

MARABOUT

PRIME ATTRIBUTES

Wisdom and Charisma

MARABOUT CLASS SKILLS

Artist, Combat/Any, Culture/Own, Leadership, Medicine, Persuade, Priestcraft, Scholar, Trade

BONUS SKILLS FOR NEW CHARACTERS

Persuade, Priestcraft, Any One Class Skill, Any One Skill

Every village has its elders and holy men, its people versed in the service of the spirits. Whole communities often partake in these rituals, as the maintenance of good relations with the gods is considered to be the duty of an entire village rather than the sole burden of a few specialists. Still, there are times when specific knowledge is necessary to guide the correct rituals and propitiations, and for these things a priest of some kind is needed.

Marabouts (pronounced “MAHR-ah-boos”) are more than simple priests. They are the friends of the spirits, those men and women gifted with a special relationship with the divine. Some labor their whole lives to attain this unity only to fail; others are born with it and do not even recognize the source of their own miracles. Marabouts can draw upon this bond to invoke wonders and marvels, and their powers are greatly esteemed by the people.

Most marabouts make their living as religious specialists, consulted by the common folk for advice and magical assistance. Few of them ever rise to any great power, but even their simplest invocations are wondrous to the common people, and useful in many circumstances. Those who attain a deep bond with their patrons can perform marvels to astound even heroes.

Some marabouts prefer a more active life, and go out into the world to do the work of their patrons. The marabouts of the Sun Faith honor the ideal of missionary work, and the Spirit Way



commends those brave souls who go from place to place aiding the needy and demonstrating the might of the spirits. Other marabouts simply want to see the world, and find their powers an excellent passport to a new and more exciting life.

Marabout powers are based upon their “friendships”, the powers with whom they have allied themselves. Different powers have different portfolios, and as a marabout grows more potent, they can

MARABOUT CLASS DETAILS

LEVEL	HIT DICE	XP NEEDED	CLASS POWERS	ATTACK BONUS	PHYSICAL EFFECT	MENTAL EFFECT	EVASION	MAGIC	LUCK
1	1d6	0	Pick two Spheres	+1	15	14	16	13	12
2	2d6	2,000		+2	14	13	15	12	11
3	3d6	4,000	Pick additional Sphere	+2	14	13	15	12	11
4	4d6	8,000		+3	13	12	14	11	10
5	5d6	16,000		+4	13	12	14	11	10
6	6d6	32,000	Pick additional Sphere	+5	12	11	13	10	9
7	7d6	64,000		+5	12	11	13	10	9
8	8d6	128,000		+6	11	10	12	9	8
9	9d6	256,000	Pick additional Sphere	+7	11	10	12	9	8
10	10d6	512,000	Signature Miracle	+8	9	8	10	7	6

MARABOUT SPELLS PER DAY					
LEVEL	1ST	2ND	3RD	4TH	5TH
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	2	2	-
9	5	4	3	2	1
10	5	4	3	3	2

befriend more powers. Marabouts of the Sun Faith always first befriend the Sun, but may later learn to channel different aspects of his celestial power much as do those of the Spirit Way.

Very few marabouts outside of the Sun Faith have an exclusive relationship with a single spiritual power. They may be primarily devotees of a particular god or spirit, but to neglect other powers of importance would be considered folly rather than fidelity. The spirits and gods require particular prayers and rituals. So long as they receive them, they are unconcerned about other offerings the marabout might make.

SPHERES OF SPIRITUAL POWER

The gifts of the spirits are divided into several spheres of spiritual power. Each marabout may choose two spheres of power at first level. These spheres will determine which miracles they are allowed to work, and usually relate to the dominant characteristics of their favored gods or spirits. Variance in this is not unknown, however- the spirits are deep and sometimes self-contradictory, and the gods may grant what marvels they choose to grant. As the character grows in power, they will gain access to additional spheres, one at 3rd, 6th, and 9th level. Marabouts of the Sun Faith must choose Sun as one of their first two spheres.

Each marabout then chooses one of their two spheres as a favored sphere, one characteristic of their most important spiritual relationship. This close bond grants an additional special ability based on that sphere. Relationships change and grow with time, and Spirit Way marabouts may change their favored sphere whenever

they rise in experience level. Sun Faith Marabouts must always maintain Sun as their favored sphere.

When invoking a miracle, the marabout may choose it from any sphere known to them, without any special preparation or prayer beforehand. Each marabout has a limit to the number of miracles of any given level they can invoke each day, but they may choose freely among their known spheres. The focus and discipline of the Sun Faith allows their marabouts to use their power more freely; they may invoke an additional daily miracle of every level they are able to cast. Spiritual energy refreshes after a night's sleep and a morning prayer.

The greatest marabouts attain such closeness with their spiritual allies that they may call upon their most familiar powers freely. At 10th level, the marabout may choose one first level spell known to them as a signature miracle. This spell cannot be one that causes a permanent effect, such as a healing spell, but it may be cast whenever the marabout desires without requiring any expenditure of spell slots.

Marabouts are gifted in their powers of maintaining spiritual friendships, and the gods are far from this world. Marabouts cannot imperil their spiritual powers by bad behavior. Some theologians say that powers of darkness sustain the marabout who turns from the right paths and give him the strength that his former friends no longer grant.

CHOOSING SPHERES AND PATRONS

The table below provides a list of the most common spheres of spirit magic and a brief description of the spell and gift granted by each. More detailed descriptions are available in the Magic chapter. For convenience, you should make note of a spell's effects somewhere on your character sheet to as to spare yourself from the need to look it up in the middle of play.

