## Anubis Spells

Priests of Anubis, or Anubians, have at their command five spell groups that allow them to understand and control the soul.

**Tomboloko** spells allow the priest to see the physical needs of those who must be laid to rest.

**Animotusi** allows the priest to see to the quality and disposition of the soul.

**Trovisavi** are the spells used to discover the circumstances and methods of death.

**Kadavros** spells allow the priest to create, control and disperse the undead creatures of the night.

**Faciligo** spells deal with relieving the suffering of others and helping people accept death.

**Rikolti** spells enable the priest to deliver judgment of Anubis upon those deserving.

| **1. Tomboloko**  1 Find Dead  2 Tombstone  3 Grave Sight  4 Preserve Dead  5 Grave  6 Grave Lock  7 Vervakadavro  8 Coffin  9 Grave Ward  10 Regenerate Dead  11 Mausoleum  12 Grave Curse | **2. Animotusi**  1 Detect Souls  2 Empathy  3 Refresh  4 Soul Blade  5 Piety  6 Slow Life  7 Exorcism  8 Soul Link  9 Iron Grip  10 Soul Strike  11 Suspend Life  12 Deliver | **3. Trovisavi**  1 View Semblance  2 Cause of Death  3 Time of Death  4 Know Identity  5 Location of Death  6 Last Image  7 Murder Weapon  8 Final Words  9 Find Witness  10 Dead Thoughts  11 Witness Death  12 After Talk | **4. Kadavros**  1 Detect Undead  2 Disperse Undead  3 Repress  4 Hold Undead  5 Summon Undead  6 Suppression  7 Regenerate Undead  8 Guard  9 Release Undead  10 Protect Undead  11 Bind Undead  12 Raise Undead |
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| **5. Faciligo**  1 Anesthesia  2 Cold Comfort  3 Looming Mortality  4 Bonding  5 Suffering  6 Path to the Grave  7 Stave Death  8 Prayer of the Fallen  9 Reinvigorate Spirit  10 Last Request  11 Greater Good  12 Avenging Scythe | **6. Rikolti**  1 Mark of Delayed Judg…  2 Afterworld Vitality  3 Death Knell  4 Deathbringer  5 Mortal Surge  6 Ma’at  7 End of the Line  8 Oculus Mortem  9 Lifesteal  10 Soulrender  11 Relentless Pursuit  12 Judgment of Ammit |  |  |
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##### Tomboloko

