

WORD OF HOLDING

150 Words – Orange Spellball

Nan Ma Nak San Naa Nan Baza Raan Dhann Kan!
Nan Ma Nak San Naa Nan Baza Raan Dhann Kan!
Nan Ma Nak San Naa Nan Baza Raan Dhann Kan!
Nan Ma Nak San Naa Nan Baza Raan Dhann Kan!
Nan Ma Nak San Naa Nan Baza Raan Dhann Kan!

Exorcism of a sworn enemy!

Shi! Retsu! Yo! Chou! Kyou! Shin! Nan! Pyo! Kyi!
Kyuikijii! Nine Syllable cut!

I [NAME] [NAME] Invoke Word of
Holding!

This spell is the manifestation of Day-Glo's wrathful glance, for his power of words and deeds can become manifest and trap those he finds unworthy. The burning orange glow summoned upon casting this spell can be hurled at your enemies. It has proven most useful in the capture of living prisoners, repentant ones, heretic, and slaves..

Hear the word, the word the sound!
Hear the sound that will beat you Down!

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::RULES::

If struck by the spell ball you are held by the power of the cleric's deity, the victim must remain motionless; count clearly and loudly to one hundred (by ones). This spell penetrates all armor but does not go through shields. The invocation line of this spell is: "I [name] Invoke Word of Holding!"

RANK THREE

Consecrate/Desecrate

100 Words – Clean Water

Hear me now All you tiny Kami of the many

Ways of the many things, make ready now
my will

To be held to the true form of my wish

The purity or poison of my mind be made
still

And solid in form, to be used as I wish!

RANK THREE

Hear me now All you tiny Kami of the many

Ways of the many things, make ready now my will

To be held to the true form of my wish

The purity or poison of my mind be made still

And solid in form, to be used as I wish!

Rules:

This spell allows the Cleric to call upon the power of their deity to consecrate or desecrate water so that it is imbued with divine energy. The consecrated water may be used in a direct attack by throwing it at a creature. Consecrated or desecrated water should be effective against undead, summoned or extraplanal creatures. The consecrated water may be used to imbue a weapon with One Blessed Hit. A Blessed hit is the same as if holy water was being thrown at a creature except now it is linked to the damage of the weapon. The bearer of the weapon should call “Blessed” as well as the color of the weapon. Only the first hit of a consecrated weapon is counted as a Blessed hit, afterwards the weapon is no longer consecrated until more holy water is used. One dose of holy water is approximately one tablespoon. Holy water may be desecrated by mixing it with unholy water. A cleric may designate an area of ground to be sacred by pouring holy water on it. When holy water is applied to food or drink, it is instantly purified (poisons, toxins and disease are removed). Purification removes all disease, impurities, and poison from the food and drink. The Elder or Hosts of the ORCS Event should determine the actual effectiveness of Consecrate/Desecrate.

use with caution as these are the tears of Day-Glo, wept from his left eye (Eye of the east, first eye to rise, the eye that nourishes) for purity and cleansing, and from his right eye (Eye of the west, last eye to set, the eye that causes sunburns, drought and flash-fires) for vengeance and purity. The tears of his right eye are often called by Shugenja 'Mages' to smite their enemies. Ensure Mages know and show proper respect for these divine gifts.

Sanctuary

650 Words – Prism or Crystal

Hear me now Kami of the tall and strong keep, the immobile and hard rock, the depthless and endless earth, rise up and surround me! Make me your scion, your body and your arm, to make me to be indestructible; Make me ever strong and tall, so long as I am able to raise my hands and hold up your pure crystal form above me; Make the world alike unto a play that will never be able to effect me, nor able to sway me, nor able to harm me; Make me your scion, your shining example of the pure and perfect protection you represent; Make me to be an obstacle that cannot be brought down no matter how mighty my foe might be; Kami of the Stone wall appear! Kami of the endless waves of my foes be still and turn your back to me now for I am held in the eternal palm of the high Kami that are able to make me eternal as they are immortal, and only their end shall falter my perfect form, so long as I hold this pure and perfect crystal, that is itself Kami, above me! Now Kami of the perfect form the crystal prism that is my sanctuary, my cell, my very perfect prison do as you shall do and hold back and at bay the woes of this world, the pain of this flawed and broken world with your endless arms of pure bright power and flowing true light, make it now to be as I will it now; Now when it is as I will it to be as it is as it was as it is that I say that I am as you will me to be as I am, now make me so that we may make them who are not yet made to be made to be as we were to be now as we are! Give Me Sanctuary!