Some players might also wish to choose a specific god or spirit as a patron for the marabout. For the Sun Faithful, this is already a given, but Spirit Way practitioners often have their own favorite deities and patron spirits to follow. A description of the religion and the gods of the Three Lands is given in the setting chapter.

Choosing a patron is not mandatory for those who follow the Spirit Way, however. There are always those marabouts who are impartial in their friendships and who are willing to call upon any power able to aid them in a time of need.

MARABOUT SPHERES OF MAGIC		
SPHERE	FIRST-LEVEL SPELL	GIFT
Curing	<i>Hands of Succor</i>	Vigorous health, and immunity to all diseases both magical and mundane.
Death	<i>Find Mortality</i>	The ability to stay death in himself or his companions.
Herding	<i>Speak to the Herd</i>	A bonus of +1 to either the marabout's Strength or Constitution modifier.
Passion	<i>Kindle the Heart</i>	Grace at inciting passion in others and an increase of their Charisma modifier by 1.
Spirits	<i>Spirit Ward</i>	The gift of sensing unseen presences and communicating with the spirits
Sun	<i>Shard of the Sun</i>	Vision even in perfect blackness and the ability to glow brightly at will
War	<i>Warrior's Blessing</i>	Skill in a specific type of weapon, such as the runku or the long sword; +1 to hit rolls with it.
Water	<i>Call Spring</i>	The grace of breathing, moving, and seeing beneath water as easily as above it.

MAGIC

Magic is an accepted reality for almost all the peoples of the Three Lands. Even the dumbest peasant understands that there are certain men and women with the power to exceed the common laws of the world, and that these sorcerers and marabouts can work wonders with their arts. Sometimes this knowledge is leavened with fear, and innocent souls are made to suffer because of the witch-terrors of others.

Spears of the Dawn and other adventurers often number magic-wielders among their numbers, both for their great usefulness in performing mighty deeds and for the camaraderie and acceptance they can find among such social outsiders. A nganga who might never be more than courteously dreaded by his neighbors can find friendship and trust in a band of adventurers, and a marabout can relax from constant struggles with temple priests. At the edges of the civilized world there is room for such envoys of the unknown.

Magic in the Three Lands comes in two varieties- the natural miracles of the marabout or experienced griot, and the *ashe*-wielding of the nganga. The two forms of magic are very different in the effects they are able to create.

Miracles are fundamentally the product of natural law. The marabout appeals to the spirits to create the effect they desire because the spirits have authority over the natural laws of the world. When the gods bring forth a sudden spring of freshwater or heal a comrade's bleeding limb, they are not violating any physical laws, they are simply exercising the discretion which is their right. The potent spiritual relationship between the marabout and the gods gives a mortal the ability to ask for such favors.

In the same fashion, a powerful griot's songs can have miraculous effects due to the strength of the social laws and cultural mores he invokes. The power of tradition and custom is not merely an empty convention, it is something tangible and physical, and a griot can wield this power against those who transgress its limits.

Because both marabouts and griots are simply invoking the aid of another or enacting an existing social rule, it is comparatively easy for them to call up their powers. They do not need to prepare them beforehand as a nganga does, or laboriously discipline their minds and bodies to receive their powers. Some marabouts aren't even aware of their special gifts, but instead just spontaneously manifest the gifts of the spirits who favor them. A griot must labor to learn the songs and lore of his role, but once he has mastered the subtleties he may wield his gifts for as long as inspiration lasts.

However, miracles are fundamentally limited in scope. Because they merely implement existing law or work through a reigning spiritual power, they cannot show the flexibility of a nganga's sorcery. All their arts must be approved or allowed by the existing powers, and these powers are likewise limited in what they are allowed to enact. It is for this reason that miracles almost never create a long-lasting effect or permanent physical change- the spirit world would never permit one of its number to simply go around adding to creation at the behest of a marabout. Even healing spells

simply restore a subject to their prior condition rather than adding to what exists. Marabouts and griots also have great difficulty in developing new miracles or songs, for they must somehow find a new loophole in the laws of the spirit world or devise a new use of the intricate laws of tradition. Such miracle-workers are limited to the powers that already exist.

Ngangas wield something very different- *ashe*, the fundamental potency of all which exists. Every act and substance has potency because of *ashe*. A fire's heat, a wise man's cunning, a warrior's determination, a stone's hardness- all of these traits are simply different manifestations of *ashe*. A skilled nganga can gather and channel this power to create marvels in obedience to his will.

Ashe has nothing to do with the gods and the spirits. It is something more essential, more fundamental to the substance of the world. It can be used to affect the divine powers if properly channeled, but it is more oriented toward the physical world and the creation of action or substance. Because it is fundamentally in defiance of natural law, it is mistrusted and disliked by many among the priesthood. "Magic spoils the gods," they say, and many claim that witchcraft ruins the relationship between humans and spirits.

While *ashe* is remarkably versatile in its effects, it is limited by the understanding of the wielder. A nganga cannot create an effect he does not understand. It is for this reason that very subtle and complex works cannot be performed by ngangas. Healing wounds, restoring the dead, conjuring complex objects, or foretelling the future are all examples of tasks too complex for a common sorcerer to accomplish. Cunning ngangas are sometimes able to surpass the limits of their arts by finding a simpler shortcut to the desired end; the experienced nganga may transform himself into a beast, for example, by simply copying the form of an existing type of animal. Such tricks often come with unanticipated limitations.