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Find Dead** | |  |
| Time to Cast: | 1 round | Casting this spell causes any **dead or undead bodies** within the area of effect to radiate a cool white light visible only to the caster. This light can be seen through any non-magical material other than lead or adamantite. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 300 + 100/F’ radius |
| Effect: | locate dead |
|  |  |  |
| **2 – Tombstone** | |  |
| Time to Cast: | 1 minute | Casting this spell on **a grave** allows the caster to quickly conjure a finished and inscribed grave marker. The marker can contain any markings which the caster would have been capable of inscribing with the proper inscribing tools. A grave marked by such a tombstone is considered holy ground, and the corpse within cannot be raised as an undead as long as the tombstone remains intact. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | one grave |
| Effect: | creates marker |
|  |  |  |
| **3 – Grave Sight** | |  |
| Time to Cast: | 1 minute | Casting this spell on **a grave marker or a grave** will cause a vision to appear to the caster of the contents of the grave. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one grave |
| Effect: | view grave contents |
|  |  |  |
| **4 – Preserve Dead** | |  |
| Time to Cast: | 1 minute | The caster keeps dead tissue from further decay by casting this spell. If the tissue is animate (as in undead) it can avoid the effects succeeding at the resistance check. This spell can preserve corpses so they can be resurrected at a temple later. It will only protect against natural decay. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | 10 + 5/F’ |
| Duration: | 1 + 1/F week |
| Area: | one corpse |
| Effect: | preserves dead tissue |
|  |  |  |
| **5 – Grave** | |  |
| Time to Cast: | 1 minute | Any **non-rock ground** will split open in a 7 foot by 4 foot rift of up to 6 feet deep when affected by this spell. The caster may close the rift at any time during the spell’s duration. This grave is considered holy ground, and any corpse within cannot be raised as an undead as long as they are within the grave. |
| Resist Check: | none |
| Target: | 10 + 5/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | ground |
| Effect: | opens grave |
|  |  |  |
| **6 – Grave Lock** | |  |
| Time to Cast: | 1 minute | This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 4d6 magical damage to the violator. This grave is considered holy ground, and any corpse within cannot be raised as an undead as long as they are within the grave. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 20 + 5/F weeks |
| Area: | one grave |
| Effect: | protect grave |
|  |  |  |
| **7 – Vervakadavro** | |  |
| Time to Cast: | 5 rounds | **A dead, but whole, body** can be given movement by this spell. After the casting, the dead body will follow the caster’s simple orders involving movement. The animated body cannot manipulate objects or be given orders about the future, as the spell is only manipulating the body, not the soul. |
| Resist Check: | none |
| Target: | 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | one corpse |
| Effect: | allows movement |
|  |  |  |
| **8 – Coffin** | |  |
| Time to Cast: | 1 minute | This spell will summon a wooden box suitable for interment of a body. The workmanship will be equivalent to what the caster could do normally with the proper tools, but the magic crafts the coffin quickly and efficiently. This coffin is considered holy ground, and any corpse within cannot be raised as an undead as long as they are within the coffin. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 7’ x 4’ x 2’ |
| Effect: | crafts coffin |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Grave Ward** | |  |
| Time to Cast: | 2 minutes | This spell allows the caster to protect a grave from grave robbers. Any attempt to open or desecrate the grave will cause 8d6 magical damage to the violator. This grave is considered holy ground, and any corpse within cannot be raised as an undead as long as they are within the grave. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F weeks |
| Area: | one grave |
| Effect: | protects grave |
|  |  |  |
| **10 – Regenerate Dead** | |  |
| Time to Cast: | 1 minute | The caster can take **a part of a dead body** and cause its tissues to regenerate, leaving the body in a healthy, but still dead state. Any other parts of this dead body immediately decay into dust. This can restore a corpse from body destruction to be resurrected. This spell cannot be used on the living or undead. If used on the recently dead creature, the next *Medicine: Revive* is two dice easier. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | restores destruction |
|  |  |  |
| **11 – Mausoleum** | |  |
| Time to Cast: | 10 minutes | This spell will fashion an appropriate mausoleum for up to 10 interned corpses. The workmanship will be only what the caster is capable of, but the mausoleum will be completed by the end of the spell. This mausoleum is considered holy ground, and any corpse within cannot be raised as an undead as long as they are within the mausoleum. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 10’ x 10’ x 7’ |
| Effect: | create mausoleum |
|  |  |  |
| **12 – Grave Curse** | |  |
| Time to Cast: | 10 minutes | The priest says this warding over a recently (less than one year) buried person. While touching **the dirt of the grave**, **incanting the deceased’s name**, and **visualizing the circumstances of death**, the priest places a ward upon the grave. When anyone attempts to disturb or desecrate the grave, they are immediately cursed with terminal bad luck. From that point on, the GM should automatically adjust all the cursed character’s die rolls to their least advantage. This curse can only be lifted by the caster or a high ranking priest of Anubis, and only when the priest (or the GM in their stead) believes the cursed target has properly atoned for their crime. |
| Resist Check: | none |
| Target: | touch |
| Duration: | special |
| Area: | special |
| Effect: | curses defiler |
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##### Animotusi

