

## Evil Cleric Base List 2.8.8

### BLIGHTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Pain	1 target	1 min/lvl	100'	F
2)	Blisters	1 target	P	100'	F
3)	Gout	1 target	P	100'	F
4)	Fire Nerves	1 target	1 min/lvl	100'	F
5)	Oil of Nuln	1 target	1 min/10 fail	100'	F
6)	Black Spot	1 target	1 min/10 fail	100'	F
7)	Long Wounding *	1 target	1 spell	100'	F
8)	Vampiric Skin	1 target	1 day/lvl	100'	F
9)	Buboes	1 target	P	100'	F
10)	Agony	1 target	1 min/lvl	100'	F
11)	Madness I	1 target	1 day/10 fail	100'	F
12)	Brittle	1 target	10 min/lvl	100'	F
13)	Frail	1 target	10 min/lvl	100'	F
14)	Thin	1 target	P	100'	F
15)	Obese	1 target	P	100'	F
16)	Unheal	1 target	P	100'	F
17)					
18)	Open Wound	1 target	—	100'	F
19)					
20)	Madness II	1 target	1 month/10 fail	100'	F
25)	Mass Wounding *	1 target/2 lvl	1 spell	100'	F
30)	Madness True	1 target	P	100'	F
50)	Lycanthropy	1 target	P	100'	F

**1. Pain** — Target feels pain and takes 20% of his remaining hits. Hit points will be recovered when duration is up.

**2. Blisters** — Targets hands become blistered and sore. Mere touch causes pain. All activity performed with hands (climbing, melee combat, painting etc) are performed at -15. The blisters will heal naturally over a course of 1-5 days (resolve as Skin/Tissue damage for purpose of healing).

**3. Gout** — Target gets a painful inflammation of the joints, especially the toes. All activity involving feet are is at -10 and target is restricted to *Fast Walk/Jog*. The gout will heal over a course of 2-10 days (resolve as Organ damage for purpose of healing).

**4. Fire Nerves** — As *Pain*, except target takes 40% of his remaining hits.

**5. Oil of Nuln** — [RR Mod: -10] Targets palms emit an oily substance. Target is prone to let slip any object held. All fumble ranges for activities involving hands are tripled, but fumble result has a 75% chance of being a dropped item.

**6. Black Spot** — Target will experience black spots in one of his eyes hampering his vision. In melee combat this disturbing blight causes him to fight at -20 and defend at half bonus (i.e any defensive measures are halved, QU-bonus, Shield skill, Defensive Technique and likewise). All Perception skills are at -20 as well.

**7. Long Wounding** — Enables caster to use any spell he knows from the *Evil Channeling - Wounding* spell list with a range of 100'. Total power point cost is this spell (7 PP) plus the PP cost for the chosen *Wounding* spell. The spell is cast as a single quick spell.

**8. Vampiric Skin** — If caught in the sun, target's skin will blister and burn. The degree is determined by the amount of RR failure. Target take 1 hit/rnd per 10 RR failure for as long as he remain in direct sunlight, unless having his entire body covered by clothes (or similar).

**9. Buboes** — Caster causes targets body to become swollen and covered with purulent buboes. If attacked, target will take twice the concussion hit damage from all physical attacks. The buboes is a *skin disease* and can be healed as such.

**10. Agony** — As *Pain*, except target takes 60% of his remaining hits.

**11. Madness I** — Target become mentally ill. The effects differ with the amount of RR failure, from a slight misbehavior to becoming a raving maniac. See *Special Notes* for additional information.

**12. Brittle** — Target's bones become brittle and likely to break, snap or crack when subjected to pressure. If target puts his body into physically straining action (i.e climbing, acrobatics, tumbling etc) there is a 10% chance of fracturing a random bone every minute. In combat situation the chance is 10% per *round* and every critical result require an *additional* roll.

**13. Frail** — Target's body become frail. If target puts his body into physically straining action (i.e climbing, acrobatics, tumbling etc) he will have to roll an "C" severity Stress critical every 6 rounds. In combat situation target will take a "D" critical every third round.

**14. Thin** — Over a period of 2-6 weeks target will lose weight to the extreme. Constitution and Strength (temp) will decrease by d10 per 10 failure (each week) and if any stat reaches 0 target will die from starvation. The target will not gain weight or regain stats until the curse is removed. After the curse is removed weight and stats rises over a period of 2-6 weeks.

**15. Obese** — Over a period of 2-6 weeks target will gain unnatural weight. Constitution (temp) will decrease by 1d10 per 5 failure (each week) and if stat reaches 0 target will die from heart attack. The target will not lose weight or regain CO until the curse is removed. After the curse is removed target will lose excessive weight and his stats will rise over a period of 2-6 weeks.

**16. Unheal** — Target will not heal. Healing spells and herbs are at half effect (i.e double healing time or half the hits healed). Natural healing will not start unless this curse is lifted. Any damages from critical strikes (or blight spells) will remain unless spells or herbs are applied.

**18. Open Wound** — As by wielding an unseen blade, caster cuts open targets flesh, causing *Slash* criticals. The severity is determined by the amount of RR failure: failure by 1-10 causes an 'A' critical; by 11-20, a 'B' critical; by 21-30, a 'C' critical; by 31-40, a 'D' critical and by more than 41, an 'E'.

**20. Madness II** — As *Madness I*, except for duration.

**25. Mass Wounding** — Enables caster to use any spell he knows from the *Evil Channeling - Wounding* spell list on a number of targets equal to half his level, range 100'. Total power point cost is this spell (25 PP) plus the PP cost for the chosen *Wounding* spell. The spell is cast as a single quick spell.

**30. Madness True** — As *Madness I*, except for duration (i.e must be cured by spell, herb or skill, e.g insanity healing lore).

**50. Lycanthropy** — The target of this spell must be a canid (i.e member of the canidae family of animals, e.g a wolf). There will be no visible changes to the target but it will be carrier of a rare disease – lycanthropy. If the carrier attacks a

human target and provide a critical bite result, target will have to RR vs the initial casters level or catch the disease, which essentially means that he will be turned into a ravenous wolf at every full moon. The lycantropy can be learned to control, but otherwise there are few cures.

### SPECIAL NOTES

1) All blights are curses and may be removed by *Remove Curse*. Any effects (i.e hit points, damage from criticals etc) caused by the following Blight spells are **not** healed even though the curse is removed:

- *Long Wounding, Vampiric Skin, Buboes, Brittle, Frail, Open Wound and Mass Wounding*

2) Long Wounding and Mass Wounding require that the caster has acquired the *Wounding* spell.

3) Madness I, II and True. The effects of madness are subject to some randomness, but as a general guideline the amount of RR failure should determine the severity.

RR Failure	Penalty *	Description
01-10	None	Ticks, making murmuring sounds, incoherent speech, annoying thought lapses and mood swings.
11-20	-10	As above, but add lapses of uncontrollable tongue speech, ravings in languages none could understand and waving of arms.
21-30	-20	As above, but worse. Impossible to make conversation with target. 10% chance target make a none lethal attack while waving his arms.
31-40	-30	As above, but with regular fits of throwing himself against walls, self-destructive behaviour, 10% chance that target will not defend himself in case of being attacked.
41-50	-50	Target spend lots of time floundering on the ground. Impossible to contact. For every act target wishes to perform there is only 50% chance he will actually do it.
51+	-100	Target is a vegetable. Unable to function in any way.

\* The penalty applies to all activity the cursed character is performing, but some action might be even harder penalized (i.e trying to perform a diplomatic act while having uncontrollable tongue speech and waving your arms).