RANK TWO

Day-glo's potent gaze burns the air about you, surrounding you with his unfathomable love and fury at the Gaigin for daring to approach. Tempt not Day-glo by overusing his protective mantle, lest it be stripped from you, or his patience end.

Hear me now Kami of the tall and strong keep, the immobile and hard rock, the depthless and endless earth, rise up and surround me! Make me your scion, your body and your arm, to make me to be indestructible; Make me ever strong and tall, so long as I am able to raise my hands and hold up your pure crystal form above me;

Make the world alike unto a play that will never be able to effect me, nor able to sway me, nor able to harm me; Make me your scion, your shining example of the pure and perfect protection you represent; Make me to be an obstacle that cannot be brought down no matter how mighty my foe might be; Kami of the Stone wall appear!

Kami of the endless waves of my foes be still and turn your back to me now for I am held in the eternal palm of the high Kami that are able to make me eternal as they are immortal, and only their end shall falter my perfect form, so long as I hold this pure and perfect crystal, that is itself Kami, above me!

Now Kami of the perfect form the crystal prism that is my sanctuary, my cell, my very perfect prison do as you shall do and hold back and at bay the woes of this world, the pain of this flawed and broken world with your endless arms of pure bright power and flowing true light, make it now to be as I will it now;

Now when it is as I will it to be as it is as it was as it is that I say that I am as you will me to be as I am, now make me so that we may make them who are not yet made to be made to be as we were to be now as we are! Give Me Sanctuary!

Rules:

By chanting this Spell, the caster summons the protective power of their deity to create an invulnerable field around themselves. After reading the Spell, the caster holds the prism or crystal above their head to maintain the Spell's effect, if the crystal falls onto or below their head the spell is broken. The crystal must be held with both hands, and the arms or hands may not rest upon the head. The caster is impervious to all attacks, including magic (a dispel magic spell will cancel the spell). The caster is still a physical entity and may communicate, block, and move. No one may come any closer than one foot, nor try to grab the caster. The caster cannot move closer than one foot to any other creature.

Truth Speak

75 Words – None

Hear me now all you Kami of the

Word, come out and see that this

One here does not speak a false word

Nor say a half truth, for they

Must know, now and forever, your great
power.

RANK TWO

Blessed be his name, honor and fealty are his shield, justice is his arm, pure in word and deed, in all things truth, maker of light, bringer of life, blessed be your eye! The power of Day-Glo will flow through you, forcing truth from you enemies!

Hear me now all you Kami of the

Word, come out and see that this

One here does not speak a false word

Nor say a half truth, for they

Must know, now and forever, your great power.

Rules:

This Spell allows the caster to ask one creature any question. The creature is bound to answer the question completely and truthfully.

LIGHT RANK ONE

30 Words – Light Source

Kami of Light, Light my Way, so that I may see the path in
front!

Kami of Light, Light my Way, so that I may see the path in
front!

::RULES::

This spell allows the Cleric to create a small sphere of light that will remain for up to 30 minutes of continuous use. If the light is turned off, for whatever reason, the spell is cancelled and must be recast if light is desired again. The Light may only be directed toward the ground within a 10' radius of the Cleric. Small flashlights or glow sticks may be used, but no spotlights. This spell may be memorized and cast without reading from a Spell Book.

The power of Day-Glo is limited at night, this is the spark of his will, ensuring your safety and reminding you of his power of the darkness.