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Detect Souls** | |  |
| Time to Cast: | 1 round | Casting this spell, the priest sees a faint white glimmer around any soul within 300 + 100/F’. This will answer the question of whether or not a creature or object has a soul, and it will reveal the presence of any hidden or invisible souls. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 300 + 100/F’ |
| Effect: | see souls |
|  |  |  |
| **2 – Empathy** | |  |
| Time to Cast: | 1 round | Touching any target, the priest may learn of that target’s current predominant emotion or emotions. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | senses emotions |
|  |  |  |
| **3 – Refresh** | |  |
| Time to Cast: | 1 minutes | This enchantment soothes the soul of a weary adventurer, allowing him a more restful period of sleep. Each target recovers twice the normal amount of EU, DU, PU, and DP after the appropriate amount of sleep. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | one rest period |
| Area: | 4 + 2/F targets |
| Effect: | relaxed sleep |
|  |  |  |
| **4 – Soul Weapon** | |  |
| Time to Cast: | 1 round | This spell causes a disruptive field to be attached to a **melee combat weapon**, causing it to strike at the very fabric of the soul as well as the physical body. Any weapon so treated will cause an additional 1d6 blight damage (*bonus*) per hit. In addition, the weapon counts as magical for the purposes of protections and resistances. It may also hit *Ethereal* or *Immaterial* creatures that have a soul. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | one weapon |
| Effect: | disrupts soul |
|  |  |  |
| **5 – Piety** | |  |
| Time to Cast: | 1 round | This casting allows the priest to strengthen the resolve and belief of its target, whether in a god or gods, or in their own belief system. The target can subtract one die from any resistance check against energy drains, charms, and other mind affecting magic. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | strengthen faith |
|  |  |  |
| **6 – Slow Life** | |  |
| Time to Cast: | 1 round | This spell takes all physical body functions and brings them to a halt. The target appears to go into a coma, almost indistinguishable from death. All bleeding, poisons, and diseases will be temporarily arrested. If this spell is used on a dying creature, they are suspended in their current state, and once the spell is dropped, they resume dying if not treated. |
| Resist Check: | 3d6 vs HEA negates |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single target |
| Effect: | causes stasis |
|  |  |  |
| **7 – Exorcism** | |  |
| Time to Cast: | special\* | This casting attempts to oust a spirit which has possessed a body other than its own. If successful, the foreign spirit is cast out, and the owner of the body regains control. The caster continues casting this spell each round until the spirit wins and retains control or the spirit loses and is expelled. At the end of each of the caster’s rounds, the spirit must make the resist check. If it succeeds three times, it retains control. If it fails three times, it is expelled out of the body. |
| Resist Check: | 5d6 vs WIL\* |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | break possession |
|  |  |  |
| **8 – Soul Link** | |  |
| Time to Cast: | 1 minute | This spell allows the caster and the **souled target** to share thoughts, emotions, and senses. Both the caster and the target hear each other’s thoughts, and can see and hear from each other’s senses. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single target |
| Effect: | shares thoughts |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Iron Grip** | |  |
| Time to Cast: | 1 round | A stronger version of *Piety*, this spell allows the target to subtract two dice from any resistance check against energy drains, charms, and other mind affecting magic. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | fortifies faith |
|  |  |  |
| **10 – Soul Strike** | |  |
| Time to Cast: | 1 round | A cone of disruptive energy emanates from the caster’s fingertip, causing 10d6 points of blight damage to **all that possess a soul** within its area. An undead target must succeed at the resistance check or it is disrupted and turns to dust. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 20’ x 10’ cone |
| Effect: | disrupt souls |
|  |  |  |
| **11 – Suspend Life** | |  |
| Time to Cast: | 1 minute | This spell operates identically to *Slow Life* except this spell lasts until a fixed time elapses or a specific event occurs determined at the time of casting. The maximum duration for this spell is one year. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | touch |
| Duration: | up to 1 year |
| Area: | single target |
| Effect: | suspends life |
|  |  |  |
| **12 – Deliver** | |  |
| Time to Cast: | 1 round | This spell allows the priest to forcefully separate the target’s soul from its body and deliver it into the afterlife. If the target fails, they take 10d6 of blight damage, and they lose their soul, gaining the *Soulless* creature ability. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | send soul for judgment |
|  |  |  |

