

# General Guidelines for Atonement Spells

Version 595.1

Because of conversion, the new deities document, and the distinct potential that some players will want to change deities, we wanted to make sure that we had a clear set of rules in place for how to get an atonement spell cast in Nyron. These rules will be incorporated into our judges' guidelines at a later date.

Using the following rules, any judge can sign off on the casting of an atonement spell unless Triad permission or intercession is required (as detailed below).

These rules only apply for a PC's first atonement spell. If the same PC requires a second atonement, they must contact the Triad.

Standard Costs:

- 2 TUs spent in service to the church in question.
- 450 (or 2,950 – see below) GP

In general, atonement spells are readily available from the following churches:

- Beory
- Delleb
- Heironeous (there is currently an additional cost of 1 TU to find an appropriate priest)
- Pelor
- Pholtus
- Rao
- Zilchus (the church of Zilchus charges double the standard GP cost - 900 or 5,900)

Atonement spells are also available from the following churches, but they require Triad permission (and the costs may vary):

- Boccob
- Celestian
- Norebo
- Ralishaz

Atonement spells from all other churches require a special mission from the Triad.

If the PC plays with a cleric who can cast atonement or encounters one in a module, it's up to the player or judge (respectively) to decide if they want to cast it.

In all cases, the individual casting the spell must be of the faith from which you are seeking atonement. For instance, if you are a cleric wishing to switch from the worship of Kord to the worship of Rao, the casting cleric must be a cleric of Rao. If you have

offended the church of Ralishaz and require an atonement spell to rid your self of the attendant curse, you must receive the atonement spell from a cleric of Ralishaz.

Atonement may be cast for one of several purposes, depending on the version selected.

- **Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points. In this case, the spell must be cast by a cleric of the PC's faith or a priest of the appropriate alignment if the PC does not have a patron deity.
- **Restore Class:** A paladin who has lost her class features due to committing an evil act may have her paladin hood restored to her by this spell. In this case, the spell must be cast by a cleric of the paladin's faith or a priest of the appropriate alignment if the paladin does not have a patron deity.
- **Restore Cleric or Druid Spell Powers:** A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP. If the PC is changing deities, this is considered an intentional act and the casting cleric or druid will have to expend the extra 500 XP to intercede on behalf of the recipient so as to appease the deity that has been spurned. Whenever the caster is required to expend XP, there is an additional fee of 2,500 GP charged (5,000 in the case of Zilchus).
- **Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally. In this case, the PC is willfully choosing to change their alignment and the spell must be cast by a priest of the appropriate alignment.