Sorcery is particularly potent in matters of curses and maledictions. It is always easier to destroy than to create, and a skilled nganga can poison the *ashe* within a victim to rob him of the power to enact his will upon the world. This may take the subtle form of bad luck and sudden illnesses or the dramatic disintegration of the victim's flesh. These curses cling to those bewitched, and it is often necessary to find a nganga to lift the taint upon the victim's *ashe*. Few marabouts have the ability to ease these curses, and so even those villages that fear their arts are often obliged to tolerate a local nganga for the sake of the cures he can dispense.

The power to wield *ashe* is something innate, either born with the nganga or produced by some powerful supernatural contact. A few ngangas go through life completely unaware of their powers, instinctively channeling *ashe* to blight their enemies and strengthen their aims. It is for this reason that some villages are so worried about witches in their midst; they might be harboring a curse-monger among their own people without the malefactor even realizing his crime. Most sorcerers are marked from youth, however, and are taken by a more experienced nganga for an apprentice to aid in their work.

MARABOUT MIRACLES

A marabout's gifts come from their special relationship with the spirits. Rather than directly work his will upon the world in the manner of a nganga, the marabout petitions his allies to bring about the desired effect. The marabout's powers are limited by the purviews of his allies, but the spirits can work marvels.

A marabout's available miracles depend on the portfolios of his allied spirits. These portfolios are expressed as *spheres*, each one relating to a particular purview. A novice marabout starts with two spheres, and gains an additional one at third, sixth, and ninth level. As the marabout increases in power, she learns how to befriend additional divine powers. Marabouts of the Spirit Way may choose any spheres, but Sun Faith marabouts must always choose Sun as one of their two initial spheres.

The marabout chooses one of her known spheres as her favored sphere, representing her closest and most important relationship. This favored sphere grants her a special ability, listed under the sphere entries that follow. A Spirit Way marabout may change her favored sphere each time she gains an experience level. Sun Faith marabouts must always maintain Sun as their favored sphere.

PATRON POWERS

Many marabouts are affiliated with specific gods or spirits, maintaining a special relationship with this entity. These relationships do not involve direct communication or divine utterances, but are instead expressed through subtle signs of favor and approval. These bonds persist even if the marabout begins to act contrary to the patron's nature or violates the patron's strictures. Some say it is because the spirit is simply too fond of the marabout, while others say that the Gods Below grant strength to wicked marabouts.

Other Spirit Way marabouts make no specific pacts, instead simply calling upon whatever spirits are convenient to their purposes. While these marabouts rarely rise to positions of importance in a temple, they can often be found as hermits in the bush or wandering holy persons, bringing their wisdom to far lands.

Established priests often mistrust and dislike marabouts, even as they respect their powers. Envy and fear of being displaced by a miracle-worker often makes for difficult relations, though great temples usually have at least one marabout available to work cures and marvels for their richest devotees.

MARABOUT SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH	5TH
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	2	2	-
9	5	4	3	2	1
10	5	4	3	3	2

INVOKING MIRACLES

A marabout's spells are divided into levels. The simplest miracles are level one, while great marvels are level five. The number of miracles a marabout can invoke each day is based on the character's experience level and given in the table above. Thus, a fifth level marabout may use three first level miracles, two second level miracles, and one third level miracle each day. These miracles may be invoked from any sphere known to the marabout. The marabout's powers refresh at dawn each day.

Sun Faith marabouts are gifted with more abundant marvels in exchange for their deeper focus. A Sun Faith marabout may use one more spell each day for each level she can cast- thus, a fifth level Sun Faith marabout may use four first, three second, and two third-level miracles each day.

Casting a miracle requires at least one round's action, and the marabout must be able to speak to ask the spirit's aid. The marabout need not shout, but the request must be made in a clear speaking voice. Some miracles require more than one action to invoke; miracles listed as "1 round" require continuous prayer until the start of the marabout's next action to cast. If the marabout is struck or injured while casting, the spell fizzles uselessly and the spell slot is wasted. A foe may disrupt a single-action spell by holding his action until the marabout begins to cast.

MARABOUT SPELL LIST

SPHERE	FIRST LEVEL	SECOND LEVEL	THIRD LEVEL	FOURTH LEVEL	FIFTH LEVEL
CURING	<i>Hands of Succor</i>	<i>Drive Out Sickness</i>	<i>Draw Out Poison</i>	<i>Vigor of Heroes</i>	<i>Strength After Battle</i>
DEATH	<i>Find Mortality</i>	<i>Question the Dead</i>	<i>Step Over</i>	<i>Calling Back</i>	<i>Servants of Clay</i>
HERDING	<i>Speak to the Herd</i>	<i>Aritani's Staff</i>	<i>Milk and Grass</i>	<i>As The Bull</i>	<i>Call Horned Warriors</i>
PASSION	<i>Kindle the Heart</i>	<i>Bind the Beloved</i>	<i>Bewitching Words</i>	<i>Breaking the Heart</i>	<i>Cutting the Bonds</i>
SPIRITS	<i>Spirit Ward</i>	<i>Other Light</i>	<i>Banish Sorcery</i>	<i>Spirit Servant</i>	<i>Rebuke Spirit</i>
SUN	<i>Shard of the Sun</i>	<i>Noon Blessing</i>	<i>Luminous Blade</i>	<i>Piercing Radiance</i>	<i>Wrath of the Sun</i>
WAR	<i>Warrior's Blessing</i>	<i>Dread of Iron</i>	<i>Thirsting Spear</i>	<i>Charm of Warding</i>	<i>Band of Heroes</i>
WATER	<i>Call Spring</i>	<i>Walk the River</i>	<i>Naming the Rain</i>	<i>Cutting the River Bed</i>	<i>Hundred-League Oko</i>



SPHERES OF POWER

The spheres given below are simply the most common eight known in the Three Lands. Other spheres may be created by the GM as the campaign suggests. A novice marabout may choose two to determine spell access, but he will only gain the special benefit of his favored sphere.

