

MASTER POWERS:

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

BANISHMENT (SINGLE, INSTANT)
'HOLY BANISH'.

BLESSING OF SILVEEN (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "HOLY REVIVE (LEVEL)"

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

GALE HAMMER (SELF, DEBRIEFING)
ALLOWS CHARACTER TO SWING BLUNT WEAPON FOR "HOLY WIND" ONCE PER LEVEL

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

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

SILVEEN'S RESTORATION (SINGLE, INSTANT)
"HOLY REVIVE 1000"

WARDING (TOUCH, WEEKLY)
THIS POWER MAY BE USED ON ANY ENCLOSED ROOM. ONE OPENING INTO THIS ROOM IS DESIGNATED THE ENTRYWAY. ON THE GUIDE NOTES FOR THAT OPENING THE WARDING POWER MUST BE MARKED, ALONG WITH THE NAMES OF THE CASTER AND ANY CHARACTERS TOUCHING HIM/HER AT THE TIME THIS 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.

WRATH OF AIR (TOUCH, DEBRIEFING)
TARGET GAINS 25 HP AND INFLECTS "MASSIVE WIND" WITH BLUNT MELEE WEAPON. BONUS HP GRANTED MAY EXTEND BEYOND MAXIMUM HP FOR TARGET AND IS FULLY HEALABLE. IF AFFECTED BY ANY HOLY, MAGIC, OR BARDIC FLAVOR, TARGET IMMEDIATELY DROPS TO -1

SILVEEN

ALIGNMENT: GOOD

SACRIFICE: "1 HOLY HEALING"

ELEMENT: WIND

APPRENTICE POWER:

TOUCH OF SILVEEN (SINGLE, INSTANT)
"(3 X LEVEL) HOLY HEALING"

JOURNEYMAN POWER:

SILVEEN'S GRACE (SINGLE, INSTANT)
'HOLY REVIVE 0'.

MASTER POWERS:

BLESSING OF SILVEEN (RAPID FIRE, INSTANT)
ONE PACKET/LVL; "HOLY REVIVE (LEVEL)"

SILVEEN'S RESTORATION (SINGLE, INSTANT)
"HOLY REVIVE 1000"

JOURNEYMAN POWERS:

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

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

DELIVERANCE (SELF, INSTANT)
"HOLY RELEASE", USABLE EVEN IF THE CLERIC IS BOUND, GAGGED OR SILENCED.

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

GREATER INTERFERENCE (SELF, DEBRIEFING)
ALL HEALING OR REENDING EFFECTS ARE REDUCED.

HOLY REVERBERATION (SELF, DEBRIEFING)
DOUBLE THE AMOUNT OF ALL INSTANT PRAYERS USED. PRAYER IS ENDED IF CASTER TAKES DAMAGE.

HOLY SHIELD (TOUCH, DEBRIEFING)
NEXT HOLY ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

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

SILVEEN'S GRACE (SINGLE, INSTANT)
'HOLY REVIVE 0'.

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

APPRENTICE POWERS:

BURNING BLOOD (SINGLE, INSTANT)
"HOLY DISPEL: POISON"

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

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

HOLY RESONANCE (SELF, DEBRIEFING)
CHARACTER MAY DOUBLE THE AMOUNT OF ANY ONE INSTANT PRAYER USED.

INTERFERENCE (TOUCH, DEBRIEFING)
NEXT HEALING OR REENDING EFFECT IS REDUCED.

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

PHYSICAL SHIELD (TOUCH, DEBRIEFING)
NEXT PHYSICAL ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

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

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

TOUCH OF SILVEEN (SINGLE, INSTANT)
"(3 X LEVEL) HOLY HEALING"