

PRINCECON

X



INTRODUCTION

Adventurers,

Welcome to Princecon X. At this time each year the Princeton Simulation Games Union offers Dungeons and Dragons enthusiasts the opportunity to get together for an exciting weekend of fantasy role-playing. We welcome you and hope that you enjoy yourself during the convention.

After you register, you should proceed to Hireling Hall to obtain your first character sheet. Don't lose it, for you will need it to participate in the many scenarios or to get a new character should this one kick the bucket. You get to specify your character's race, class, religion, and weapons -- the requisites and hit points are all determined by computer. With this sheet, you are free to go on as many adventures as you wish. At the end of each expedition, you should go to Hireling Hall to get the experience due you (assuming your character has survived, of course). Your character will probably acquire magic items during the weekend, and you can keep these from one adventure to the next.

Adventures will start every hour or two throughout the weekend. Registration opens at 3 p.m. Friday, and the first scenarios begin as soon as the players and DMs are ready to go. Most adventures average 4 hours. All adventuring will end at 3 p.m. Sunday, at which time everyone will convene in the Senate Chamber of Whig Hall. At 4 p.m. awards will be presented and the effects of the weekends activities on the Kalguz war effort will be discussed.

The game system found in these pages has been evolving for many Princecons, and giving appropriate credit becomes more difficult every year. Howard Mahler, the primary author of the game system, deserves special recognition. Mark Blencowe, Mark Cribbs, Peter Mayewski, Dave Parker, Dave Ruzic, Steve Tihor, and Bob West, as well as other past and present members of the Simulation Games Union, have all made helpful contributions. I would like to thank them for their efforts. Our rules have changed somewhat since Princecon IX, especially with respect to clerical spells and grappling. Don't get caught off guard just because you are familiar with last years rules!

I would also like to take this opportunity to thank the following people for special help with this years con: Peter Mayewski for writing our new character generation and record keeping software, Bob West for reformatting the entire conbook, Dave Rowntree for making this year's map of the world, and Eve Jordan for drawing the cover.

Good Luck,

Web Ewell
Director, Princecon X

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AWARDS

This year, every DM will judge the characters that participate in his scenario by three criteria: achievement of objectives, role-playing, and tactical use of abilities. Each character (whether or not he dies) will be rated in these categories and will receive an overall score for the convention from them. A painted figurine will be given to the best character in each class (fighter, magic-user, cleric, thief) based on these overall scores. In addition, certificates will be presented to the best role-player and for the best tactician. Finally, the best of the top four characters will receive the coveted Best Character award.

Special thanks should go to the Nassau Hobby Shop for their donation of the figurines, and to Sharon Abbott for making the certificates.

CHARACTER GENERATION

Players may choose the race and class and religion of their character from among the possibilities below.

Human: Fighter, Magic User, Cleric, Thief
 Dwarf: Fighter, Thief
 Elf: Fighter/Magic User, Thief, Fighter, Magic User
 Hobbit: Fighter, Thief

The first character will start with 20,000 experience points. Each new character a player gets will have one-half the experience his previous character had when it died.

Each requisite is determined from a distribution appropriate to the characters race and class (and religion, if a cleric). No characters with substandard requisites are generated by this system, so everyone is guaranteed a playable character.

RACIAL CHARACTERISTICS

ELVES: Infravision. Generally knowledgeable about woodland situations. Elven fighters (not FMUs) can move at 1/2 speed while using a missile weapon.

DWARVES: Infravision. Generally knowledgeable about stone work and underground areas. Ability to recognize and evaluate Mithril, gems and jewelry.

HOBBITS: NO infravision, Have hairy feet.

Requisite Effects Table

Req.	STR Hit%	STR Dam	STR Doors	DEX Missile	CON Resur	CON Spell	CON HD
3	-11	-1	2	-12	30	35	-1
4	-9	-1	4	-10	35	40	-1
5	-7	-1	6	-8	40	45	-1
6	-5	0	9	-6	45	50	-1
7	-3	0	12	-4	50	55	0
8	-1	0	16	-2	55	60	0
9	0	0	20	0	60	65	0
10	0	0	25	0	65	70	0
11	0	0	30	0	70	75	0
12	0	0	36	0	75	80	0
13	+1	0	42	+2	80	85	0
14	+3	0	49	+4	85	90	0
15	+5	0	56	+6	90	94	+1
16	+7	+1	64	+8	94	97	+1
*17	+10	+2	72	+10	97	99	+2
18	+13	+3	81	+12	99	99	+3
19	+16	+4	90/-				
20	+20	+5	94/6				
21	+24	+6	97/13	Hill Giant Strength			
#22	+28	+7	99/22	Stone Giant Strength			
23	+32	+8	99/33	Frost Giant Strength			
26	+44	+11	99/70	Fire Giant Strength			
29	+56	+14	00/99	Cloud Giant Strength			
30	+60	+15	00/00	Storm Giant Strength			
31	+64	+16	00/00	Titan Strength			