##### Trovisavi

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – View Semblance** | |  |
| Time to Cast: | 1 minute | Touching **a deceased body**, the caster gains a vision of the semblance of the person just before death. The time the body has been dead determine the number of finesses required as follows:  0 – up to one day  1 – up to one week  2 – up to one month  3 – up to one year  4 – up to ten years |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | see original features |
|  |  |  |
| **2 – Cause of Death** | |  |
| Time to Cast: | 1 minute | While touching **a dead body**, the caster can learn the cause of death (wounding, old age, poison, etc.). The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | determine cause |
|  |  |  |
| **3 – Time of Death** | |  |
| Time to Cast: | 1 minute | While touching **a dead body,** the caster can learn the approximate time which has passed since death. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | determine time |
|  |  |  |
| **4 – Know Identity** | |  |
| Time to Cast: | 2 minutes | While touching **a dead body,** the caster can learn its name, occupation and where it lived. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | determine identity |
|  |  |  |
| **5 – Location of Death** | |  |
| Time to Cast: | 2 minutes | While concentrating on **the features and personality of a dead person**, the caster is drawn toward the site of the person’s death if it is within 20,000 + 10,000/F feet. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | special\* |
| Duration: | 2 + 1/F hours |
| Area: | 20000 + 10000/F’ radius |
| Effect: | determine location |
|  |  |  |
| **6 – Last Image** | |  |
| Time to Cast: | 2 minutes | While touching **a dead body**, the caster gains a vision of the last sight the body had before death. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | see last sight |
|  |  |  |
| **7 – Murder Weapon** | |  |
| Time to Cast: | 3 minutes | While touching the **body of a murder victim**, the caster gets a clear vision of the murder weapon used. This spell will not reveal the identity of the murderer. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | reveal murder weapon |
|  |  |  |
| **8 – Final Words** | |  |
| Time to Cast: | 3 minutes | While touching **a dead body**, the caster hears the final few words that the deceased spoke before death. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | one corpse |
| Effect: | hear last words |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Find Witness** | |  |
| Time to Cast: | 3 minutes | While concentrating on **the features and personality of a dead person**, the caster is drawn toward any witnesses of the deed that are within the area of effect. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | special\* |
| Duration: | 2 + 1/F hours |
| Area: | 20000 + 10000/F’ radius |
| Effect: | finds witnesses to death |
|  |  |  |
| **10 – Dead Thoughts** | |  |
| Time to Cast: | 4 minutes | While touching **a dead body**, the caster experiences the thoughts of the dead person for the last 10 + 5/F minutes leading up to their death (the same time as the duration of this spell). The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | one corpse |
| Effect: | read last thoughts |
|  |  |  |
| **11 – Witness Death** | |  |
| Time to Cast: | 4 minutes | While touching **a dead body**, the caster has a vision of the last 10 + 5/F minutes of the person’s life (same time as the duration of this spell), witnessed from a third-person view point. The time limits and finesses are the same as in the *View Semblance* spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | one corpse |
| Effect: | view death |
|  |  |  |
| **12 – After Talk** | |  |
| Time to Cast: | 5 minutes | After a spirit has passed into the afterlife, the caster can attempt to temporarily recall it. The caster must touch the **dead body**, and utter the person’s name three times. If the soul is willing, or if it fails a resistance check of four dice against WIL, it is temporarily recalled to inhabit its body. It can only listen to and answer questions, which may only be asked by the caster. The time limits are quadruple those of the same as in the *View Semblance* spell, i.e. up to 4 days, up to 4 weeks, up to 4 months, etc. Finesses are the same. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | one corpse |
| Effect: | speak with dead |
|  |  |  |