CURING

The sphere of Curing revolves around dispelling illness, mending wounds, and purging poisons. Marabouts who choose it as their favored sphere are remarkably healthy, and are immune to all diseases both mundane and magical in nature. Common entities associated with the sphere of Curing are Oko, Olokun, and the ancestors.

DEATH

Those beloved of death have great command over the transition between life and the spirit world. They can stabilize any mortally-wounded creature with a touch and a round's action, though the victim will eventually die if left untended. If brought to zero hit points by an injury that leaves any chance of survival, they automatically stabilize. Common entities associated with Death are Sagbata and the ancestors, though Oya sometimes lends her good offices as a guide on the journey to the spirit world.

HERDING

Those favored by the spirits of the great herds are powerful; they may increase either their Strength or Constitution modifier by +1, with their hit points increasing by one per level in the latter case. Oko is the god most associated with the herds, though the ancestors are often invoked for their fertility and strength as well.

PASSION

Adepts favored by the spirits of passion are remarkably compelling figures, and gain a +1 bonus to their Charisma modifier. Oshun is by far the most common of the patrons of these arts, though Olokun is wise in the heart and Aganyu knows rage well.

SPIRITS

These marabouts are gifted in dealing with the denizens of the spirit world. They may speak with spirits regardless of their native tongue, gain a +2 bonus on any reaction rolls related to the spirits, and may see invisible spirits. The ancestors are often sought to aid in such matters, along with the wisdom of Olokun.

SUN

Both Sun Teachers and Spirit Way devotees can gain the favor of this solar sphere, gaining the ability to see clearly even in perfect darkness or amid clouds of smoke. Such favored may choose to glow brightly out to a radius of 60'. Aside from the Sun Faith's patron, the gods Aganyu and Oya sometimes grant these gifts.

WAR

Violence and iron are the province of this sphere. Those who favor its arts may choose one specific weapon type, such as the runku or the heavy spear, and gain a +1 bonus to hit rolls with it. The gods Gu, Sagbata and Aganyu all have something to do with war.

WATER

The subtle powers of water bless their favored allies with the ability to breathe water as easily as air and move and see through it unhindered. Olokun is the chief patron of water, though Oya's rains sometimes partake of this power.

MARABOUT SPELLS

ARITANI'S STAFF

LEVEL	2	CAST TIME	1 action
RANGE	Touch	DURATION	10 minutes/level
TARGET	One weapon	SPHERE	Herding

The marabout imbues a staff or other weapon with the power to drive off wild beasts. By presenting the weapon forcefully, the wielder gains a +2 on reaction checks to avoid animal attacks. If the weapon strikes a beast, the animal must make an immediate morale check or flee the combat. This morale check can be forced only once in any given combat for a particular beast, and the weapon has no power over supernatural or magical beasts.

AS THE BULL

LEVEL	4	CAST TIME	1 round
RANGE	Touch	DURATION	One hour/level
TARGET	One subject	SPHERE	Herding

The marabout mantles himself or an ally in the shape of a domestic herd or flock animal, one no smaller than a chicken and no larger than a bull. The subject gains all the statistics of the new form but retains their own hit points and intellect, though no spellcasting is possible and the use of most special abilities is likely to be curtailed. For the duration of the spell, the subject may transform to and from the chosen animal shape as their action for the round. Their equipment transforms with them.

BAND OF HEROES

LEVEL	5	CAST TIME	1 action
RANGE	30'	DURATION	1 round/level
TARGET	Allies in range	SPHERE	War

The marabout bolsters his allies with the might of their greatest warrior. For the duration of the spell, all allies within range gain the best base attack bonus of any of those affected. Once cast, the effect remains for the spell's duration, and those affected need not remain close to the marabout.

BANISH SORCERY

LEVEL	3	CAST TIME	1 action
RANGE	120'	DURATION	1 round/level
TARGET	One subject	SPHERE	Spirits

While the marabout cannot touch *ashe* as a nganga can, he may appeal to the spirits for aid against hostile sorcery. When cast upon a subject, one hostile magical effect is immediately dispelled. If the effect is a Lesser Curse, the marabout must make a saving throw versus Magic to lift it, and Greater Curses cannot be broken by this spell. If cast upon an area it may dispel one magical effect present there, though permanent sorceries cannot be disrupted by this miracle.

BEWITCHING WORDS

LEVEL	3	CAST TIME	1 round
RANGE	60'	DURATION	1 minute/level
TARGET	All in range	SPHERE	Passion

The marabout moves the hearts of listeners with her impassioned words. One strong emotion fills all listeners within range- fear, anger, lust, sorrow, or some other sentiment. Subjects may save versus Mental Effect to resist the bewitchment. The marabout may direct the emotion at a particular subject with a successful Cha/Persuasion skill check at difficulty 8, but on a failure, it is the marabout herself who is the target of the listeners' feelings. The fear induced is sufficient to force a morale check at a -2 penalty for all listeners, and anger is enough to provoke rough-natured souls to attack. Listeners will not perform acts they consider deeply immoral, however.

