

MASTER POWERS:

BANE OF DEATH (SINGLE, DEBRIEFING)
"HOLY ENDURANCE"

BANE OF UNDEAD (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "100 SPECIAL: UNDEAD"

BANISHMENT (SINGLE, INSTANT)
"HOLY BANISH"

COMPLETE HEALING (SINGLE, INSTANT)
"1000 HOLY HEALING"

GIFT OF LIFE (SINGLE, INSTANT)
"HOLY REVIVE 0"

GREATER MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "6 HOLY HEALING"

GREATER MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "6 HOLY RENDING"

STONE HAMMER (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING BLUNT WEAPON FOR "HOLY EARTH" ONCE PER LEVEL OF THE CHARACTER

WARDING (TOUCH, WEEKLY)
MAY BE USED ON ANY ENCLOSED ROOM. ONE OPENING IS DESIGNATED THE ENTRYWAY. ON GUIDE NOTES FOR THAT ROOM WARDING MUST BE MARKED, ALONG WITH NAMES OF CASTER AND ANY CHARACTERS TOUCHING HIM/HER WHEN SPELL IS CAST. THESE CHARACTERS MAY ENTER THROUGH THE ENTRYWAY AT WILL. NO OTHER CHARACTERS OR EFFECTS MAY ENTER THIS AREA UNLESS ONE OF THOSE LISTED IN THE GUIDE NOTES LOWERS THE ENTRYWAY FOR 5 SECONDS BY CALLING "ENTRY DOWN 1, ENTRY DOWN 2, ENTRY DOWN 3, ENTRY DOWN 4, ENTRY DOWN 5" IN A CLEAR TONE OF VOICE, DURING WHICH ANYTHING MAY CROSS THROUGH THE ENTRYWAY.

WARD UNDEAD (TOUCH, WEEKLY)
CREATES A BARRIER THAT WILL DO "(5X LEVEL) HOLY" TO ANY UNDEAD THAT CROSS THRESHOLD. AREA MUST BE MARKED WITH DOUBLE YELLOW LINE ON THE GROUND AND DOUBLE YELLOW LINE AT ITS TOP. AREA MAY NOT EXCEED 10' BY 10' PER USE OF THIS POWER, OTHER CLERICS MAY ADD THEIR OWN POWER TO THIS BARRIER TO ADD DAMAGE AND SIZE TO THE BARRIER.

GARGUTH

ALIGNMENT: NEUTRAL

SACRIFICE: SPECIAL: UNDEAD
NET: BODY

ELEMENT: EARTH

APPRENTICE POWER:

GARGUTH'S CONFINEMENT (SHOTGUN, DEBRIEFING)
ONE PACKET/LVL; "SPECIAL: UNDEAD NET: BODY"

JOURNEYMAN POWER:

DESTROY UNDEAD (SHOTGUN 5, INSTANT)
"50 SPECIAL: UNDEAD"

MASTER POWERS:

BANE OF UNDEAD (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "100 SPECIAL: UNDEAD"

WARD UNDEAD (TOUCH, WEEKLY)

CREATES A BARRIER THAT WILL DO "(5X LEVEL) HOLY" TO ANY UNDEAD THAT CROSS THRESHOLD. AREA MUST BE MARKED WITH DOUBLE YELLOW LINE ON THE GROUND AND DOUBLE YELLOW LINE AT ITS TOP. AREA MAY NOT EXCEED 10' BY 10' PER USE OF THIS POWER, OTHER CLERICS MAY ADD THEIR OWN POWER TO THIS BARRIER TO ADD DAMAGE AND SIZE TO THE BARRIER.

STOP UNDEAD (SINGLE, DEBRIEFING)
"SPECIAL: UNDEAD NET: BODY"

MASS WEAKENING (SHOTGUN 5, DEBRIEFING)
"HOLY WEAKEN"

MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "3 HOLY RENDING"

MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "3 HOLY HEALING"

GREATER MAIM (RAPID FIRE 5, DEBRIEFING)
"HOLY MAIM {TARGET LIMB}"

REDUCED TO MINIMAL
ALL HEALING OR RENDING EFFECTS ARE REDUCED TO MINIMAL

GREATER HEALING (SINGLE, INSTANT)
"(5 X LVL) HOLY HEALING"

EARTH HAMMER (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING FOR "HOLY EARTH" ONCE WITH A BLUNT WEAPON

DESTROY UNDEAD (SHOTGUN 5, INSTANT)
"50 SPECIAL: UNDEAD"

COMPLETE REGENERATION (SINGLE, INSTANT)
"HOLY REGENERATE FULL"

JOURNEYMAN POWERS:

WEAKENING (SINGLE, DEBRIEFING)
"HOLY WEAKEN 3"

SPIRITUAL AWARENESS (SINGLE, INSTANT)
"HOLY DETECT UNDEAD"

REGENERATE LIMB (TOUCH, INSTANT)
"HOLY REGENERATE {TARGET LIMB}"

MINOR MASS RENDING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "1 HOLY RENDING"

MINOR MASS HEALING (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "1 HOLY HEALING"

MAIM (SINGLE, INSTANT)
"HOLY MAIM {TARGET LIMB}"

REDUCED TO MINIMAL
NEXT HEALING OR RENDING EFFECT IS REDUCED TO MINIMAL

HEALING (SINGLE, INSTANT)
"(2 X LVL) HOLY HEALING"

GARGUTH'S CONFINEMENT (SHOTGUN, DEBRIEFING)
ONE PACKET/LVL; "SPECIAL: UNDEAD NET: BODY"

BURNING BLOOD (SINGLE, INSTANT)
"HOLY DETOXIFY"

APPRENTICE POWERS