

# Dlamelish and Hrihayel Temple Spells

By Brett Slocum

## Dlamelish Temple Spells

### Concupiscence

**Temple Affiliation:** Dlamélish / Hriháyal

**Magic:** Ritual Temple Spell

**Prerequisites:** None

**Level:** 9

**Preparation Time:** 1 round

**Range:** 20 meters

**Area of Effect:** 0.5-meter radius

**Duration:** 2 minutes

#### Base Effect

The target experiences a compelling, instant, and unbearable ecstasy that lasts for the duration of the spell. During this time, they lose all sense of what they are doing and are totally incapacitated. This spell affects living creatures only.

#### Spell Attributes

*Increased Area of Effect:* +0.5 meter per Level, maximum 2 Level

*Increased Duration:* +2 minutes per Level, maximum 2 Levels

*Increased Effect (Unique):* affects undead and creatures created by sorcery

*Increased Power (Unique):* leaves target exhausted, requiring 2d10 minutes to recover. If forced to fight in this time, target is at -3 to combat rolls.

*Increased Range:* +20 meters per Level, maximum 4 Level

#### Spell Specializations

*Ecstatic Death:* the ecstasy caused by this variant kills the victim instantly. It is said that victims of this spell that worship Dlamélish or Hriháyal go directly to the Emerald Lady's sexual paradise, while her foes are condemned to a hell of endless boredom and ennui. **Prerequisites:** Increased Range 4.

## **The Emerald Paramour**

**Temple Affiliation:** Dlamélish / Hriháyal

**Magic:** Ritual Temple Spell

**Prerequisites:** None

**Level:** ?

**Preparation Time:** 1 minute

**Range:** 50 meters

**Area of Effect:** -

**Duration:** 1 hour

### **Base Effect**

The caster summons a very handsome incubus (male) or a very beautiful succubus (female) of the caster's species for the duration of the spell and for the purpose of seducing the target. The target must be within range of the spell, must be of the caster's species, and known to the caster by name and appearance. When the Paramour is first seen by the target, on a roll of 6 or less, the target falls hopelessly in love with the Paramour. Otherwise, the target recognizes it for what it is and can run away or attempt to dispel it (Disenchantment: Disenchant Temple Spells specialization). The victim or their companions of the same species cannot attack the Paramour physically or magically; harming something of such supernatural beauty is impossible. A victim of this spell will do everything in their power to remain with the Paramour, including fighting their friends. A victim of the Paramour is drained of d10 Health Points every 15 minutes they are with the Paramour.

### **Spell Specializations**

*Greater Paramour:* this spell summons a more powerful Paramour with a duration of 8 hours, a maximum range of 300 meters, and the target falls in love with Paramour on a roll of 8 or less. Damage from this being can only be healed with the Greater Healing specialization of the Healing spell. The Revivification spell is not effective on someone killed by this spell; only the spell of Re-embodiment can bring them back.

## **Imbition**

**Temple Affiliation:** Dlamélish / Hriháyal

**Magic:** Ritual Temple Spell

**Prerequisites:** None

**Level:** ?

**Preparation Time:** 1 round

**Range:** Touch

**Area of Effect:** Caster

**Duration:** 1 minute

### **Base Effect**

For the duration of the spell, any time the caster successfully makes a Magic Resistance Check, the Margin of Success is added to their Energy Pool. These points last for one hour and then vanish. If the caster fails a Magic Resistance Check while this spell is in effect, the spell is terminated and the caster takes damage equal to twice the amount the Check was missed by.

### **Spell Attributes**

*Increased Area of Effect:* +0.5 meter per Level, maximum 2 Level

*Increased Duration:* +1 minute per Level, maximum 2 Levels

*Increased Effect (Unique):* failing a Magic Resistance Check no longer terminates the spell.

*Increased Power (Unique):* each success adds Margin of Success x 5 to caster's energy pool. The amount of damage taken on a failed Magic Resistance Check is 5 x opposing magic user's Margin of Success.