear here if the laws are observed.

### Haven --

The Master's Place for his own.

### Trantis --

The Hometown of the Master's Mother. The King here is one of the Master's own, and respects the Master's people.

### Hellsgate --

The place earned by the Gerinyes for their role in the Undying Wars. Joint administration by Hell and Eyrie

## Disliked Governments --

Many are the lands that persecute the Master's Children. It is easier to list those that do not see us as enemies. Unless you live in one of the lands listed above, you can consider yourself on hostile soil, and should tread accordingly.

# Priest Spells: Church of Mephistopheles

## Zero Level Spells

Cleanse  
Create Water  
Cure Minor Wounds  
Detect Magic

**DC:**  
Detect Poison  
Guidance  
Inflict Minor Wounds  
Mending

**Spells / Day:**  
Minor Darkness  
Minor Light  
Purify Food and Drink

**Cast:**  
Read Magic  
Resistance  
Virtue

## First Level Spells

Animal Friendship  
Bless  
Bless Water  
Ceremony I  
Cleanse, greater  
Combine  
Condition  
Command  
Cure Light Wounds  
Darkness

**DC:**  
Detect Evil  
Detect Good  
Detect Poison  
Detect Snares & Pits  
Divine Favor  
Endure Elements  
Entangle  
Faerie Fire  
Fear  
Inflict Light Wounds

**Spells / Day:**  
Invisibility to Animals  
Invisibility to Undead  
Light  
Locate Animals or Plants  
Magical Stone  
Pass Without Trace  
Penetrate Disguise  
Portent  
Precipitation  
Predict Weather

**Cast:**  
Protection From Evil  
Protection From Good  
Remove Fear  
Rebuke  
Sanctuary  
Shield of Faith  
Smiting Arms  
Summon Monster 1  
Tongues

## Second Level Spells

Aid  
Augury  
Barkskin  
Bear's Endurance  
Bull's Strength  
Chant  
Charm Person or Mammal  
Chill Metal  
Consecrate  
Cure Moderate Wounds  
Death Knell  
Detect Charm

**DC:**  
Dust Devil  
Eagle's Splendor:  
Enthrall  
Find Traps  
Fire Trap  
Flame Blade  
Gentle Repose  
Goodberry  
Heat Metal  
Hold Person  
Holy Symbol  
Inflict Moderate Wounds

**Spells / Day:**  
Make Whole  
Messenger  
Obscurement  
Owl's Wisdom:  
Produce Flame  
Remove Paralysis  
Resist Energy  
Restoration, Lesser  
Silence  
Slow Poison  
Snake Charm  
Shatter

**Cast:**  
Shield Other  
Sound Burst  
Speak With Animals  
Spiritual Whip  
Status  
Summon Monster II:  
Trip  
Warp Wood  
Withdraw  
Wyvern Watch  
Zone of Truth

## Third Level Spells

Animate Dead  
Call Lightning  
Cloudburst  
Continual Darkness  
Continual Light  
Create Food & Water  
Ceremony II  
Cure Blindness or Deafness  
Cure Disease  
Cure Heavy Wounds  
Curse

**DC:**  
Dispel Magic  
Feign Death  
Flame Walk  
Glyph of Warding  
Helping Hand  
Hide Object  
Hold Animal  
Inflict Blindness or Deafness  
Inflict Disease  
Inflict Heavy Wounds  
Invisibility Purge

**Spells / Day:**  
Locate Object  
Magical Vestment  
Meld Into Stone  
Negative Plane Protection  
Plant Growth  
Prayer  
Protection From Energy  
Pyrotechnics  
Remove Curse  
Searing Light

**Cast:**  
Snare  
Speak With Dead  
Spike Growth  
Starshine  
Stone Shape  
Summon Monster III  
Tree  
Water Breathing  
Water Walk  
Wind Wall

## Fourth Level Spells

Air Walk  
Animal Summoning I  
Aura of Fear  
Call Woodland Beings  
Cloak of Bravery  
Control Temperature  
Cure Serious Wounds  
Detect Lie  
Death Ward  
Dimensional Anchor

**DC:**  
Dismissal  
Divination  
Divine Power  
Feathers to Birds  
Free Action  
Giant Vermin  
Hallucinatory Forest  
Hold Plant  
Imbue With Spell Ability  
Inflict Serious Wounds

**Spells / Day:**  
Invisible Forest  
Lower/Raise Water  
Magic Weapon, Greater  
Neutralize Poison  
Plant Door  
Poison  
Produce Fire  
Protection from Elemental Attack  
Protection from Evil, 10' Radius

**Cast:**  
Protection from Good 10' Radius  
Quench Fire  
Repel Vermin  
Restoration  
Sending  
Speak With Plants  
Spell Immunity  
Sticks to Snakes  
Summon Monster IV

# Priest Spells: Church of Mephistopheles

## *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  
Dispel Evil

*DC:*  
Dispel Good  
Disrupting Weapon  
Flame Strike  
Inflict Critical Wounds  
Inflict Light Wounds, Mass  
Insect Plague  
Lightning Strike  
Mark of Justice  
Minor Awe  
[Moment Reading](#)  
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  
Speak With Monsters  
Stone Tell  
[Summon Devil](#)  
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  
[Minor Miracle](#)