* = Ogre Strength # = Maximum strength for humanoids. / = First number is for doors, second number is for wizard locked doors, and held portals. Using brute force on a wizard locked door will shatter the door and it may not be closed again.

EFFECTS of REQUISITES

STRENGTH: Affects melee and damage for all classes. Also determines ability to open doors. Door opening is rolled on a d100 with a number less than or equal to the number shown on the requisite effects table meaning success.

INTELLIGENCE: Is a magic-user's spell points.

WISDOM: A cleric's prayer points.

CONSTITUTION: Determines chance for a successful resurrection, and a character's system shock roll for spell survival.

DEXTERITY: Gives a bonus for all classes when employing missile weapons. Fighters who have a dexterity of 15 or greater gain a parry bonus. It improves the armor class by 1 for a dexterity of 15, by 2 for 16, by 3 for 17, and by 4 for a dexterity of 18. This bonus is usable only against the opponent who the fighter is currently swinging at, and only if this opponent is using an edged weapon.

CHARISMA: Affects rallying of feared individuals and negotiation dice. (Negotiation dice: In a given situation a DM assigns a certain roll (on 2d6) needed to convince a non-player character or friendly monster to do an action. A roll is then made to determine their action. Charisma modifies this roll: +1 for 15, +2 for 16, +3 for 17, and +4 for an 18 charisma.)

RELIGIONS

There are no "alignments" being used at Princecon X. This year we are using a system of religions. A cleric must subscribe to a certain set of beliefs, and his spells reflect those beliefs. The choices of religions are: The Good Samaritans, The Order of the Judgement Day, The Worshippers of Leo, The Followers of Magus, The Order of the Hermit, The Servants of Death, and the Children of Nature. The beliefs of these seven religious orders are quite varied, and at least one of them may be able to suit your choice of character play. For more information about a particular religion, see below.

FOLLOWERS OF THE HERMIT: worship the god Hione, who sits on an enchanted isle and guards all knowledge. They are devoted to the acquisition and preservation of knowledge, the care of archives, and the like.

GOOD SAMARITANS: believe in the sanctity of life. Clerics of this religion are especially proficient in the art of healing. All followers of this religion will tend toward non-violence. They will tend to regard all wanton violence as evil.

WRATHFUL AVENGERS: are the worshippers of Janda, goddess of Truth. They are devoted to the cause of truth, the preservation of oaths, and the pursuit of malefactors. While they prefer the process of law, they will resort to dispensing summary justice, should the need arise.

FOLLOWERS OF LEO: believe that combat is the greatest test of man's worth, and consequently that the best fighter should rule. Leo is the patron of trial by combat, and detests 'unfair' fights, by which he means the use of causes or cures to alter the outcome of a battle.

FOLLOWERS OF MAGUS: are devoted to the acquisition of power, and in particular to the taming of nature through magic. As part of the forces opposed to Kalguz, players prefer White Magic, but there are misguided Magus followers who seek the Black Art.

CHILDREN OF NATURE: are devoted to the natural order. They are opposed to all who would destroy Nature's beauty and bounty.

SERVANTS OF DEATH: believe that death is the ultimate victor, the one unshakable truth. They do not see a need to kill wantonly, for all will die in their own time. It is, however, a questionable act to throw Cure Wounds spells, an ill-advised, if not always evil, act to Raise the Dead, and an unspeakable blasphemy to raise the undead. Servants of Death are ill at ease with immortal races (Elves).

Clerics **MUST** belong to a particular religion. Other characters may choose to follow a certain religion or to be atheists, but once a character has adopted a religion, he must keep it; he cannot change to another, nor revert to atheism.

