

T'or – The Champion of Justice

1 Domain

Called “**The Champion of Justice**,” T'or is also considered the “**Master Lawkeeper**.”

2 History

On the **Day of Punishment**, all of the gods left Jaern due to its unjust ways. Later T'or return in a day known as **The Day of the Awakening**. On this day many willingly gave to lives to rebuild T'or's power base. T'orites involved have forever been memorialized for their honor and sacrifice in the name of Justice.

Many years are the **Day of the Awakening**, another day arrived they wasn't brought about by the followers of T'or, but by the god himself. Seeing the corruption within the priesthood he had created and the flaw in allowing the priest to choose their own path toward Justice, he brought his Will down upon them. This day is known as the **Day of Enlightenment**.

After this day, the T'orites were forever changed because they now know the “Will of T'or” and, as long as the follow his will, corruption is a thing of the past.

3 Motivation

“**The Will of T'or is our will...**”

The followers of T'or believe that they are each directly in touch with the Will of T'or and that his will must be followed. Through his will, followers know the laws of each land he visits and whether a government is just or unjust according to T'or.

4 Aspects

When T'or visits his followers, he is always dressed in a simple white uniform. What makes T'or stand out is the fact that he has white hair and dark blues eyes. It is said that with the gaze of those blue eyes, T'or can see the truth of all actions. Some say if you see T'or dealing the Final Punishment, one could see a single tear.

His justice is dealt quickly. He strikes with the speed of light and vanquishes all who are unjust. His justice is always dealt out with his weapon of choice, **The Hammer of Reckoning**.

Tor has given this job to one of his priestesses. Every time someone uses Communion, the character will see an attractive white haired woman wielding a Shamshir. She will come to the priest and offer advice to the priest in T'or's

Place. Also, when a bad divine intervention is made it is she who comes and deals the blow and sees that justice is conserved.

5 Structure of the Priesthood/Temple

The Stockade holds many groups of people. Inside this fortress, there are four main groups of people that reside.

The Adjudicators: These priests go out and investigate criminal and civil cases and report the finding and punishment to the council.

The Hand of T'or: These priests are the internal police of the priesthood. They investigate any priest that a complaint is issued against and deal out proper punishment. The main job of this group is to ensure priests are following the Will of T'or at all times and eliminate corruption.

The Fist of T'or: These priests are mainly used to gather criminals that are not deserving of death. They search out and detain those that have done wrong and bring them back to the stockade for their punishment.

Death Hunters: This group of T'orites hunts the denizens of the night. They seek out in search of those who have lost their “humanity.” This branch of the T'orites does not believe that all undead are evil, but they will certainly hunt down and destroy those that are.

5.1 Organization

Each Stockade is commanded by a council of 5, which usually consists of four priests of T'or and one warrior priest of T'or. The council follows the Will of T'or in all decision making and their say is final.

There is also a group that is comprised of superb elitist priests of the temple. The group is considered T'or's ultimate justice and is designed to eliminate corruption within the ranks. Members of this group are known to all T'orites, wearing a special holy symbol, and they are highly respected priests. The group is called “**The Hand of T'or**.”

5.2 Requirements

Those aspiring to the priesthood must at least have the strength to wield a short sword. They also must be in good health and have no physical disabilities. Both men and woman are accepted into the priesthood. The T'orites freely accepts any race, including elves. They do not see them as blights without souls. The T'orites see them as a group that are the same.

assigned by the Command Staff to guard important people within and outside the Stockade.

An Enclave also has several **Support Specialists** in areas like smithing, armor fabrication, supply, medicine, military construction, and demolitions. Specialists are usually responsible to a member of the Command Staff and rarely see personal combat.

The **Adjudicators Staff** includes investigators, and their assistants. These priests seek the truth in both criminal and civil crimes and disagreements, and dispense justice based on the results of their investigations.

Priests posted as **External Investigators** often pose in other postings and professions. These individuals secretly gather information and report directly to the Command Staff. More often than not, they dispense justice in these situations themselves.

