

Closed Channeling 3.51

CEREMONIES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Prayer I	1 target	1 min/lvl (C)	100'	U
2)	Holy Westment (c)	1 vestment	P	touch	U
3)	Burial (vc)	1 dead body	P	20'	P
4)	Prayer II	1 target	1 min/lvl (C)	100'	U
5)	Coming of Age (vc)	1 target	P	touch	P
6)	Chant (v)	1 target/2 levels	C	10'/lvl	U
7)	Vows/oaths	1 target	varies	10'	P
8)	Dedication (v)	1 target	varies	10'	F
9)	Consecration (vc)	1 object	varies	touch	U
10)	Investiture (vc)	1 target	P	touch	P
11)	Vestment of War (v)	1 vestment	1 min/lvl	touch	U
12)	Ordination (vc)	1 target	P	touch	P
13)	Consecrate Grounds (vc)	20'R/lvl	P	touch	P
14)	Anathematize (v)	1 target	P	10'/lvl	F
15)	Exorcism (vc)	1 demon	—	touch	F
16)	Banish Demon III	1 demon	1 mo/lvl	10'	F
17)	Sanctuary (v)	50'R	C	touch	F
18)					
19)	Abjuration (v)	1 target	C	touch	F
20)	Dispel True	1 target	—	10'	F
25)	Death Prayer (v)	1 target	—	10'/lvl	F
30)	Holy War (vc)	varies	varies	varies	F
50)	Invocation (v)	varies	varies	varies	U

1. Prayer I — Target gets a +5 bonus to maneuver rolls. If the caster concentrates during the entire maneuver (requires target to be visible and within 100' of the caster) the bonus is doubled, total +10.

2. Holy Westment — Consecrates vestment for usage of many spells on this list.

3. Burial (v) — Ceremony performed during burial ensures proper burial. Bodies properly buried are normally immune to spells of undead creation/animation unless such spells are already in effect.

4. Prayer II — As *Prayer I*, except bonus is +10 (+20 if caster concentrates).

5. Coming of Age (v) — Initiates a boy/girl into adult society usually at 12 yrs age. Often instills conscience (good caster) or egocentricity, callousness (evil caster). Someone that has entered a religious order by this spell will not easily betray its purpose (GM may chose some curse or penalty to take effect upon betrayal).

6. Chant (v) — For the duration of the *Chant*, this spell gives a + 10 modification to DB, RR, and maneuvers for a number of targets equal to half of casters level (round up). Caster must raise hands, audibly chant, and concentrate.

7. Vows/oaths — Spell required to seal an oath or vow (marriage, oath to fulfill a quest, to serve, etc). Violation may result in "alignment" change or some kind of personal failure. If the oath-taker is a member of the casters fellowship, failure to fulfill the oath may result in similar effects as an *Anathematize* spell.

8. Dedication (v) — Target of this spell receive a mission which he will pursue with great zeal. The mission might be short (retrieving the healer from the next village), long (finding the holy handgrenade of antioc) or intermittent (guard duty at the temple). If target of this spell wants to abort his mission, he must resist vs this spell (i.e casters level).

9. Consecration (v) — Puts the caster's Deity's seal on objects and makes them holy/unholy (not for combat purposes), especially those items used in worship or just wars, etc. Carrying such an item usually confer a +1 *per level of creator* bonus to *Channeling* attempts.

10. Investiture (v) — This spell transfers part of caster's life into target. Target is strengthened in his beliefs (as long as they are in line with caster's) and profession, which is represented by target gaining a level of experience. This investiture however comes with a price for the caster. If the target should leave the order, die or change alignment, caster will *lose* one level. A character that have lost all his levels will be broken in spirit and rendered insane (i.e a level *zero* vegetable). This spell may only be cast once per target.

11. Vestment of War (v) — The caster's vestment becomes AT/16 (still has the movement and maneuver penalties of AT/2). For the duration the vestment cannot be soiled as all dirt, blood, etc will sheet off. The spell will not clean an already dirty vestment.

12. Ordination (v) — Change a proper candidate's profession to either *Cultist* or *Paladin*, depending on caster's will and alignment. From now on, target will develop and learn spell lists as his new profession.

13. Consecrate Grounds (v) — Usually cast before the foundation is laid for a religious structure (church, abbey, monastery, temple, etc). The grounds will be Holy/Unholy (depending on caster's alignment).

14. Anathematize (v) — Target, who must be a *lower level* member of the same covenant or religious order as caster, is excommunicated and a broken holy symbol is burned on palm, cheek, shoulder or forehead. The target remains out of fellowship with the caster's deity and church until *Atonement*: this spell can be cast as *Atonement* to reverse the effects of *Anathematize*. This spell may only be cast with due cause and consideration.

15. Exorcism (v) — Forces a demon from a person, item or structure so that it could be banished or slain. Requires 4 oz. holy water or a holy item. Multiple possessions must be removed one by one. Demons get an RR.

16. Banish Demon III — Banishes a Type I, II or III demon from this plane of existence for the duration of the spell.

17. Sanctuary (v) — Creates an invisible, protective, immobile, hemispherical area with a 50' radius that can be detected as holy (or unholy for an evil caster). Undead, demons, devils, etc. take a "C" Holy critical (no RR) each round in the sphere. An unholy sanctuary has the same effects, except against the utterly good (good channelers, faeries, elves etc).

19. Abjuration (v) — Target is held paralyzed and must answer caster's questions truthfully or suffer 1 "E" electrical critical (or some other type if immune) per untruthful answer.

20. Dispel True — Any active spell that is on the target must make an RR (use the level of that spell's caster as the spells level). If the spell fails its RR, it is dispelled.

25. Death Prayer (v) — Target dies. Lifegiving is required to counter the effect.

30. Holy War (v) — [RR mod: -20] A ceremony to encourage all assembled to wage a *Holy War* against the enemy (GM

discretion). The result is a crusade. RR's do apply. This spell has an alternative use also, the making of holy weaponry. Weapons of simpler make (i.e up to +15 bonus) will be made holy *temporarily* whilst powerful weapons (bonuses of +20 or more) will be permanently blessed. A holy weapon does an additional Holy Weapon critical of a severity equal to the primary critical. It is suggested that weapons of temporary holiness will be holy for one mission, i.e one battle or one holy quest.

50. Invocation (v) — Summons caster's deity to aid caster (usually in battle). Spell must be used appropriately and response will vary heavily based on the Deity's will, desires and personality (requires heavy GM consideration). Results include usually earthquake, mass confusion, panic, etc.

SPECIAL NOTES

1) All spells marked with a "c" (in the parenthesis after the spells name) on this list are ceremonies, i.e spells that require additional time. The time required for a ceremony range from 5 minutes up to several hours (GM discretion due to deity or circumstances).

2) Certain spells (marked with a "v" in the parenthesis after the spells name) require that the caster wear a "Vestment" (AT 2). A caster may only have one vestment at a time, and to be usable it must be clean (i.e., excessive dirt, sweat, etc will make the vestment unusable until cleaned and the vestment is consecrated with the *Holy Vestment* spell).

3) When a member of an order is cast out by *Anathematize* he will most likely lose his spell casting ability (if any) and any holy items or areas created by the outcast will lose their holiness.

4) Since Holy Water is required for some spells on this spell list, GM may opt to allow anyone that learns this list to also create Holy Water as a 1st lvl spell.

5) As noted on the *Holy War* spell there are no limits in area of effect or number of targets: an army of thousands can be raised (and wasted) by this spell.