EXPERIENCE POINT CHART

(all numbers in thousands)

Level	Fighter	Magic User	Cleric	Thief
1	0.	0.	0.	0.
2	2.	2.5	1.5	1.2
3	4.	5.	3.	2.4
4	8.	10.	6.	4.8
5	16.	20.	12.	9.6
6	32.	35.	25.	20.
7	64.	50.	50.	40.
8	120.	75.	100. •	60.
9	240. •	100.	200.	90.
10	480.	200.	300.	125. •
11	720. •	300.	400.	250.
+1	+240	+300	+100	+125
Level	Dwarven Fighter	Hobbit/Elf Fighter	Elven F/MU	Elven MU
1	0.	0.	0.	0.
2	2.	2.	4.5	2.5
3	4.	4.	9.	5.
4	8.	8. *	18. *	10.
5	16.	24.	44.	20.
6	32. *	56.	91.	35.
7	96.	120.	170.	50.
8	208.	232.	307. **	75. **
9	448. •	472. •	597.	125.
10	928.	952.	1277.	325.
11	1408.	1432.	1957. •	525. •
+1	+480	+480	+1080	+600

* pinned as a fighter ** pinned as MU • name level

EXPERIENCE SYSTEM: We are using the Men and Magic experience point system, modified for non-human races. Instead of absolute pinning we are using delta doubling, which is independent of requisites. At any level above the level where a character would normally pin, the amount of experience which he must gain to reach his next level is doubled. Elven F/MU's experience is the sum of the fighter and magic user requirements for that level.

COMBAT SEQUENCE

Each melee round is divided into nine phases, each of which is reserved for a specific activity. In general a character may only participate in **one of the following phases per round.**** Players should have a good idea when in the round they intend to act before it begins to prevent lengthy discussions before each phase. The Magic User Spell Preparation Phase can double as a handy planning time. In order of occurrence the phases are:

- I. **Magic Preparation Phase** - Magic users must select the spell they wish to throw this round, and the target of the spell (if applicable).
 - II. **Breath Phase** - All attacks by breath weapons and gazes occur during this phase. Regeneration, immolation, poisoning, and laying hands on oneself also occur now.
 - III. **Missile Phase** - All attacks by missile weapons, including Manticore spikes, go in during this phase.
 - IV. **Melee Phase** - Melee combat occurs during this portion of the round. When previously unengaged opponents meet, the longer weapon strikes first. On all subsequent rounds the swings are simultaneous.
 - V. **Grappling Phase** - Grappling attacks occur at this time. Laying hands on others occurs during this phase.
 - VI. **Clerical Spell Phase** - Clerical spells take effect in decreasing order of (caster's level minus spell level). Treat spells read from scrolls as level 0.
 - VII. **Magic User Spell Phase** - Magic-user spells take effect in decreasing order of (caster's level minus spell level). Treat spells that magic users read from scrolls as level 0. Treat non magic users reading scrolls as level zero casters.
 - VIII. **Item Phase** - Taking things out of your pack, pockets, etc. occurs now. Use of a magic item (not weapons, of course) also occurs at this time.
 - IX. **Movement Phase** - All movement occurs within this phase. Movement rates (in yards/round) are: Plate=6, Chain=9, Leather=12, Robes=12.
- ** Exceptions: A magic user prepares a spell in the Magic Preparation Phase and casts it in the Magic User Spell Phase of the same round. An elven fighter (not FMU) may use one half his movement while using a missile weapon.

SAVING THROWS

A character's saving throw is determined by adding the base value for his level to his bonuses for class and race. In order to save the character must roll less than or equal to this number on a d100.

Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	+1
Base	20	25	30	35	40	45	49	53	57	61	65	68	71	74	77	80	82	+2

Bonuses

Class	Physical	Mental	Spiritual
Fighter	+10	0	0
Magic User	-10	+10	0
Cleric	0	0	+10
Thief	0	+5	-10
F/MU	0	0	0
Race			
Human	0	0	0
Dwarf	+10	-5	0
Elf	0	+5	+5
Hobbit	+5	0	+5
Monster	+10	0	0

Saving Throws are divided into three types:

Physical: Fireball, Lightning Bolt, Paralyzation, Poison, Sleep, etc.

Mental: ESP, Suggestion, Hold Person, Harpy's Lure, etc.

Spiritual: Finger of Death, Cures/Causes, Quests, Curses, etc.

When an individual makes a saving throw, he will generally know that he saved against something, but will only know the general type of saving throw involved (Physical, Mental or Spiritual). If an individual fails to save, he will not be aware that he needed to make a saving throw.