BIND THE BELOVED

LEVEL	2	CAST TIME	1 round
RANGE	60'	DURATION	1 day/level
TARGET	One subject	SPHERE	Passion

The marabout dazzles a subject with feelings of ardent devotion and admiration. The victim may make a saving throw versus Mental Effect to avoid the beguiling, but if it fails, for the duration



of the spell they will consider the marabout to be a trustworthy friend and counselor, and will do all for them that they would do for such a friend. The spell will be broken by any behavior that would be drastically out of character for a friend.

BREAKING THE HEART

LEVEL	4	CAST TIME	1 action
RANGE	60'	DURATION	1 round/level
TARGET	One subject	SPHERE	Passion

The victim's heart is wracked with unendurable anguish and crushing, formless grief. If they fail a saving throw versus Mental Effect, they are unable to move or perform any actions for the duration of the spell, though they retain their full armor class. The spell functions only on creatures capable of feeling human sorrow.

CALL HORNED WARRIORS

LEVEL	5	CAST TIME	1 round
RANGE	60'	DURATION	1 round/level
TARGET	Special	SPHERE	Herding

A trio of mighty spirit-warriors manifest to aid the marabout. Each one is AC 4, 20 HP, Atk +6/1d8+1 bludgeon or gore, Move 30', Skill +2, Morale 12. These horned warriors will obey the marabout and gladly fight even for suicidal causes, but they will refuse to perform acts they consider disgraceful or demeaning. When slain or at the spell's end, they and their equipment vanish.

CALL SPRING

LEVEL	1	CAST TIME	1 action
RANGE	120'	DURATION	1 minute/level
TARGET	Special	SPHERE	Water

A spring of sweet, fresh water spurts forth from the ground where the marabout bids it appear. The spring can manifest even from solid rock, and gushes forth ten gallons of water for each minute it remains open. The spring will quench modest fires if conjured up beneath them.

CALLING BACK

LEVEL	4	CAST TIME	1 hour
RANGE	Touch	DURATION	Instant
TARGET	One corpse	SPHERE	Death

Most who are embraced by death journey swiftly to the spirit world, and cannot be summoned back. A few with work left to be done may be urged back from the world beyond, however. This spell may revive a dead subject provided all of the body parts are available and the victim has not been dead for more than one day per level of the marabout. Adventurers may almost always be affected by this spell, but few others have enough of a tie to this world to be drawn back- the marabout can tell at a glance whether a corpse can be revived or not. Beings called back by this spell are worn by their travails. They permanently lose one point of Constitution and are incapacitated for a week after revival.

CHARM OF WARDING

LEVEL	4	CAST TIME	1 action
RANGE	30'	DURATION	1 minute/level
TARGET	Allies in range	SPHERE	War

The marabout aids his allies with a blessing of fortune in war. All allies within the spell's range are given a -2 bonus to their armor class. Any blow or injury that would mortally wound them must have its damage dice rerolled, and the lower of the two rolls used. Once blessed, the recipients may move out of the spell's range without losing its benefits.

CUTTING THE BONDS

LEVEL	5	CAST TIME	1 action
RANGE	120'	DURATION	Special
TARGET	One subject	SPHERE	Passion

Passion may be killed as well as kindled. On casting this spell, the target must save versus Mental Effect. On a failure, they suddenly lose all interest in their most important emotional or social relationship, becoming coldly indifferent to the other person. If there are latent tensions in the relationship, they will become outright hostile to the other.

No act or persuasion will revive their feelings until this spell is lifted, which may be done by the caster or by a power that can undo a Greater Curse. If the caster has a particular relationship in mind to poison, they may designate it in place of the otherwise most-important relation.

CUTTING THE RIVER BED

LEVEL	4	CAST TIME	1 action
RANGE	120'	DURATION	1 round/level
TARGET	Special	SPHERE	Water

The marabout carves a riverbed through empty air, conjuring a wall of fast-flowing water somewhere within the area of effect. The wall is ten feet high, three feet thick, and extends for ten feet per level of the caster. The wall may be curved or arranged as the marabout desires. Man-sized creatures are unable to penetrate the wall or launch missiles through its swift-flowing current. The wall must be conjured on a solid, unobstructed surface and at the spell's end it and all of its water will vanish.

DRAW OUT POISON

LEVEL	3	CAST TIME	1 action
RANGE	Touch	DURATION	Instant
TARGET	One subject	SPHERE	Curing

A healing hand mends poisoned flesh. This spell immediately removes all toxins from the subject and undoes the damage or injury inflicted by the last interval of the poison. If the victim was killed by the poison, this spell will revive them if it is cast within six rounds of death.

DREAD OF IRON

LEVEL	2	CAST TIME	1 action
RANGE	120'	DURATION	1d4 rounds+1/level
TARGET	1 subject/level	SPHERE	War

A sudden terror of blades and warfare fills the hearts of the victims of this spell. All of them must make immediate morale checks at -2 or flee; if PCs, they must instead save versus Mental Effect to resist the fear. Even if they succeed, they suffer a -2 penalty to all hit rolls for the duration of the spell. This spell will only function if the victims are being threatened with violence.