Speak With Dead

200 Words – Holy Symbol

Hear me now you Kami of the fallen hero, and you too, the spirit of the one who has died; Come now and take a form so that the breath from your mouth may take the form of my words; Rise up you who have fell, and let me know the truth that I seek from you, three times now! The three questions that I will now ask you will have to answer with all the truth and your knowing; Hear me now Kami of the word as I invoke you to take form, and grant the dead to speak!

RANK TWO

The Power of Day-do forces obedience of the turquoise crane, making him open the path betwixt realms of existence so that you can gain knowledge held be the dead. Use with caution, for excessive interaction with the dead is unhealthy..

Hear me now you Kami of the fallen hero, and you too, the spirit of the one who has died;

Come now and take a form so that the breath from your mouth may take the form of my words;

Rise up you who have fell, and let me know the truth that I seek from you, three times now!

The three questions that I will now ask you will have to answer with all the truth and your knowing;

Hear me now Kami of the word as I invoke you to take form, and grant the dead to speak!

::Rules::

With Holy Symbol in hand, the Cleric stands or kneels beside the body of a dead creature and chants the Spell to allow communication with the soul of the dead. The deceased soul is then bound to answer three questions, after which the connection is broken. The soul must truthfully and to the best of its understanding, answer the questions “Yes” or “No”. The Cleric may not speak to another creature nor move or the Spell is broken. The spell does not work on the undead or creatures without souls or spirits.



Holy Symbol of the
Turquoise crane,
Guardian of the rivers
of life, which separate
the three worlds.



Cure Disease

150 Words – Holy Symbol

Come to me now all you small Kami of the healing wind, the pure spring; And the cool earth. Come out and come to my hand, so that I may; Smooth out the hurt and the pain in this one here in front of me. Lay out the one true path, the way to health and the way to joy; Make whole the poor being, and banish the disease within them, make them whole again!

- Come to me now all you small Kami of the healing wind, the pure spring;
- And the cool earth. Come out and come to my hand, so that I may;
- Smooth out the hurt and the pain in this one here in front of me.
- Lay out the one true path, the way to health and the way to joy;
- Make whole the poor being, and banish the disease within them, make them whole again!

::Rules::

When cast this spell may counter such things as leprosy, consumption, rabies, lycanthropy, plagues, etc., cleansing the recipient of most diseases. The Elder or Hosts' of the event should determine the actual effectiveness of this spell.



Holy symbol of The Amethyst Kirin,
Guardian of the seas of purity, Brother of
the Jade Torii, Father of White Lotus,
Maker of winds.



Neutralize Poison

175 Words – Holy Symbol

Hear me all you tiny Kami of the poison fang, the tainted blade, the evil and angry spite. Flow out and away from my voice, be gone from this place, and trouble me no more. Flow out and flow away from this space, grant peace, where before there was only suffering and pain. Soothe and make whole the taint in the blood of the poor one here, make them pure. Pour out and seal away the evil and the dark stain in the way before me. Neutralize Poison!

Level 14 Reduction

Hear me all you tiny Kami of the poison fang, the tainted blade, the evil and angry spite.

Level 13 Reduction

Flow out and away from my voice, be gone from this place, and trouble me no more.

Level 12 Reduction

Flow out and flow away from this space, grant peace, where before there was only suffering and pain.

Level 11 Reduction

Soothe and make whole the taint in the blood of the poor one here, make them pure.

Level 10 Reduction

Pour out and seal away the evil and the dark stain in the way before me. Neutralize Poison!

::RULES::

This spell allows the Cleric to neutralize the effects of most poisons and toxins. The Elders of the event will determine the exact effectiveness of this spell.



Holy symbol of the Malachite Mantis, Reaver of
the Impure, scion of Day-Glo, harvester of the
ten-thousand fallen. He was born of a jade egg
laid by a phoenix.

With his infinite might Day-Glo can burn away any impurity in the body of man, woman, child or animal.