Members of the **Command Staff** make all the important decisions within the Stockade. They are the commanders in war-time. The Command Staff consist of the five Marshals and 5 selected Sinjor.

5.4 Advancement

A T'orite's advancement is based on merit. If the council of Marshals agrees, they can issue an advancement order for any priest to a higher level. If they feel that a rank of Marshal is in order. A temple lacking a full council can be petitioned or a new stockade can be built. No place should be without justice.

5.5 Dogma

“Justice above all else.”

As a T'orite, each priest is trained in the **Laws of Justice**. They are brought not only to know them, but also to understand them. Often times, crime passes unnoticed, but the priests of T'or are there to bring those who are guilty to justice and deal out the necessary punishment. They need only the proof the crime was committed and who committed it. If a priest decides that the timing is not right, he/she can wait until a better time appears to act.

5.6 Traditions

5.6.1 Clothing

Priests of T'or generally wear a uniform while in public in order so that people will know they are there. The uniform is generally white, each stockades may alter the color based on regional tastes. The weapon arm is never covered and, when in uniform, the T'orite's holy symbol and rank is always on display.

5.2.1 Apprenticeship

T'orite apprenticeship is very cruel and long. For 6 months, trainees are drilled for 14 hours a day. Drill Sergeants teach the new recruits many styles of fighting and how to use different weapons.

The last week of training, the soon to be priest chooses a weapon that will become their first holy weapon and trains with it.

Because of the T'orite's training in their holy weapon, they may choose a single melee weapon skill that they purchase at double cost instead of triple cost.

5.2.2 Initiation

When the priests believe an initiate is ready, they present him/her to the Stockade's ruling council. One council member tears the initiate's sleeve off his/her weapon arm, and then another council member brands him/her with the first token of grade. They are taught the “**Obey the Law**” spell and can tap into the Will of T'or.

5.2.3 Duties

All priests, except the ruling council, are required to attend a monthly training exercise. (The ruling council normally trains in some form or fashion on a weekly bases.) The priests learn new drills and maneuvers. The priests also work on bonding and forming a better unit. The priests are also always ready to be called-to-arms for wartime.

5.3 Functions

Constabling is a task assigned to many new priests. They patrol the streets and keep order in the area. They can drag suspected criminals to the Stockade for incarceration or deal out the punishment themselves. There is always an experienced priest of T'or on these patrols.

Members of the **Border Patrol** are organized into small squads to sweep the area around a town. They warn the citizens of impending attacks or troop movements, and seek and destroy brigands and bandits to keep the roads safe.

Internal Security guards and keeps the peace within the Stockade, guard prisoners, and assists in investigations involving the priests.

The **Training Staff** is responsible for the training of the initiates, the advanced training of all priests, and the outsider training school. They also run the weekly training missions; priests not destined for command staff often form this cadre.

Also, highly proficient priests who are not of command caliber are often posted to the **Sirma** corp. They are

Some priests of T'or prefer to work undercover and either do not wear a uniform or use spells to disguise their appearance. It is easier to blend in to the population when you don't stand out.

5.6.2 Appearance

Priests of T'or may either appear in uniform or in standard street clothes. Their armor generally consists of a T'or war harness. They have their holy weapon either on their side or their back and may also carry a shield. All priests of T'or are expected to be clean and well-dressed regardless of the clothes they are wearing.

5.6.3 Speech and Gestures

The chosen language of the T'orites is Breziak. Commands are always given as concise orders. No recognition is given because it delays the carrying out of the orders. The priest in charge can assume that the order are heard and obey, because T'orites know better than to defy a command issued.

The ranks of command are as follows:

Grade	Commands	Grade Brand
Follower	none	Light Bolt
Mutineer	none	One slash
Rebel	Squad	Two slashes
Pretext	Troop	Three slashes
Sinjur	Division	Four slashes
Marshal	Enclave	Five slashes

6.1 Holidays and Feast Days

Day of the Awakening is the anniversary of when T'or regained his place of power, and blessed the true believers. A mass celebration is held at the place of Rebirth, which is located at the Rougtero Stockade.

