Darkslayer

Special

Notes: *Darkslayer can only be used against the specific enemies of the caster's deity (c.f. Guardian's Ways, RMCI). The items created by this list are made of solidified light, and cannot be made permanent. The GM may wish to have the weapons created by this list deliver Holy or Slaying criticals against the appropriate targets.*

	Area of Effect	Duration	Range
1—Weapon I	self	1 min/lvl	self
2—Shield I	self	1 min/lvl	self
3—			
4—Armor I	self	1 min/lvl	self
5—Weapon II	self	1 min/lvl	self
6—Shield II	self	1 min/lvl	self
7—			
8—Armor II	self	1 min/lvl	self
9—			
10—Weapon III	self	1 min/lvl	self
11—Shield III	self	1 min/lvl	self
12—			
13—Armor III	self	1 min/lvl	self
14—			
15—Weapon IV	self	1 min/lvl	self
16—Shield IV	self	1 min/lvl	self
17—			
18—Armor IV	self	1 min/lvl	self
19—Weapon V	self	1 min/lvl	self
20—Shield V	self	1 min/lvl	self
25—Armor V	self	1 min/lvl	self
30—Weapon True	self	1 min/lvl	self
35—Shield True	self	1 min/lvl	self
40—Armor True	self	1 min/lvl	self
50—Darkslayer	1 target/lvl	1 min/lvl	touch

1—Weapon I (E) Allows the caster to create a weapon of solidified light to wield in combat against his diety's enemies. The weapon must be a small, one-handed weapon (such as a dagger or hand axe), and will dissipate if it leaves the caster's hand. The weapon strikes with a +5 bonus, and inflicts an additional heat critical of equal severity.

2—Shield I (E) Allows the caster to create a normal sized shield of solidified light. The shield is acts as a +5 normal shield, and will illuminate a 5' radius area with radiance equivalent to a *Light* spell. The shield will dissipate if it leaves the caster's hand.

4—Armor I (E) Allows the caster to create a suit of armor of solidified light. The armor is completely unencumbering, protects as AT/4, and has a percentage chance equal to the caster's level to dissipate any darkness-based attacks directed at the wearer.

5—Weapon II (E) As *Weapon I*, except a larger weapon (club, mace) with a +5 bonus can be created, *or* a weapon of the size created by a *Weapon I* spell with a +10 bonus can be created.

6—Shield II (E) As *Shield I*, except the shield has a +10 bonus, and will illuminate a 10' radius area.

8—Armor II (E) As *Armor I*, except the armor protects as AT/8.

10—Weapon III (E) As *Weapon II*, except a larger weapon (broadsword, quarterstaff) with a +5 bonus, *or a Weapon II* with a +10 bonus, *or* a *Weapon I* with a +15 bonus can be created.

11—Shield III (E) As *Shield I*, except the shield has a +15 bonus, and will illuminate a 15' radius area.

13—Armor III (E) As *Armor I*, except the armor protects as AT/13.

15—Weapon IV (E) As *Weapon III*, except a missile or thrown weapon (long bow, thrown axe, etc.) *or a Weapon III* with a +10 bonus, *or* a *Weapon II* with a +15 bonus, *or* a *Weapon I* with a +20 bonus can be created. Missile weapons will continually create their own ammunition without reloading, and thrown weapons will reappear in the hand of the wielder after striking their targets.

16—Shield IV (E) As *Shield I*, except the shield has a +20 bonus, and will illuminate a 20' radius area.

18—Armor IV (E) As *Armor I*, except the armor protects as AT/18.

19—Weapon V (E) As *Weapon IV*, except a two-handed or mounted weapon (two-handed sword, mounted lance, etc.) with a +5 bonus, *or a Weapon IV* with a +10 bonus, *or a Weapon III* with a +15 bonus, *or a Weapon II* with a +20 bonus, *or a Weapon I* with a +25 bonus can be created.

20—Shield V (E) As *Shield I*, except the shield has a +25 bonus, and will illuminate a 25' radius area.

25—Armor V (E) As *Armor I*, except the armor protects as AT/20.

30—Weapon True (E) The caster can create a weapon of any type he chooses. The weapon strikes with a +30 bonus, delivers an additional heat critical, and inflicts bonus damage as a 'Lightblade' (additional concussion hits equal to the severity of the critical delivered times the level of the creature struck, i.e., 'C' critical inflicted upon a 20th level creature = 60 concussion hits).

35—Shield True (E) As *Shield I*, except the shield has a bonus equal to 2x the caster's level, and will illuminate an area equal to 2x the caster's level with a radiance equivalent to an *Utterlight* spell.

40—Armor True (E) As *Armor I*, except the armor protects as AT/20, and the wearer is immune to all darkness-based attacks.

50—Darkslayer (FE) The caster can bestow either *Weapon V, Shield V,* or *Armor V* upon 1 target/level (granting all three spells would require the casting of *Darkslayer* three times). Those bestowed must also be followers of the caster's deity.