Prayer Touch

300 Words – Colored Gloves

Strike my foe right there, make haste of doom to be brought soon on swift wings of red, gold, and blue, brought forth at this, my best order to you. Until day is night and long since has the sun died you shall keep hid; And wait for my word to bring you out to do as you are told, That is now, and for the end of time, my demand! Spell be stored forever!

Strike my foe right there, make haste of doom to be brought soon on swift

Wings of red, gold, and blue, brought forth at this, my best order to you.

Until day is night and long since has the sun died you shall keep hid;

And wait for my word to bring you out to do as you are told,

That is now, and for the end of time, my demand! Spell be stored forever!

::Rules::

All spells used through Prayer Touch are reduced to touch range. All spells used through Prayer Touch penetrate through all armor, but not shields. Once the Gloves are worn, the cleric may not cast any other spells, use weapons or hold any object.

With Prayer Touch active, the Cleric may touch themselves and move about normally without releasing the stored spell.

If the Cleric is hit with Prayer Touch active, the spell is not broken unless they are hit in the arms, mortally wounded, or killed. A cleric may have only one spell stored at any given time. A Cleric may cast other magic while they have a spell stored. Prayer Touch is unique to the caster. Only the caster can use his or her own stored spell. A Dispel Magic spell will negate Prayer Touch and any stored spell held within.

Turn Undead	Yellow
Word of Holding	Orange
Curse	Pink
All other Cleric spells	White

A Cleric may only hold spells five or more ranks below their current rank

RANK SIX

The power of Day-Glo ensures that you walk always closer to him, by burning into your flesh a Kekkai of Mahou, to be released upon your command. By gifting you with power over the forces of Magic Day-Glo ensures your continued supremacy over all other forces, and shows his boundless burning passion for you.

Create/Destroy Holy Weapon

400 Words – *SPECIAL*

Hear me now all you spirits of the earth and the seas! I now bind and make true this pact, this method, this way! See the world as I see the world, see the place I bind you! Know that even as the seas are blue and the sky red with the last light of the setting sun, so shall one day the sky be blue and the seas run red with the blood spilled by the power I bind into this silver weapon. Even as those pure of heart fear nothing, all those who would stand before me and this blessed blade, this holy hammer, this empowered weapon, will know the fear of death, the raw, unbridled terror screaming through their veins at the passing of this spirit made manifest, the power of the howling north wind, the placid lake, the roaring waterfall all encompass the scope of the magic I bind into this weapon. Hear me now spirits of earth and sky, rock and sea, rise up, enfold and empower the silver before me. Lend to it a portion of the infinite powers of the world and focus them to an edge, fit to cleave away all souls!

Spirit of blade and bone, magic of fire and stone, infuse with hate, empower with strength, guide the strikes herein so that they may be true and rain death upon the enemies of the path, the unenlightened curs that mar the beauty of the perfect glade, the ones who would reject the only truth so that they can flourish without guilt. I call now the power of the many pantheons of all the spirits of all the worlds in all faiths to rain down upon the impure! I invoke all names, from the most minor to the greatest! From Isawa to Hida, from Kyuun to Akuma, from the bottom of my heart to the bottom of my

grave, the howling and screaming daemons and the blessed enlightened combine, I call you, and on and on and on, through all the names and all the ages until the very bones of the world themselves have been laid bare and named. With these names and this power I lay a smiting upon all those who oppose me and mine! From now until the end of time, may this be a symbol of power, and a symbol of might! I [NAME]
[Create/Destroy] Holy Weapon!