##### Kadavros

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Detect Undead** | |  |
| Time to Cast: | 1 round | This spell causes any undead creature in the area to glow with a black aura. This will not reveal invisible and ethereal creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS |
| Effect: | sense undead |
|  |  |  |
| **2 – Disperse Undead** | |  |
| Time to Cast: | 1 round | This casting causes **all undead** in its area of effect to become *Frightened* of the caster and leave if they fail their resistance check. If the creature succeeds in the resistance check, they are immune to effects of this spell for the next 10 minutes. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 20 + 10/F’ radius |
| Effect: | send undead away |
|  |  |  |
| **3 – Repress** | |  |
| Time to Cast: | 2 rounds | The targets of this spell who are willing or fail their resistance check temporarily have their souls and life forces masked. This means that all magic that targets the soul is ineffective against them. This does not keep them from acting, but it will allow them to pass some magical barriers, traps and tests. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 10 + 5/F minutes |
| Area: | 4 + 2/F people |
| Effect: | suppress soul |
|  |  |  |
| **4 – Hold Undead** | |  |
| Time to Cast: | 1 round | **Undead** that fail this spell’s resistance check are *Magically Paralyzed* while the spell is in effect. The affected creature may reattempt the resist check at the end of each of its turns, ending the effect on a success. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single undead target |
| Effect: | holds undead |
|  |  |  |
| **5 – Summon Undead** | |  |
| Time to Cast: | 2 rounds | Any **undead** that fail this spell’s resistance check will come forth and face the caster. They do not heed their words, but neither do they attack them. Any attempt to harm the affected creatures breaks the spell. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 30 + 10/F’ radius |
| Effect: | calls undead forth |
|  |  |  |
| **6 – Suppression** | |  |
| Time to Cast: | 4 rounds | If the target fails the resistance check or is willing, its life force and soul are thrust into the background, leaving what appears to be an undead creature. This has the effects of the *Repress* spell. Additionally, the target can be affected by all magic which affects undead creatures. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | touch, multitouch |
| Duration: | 10 + 5/F minutes |
| Area: | 1 + 1/2F targets |
| Effect: | disguises life |
|  |  |  |
| **7 – Regenerate Undead** | |  |
| Time to Cast: | 2 rounds | The caster can repair damage done to an undead creature with this spell. Each casting repairs (6 + 1/F)d6 DP, up to the target’s maximum DP. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single undead target |
| Effect: | cures undead |
|  |  |  |
| **8 – Guard** | |  |
| Time to Cast: | 4 rounds | Any undead affected by this spell must stay close to the caster and guard them from harm. The undead do not follow orders, but will recognize friends and foes as designated by the caster. Once a round, the undead will make a simple attack against any designated foes in melee range of the caster. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single undead target |
| Effect: | create undead guard |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Release Undead** | |  |
| Time to Cast: | 1 round | This spell revokes the magic animating an **undead creature**. If the undead fails the resistance check and has a spell effect on it that animates it, it collapses and turns to dust. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single undead target |
| Effect: | destroys undead |
|  |  |  |
| **10 – Protect Undead** | |  |
| Time to Cast: | 2 rounds | This spell allows the caster to protect an **undead** target from the effects of sunlight and guard against spell effects that specifically target undead. An aura of dimness surrounds the creature, allowing it to venture into the daylight without harm, and the creature takes one die off any resist check from a spell or effect that specifically targets undead. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | 4 + 2/F creatures |
| Effect: | screens daylight |
|  |  |  |
| **11 – Bind Undead** | |  |
| Time to Cast: | 4 rounds | The caster causes the **undead** target to perform some specific task or action through the use of this spell. The spell lasts until the task is completed. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | special\* |
| Area: | single undead target |
| Effect: | command undead |
|  |  |  |
| **12 – Raise Undead** | |  |
| Time to Cast: | 1 minute | The corpses targeted by this spell animates as a Skeleton or as a Zombie (caster’s choice). The undead is under the caster's control unless another effect takes control of it and it returns to the caster's control when that effect ends.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | touch, multitouch |
| Duration: | permanent |
| Area: | up to 3 + 1/2F corpses |
| Effect: | raises undead |
|  |  |  |