DRIVE OUT SICKNESS

LEVEL	2	CAST TIME	1 round
RANGE	Touch	DURATION	Instant
TARGET	One subject	SPHERE	Curing

Plagues and illnesses melt away under the marabout's blessing. This spell banishes all sicknesses from the target and undoes any ill effects from the last interval of the disease.

FIND MORTALITY

LEVEL	1	CAST TIME	1 action
RANGE	120'	DURATION	Instant
TARGET	One subject	SPHERE	Death

The friend of death can find the end in any being. If the subject fails a saving throw versus Magic this charm will reveal their weaknesses and vulnerabilities, indicating the ways in which they can be harmed or killed and warning the marabout of any special immunities they may have. As a consequence, the marabout may use this knowledge or shout it to a friend to allow their next successful hit to do maximum damage, provided it lands within the next minute. Such transient vulnerabilities change often, however, and this spell must be cast again if another such telling blow is to be struck.

HANDS OF SUCCOR

LEVEL	1	CAST TIME	1 action
RANGE	Touch	DURATION	Instant
TARGET	One subject	SPHERE	Curing

Many are the adventurer's occasions for injury and grievous wounds. With a touch, the marabout heals 1d8+1 hit points of damage in the subject. If the victim is currently mortally wounded, they return to health immediately with the number of hit points rolled, up to their normal maximum.

HUNDRED-LEAGUE OKO

LEVEL	5	CAST TIME	10 minutes
RANGE	Special	DURATION	Instant
TARGET	Self or one boat	SPHERE	Water

The rivers are a road to the adepts of water. If cast on himself, this miracle allows the marabout to step into any body of water large enough to hold him and emerge from any point along that or any connecting body of water. A marabout may walk into the western

sea and emerge at the headwaters of the Iteru moments later if he so wishes. The destination must be chosen when the marabout enters the water- he cannot scout the banks of a river before choosing his landing point. There must not be any obstacles between him and his destination that a human body could not pass.

Alternately, he may cast this spell on a boat no longer than fifteen feet in length, transporting it and all aboard it to any connected water location navigable by that craft.

KINDLE THE HEART

LEVEL	1	CAST TIME	1 action
RANGE	120'	DURATION	Special
TARGET	One target	SPHERE	Passion

This subtle sorcery nudges the emotions of a subject, inclining them as the marabout desires. This spell is so discreet that it may be cast as part of normal conversation, granting the marabout a +2 bonus on a single social interaction skill check. There is no saving throw against its effects.

LUMINOUS BLADE

LEVEL	3	CAST TIME	1 action
RANGE	Touch	DURATION	10 minutes/level
TARGET	One weapon	SPHERE	Sun

The brilliance of the sun is brought down to bless a weapon. For the duration of this spell, the weapon glows brightly out to a radius of 30', counts as a magical weapon for purposes of harming supernatural creatures, and does +1d8 fire damage to anything it or its missiles strike. The weapon does full damage to Eternal even if it is a piercing weapon.

MILK AND GRASS

LEVEL	3	CAST TIME	10 minutes
RANGE	Touch	DURATION	Instant
TARGET	Special	SPHERE	Herding

The marabout feeds the herd with this spell, causing a thick crop of lush grass to sprout even from bare stone. The pasturage provides sufficient food and water for ten cattle per caster level. Even humans can be nourished and watered by the grass, with each human counting as one cow. The grass withers into dust at sunset.

NAMING THE RAIN

LEVEL	3	CAST TIME	1 action
RANGE	120'	DURATION	1 round/level
TARGET	30' radius burst	SPHERE	Water

At the point chosen within range, a sudden torrential downpour erupts in a 30' radius cloud. Within this zone a blinding wall of rain obscures all sight beyond five feet, ruins the strings of non-magical bows, halves movement rates, and douses all open flames. The marabout and his allies are undampened by the rains and may see through them normally. At the spell's end, the water created by the storm will vanish.

NOON BLESSING

LEVEL	2	CAST TIME	1 round
RANGE	30'	DURATION	1 hour/level
TARGET	Allies in range	SPHERE	Sun

This long-lasting blessing suffuses the caster's allies with the abiding warmth of the sun. They are immune to sunburn and discomfort from climatic extremes of heat or cold, and may ignore the first six points of damage they receive from heat or cold each round.

OTHER LIGHT

LEVEL	2	CAST TIME	1 round
RANGE	Self	DURATION	1 minute/level
TARGET	30' radius	SPHERE	Spirit

The spirits cast a strange radiance over the area of effect, revealing the presence of magical objects, invisible spirits, and standing enchantments. Identifying the specifics of such spells may require an Int/Occult skill check if they are not already familiar to the marabout, usually starting at difficulty 8 for the least obscure spells.

PIERCING RADIANCE

LEVEL	4	CAST TIME	1 round
RANGE	Self	DURATION	1 minute
TARGET	60' radius burst	SPHERE	Sun

The Sun is a power of truth, and this brilliant light reveals all which is hidden or disguised. Within the spell's area of effect, shapeshifters are shown in their true shape, illusions are unraveled, hidden objects are obvious at a glance, and concealed or invisible entities are revealed. Master thieves may evade this light- anyone with Stealth-3 skill or better is not automatically revealed by the spell.