::RULES::

Description: This spell allows the Cleric to permanently bless a single weapon. This weapon must be made from silver. After the spell has been cast, the weapon does Blessed Hits. The silver weapon must be specially made and purchased with ORCS currency; a weapon cannot just be declared, "made of silver" (see rules for making silver weapons). The weapon must be covered with blue cloth and have the name of the Cleric's deity written clearly on the weapon. Only one Holy/Unholy Weapon can be made by a Cleric at any time, until the old one is destroyed or dispelled. The weapon is a personal item and cannot be stolen (unlike Relics). A Cleric may make a Holy Weapon for another character provided they are of similar alignment. The Holy/Unholy Weapon is a permanent item and carries between ORCS events. The enchantment can be broken by having the weapon declared destroyed, or the enchantment can be broken by having a Curse Spell applied to the weapon which renders it a normal silver weapon. Holy/Unholy Weapon does not increase the damage done by the weapon, but allows the weapon to strike with Blessed Hits (see Cleric spell Consecrate/Desecrate). It allows a weapon to strike creatures normally not affected by ordinary weapons. The Elder or Hosts' of the event should determine the exact effectiveness of the Blessed Hit done by a Holy Weapon.

The power of Day-Glo will disperse all false gods' pretensions and daylight banishes shadows. Also in recognition of your continuing devotion Day-Glo awards you a token of his power to wield. Repay him by shattering the dreams of other lesser false godlings.

RANK FIGHT

Turn Undead

150 Words – Holy Symbol

Spirit who walks the world, you have passed! Be gone, flee before the might of the living ones you seek to be! Be gone you who walk but are dead! You who mock the way of the dead, who have risen but are not true to life, the lurch of dry flesh, the creak of bare bone, fall down dead! You who do not live in life fully, you who do not dwell in death wholly, be gone from this place, this plane, back to the halls of the dead! Hear me now denizen of fane and fen, tomb and crypt, return to sleep, and slumber until the end of time, as the way of the world is to be! All you who live but are dead fall down and die once more, ever to remain dead and only dead. Release your clutch on undeath! Die already!

I, [NAME], Turn the Living Dead!, Rank [RANK]!

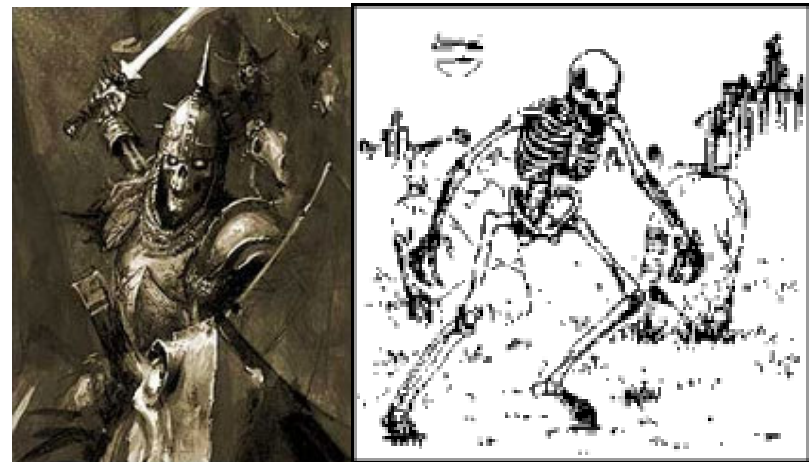
RANK FOUR



Mosaic Featuring Day-Glo, the Sun god. Shown is his kind and smiling eye, while his eye of vengeance hides behind the ridge. This mosaic is found on the main temple atrium floor in the cathedral of sun gods in Ootasan Uuchii, west of the Jade Palace.

RULES:

By this incantation the caster calls upon the banishing power of their deity to summon into existence a sphere of divine energy. Depending on the power of the undead, and the Rank of the Caster, the spell effect will vary. The Elder or Hosts' of the event will determine the exact effectiveness of this spell. This spell penetrates all armor and shields. The invocation line of this spell is "I [name] Turn The Living Dead, Rank [rank]!"



Examples of Undead, Bane of mortals, the most loathed by Day-Glo, the most high Sun-God, the first emperor.

Holy Symbol of Day-Glo's human form. This is the Holy symbol of bloody cleansing and rebirth. Day-Glo is leading his wife (Tsukie) to safety before the final battle at the end of the world...