Day of the Fallen is the day that all the T'orites take to remember all of the fallen comrades that have died in the line of duty. It is a solemn day for the T'orites, but it reminds them of the price that Justice sometimes demands.

6.2 Ceremonies

There is one major ceremony that is in the priest of T'or Doctrine. It is the Last Rites of the priest. When a priest dies, his weapon is broken released the piece of his soul inside to T'or.

The increasing of rank can be seen as a ceremony. It is done in front of the Stockade for all to see.

Magical Abilities

T'orite's combine the control of one's body and mind and use of weapons and defensive technique into four spell groups. Unlike most spell casters, a number of T'orite spells have very little to no hand motion and speech involved in casting them. In general, every spell with a single round casting time does not have a noticeable verbal or gesturing component to it and cannot be identified. Spells that have a casting time over a single round act as normal spells that can be identified and require two hands and a verbal component to cast. None of the T'orite spells can be deferred or stored in magic items in any way.

Body – The spell group represents the control that priests of T'or have over their body.

Weapon / Offensive – This spell group allow a T'orite to create and holy weapon and use special combat techniques with it.

Shield / Defense – The spell group provides the T'orite with special defensive techniques.

Mind – The spell group represents the control that priests of T'or have over their and other creature's minds.

1. Body

- 1 Beat Down
- 2 Land on Feet
- 3 Blind Sight
- 4 Lesser Hog Tie
- 5 Back to the Fight
- 6 Dirty Fighting
- 7 Hold Breath
- 8 Lesser Ignore Body
- 9 Hog Tie
- 10 Take Down
- 11 Ignore Body
- 12 Size Doesn't Matter

2. Shield / Defense

- 1 Danger Sense
- 2 Lesser Shield of T'or
- 3 Clean
- 4 Undercover
- 5 Ignore Temperature
- 6 Escape
- 7 Shield of T'or
- 8 Evasion
- 9 Ignore Critical Wound
- 10 Inner Balance
- 11 Armor of T'or
- 12 True Undercover

3. Weapon / Offensive

- 1 Create Holy Weapon
- 2 Arm
- 3 Harm
- 4 Throw
- 5 Lesser Flashing Blast
- 6 Summon Weapon
- 7 Ghost Killer
- 8 Harmful
- 9 Deplete EU
- 10 Summon T'orite
- 11 Flashing Blast
- 12 Mayhem

4. Mind

- 1 Obey the Law
- 2 Good Cop
- 3 Lesser Locate
- 4 Bad Cop
- 5 Trance
- 6 Memorize
- 7 Watchfulness
- 8 Blending
- 9 Locate
- 10 Lure
- 11 Copy Cat
- 12 Purify Self

1 – Beat Down

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: increase punch

The T'orite may cast this spell as they are pummeling someone or something. The thing being pummeled takes 1d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

2 – Land on Feet

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: prevent falling damage

Whenever the T'orite would take damage from falling, they may activate this spell. The T'orite takes no impact damage from falling nor does anything that the T'orite falls on. When the T'orite lands, he will be on his feet and in his proper fighting stance. If he falls less than 20', the T'orite may make a single attack or take one-fifth of this movement rate.

3 – Blind Sight

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F hours
 Area: self
 Effect: see in the dark

The caster can see as if they are in ample sunlight regardless of the current lighting conditions or if the T'orite has been blinded by physical or magical effects.

4 – Lesser Hog Tie

Time to Cast: 1R
 Resist Check: 4d6 vs. STR frees
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: tie up target

In the immediate free round after tackling someone, the T'orite may use this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes a 4d6 vs. STR to get break free of them.

5 – Back to the Fight

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: heal T'orite

The T'orite is healed for 4d6 DP, but he looks to be just as hurt as before. Many T'orites wash or sew wounds closed right after this stating that it was not as bad as it seems.

6 – Dirty Fighting

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: greatly increase punch

The T'orite may cast this spell as they pummeling someone or something. They take 3d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). This leaves creatures with a black eye or a bloody nose.

