



# The Prayer Book of a Priest of Iuz

by Denis "Maldin" Tetreault

<http://melkot.com>

Iuz, "the Old"

Demi Power, Alignment CE; Deceit, Pain, Oppression, Wickedness

Spheres: Chaos, Charm, Combat, Divination (minor), Healing (rev), Necromantic (rev),  
Summoning, Sun (rev)

Symbol: Grinning bloody skull

Raiment: Black or bloodstained white robes

Turn Undead: Command at +1 level

Special Powers: 3) Change Self (W1) 5) +2 to saves vs spells cast by good-aligned casters

7) Fear (W4) 9) Elevation (W4)

Weapons: Club, dagger, flail, knife, mace\*, staff, staff-sling, sling, two-handed sword

Armor: Any

(r) = reversible spell \* = cooperative spell (tm) = Tome of Magic

## 1st Level

Analyze Balance (tm)  
Call Upon Faith (tm)  
Cause Fear (r)  
Cause Light Wounds  
Ceremony (variable)  
Combine \*  
Command  
Curse (r)  
Darkness  
Detect Good (r)  
Detect Magic  
Detect Poison  
Detect Snares & Pits  
Invisibility to Undead  
Locate Animals or Plants  
Magical Stone  
Mistaken Missive (tm)  
Putrefy Food & Drink (r)  
Shillelagh  
Spittle

## 2nd Level

Aid  
Augury  
Chant  
Detect Charm (r)  
Dissension's Feast (tm)  
Draw Upon Holy Might (tm)  
Enthrall  
Find Traps  
Hold Person  
Know Alignment (r)  
Music of the Spheres (tm)  
Mystic Transfer \* (tm)  
Sanctify/Defile \* (r) (tm)  
Slow Poison  
Speak With Animals  
Spiritual Hammer

## 3rd Level

Animate Dead  
Cause Blindness or Deafness  
Cause Disease  
Continual Darkness  
Dispel Magic  
Emotion Control (tm)  
Extradimensional Detection (tm)  
Feign Death  
Locate Object (r)  
Miscast Magic (tm)  
Negative Plane Protection  
Prayer  
Speak With Dead  
Starshine  
Unearthly Choir \* (tm)

## 4th Level

Abjure  
Animal Summoning I  
Blessed Warmth (tm)  
Call Woodland Beings  
Cause Serious Wounds  
Chaotic Combat (tm)  
Chaotic Sleep (tm)  
Cloak of Fear (r)  
Focus \* (tm)  
Fortify \* (tm)  
Free Action  
Imbue With Spell Ability  
Inverted Ethics (tm)  
Poison  
Uplift \* (tm)

## 5th Level

Animal Summoning II  
Atonement  
Cause Critical Wounds  
Chaotic Commands (tm)  
Dispel Good  
Flame Strike  
Insect Plague  
Meld \* (tm)  
Moonbeam  
Quest  
Rainbow  
Screaming Skull  
Slay Living

## 6th Level

Aerial Servant  
Animal Summoning III  
Animate Object  
The Black Circle \* (tm)  
Conjure Animals  
Harm  
Sol's Searing Orb (tm)  
Spiritual Wrath \* (tm)  
Vampiric Mist  
Wall of Thorns  
Weather Summoning  
Word of Recall

## 7th Level

Breath of Death (tm)  
Confusion  
Conjure Earth Elemental (r)  
Creeping Doom  
Destruction  
Energy Drain  
Exaction  
Gate  
Reincarnate  
Spirit of Power \* (tm)  
Succor (r)  
Sunray  
Uncontrolled Weather (tm)  
Unholy Word (r)  
Wither

## Ceremony

<u>Level</u>	<u>Ritual</u>
1st	Coming of Age, Burial, Marriage
3rd	Dedication, Investiture, Consecrate Item
5th	Ordination, Special Vows
7th	Consecrate Ground
9th	Anathematize