Cure Light Wounds

300 Words – Holy Symbol

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again! Come to me now all you small Kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may; Smooth out the hurt and the pain in this one here in front of me. Lay out the one true path, the way to health and the way to joy; So that the one who is hurt here may walk down that one true path, and live that health, and live that joy, as you the Kami have need to. See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from this one! Listen to me as I Cure Light Wounds!

Level 10 Reduction

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again!

Level 9 Reduction

Come to me now all you small Kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may;

Level 8 Reduction

Smooth out the hurt and the pain in this one here in front of me. Lay out the one true path, the way to health and the way to joy;

Level 7 Reduction

So that the one who is hurt here may walk down that one true path, and live that health, and live that joy, as you the Kami have need to.

Level 6 Reduction

See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from this one! Listen to me as I Cure Light Wounds!

::RULES::

This spell allows the Cleric to cure one light wound for anyone. This spell has no effect on weapons, shields, or armor.

Cure Serious Wounds

450 Words – Holy Symbol

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again! Come to me now all; You small Kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may; Smooth out the hurt and the pain in this one; Here in front of me. Lay out the one true path, the way to health and the way to joy; So that the one who is hurt here may walk down that one true path; And live that health, and live that joy, as you the Kami have need to. See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from; This one! Listen to me all you Kami who would seek to do ill will, this one here is whole now, and by my power and by my word so shall they remain! Cure Serious!

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again! Come to me now all; You small Kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may; Smooth out the hurt and the pain in this one; Here in front of me. Lay out the one true path, the way to health and the way to joy; So that the one who is hurt here may walk down that one true path; And live that health, and live that joy, as you the Kami have need to. See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from; This one! Listen to me all you Kami who would seek to do ill will, this one here is whole now, and by my power and by my word so shall they remain! Cure Serious!

::RULES::

This spell allows the Cleric to cure all light wounds, up to all four limbs, on the recipient. This spell has no effect on weapons, shields, or armor.



Holy Symbol of Balance. It represents perfect harmony that withstands all force, and always finds true tranquility. Shown are the eight elements surrounding the Balance Symbol. It is used primarily in healing magic (Kidou) sealing magic (Kekkai) and banishment magic (Shijii-Ki). In these cases we are drawing on balance to restore health, thus we are performing Kidou Healing Technique.

Cure Mortal Wounds

600 Words – Holy Symbol

Hear me now, all the tiny spirits of the wind, rise up and blow away the pain in this one before me, make it so that he is whole again. Come out all the tiny spirits of the soil and rock, rise up and wrap the one who sits here in front of me. Close his hurt, make it heal. Stand up, and come, out all you angry spirits of the pure flame, waltz forth and burn out the impure parts of the blood of the one who sits here. Dry up and fall away all you tiny motes of death, all you small and evil ones who would make this one ill, fall off into the void, never return! Come back to me you who does lie here at my feet, rise up and stand tall, for your hurt is now made whole, heal and stand tall and whole!

RANK SEVEN

Holy symbol of Twisted Hairs, used in magic to rejoin limbs, heal severed arteries or otherwise severe damage. Not to be used lightly.

Day-dō takes the power of Twisted Hairs as his own, using the power of immortality found within snakes, he animates the hairs and causes them to suture the gravest of wounds together, making them as if they never happened. Be cautious for Twisted Hairs is a daemon of the dark dark places where Day-dō is not welcome. Using this spell hastens the day when the sun never rises and the final battle of night versus light will occur.

Level 17 Reduction

Hear me now, all the tiny spirits of the wind, rise up and blow away the pain in this one before me, make it so that he is whole again.

Level 16 Reduction

Come out all the tiny spirits of the soil and rock, rise up and wrap the one who sits here in front of me. Close his hurt, make it heal.

Level 15 Reduction

Stand up, and come, out all you angry spirits of the pure flame, waltz forth and burn out the impure parts of the blood of the one who sits here.