##### Faciligo

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Anesthesia** | |  |
| Time to Cast: | 1 round | The target of this spell gains one rank of *Resist Pain*. Additionally, they do not have to roll of unconsciousness, and instead will automatically fall *Unconscious* if they drop to 0 DP or lower. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single living target |
| Effect: | dull pain |
|  |  |  |
| **2 – Cold Comfort** | |  |
| Time to Cast: | 1 round | After a chant to clean the soul and body the priest touches the target and heals 2d6 DP, up to the target’s maximum DP. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single living target |
| Effect: | heals damage |
|  |  |  |
| **3 – Looming Mortality** | |  |
| Time to Cast: | 1 round | The caster inflicts the target with a foreboding sense of existentialism and mortality. If the target fails the resistance check, they are *Stunned*. The target can reattempt the resistance check at the end of each of its turns, ending this effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single living target |
| Effect: | memento mori |
|  |  |  |
| **4 – Bonding** | |  |
| Time to Cast: | 1 minute | The target's life force is linked to the priest's. If the target or priest dies the other will know where and will be able to see the scene at the time of death. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | until death |
| Area: | single living target |
| Effect: | links people |
|  |  |  |
| **5 – Inflict Suffering** | |  |
| Time to Cast: | 1 round | The target suffers 5d6 points of pain damage as they feel the suffering of others. |
| Resist Check: | 4d6 vs CSE halves |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | cause suffering |
|  |  |  |
| **6 – Path to the Grave** | |  |
| Time to Cast: | 1 round | The target of this spell is cursed with a heightened mortality. Each instance of damage the target takes in the next round will deal an additional 1d6 of blight damage. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 round |
| Area: | single creature |
| Effect: | speed up death |
|  |  |  |
| **7 – Stave Death** | |  |
| Time to Cast: | 1 reaction\* | *Stave Death* is cast when a willing ally suffers a critical hit. This spell will cancel the effects of the critical hit and the damage done by it, including fatal limb loss, as if the critical hit never happened. |
| Resist Check: | willing target |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | cancels wounds |
|  |  |  |
| **8 – Prayer of the Fallen** | |  |
| Time to Cast: | 1 round | The priest utters a prayer for the souls around them. Any *Dying* willing allies within 30 + 10/F’ of the caster are immediately stabilized at 0 DP. |
| Resist Check: | willing target |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 30 + 10/F’ radius |
| Effect: | stabilize the dying |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Reinvigorate Spirit** | |  |
| Time to Cast: | 1 round | The priest channels their energy and the target gains 1d6 + 4 + 1/F divine units. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single living target |
| Effect: | gives divine units |
|  |  |  |
| **10 – Last Request** | |  |
| Time to Cast: | 1 round | *Last Request*, when cast upon a **dying or just deceased body**, infers a minor quest of the deceased choice upon all chosen targets within range. Failure to attempt the quest will result in 4d6 points of blight damage at the end of any day that the task is not attempted until completion. |
| Resist Check: | none |
| Target: | touch |
| Duration: | special\* |
| Area: | special\* |
| Effect: | betasks request |
|  |  |  |
| **11 – Greater Good** | |  |
| Time to Cast: | 1 round | The priest casts this spell on a creature that is **dying or died no more than 2 rounds ago**, and can transfer any amount of DP from the caster to the target. This DP transfer can be lethal to the priest. If the target is another priest of Anubis, the caster can also transfer their divine units to the target. If transferred DP heals the creature to 0 DP or above, the creature is revived. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single living target |
| Effect: | sacrifice for another |
|  |  |  |
| **12 – Avenging Scythe** | |  |
| Time to Cast: | 1 reaction\* | The target of this spell must be bonded with the priest with the *Bonding* spell from this group. This spell is cast as a reaction to the target taking more than 20 points of damage from a single source or falling unconscious. Those that had a part in the bonded target’s suffering must make the resist check or take 12d6 blight damage as a specter of death appears near them. If this damage is lethal, their soul goes directly to the Infero to be judged by Anubis. |
| Resist Check: | 6d6 vs WIL halves |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | avenge harm |
|  |  |  |

##### Rikolti (Reap)

As an Anubian, you have the ability to end lives, sending errant souls to the Infero to be judged. However, bringing death to others is not an action to be performed lightly; killing wantonly and without reason will bring consequences from the Lord of the Dead himself\*.

All spells in this group that buff Deathbringer attacks can target any weapon created by or enchanted by the spell, regardless if the caster is using it or not. The caster may use their rank of this group as an attack modifier when making Deathbringer attacks.