QUESTION THE DEAD

LEVEL	3	CAST TIME	1 round
RANGE	Self	DURATION	1 minute/level
TARGET	One corpse	SPHERE	Death

Provided a corpse still has a serviceable tongue and jaw, the marabout may use it as a channel to contact the spirit of its deceased owner. One question may be asked per level of the marabout, and any replies will be direct and without elaboration. The spirit is aware of the person contacting them, and if given reason for umbrage may lie or otherwise prove uncooperative. Only the marabout can hear the voice of the spirit, and some duplicitous adepts have been known to misrepresent such sendings.

REBUKE SPIRIT

LEVEL	5	CAST TIME	1 action
RANGE	120'	DURATION	Instant
TARGET	One subject	SPHERE	Spirits

The marabout hurls a mighty abjuration at a troublesome spirit. Any entity of the spirit or undead type is blasted for 1d6 points of damage per marabout level, with a saving throw for half damage. A spirit that fails its saving throw is immediately banished back to



the spirit world, while a restless ghost or undead destroyed by this spell has its soul scattered, and will not reform here again. Any curses or other magical blights produced by a banished or scattered entity are likewise ended by the spell.

SERVANTS OF CLAY

LEVEL	5	CAST TIME	1 action
RANGE	60'	DURATION	Special
TARGET	Special	SPHERE	Death

The friend of death has command over the shells that remain. This spell may be used in one of two ways. In the first, the marabout may touch a serviceable corpse to create a Walking Corpse as per the Bestiary chapter. A body which has received funerary rites is immune to this effect, as its spirit has already passed beyond the reach of the marabout. Conversely, this spell may be used to scourge all undead creatures within 60' of the marabout, inflicting 1d8 points of damage for every two full levels of the caster.

SHARD OF THE SUN

LEVEL	1	CAST TIME	1 action
RANGE	60'	DURATION	Instant
TARGET	One subject	SPHERE	Sun

A brilliant fragment of searing light leaps from the marabout to strike a foe. The bolt does 1d6+1 fire damage to the victim, and will set flammable objects alight.

SPEAK TO THE HERD

LEVEL	1	CAST TIME	1 action
RANGE	Self	DURATION	10 minutes/level
TARGET	Self	SPHERE	Herding

The marabout's affinity for the spirits of the herd allow her to speak with any domesticated animal. These animals will be cooperative and friendly to the marabout, and will perform any services for her that are not dangerous or against their nature. Their intellect is limited, however, and they are unable to comprehend complex requests.

SPIRIT SERVANT

LEVEL	4	CAST TIME	1 round
RANGE	30'	DURATION	1 hour/level
TARGET	Special	SPHERE	Spirit

A call to the spirit world summons over an obedient ally. This spirit servant has AC 4, HD 5, 25 hit points, Move 30', Skill +2, Morale 12, and cannot effectively fight. They may appear in any guise the marabout desires, though they may not perfectly impersonate a specific person. They will perform any action the marabout wishes, including those that would be suicidal.

Encased in tangible flesh, they lack any supernatural powers, but they are skilled in any one profession or role of the marabout's choice. They arrive equipped with whatever normal accoutrements might be expected for their role. When slain or the spell ends, they and their equipment vanish away.

SPIRIT WARD

LEVEL	1	CAST TIME	1 action
RANGE	10' radius	DURATION	10 minutes/level
TARGET	Allies in range	SPHERE	Spirit

The marabout repels the presence of unwanted spirits with this spell. Any spirit with equal or fewer hit dice than the marabout has levels cannot approach closer than ten feet to the marabout or use their powers on any person within that zone. Creatures afflicted by the spirit have all harmful effects or mental control suppressed as long as they remain near the marabout. Spirits with more hit dice than the marabout may make a saving throw versus Magic to ignore the ward. Attacking a spirit or forcing the ward against it will break the spell.

STEP OVER

LEVEL	3	CAST TIME	1 action
RANGE	Self	DURATION	10 minutes/level
TARGET	Self	SPHERE	Death

The world of death is close to the marabout, and with this spell she may briefly step over the line. For the duration of the spell she neither eats, breathes, or sleeps, and is impervious to weariness and armor exhaustion penalties. If reduced to zero hit points she is incapacitated but will not start bleeding to death until the spell ends. She takes only minimum damage from piercing weapons, and may perfectly mimic a corpse.

STRENGTH AFTER BATTLE

LEVEL	5	CAST TIME	1 round
RANGE	Touch	DURATION	Special
TARGET	One subject	SPHERE	Curing

The brutal demands of war are satisfied by this miracle. The subject touched will regain 1d6 hit points per minute until their strength is fully restored. Further injury ends the spell. A person can be affected by this miracle only once per day.

THIRSTING SPEAR

LEVEL	3	CAST TIME	1 action
RANGE	60'	DURATION	1 minute/level
TARGET	One weapon	SPHERE	War

The hunger for blood satisfies both steel and wielder with this miracle. The weapon so blessed will return half of the damage it does, rounded up, to its wielder as healing.

VIGOR OF HEROES

LEVEL	4	CAST TIME	1 action
RANGE	Touch	DURATION	Instant
TARGET	One subject	SPHERE	Curing

Powerful healing magic infuses a subject touched by the marabout, healing 3d8+3 damage.

WALK THE RIVER

LEVEL	2	CAST TIME	1 action
RANGE	10' radius	DURATION	1 hour/level
TARGET	Allies in range	SPHERE	Water

The marabout and up to six of his allies are blessed by the spirits, allowing them to travel through water at their full normal movement rates. They may breathe and act normally and their possessions will not be dampened. Once blessed, these allies need not remain near the marabout.