Level 14 Reduction

Dry up and fall away all you tiny motes of death, all you small and evil ones who would make this one ill, fall off into the void, never return!

Level 13 Reduction

Come back to me you who does lie here at my feet, rise up and stand tall, for your hurt is now made whole, heal and stand tall and whole!

::RULES::

This spell allows the Cleric to cure anyone who is mortally wounded. This spell has no effect on weapons, shields, or armor. This spell also heals any lesser wounds.



Last Rites

500 Words – Holy Symbol

Hear me now King Enma, King of the lifeless and lightless underworld, you have been cheated! Before me lies the one whom I send back to your cold iron embrace! To have and to hold, to keep for me until such time as I myself descend to have at them! See them now Great King Enma to the deepest, and the darkest part of your infinite realm, usher them away, lock them apart so that they may not now, nor ever again step forth into the warm light of the world of the living, where they are wanted no more! Oh, Great King Enma, who dwells in the halls of the dead, hold fast the door to your realm, and hold this one who lies in front of me for he is not worthy to rise again, and none shall ever be able to help him to rise once more! Take away the soul and the spirit of this one Enma, lock away this dead one, this lump of fast cooling flesh, this rot sack that was once man, make it so that they shall see no more days nor ever have the way open before them, keep them dead! Hear me now Great and Mighty King Enma, King of the Lightless, lifeless underworld, Lord of the hollow at the center of the world, the pit at the end of existence, the dark at the end of life, take the spark of the man here, and hold his Last Rites!



Holy symbol of the crypt rat, the scourer of bones, and collector of burial treasures. The crypt rat symbolizes how even in death we feed life. She is the half-sister of Enma and a rat mother of skulls, the rat mother raped Enma in his sleep in order to become heavy with child, thus forcing King Enma to take her as his wife.

RANK NINE

Level 19 Reduction

Hear me now King Enma, King of the lifeless and lightless underworld, You have been cheated! Before me lies the one whom I send back to your cold iron embrace! To have and to hold, to keep for me until such time as I myself descend to have at them!

Level 18 Reduction

See them now Great King Enma to the deepest, and the darkest part of your infinite realm, usher them away, lock them apart so that they may not now, nor ever again step forth into the warm light of the world of the living, where they are wanted no more!

Level 17 Reduction

Oh, Great King Enma, who dwells in the halls of the dead, hold fast the door to your realm, and hold this one who lies in front of me for he is not worthy to rise again, and none shall ever be able to help him to rise once more!

Level 16 Reduction

Take away the soul and the spirit of this one Enma, lock away this dead one, this lump of fast cooling flesh, this rot sack that was once man, make it so that they shall see no more days nor ever have the way open before them, keep them dead!

Level 15 Reduction

Hear me now Great and Mighty King Enma, King of the Lightless, lifeless underworld, Lord of the hollow at the center of the world, the pit at the end of existence, the dark at the end of life, take the spark of the man here, and hold his Last Rites!

::RULES::

This allows the Cleric to put to rest the soul or spirit of any one dead creature. Any creature affected by this spell may not be resurrected, animated, or otherwise revived in any way. Creatures such as trolls, vampires, and others that regenerate are permanently put to rest and cannot return to the living world. A green headband etched with a black cross is put on the creature to signify that it has been affected by Last Rites. Player Characters who have been affected by Last Rites must spend the appropriate time in Hades. If no Hades is in play, then you must remain out of the game for a period of 12 minutes before returning to play. Any creature affected by Last rites cannot be affected by Speak with Dead. The only instance where Last Rites may be applied to a 'living creature' is when cast against demons, undead, or summoned beings. If Last Rites are cast against any creature from these three categories, they are immediately banished from the Cleric's plane of existence and instantly returned to whatever plan they originated from. The banished creature may not return to the Cleric's plane (assuming it has the ability to return) for a period of 12 minutes. Only one Last Rite may be in affect on any one creature.

Day-Glo uses his power over his son King Enma to cast those who deny him into the abyss without hope of return.