7 – Hold Breath

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F hours
 Area: self
 Effect: need not breathe

The T'orite acts as if he is holding his breath and the need to breathe goes away for the spell's duration.

8 – Lesser Ignore Body

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed or run away in fear, they may lower the check by **one** die. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to make any resistance checks.

9 – Hog Tie

Time to Cast: 1R
 Resist Check: 5d6 vs. STR frees
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: tie up target

In the immediate free round after tackling someone, the T'orite may use this spell. Ropes appear in the caster's hands and bind the hands or feet of the target. It takes 5d6 vs. STR to get break free of them.

10 – Take Down

Time to Cast: 1R
 Resist Check: 5d6 vs. HEA resists
 Target: touch
 Duration: instantaneous
 Area: single target
 Effect: knock out target

The T'orite may cast this spell as they pummeling someone or something. They take 5d6 more damage if the caster made his Pummeling skill or Wrestling skill (for Pummel). In addition, if the target fails the RC, they fall unconscious.

11 – Ignore Body

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: help resist effects

This spell allows the priest to ignore all pain and pleasure effects. He is aware that the feeling is there, but can block its effects. If an effect would make the caster sleep, go unconscious, become paralyzed or run away in fear, they may lower the check by **two** dice. This spell does not stack with other spells that reduce resistance checks. This spell can be activated when an effect that this spell protects against occurs to the T'orite prior to make any resistance checks.

12 – Size Doesn't Matter

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove size penalties

As the T'orite uses a skill vs. a target, he may use this spell. When used, the size of the skill's target does not impact what happens in anyway. Pummeling the target makes it fall down and the caster can tackle a giant. The size of the target still has an impact on grapple attempts.

1 – Danger Sense

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: eliminate surprise

When the GM calls for a surprise roll, the T'orite may use this spell. Instead, the T'orite has one free action prior to the surprise roll. The T'orite may also use this spell if someone attempts an assassination on them or someone they are guarding. The assassination attempt will be three dice more difficult and will most likely fail unless the assassin took it into account.

2 – Lesser Shield of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +3 to all of their defense values.

A T'or War Harness is the same as leather armor.

3 – Clean

Time to Cast: 1R
 Resist Check: 4d6 vs. PWR negates
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove debris

This spell will remove all dirt, acid, bugs and any other unwanted stuff off of the caster's person. Lice, leeches and other living beings get a 4d6 vs. PWR check to stay on. This spell also affects people that happen to be grappling the target.

4 – Undercover

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 30 + 10/F minutes
 Area: self
 Effect: takes targets pain

The caster gains a chameleon-like hiding ability as long as they are wearing a T'or war harness or street wear. It will require a four die harder PER check (does stack with hiding and Shadowing skills) to see them.

5 – Ignore Temperature

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: resist temperatures

When this spell is active, if something would make the caster take damage from fire/heat or cold/ice, he will take 6 less damage. All checks against heat/cold based magic are reduced by two dice. In addition, the caster feels completely comfortable in all temperatures up to the boiling point and down to freezing point of water. This spell does not stack with other spells that reduce resistance checks.

6 – Escape

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: self
 Effect: escape bindings

The caster can bend and move his joints and bones to wriggle out of any binding. They get 4 dice off of any escape attempt or can add 4 dice to any attempt to break free from a grapple. This spell is activated when the T'orite attempts to escape or break free and does stack with any skill or magic that assists the T'orite in escaping.

7 – Shield of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +5 to all of their defense values.

A T'or War Harness is the same as leather armor.

8 – Evasion

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: avoid projectile

When the T'orite is hit with a projectile (missile or linear) weapon, they may use this spell. Before damage is determined, the attack is considered a miss and no damage is done.

The T'orite can use this spell only once per round.

9 – Ignore Critical Wound

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: ignore critical hit

When the T'orite is critically struck with either a weapon or a grapple, they may use this spell. Instead of the critical, it is simply a successful attack.

The T'orite can use this spell only once per round.

10 – Inner Balance

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: mind over magic

When the T'orite must make a CSE or WIL resistance check, they may use this spell instead of attempting the resistance check. They can ignore anything that would have resulted from them failing such a check from a single effect.