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Lightslayer

Special

Notes: *Lightslayer can only be used against the specific enemies of the caster's deity (c.f. Guardian's Ways, RMCI). The items created by this list are made of solidified darkness, and cannot be made permanent. The GM may wish to have the weapons created by this list deliver Unholy or Slaying criticals against the appropriate targets.*

	Area of Effect	Duration	Range
1—Weapon I	self	1 min/lvl	self
2—Shield I	self	1 min/lvl	self
3—			
4—Armor I	self	1 min/lvl	self
5—Weapon II	self	1 min/lvl	self
6—Shield II	self	1 min/lvl	self
7—			
8—Armor II	self	1 min/lvl	self
9—			
10—Weapon III	self	1 min/lvl	self
11—Shield III	self	1 min/lvl	self
12—			
13—Armor III	self	1 min/lvl	self
14—			
15—Weapon IV	self	1 min/lvl	self
16—Shield IV	self	1 min/lvl	self
17—			
18—Armor IV	self	1 min/lvl	self
19—Weapon V	self	1 min/lvl	self
20—Shield V	self	1 min/lvl	self
25—Armor V	self	1 min/lvl	self
30—Weapon True	self	1 min/lvl	self
35—Shield True	self	1 min/lvl	self
40—Armor True	self	1 min/lvl	self
50—Lightslayer	1 target/lvl	1 min/lvl	touch

1—Weapon I (E) Allows the caster to create a weapon of solidified darkness to wield in combat against his diety's enemies. The weapon must be a small, one-handed weapon (such as a dagger or hand axe), and will dissipate if it leaves the caster's hand. The weapon strikes with a +5 bonus, and inflicts an additional cold critical of equal severity.

2—Shield I (E) Allows the caster to create a normal sized shield of solidified darkness. The shield is acts as a +5 normal shield, and will darken a 5' radius area with blackness equivalent to a *Darkness* spell (the darkness so created will not impede the caster's vision). The shield will dissipate if it leaves the caster's hand.

4—Armor I (E) Allows the caster to create a suit of armor of solidified darkness. The armor is completely unencumbering, protects as AT/4, and has a percentage chance equal to the caster's level to dissipate any light-based attacks directed at the wearer.

5—Weapon II (E) As *Weapon I*, except a larger weapon (club, mace) with a +5 bonus can be created, *or* a weapon of the size created by a *Weapon I* spell with a +10 bonus can be created.

6—Shield II (E) As *Shield I*, except the shield has a +10 bonus, and will darken a 10' radius area.

8—Armor II (E) As *Armor I*, except the armor protects as AT/8.

10—Weapon III (E) As *Weapon II*, except a larger weapon (broadsword, quarterstaff) with a +5 bonus, *or* a *Weapon II* with a +10 bonus, *or* a *Weapon I* with a +15 bonus can be created.

11—Shield III (E) As *Shield I*, except the shield has a +15 bonus, and will darken a 15' radius area.

13—Armor III (E) As *Armor I*, except the armor protects as AT/13.

15—Weapon IV (E) As *Weapon III*, except a missile or thrown weapon (long bow, thrown axe, etc.) *or* a *Weapon III* with a +10 bonus, *or* a *Weapon II* with a +15 bonus, *or* a *Weapon I* with a +20 bonus can be created. Missile weapons will continually create their own ammunition without reloading, and thrown weapons will return to the hand of the wielder after striking their targets.

16—Shield IV (E) As *Shield I*, except the shield has a +20 bonus, and will darken a 20' radius area.

18—Armor IV (E) As *Armor I*, except the armor protects as AT/18.

19—Weapon V (E) As *Weapon IV*, except a two-handed or mounted weapon (two-handed sword, mounted lance, etc.) with a +5 bonus, *or* a *Weapon IV* with a +10 bonus, *or* a *Weapon III* with a +15 bonus, *or* a *Weapon II* with a +20 bonus, *or* a *Weapon I* with a +25 bonus can be created.

20—Shield V (E) As *Shield I*, except the shield has a +25 bonus, and will darken a 25' radius area.

25—Armor V (E) As *Armor I*, except the armor protects as AT/20.

30—Weapon True (E) The caster can create a weapon of any type he chooses. The weapon strikes with a +30 bonus, delivers an additional cold critical, and inflicts bonus damage as a 'Darkblade' (additional concussion hits equal to the severity of the critical delivered times the level of the creature struck, i.e., 'C' critical inflicted upon a 20th level creature = 60 concussion hits).

35—Shield True (E) As *Shield I*, except the shield has a bonus equal to 2x the caster's level, and will darken an area equal to 2x the caster's level with a darkness equivalent to an *Utterdark* spell.

40—Armor True (E) As *Armor I*, except the armor protects as AT/20, and the wearer is immune to all light-based attacks.

50—Lightslayer (FE) The caster can bestow either *Weapon V, Shield V,* or *Armor V* upon 1 target/level (granting all three spells would require the casting of *Lightslayer* three times). Those bestowed must also be followers of the caster's deity.

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