

MASTER POWERS:

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

BANE OF LIFE (SINGLE, INSTANT)
"HOLY SMITE"

DIVINE JUSTICE (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING BLUNT WEAPON FOR HOLY FLAVOR ONCE PER LEVEL

DIVINE WRATH (TOUCH, DEBRIEFING)
TARGET GAINS 25 HP AND INFLECTS MASSIVE DAMAGE WITH A BLUNT WEAPONS. HP GRANTED MAY EXCEED MAX HP FOR TARGET AND IS HEALABLE. IF AFFECTED BY HOLY, MAGIC, OR BARDIC FLAVOR, THEY IMMEDIATELY DROP TO -1 HP.

GREATER MASS HEALING (RAPID FIRE, INSTANT)
"6 HOLY HEALING"

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

MORDEKAI'S DARKNESS (TOUCH, WEEKLY)
NO ONE MAY ENTER AREA. MAY NOT AFFECT MORE THAN A 10' X 10' AREA, WHICH MUST BE DELINIATED WITH BLACK TAPE AT CASTING. TAG FOR THE PRAYER IS LEFT ALONG WITH THE CASTER'S NAME, WHO IS IMMUNE TO EFFECT.

PARALYZING FEAR (RAPID FIRE 5, INSTANT)
"HOLY NET: FULL"

RAVAGE (SINGLE, INSTANT)
"1000 HOLY RENDING"

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

MORDEKAI

ALIGNMENT: EVIL

SACRIFICE: "2 HOLY"

ELEMENT: FEAR

APPRENTICE POWER:

MORDEKAI'S MADNESS (SINGLE, INSTANT)
IMMUNE TO BANISH, DRAIN, SMITE, AND NET EFFECTS FOR A TEN COUNT, DURING CANNOT USE ANY SKILLS.

JOURNEYMAN POWER:

DARKNESS TOUCH (SINGLE, INSTANT)
"(4XLEVEL) HOLY" OR "(4XLEVEL) HOLY RENDING."

MASTER POWERS:

MORDEKAI'S DARKNESS (TOUCH, WEEKLY)
NO ONE MAY ENTER AREA. MAY NOT AFFECT MORE THAN A 10' X 10' AREA, WHICH MUST BE DELINIATED WITH BLACK TAPE AT CASTING. TAG FOR THE PRAYER IS LEFT ALONG WITH THE CASTER'S NAME, WHO IS IMMUNE TO EFFECT.

PARALYZING FEAR (RAPID FIRE 5, INSTANT)
"HOLY NET: FULL"

APPRENTICE POWERS

HOLY EMPowerMENT (TOUCH, DEBRIEFING)
TARGET GAINS 10 HP. HP MAY EXTEND NORMAL MAX HP AND IS HEALABLE. IF AFFECTED BY "HOLY" OR "MAGIC" FLAVOR, IMMEDIATELY DROP TO -1 HP.

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

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

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

MORDEKAI'S MADNESS (SINGLE, INSTANT)

IMMUNE TO BANISH, DRAIN, SMITE, AND NET EFFECTS FOR A TEN COUNT, DURING CANNOT USE ANY SKILLS.

PHYSICAL SHIELD (TOUCH, DEBRIEFING)

NEXT PHYSICAL ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

REGENERATE LIMB (TOUCH, INSTANT)

"HOLY REGENERATE {TARGET LIMB}"

RENDING (SINGLE, INSTANT)

"(2 X LVL) HOLY RENDING"

STUN (SINGLE, INSTANT)

"HOLY STUN"

WEAKENING (SINGLE, DEBRIEFING)

"HOLY WEAKEN 3"

JOURNEYMAN POWERS

DARKNESS TOUCH (SINGLE, INSTANT)
"(4XLEVEL) HOLY" OR "(4XLEVEL) HOLY RENDING."

DIVINE HAMMER (SELF, DEBRIEFING)

ALLOWS CHARACTER TO SWING FOR "HOLY" ONCE WITH A BLUNT WEAPON

GREATER INTERFERENCE (SELF, DEBRIEFING)
ALL HEALING OR RENDING EFFECTS ARE REDUCED TO MINIMAL

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

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

HOLY GUIDANCE (TOUCH, DEBRIEFING)

NEXT ATTACK WITH BLUNT WEAPON DOES "+4 PIERCING"

HOLY SHIELD (TOUCH, DEBRIEFING)

NEXT HOLY ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

MASS HEALING (RAPID FIRE, INSTANT)

ONE PACKET/LVL; "3 HOLY HEALING"

MASS RENDING (RAPID FIRE, INSTANT)

ONE PACKET/LVL; "3 HOLY RENDING"