The T'orite can use this spell only once per round.

11 – Armor of T'or

Time to Cast: 4R
 Resist Check: none
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: provide defense

If the caster is wearing a T'or war harness, street wear or less, This spell adds +7 to all of their defense values.

A T'or War Harness is the same as leather armor.

12 – True Undercover

Time to Cast: 4R
 Resist Check: 6d6 vs. PER sees
 Target: caster
 Duration: 12 + 3/F hours
 Area: self
 Effect: make unseen

The caster cannot be seen as light bends around him. This effect is not true invisibility and can be made out with a 6d6 vs. PER check. This spell does not stack with any other spell or power, but skills that allow the T'orite to hide can increase the PER check to see through the spell. Whenever the caster attacks someone, for each hit, that target may attempt a new resist check at one die less.

1 – Create Holy Weapon

Time to Cast: 1 H
 Resist Check: 4d6 vs. PWR negates
 Target: touch
 Duration: instantaneous
 Area: single weapon
 Effect: make holy weapon

This spell along with the correct ritual allows the T'orite to make a weapon holy which will place a small piece of the T'orite's soul within it. The holy weapon counts as magical when hitting things that require a magical weapon to hit. As long as the T'orite is alive, the weapon can never be broken nor become bent.

A T'orite can never have more than one holy weapon at a time. If this spell is cast on another weapon, it will move the soul into the new weapon. Magical weapons need to fail the PWR check. Once a weapon is made holy, it cannot be turned into a holy weapon again by the same T'orite, even if the T'orite's soul is moved out of it.

2 – Arm

Time to Cast: 1R
 Resist Check: none
 Target: LOS or 60'
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: rearm self

The caster can call upon his holy weapon to summon it from any distance as long as you see it or it is within 60 ft. It will fly into his hand or appear in it if there are intervening objects.

3 – Harm

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: 10 + 5/F minutes
 Area: T'orite's holy weapon
 Effect: increase damage

When the T'orite attacks with his holy weapon, he may activate this spell. The caster's holy weapon gets an additional +1 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

4 – Throw

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: throw weapon

A priest can throw his holy symbol at an opponent with intent to harm. When the priest throws his holy weapon, he may use this spell. He then uses his combat instead of his missile modifier for the throw. Damage inflicted will be the striking damage, not the thrown damage of the holy weapon. The distance a T'orite can throw his holy weapon is equal to his STR times 5 feet.

5 – Lesser Flashing Blast

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: add divine damage

The next time the T'orite hits an opponent with his holy weapon, he can cast this spell to add 2d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

6 – Summon Weapon

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: call holy weapon

The T'orite can call upon his holy weapon to summon it from any distance or space. The weapon will appear in his hand at the end of the round.

7 – Ghost Killer

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: 10 + 5/F minutes
 Area: T'orite's holy weapon
 Effect: hit extra-planar beings

When the T'orite attacks with his holy weapon, he may activate this spell. The caster can hit ethereal creatures with their holy weapon and ignores the spirit armor of a target creature.

8 – Harmful

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: 10 +5/F minutes
 Area: T'orite's holy weapon
 Effect: increase damage

When the T'orite attacks with his holy weapon, he may activate this spell. The caster's holy weapon gets an additional +3 to damage and to hit. This spell does not stack with any other spells that increase damage, including itself.

9 – Deplete EU

Time to Cast: 1R
 Resist Check: 5d6 vs. PWR negates
 Target: touch
 Duration: 4 + 2/F rounds
 Area: T'orite's holy weapon
 Effect: drain EU

If the holy weapon of the caster strikes a target, the target loses 4d4 elemental units. This effect will only trigger on a target once per round.

10 – Summon T'orite

Time to Cast: 1R
 Resist Check: none
 Target: LOS 5000'
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: teleport self

If the T'orite can see his holy weapon and is within 5000', he can teleport himself to it using this spell.

11 – Flashing Blast

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: add divine damage

The next time the T'orite hits an opponent with his holy weapon, he can cast this spell to add 4d6 points of divine light damage to a single hit. The T'orite can do this damage only once per round.