*Spells / Day:*  
Regenerate  
Reincarnation, Greater  
Restoration, Greater  
Resurrection  
Repulsion  
Scrying, Greater  
Succor

*Cast:*  
Summon Monster VII  
Sunray  
Symbol of Stunning  
Symbol of Weakness  
Transmute Metal to Wood  
Transmute Wood to Metal  
Wither

## *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  
Soul Bind

*Cast:*  
Storm of Vengeance  
Summon Monster IX  
True Resurrection



## Sect Spells

### *Smiting Arms* (Alteration)

Sphere: Combat  
 Level: 1  
 Range: Touch  
 Components: V, S, M  
 Duration: 4 rds. + 1 rd./level  
 Casting Time: 2  
 Area of Effect: 1 weapon  
 Saving Throw: None

This spell enables the caster to change his own weapon, regardless of type, into a magical weapon that gains a +1 bonus to its attack roll and damage rolls. The weapon does normal damage otherwise. The spell inflicts no damage to the weapon. The caster must wield the weapon, of course.

The material components of this spell are the weapon and the caster's holy symbol.

### *Spiritual Whip* (Invocation)

Sphere: Combat  
 Level: 2  
 Range: 30 yards + 10 yards/level  
 Components: V, S  
 Duration: 3 rounds + 1 round/level  
 Casting Time: 5  
 Area of Effect: Special  
 Saving Throw: None

The spell causes an immaterial whip to come forth, the weapon will reach from the priest's hand to the end of the range. The caster can use the whip to strike any target within range, and can attack one target or switch at will, as long as the target remains within range. The spiritual whip's chance to hit is the same as the cleric's attack bonus plus dexterity bonus striking the touch AC of the target. In addition it strikes as a magical weapon with a bonus of +1 for every six levels of the caster, up to a total of +3 at 12th level. The base damage is 1d6 +dex hit points and the target must save vs. fort DC 10 plus the attackers total to hit bonuses or be stunned for one round with unbearable pain. They cannot attack or defend themselves, they lose all dexterity bonuses to armor class, and attackers strike with a +2 to attack rolls. The spiritual whip will last until the cleric attempts an action other than attack, or the spell duration lapses.

### *Moment Reading* (Divination)

Sphere: Divination  
 Level: 5  
 Range: 0  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: 3 rounds  
 Area of Effect: Special  
 Saving Throw: None

This spell allows the priest to determine the "tenor of the now" -- in other words, to learn the "force" that is dominant at the time.

To cast the spell the priest must stand motionless for the full casting time in order to become in tune with their surroundings.

In game terms when the spell is cast, the DM will give the player a short phrase or sentence describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (enemy about to attack), "peace and tranquility" (area is safe in spite of appearances), "betrayal from within" (spy or traitor in the party). The reading will always be accurate and contain some useful information.

The spell has no specified area of effect. The result of *Moment Reading* will always concern the priest and anyone else in his immediate vicinity. The result is always personally applicable to the priest. For example, even if the priest is in a nation close to war, this condition will not appear in the reading unless the priest is personally involved (in the path of an invading army, for instance).

One casting of the spell tends to "taint" subsequent castings of the same spell by the same person unless they are separated by a minimum of 12 hours. If a second spell is cast within this time the same reading will result regardless of the actual situation.



### *Summon Devil* (Conjuration/Summoning)

Sphere: Summoning  
 Level: 6  
 Range: 10 yards  
 Components: V, S, M  
 Duration: Special  
 Casting Time: 1 turn  
 Area of Effect: Special  
 Saving Throw: None

This spell will summon one or more devils. The devil or devils will do the bidding of the cleric performing the summoning. The type and number of summoned devils is a function of the cleric's level.

A cleric cannot summon a devil with more hit dice than the cleric has levels. He cannot summon more than 1.5 times his level in devils should he summon more than one. Only least and lesser devils can be summoned in numbers. Major and greater devils will not willingly risk their lives for the cleric. None will perform a *wish* without a sacrifice of some sort, the better the sacrifice the more willing the devil. Under no circumstances can a devil use a *wish* to raise a character from the dead. In general wishes that benefit the purposes of Mephistopheles will work better, and without unpleasant side effects. Wishes that do not benefit his cause will be less effective and might cause unpleasant side effects I.E. a character wishes for one million gold. He receives such, as a result of a bequest from a favored aunt, that died as a result of the *wish*. Least and lesser devils are only usable as cannon fodder. They will not use their abilities for other benefit, and will become insubordinate to orders if kept for more than one task. The summoned devils can be dismissed at any time, and must return to Hell when dismissed.

The material component is the cleric's holy symbol and holy incenses that must be burnt at the time of casting.

## Church of Mephistopheles

### **Minor Miracle** (All)

Level: 7

Range: Special

Components: V

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The minor miracle allows the caster to bend reality to their will. The spell's verbal component is the spoken miracle desired

of the god. This, and the Miracle spell, are the only cases in which the player must word the verbal components of the spell. The wording of the minor miracle describes its effects. A minor miracle can perform any effect equivalent any 6<sup>th</sup> level of lowerMagician or Craft spell, or a 7th level Clerical or Healer spell. The minor miracle can perform one clause and may have no more that one restriction on it. The minor miracle will come to pass in the manner most in accord with the will of the god.

