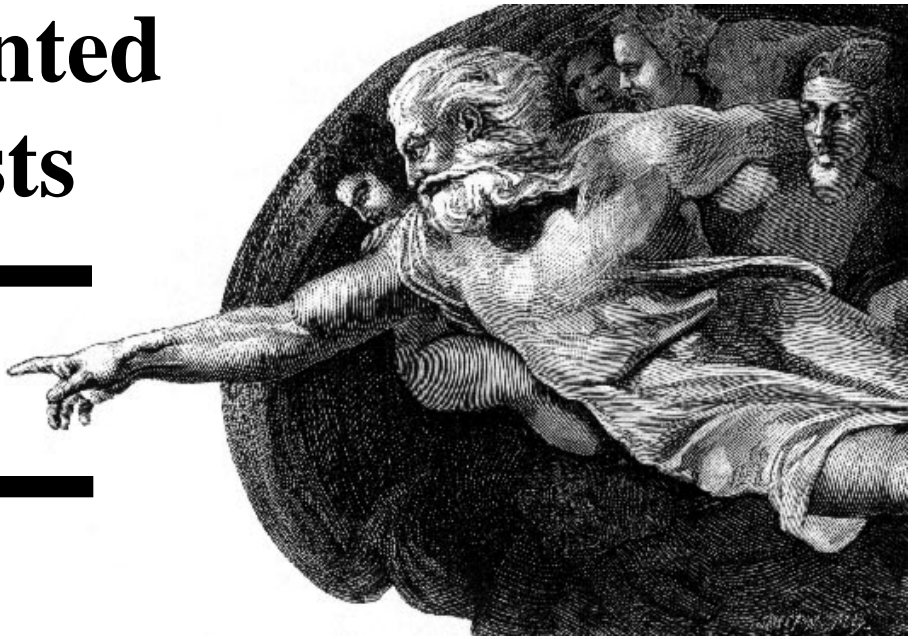


Deity-Granted Spell Lists

A Rules Option for Rolemaster



In any campaign where channeling spellcasters form an integral part of the structure, the occasion may arise where a god is faced with the need to accomplish goals which may be beyond the scope of his followers. How can he provide for the means to cope with such challenges without stretching out his hand across the cosmos and intervening directly?

One possible answer is to grant powerful, specialized magics to his most devout followers. These deity-granted lists might be given out as a reward for exceptional service, or the cleric might only be able to utilize them on certain occasions or against specific enemies (c.f. *Guardian's Ways*, *RMCI*).

This concept doesn't have to be limited only to clerics, but easily extends to cover other channeling spell-users as well. A paladin questing to rid the land of a great evil might be granted *Arm's Way* to a level higher than he could normally reach for the duration of the mission. A ranger who hopes to eliminate a lich might be given *Holy Warrior* or *Sun's Heart*. A druid defending his grove might gain the use of a variant of *Holy Fires* that wouldn't harm plants or non-speaking animals. Or a cleric of a darker god might receive *Night's Touch* or one or more Warlock or Sorcerer base lists as a reward for ridding the world of an interfering paladin.

In each instance, it would be necessary for the spellcaster in question to be in excellent standing with his church, as he is acting as the direct representative of his god in the use of these special lists. And if the recipient should fall from grace, these lists should be the first thing lost until proper atonement is made.

These lists (and others) can serve as a god's means of assuring that his minions have sufficient power to accomplish the desired goals. It is, of course, up to the cleric in question to see that these powers are used correctly and for the ends his deity intended.

GUIDELINES FOR DEITY-GRANTED LISTS

It should be noted that because of the greater power levels that granted lists represent, these lists are usually temporary. They are generally given for the purpose of accomplishing specific tasks. After success or failure in that task, the use of the lists should be suspended. However there are always exceptions to the rule, and the GM must be the final judge.

All deity-granted lists share some common characteristics. They cannot be learned normally; they must be directly bestowed upon the cleric. The recipients cannot teach or otherwise transfer use of these lists. Additionally, no form of mind reading or other forms of forced extraction will produce the list independently of the deity. They cannot be stored (e.g. *Spell Coordination*, *RMCI*) for use by another being.

All resistance rolls versus these lists are at a negative modifier equal to the level of the caster. Spells from granted lists require no preparation rounds, as these lists represent the most direct form of divine power a cleric will ever wield.

Ross Henton
rhenton@gte.net

Lem Richards
lemr@gte.net