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Mark of Delayed Judgment** | |  |
| Time to Cast: | 1 round | Place a mark on the target’s soul. This mark is invisible to all non-Anubians, and allows the caster to know how close the target is to death - to the closest 10 DP. The mark may also be cast postmortem, provided the target has been dead for 1 minute or less. When a target dies, you may expend an additional unit and a fifth to move the mark to another target within range.  In addition, if the target dies before the spell expires, it is granted grace before death by Anubis; if he judges the target to have died before its time\*, its soul is sent back at the time of spell expiration and the target is returned to life, unconscious at 1 DP. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 hour |
| Area: | 1 + 1/2F creatures |
| Effect: | utility |
|  |  |  |
| **2 – Afterworld Vitality** | |  |
| Time to Cast: | 1 reaction | When a creature dies within the target radius, you may cast this spell as a reaction to immediately heal 2d6 DP to any other creature, including yourself, within the target radius up to its maximum. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | healing |
|  |  |  |
| **3 – Death Knell** | |  |
| Time to Cast: | 1 round | You point at a creature and it is reminded of its mortality and imminent death. It must make the resist check or be *Slowed* by 20’ and *Delayed.*  At the end of each of the target’s turns, it may reattempt the resist check, ending the effect on itself upon a success. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 40 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | debuff, mobility |
|  |  |  |
| **4 – Deathbringer** | |  |
| Time to Cast: | 1 fifth | You summon a divine, magical melee weapon, or imbue an existing melee weapon with magical energy. Two finesses on this spell can allow one to summon a ranged weapon instead. If created from nothing, choose the form of this weapon to match an existing one in the manual.  If the weapon was summoned from nothing, its STR restriction is a PWR restriction instead. This weapon deals blight damage regardless of the normal damage type of the weapon.  If desired, upon the casting of this spell, you may make its damage nonlethal - a creature will not enter a *Dying* state when brought to 0 DP, and is simply knocked out. |
| Resist Check: | none |
| Target: | self |
| Duration: | 1 minute |
| Area: | 1 weapon |
| Effect: | creation, blight damage |
|  |  |  |
| **5 – Mortal Surge** | |  |
| Time to Cast: | 1 fifth | For the duration of the spell, *Deathbringer* attacks deal an additional (2 + 1/2F)d6 blight damage (*bonus*) once per round. |
| Resist Check: | none |
| Target: | LOS 10 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | buff, blight damage |
|  |  |  |
| **6 – Ma’at** | |  |
| Time to Cast: | 1 fifth | For the duration of the spell, blight damage dealt by the target ignores 1 + 1/2F ranks of Resist Blight. |
| Resist Check: | willing target |
| Target: | LOS 10 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | buff |
|  |  |  |
| **7 – End of the Line** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target may use their reaction to make a simple attack at any creature exiting their melee range.  Two finesses allow targets to make such attacks at creatures *entering or exiting* melee range, and four finesses reduce the speed of creatures hit by these simple attacks to 0 until the beginning of their next turn. |
| Resist Check: | willing target |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 minute |
| Area: | 1 + 1/F creatures |
| Effect: | buff, utility |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Oculus Mortem\*\*** | |  |
| Time to Cast: | 1 fifth | This spell marks the target, allowing one to more effectively guide them to their death. *Deathbringer* attacks against the marked target gain a bonus of 1 + 1/2F to their natural rolls and deal additional blight damage (*bonus*) equal to one-third of the attacker’s PWR attribute. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/F creatures |
| Effect: | debuff, blight damage |
|  |  |  |
| **9 – Lifesteal** | |  |
| Time to Cast: | 1 round | The next time your *Deathbringer* weapon scores a critical hit during the spell duration, you or another creature within the target radius regains DP equal to the blight damage dealt.  This effect may occur up to 3 + 1/F times during the spell duration. Once it has occurred the maximum amount of times, the spell ends. |
| Resist Check: | none |
| Target: | LOS 10 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | buff, healing |
|  |  |  |
| **10 – Soulrender** | |  |
| Time to Cast: | 1 fifth | For the duration of the spell, *Deathbringer* weapon attacks ignore the armor DVs of targets affected by *Mark of Delayed Judgment, Death Knell,* or *Oculus Mortem*. |
| Resist Check: | none |
| Target: | LOS 10 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single weapon |
| Effect: | buff |
|  |  |  |
| **11 – Relentless Pursuit** | |  |
| Time to Cast: | 1 round | For the duration of the spell, take one die off any weapon skill rolled for your *Deathbringer* weapon. |
| Resist Check: | none |
| Target: | LOS 10 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | buff |
|  |  |  |
| **12 – Judgment of Ammit** | |  |
| Time to Cast: | 1 round | Upon the casting of this spell, gain 2 + 1/2F charges. Before the duration ends, you may use a charge and a fifth to teleport to a creature marked by the *Mark of Delayed Judgment* or *Oculus Mortem* within target distance, dealing 8d6 blight damage in the area around you upon landing, you and your allies do not take this damage. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | caster, LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | dimensional, blight damage |
|  |  |  |
|  |  |  |

\*In some cases, judgment of a priest’s actions or of a soul targeted by Mark of Delayed Judgment may require deferring to the current Anubis GM. Please reach out to them with as much context as possible. GMs are also reminded that it is always an Adventurer's (PC's) “time to die” as far as Mark of Delayed Judgment is concerned; this spell cannot be used for player resurrection.

\*\*Once you have 8 or more ranks in this group, you may optionally change any blight damage dealt by Reap spells to light damage for a specific casting, and other effects linked to blight damage change correspondingly (resistance pierce, healing, etc.) This decision is made per spell you cast.