WARRIOR'S BLESSING

LEVEL	1	CAST TIME	1 action
RANGE	120'	DURATION	1 minute/level
TARGET	One subject	SPHERE	War

The favor of the spirits of war is conferred upon a worthy subject, granting them a +2 bonus to hit and the ability to reroll any one hit or damage roll during the duration of the spell.

WRATH OF THE SUN

LEVEL	5	CAST TIME	1 round
RANGE	120'	DURATION	Instant
TARGET	5' radius burst	SPHERE	Sun

A brilliant pillar of consuming light roars into existence at the point chosen by the marabout, consuming all within five feet of the point of impact. All within this range suffer 1d6 fire damage per level of the marabout, with an Evasion saving throw for half.

BLASPHEMOUS SORCERY

While the people of the Three Lands are accustomed to a profusion of gods and spirits, all decent souls are united in horror of the Gods Below. These monstrous entities are believed to dwell beneath the earth of the spirit world, gnawing the souls of the wicked and punishing all who fall into their clutches. It was the Gods Below who taught the Eternal King the secrets of a twisted immortality, and even now they send dark dreams to their slaves in the living world.

Adepts in the worship of the Gods Below include both marabouts and less gifted priests, both granted the favor of these entities' dark miracles. Ordinary priests are treated as a marabout of an appropriate level, able to cast the spells listed below but no others. Marabouts who succumb to the promises of the Gods Below have access to both their conventional spheres and these blasphemous miracles. Service to these powers is a quick and easy way to greater might, and some ambitious marabouts find it more of a temptation than they can withstand.

Other worshipers are Eternal cultists, inheriting the old faith of Deshur and its foul masters. These cults are naturally prohibited in all civilized lands, but the promises of life everlasting and temporal power tempt in many who might otherwise escape damnation.

Servants of the Gods Below are expected to perform regular rites of propitiation that range from the distasteful to the horrific. Those that fail to satisfy the gods or work to spread their sinister faith are tormented by evil dreams that show them the tortures that await them in the afterlife, while those who perform sufficiently great evils are promised protection from their consequences in the spirit world and are assured of a place of great delight by their masters.

THE \$PHERE OF BLASPHEMY

Those beloved of blasphemy and corruption are extremely difficult to discover. Any spell that risks revealing their forbidden sorcery or uncovering their true allegiance grants them an automatic saving throw versus Magic with a +4 bonus on the roll. If successful, the magic has been perverted and the adept may dictate the result returned by the spell or divination. They are aware of such attempts to suss them out even if the spell would not normally alert the subject. The benefit affects even magic that would only incidentally or accidentally reveal their true masters.

Servants of the Gods Below gain the benefit of this sphere in addition to any favored sphere a marabout may have selected. If the adept is not a marabout, only this sphere's benefit is gained.

WORMS OF THE EARTH

LEVEL	1	CAST TIME	1 action
RANGE	60'	DURATION	Instant
TARGET	One subject	\$PHERE	Blasphemy

The Gods Below send a swarm of their wormlike spirit-servants to erupt upward from the surface beneath the target's feet, swarming over them and burrowing into their flesh for a brief moment before vanishing. The victim takes 1d8 points of damage.

STOPPING THE TONGUE

LEVEL	2	CAST TIME	1 action
RANGE	Touch	DURATION	Indefinite
TARGET	One subject	\$PHERE	Blasphemy

There are times when murder is an unserviceable tool for maintaining discretion. By touching the target and naming a particular topic, the victim becomes utterly incapable of speaking, writing, or otherwise communicating information about the topic to another person. A saving throw versus Mental Effect will resist the spell. An adept knows when the spell has been resisted, and must wait a further day to attempt it again on that subject. The spell can be lifted by any effect that breaks a Lesser Curse.

CHANCER WITHIN THE EARTH

LEVEL	3	CAST TIME	1 round
RANGE	Special	DURATION	1 minute/level
TARGET	Self	\$PHERE	Blasphemy

The adept gains the power to burrow through earth and unworked stone, manipulating up to a 10' cube of material per minute. The adept may finish and shape the excavations in basic ways sufficient to form doorways, pillars, and other structural elements. Many skilled adepts use this spell to fashion secret cult meeting-places.

STUNNING BLASPHEMY

LEVEL	4	CAST TIME	1 action
RANGE	30'	DURATION	1d4 rounds
TARGET	Enemies in range	\$PHERE	Blasphemy

The adept utters words of such shocking foulness that intelligent enemies are left reeling by the horrible images they conjure. All enemies within range must save versus Mental Effect or be incapable of taking actions for 1d4 rounds, though they retain their full armor class. The listeners need not share a language with the adept to be affected by the words, though deafness will protect them from the spell.

SLOW CONSUMPTION OF THE \$PIRIT

LEVEL	5	CAST TIME	1 round
RANGE	60'	DURATION	1 round/level
TARGET	One enemy	\$PHERE	Blasphemy

Writhing spirit-worms squirm and tunnel beneath the victim's skin, distending flesh and form as they consume the subject's soul-substance. The victim takes 1d6 damage per round for the duration of the spell. On a successful saving throw versus Magic, the spell's duration is halved, rounded down. The excruciating pain of the worms makes it impossible to cast spells while under the effect of this affliction, though it may be ended early by the adept or by any effect capable of lifting a Lesser Curse.

Victims slain by this spell have no physical mark upon their bodies, but their souls are raddled and scarred by the wounds of the worms' gnawing hunger.