12 – Mayhem

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: instantaneous
 Area: T'orite's holy weapon
 Effect: critically strike target

The T'orite casts this spell as he successfully strikes a target with his holy weapon. This attack is considered a critical hit and any negative result from the critical hit is treated as double damage. This spell cannot be used with any skills or other spells.

1 – Obey the Law

Time to Cast: 1 day
 Resist Check: none
 Target: caster
 Duration: permanent
 Area: self
 Effect: know the law

The T'orite gets in touch with the "Will of T'or". He knows the law of the land he is currently in and if the government is just or unjust. A T'orite must purchase this spell first to become a T'orite. Once a T'orite casts this spell on himself, it is ALWAYS up as long as the priest can still cast spells.

2 – Good Cop

Time to Cast: 1R
 Resist Check: 3d6 vs. PER negates
 Target: caster
 Duration: 2 + 1/F hours
 Area: LOS
 Effect: seem trustful

After casting this spell, the T'orite looks harmless and trustful. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempts to persuade people into doing things for the T'orite.

3 – Lesser Locate Opposition

Time to Cast: 1R
 Resist Check: 3d6 vs. WIL negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: 120' radius
 Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

4 – Bad Cop

Time to Cast: 1R
 Resist Check: 3d6 vs. PER negates
 Target: caster
 Duration: 2 + 1/F hours
 Area: LOS
 Effect: seem dangerous

After casting this spell, the T'orite looks mean and dangerous. People viewing the T'orite will only get the RC if the T'orite acts out of character for the spell effect. This spell may give bonuses to attempt to persuade people into doing things for the T'orite.

5 – Trance

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 2 + 1/F hours
 Area: self
 Effect: increase thought

For the duration of the spell, the T'orite can take one dice of all INT based checks.

6 – Memorize

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: 10 + 5/F minutes
 Area: self
 Effect: remember events

For the duration of the spell, any events the caster observes are permanently imprinted in the caster's mind. He will not forget them through normal means.

7 – Watchfulness

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: single resting period
 Area: self
 Effect: stay awake

The priest used this spell prior to going to sleep for the night. Instead of sleeping, the T'orite falls into a trance where he is aware of the events happening around him. He may come out of this trance at any time. If he is in the trance for the full rest period, he gains all of the effects from sleeping, such as DP and unit regeneration.

8 – Blending

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: self
 Effect: disguises T'orite

When the T'orite casts this spell, he appears to anyone failing the RC not to be dressed as a T'orite. Anyone failing the RC would see what would be expected to be found in the environment. The spells “Bad Cop” and “Good Cop” would impact what the target thinks it sees.

9 – Locate Opposition

Time to Cast: 1R
 Resist Check: 5d6 vs. WIL negates
 Target: caster
 Duration: 10 + 5/F minutes
 Area: 120' radius
 Effect: locate opposition

Any person whom the caster perceives as opposed to him cannot approach without the priest being aware of his presence unless they succeed at the RC.

10 –Lure

Time to Cast: 1R
 Resist Check: 5d6 vs. CSE negates
 Target: LOS 30'
 Duration: 4 + 2/F rounds
 Area: single target
 Effect: lure target

This spell attracts an opponents' attention and fills him full of hate for the caster. If the target fails the RC, the target cannot take any actions other than trying to harm the caster.

11 – Copy Cat

Time to Cast: 1R
 Resist Check: 5d6 vs. PWR negates
 Target: touch
 Duration: 2 + 1/F hours
 Area: single being
 Effect: mimic target

When this spell is cast on a creature, if the creature fails the RC, the caster takes on the target's appearance.

12 – Purify Self

Time to Cast: 1R
 Resist Check: none
 Target: caster
 Duration: instantaneous
 Area: self
 Effect: remove all effects

This spell allows the T'orite to purify his body, mind, and soul of all active magical and physical effects that aren't the “Will of T'or.” All poisons are negated, all diseases are cured, and all active spell effects that aren't from T'or are removed.