CURSE

500 Words – Pink Spellball

Kami of Fire and Spite, Kami of Death and Smite, Who burns in the pits of Jigoku, I call unto you to call forth the fires of my hatred, the fires of an Armageddon, to forge unto me, this, a flame sword of my wrath, to strike low my enemies! Who now is opposed unto me? Who now will be against my exodus? I call up the Venom, which flows deeper and blacker then the blood of the damned, I call it to rise up! I call it to engulf me, to clothe me in a robe of infinite blackness! Clothed as I am in infinite blackness, thus shall I walk in the hearts of men, and through the hearts of men, and force those men to weep unto me a tear at my passing! This tear shall be a tear of blood, shed for my exodus ushered unto Jigoku. Hear me now! I will howl with the voice of ten thousand hounds, and take from these hounds their teeth. With the teeth of these hounds I shall rend you unto a river, a river of blood and souls. A river pouring and flowing unto and formed into my throne. Seated now upon this, my throne of blood and souls, clothed in venom, awash in tears of blood, wielding a flaming sword of the Armageddon, forged for my exodus, I stride forth, and throw wide the very gates of Jigoku and unleash their fury upon you!

I, [NAME], Invoke Day-Glo's Curse!

RANK NINE

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::RULES::

This spell allows the Cleric to call forth the power of divine anger and holy fury, which instead of divine healing inflicts divine pain. The spell inflicts a light wound to every limb. Curse penetrates all armor and shields. The invocation line for this spell is "I [name] Invoke [deity's name] Curse!"

The power of Day-Glo is hurled at your enemy in a fearful smiting, woe betide those struck with the glowing pink wrath of Day-Glo, for crippling pain worse then actual injury shall wrack their bodies, only to cause their limbs to burst, and their lifeblood to stain the uncaring soil.

Resurrection

1000 Words — Holy Symbol

2 Spell Point Cost

Hear me now King Enma, King of the lifeless and lightless underworld, you have been over anxious! You have taken from this world the breath of life. You have stolen from my friend and my companion, taken what is not yours to have! Stretch out your long dark arm and give forth this one to the light, give to him the breath and the light of the world above, the spark of the divine nature of man, the true way. Place this one upon the path of the way, the way of the one, the one whom I name now! Now and forever more I cast you off this one here to wander your wasted dark and bleak blasted cold peak far below the sun of this one!

Hear me now King Enma, King of the lifeless and lightless underworld, you have been over anxious! You have taken from this world the breath of life. You have stolen from my friend and my companion, taken what is not yours to have! Stretch out your long dark arm and give forth this one to the light, give to him the breath and the light of the world above, the spark of the divine nature of man, the true way. Place this one upon the path of the way, the way of the one, the one whom I name now! Now and forever more I cast you off this one here to wander your wasted dark and bleak blasted cold peak far below the sun of this one!

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See me now Enma, fallen prince of night, cast from the great wheel to hold wide maw of the all consuming, whose only point or purpose is death, for you your self have already fallen, you your self have already been eaten by the all consuming one in his blind lust to destroy! Know now fallen prince, king of the damned, dweller of Jigoku, you are false and I reject you and yours, not only from my own pure and shining self, but also from this one here! Be gone, long gone, never to return!!

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Enma, why do you yet trifle this one?! Be gone for you are cast out and cast down and cast away! Be as the dust ground beneath the hell of the boot of the lowest pig farmer, blown away unheeded! Away to the four corners of this world, never to be seen again, haste, flock, depart! Take swift wings of red, gold and blue, turn west to the sea and fall away into the DARKNESS!



The True and holy symbol of the Golden Torii, Gateway to the home of Day-Glo the perfect. Only the most exceptional shall ever have the privilege to touch this sacred golden structure on the other side of death...

This is true power, as only Day-Glo should grant, the power of not only life, but death as well. Go forth and share the joy that is the true divine, Day-Glo, the first and true emperor!

RANK NINE