COMBAT SYSTEM

The combat system used for the convention will be Howard Mahler's percentile combat system. This system is a linear system based upon Men and Magic's alternate combat system, with the quantized jumps removed. Fighters and monsters gain 4% per level (or hit die), clerics and thieves gain 3% per level, and magic users gain 2% per level. Written as a formula giving a number a character of level L must roll under on a 100 sided die ("00" is high and treated as 100).

Fighters	$4 \times L + 5 \times AC$
Clerics & Thieves	$3 \times L + 5 \times AC$
Magic Users	$2 \times L + 5 \times AC$
Monsters	$4 \times HD + 5 \times AC + 12$

If a monster is attacking with natural weaponry, such as teeth, claws, etc. use the monster line for his attacks. If a monster is attacking with a weapon treat him as a fighter of Level=Hit Dice and use the fighter table. Certain monsters receive bonuses to hit and in damage when using weapons as fighters.

GRAPPLING

Each character has an offensive and defensive grappling value. The defensive value remains constant, the offensive value is dependent upon the target. Note that level and Hit Dice are used interchangeably.

Defensive Value:

Man size or smaller	10 x level
Larger than man size	25 x level
Targets surprised or attempting to cast count as zero level.	

Offensive Value:

BASE + (level x MULTIPLIER) + STR bonus + DEX bonus

Divide by 2 if attacker has neither a net nor whip.

Also, -10% per 1" movement rate slower than target.

-10% per point of damage taken in the preceding melee phase.

BASE		MULTIPLIER	
Giant Size	+50	Monster	10
Ogre Size	+25	Fighter	5
Human Size	0	Thief	4
Dwarf Size	-20	Cleric	3
Elf Size	-30	Magic User	2
Hobbit Size	-50		

If more than one person is attempting to grapple, their combined value is equal to the value of the best grappler, plus 1/2 of the next best, plus 1/3 of the next, and so on. After a successful grappling the grappler(s) must spend the next round tying up the victim, or he will break free by the end of it.

IMPORTANT NOTE: Grappling occurs in the grappling phase. The defender gets a chance to swing at at least one of his attackers before the grappling attempt is made. If he hits, the attacker that took the damage is considered the first attacker when computing the 1/N sum. If this attacker has a negative chance to grapple, he need not be added in, but the next grappler is still counted at half value, etc.

FIGHTERS

Fighters can be of any race. Their first hit die is d4+4. Subsequent hit dice are d8. Fighters may wear any armor and wield any weapon permitted to their race. Elven fighter-magic users may not wear armor heavier than chain.

WEAPONS

Weapon	Mods by AC type								Usable by					
	2	3	4	5	6	7	8	9	Man	Dwf	Elf	Hob	Damage	
Axe, Battle **	-1	0	+1	+1	0	0	0	0	F*	F*			d8	d8
Axe, Hand	-3	-2	-1	-1	0	0	+1	+1	F	F	F	F	d6	d4
Club	-3	-2	-2	-1	-1	0	0	0	FC	F	F		d6	d4
Dagger	-3	-3	-1	-1	0	0	+1	+2	FMT	FT	FMT	FT	d4	d3
Flail **	+2	+2	+1	+2	+1	+1	+1	+1	FC*		F*		d8	d8
Halberd **	0	+1	+1	+2	+1	0	0	0	F*		F*		d10	2d6
Mace	0	+1	0	0	0	0	0	0	FC	F-	F		d6	d4
Military Pick **	+2	+3	+2	+3	0	0	0	0	F*		F*		d6	d4
Morning Star **	0	0	+1	+2	+1	+1	+2	+2	FC		F		d8	d6
Mtd. Lance ***	0	0	+1	+2	+3	+3	+3	+3	F		F		d8	2d12
Pike ***	-1	0	0	0	0	0	0	0	F		F		d8	d12
Pole Arms ***	-1	0	0	+1	+1	+2	+2	+2	F		F		d8	d12
Spear &&	-2	-1	-1	-1	0	0	0	0	F	F-	F		d6	d8
Staff	-2	-1	-1	0	0	0	0	0	ε *		ε *		d4	d3
Sword, Short	-2	-2	-1	0	0	0	0	+1	FT	FT	FT	FT	d6	d8
Sword, Long	-2	-1	0	0	0	0	0	+1	FT	F*	FT		d8	d12
Sword, 2 handed**	+1	+2	+3	+3	+2	+2	+2	+2	F*		F*		d10	3d6
War Hammer	0	+1	0	+1	0	0	0	0	FC-	F		F	d6	d4
Long Bow ***	-2	0	0	+2	+3	+3	+3	+3	FT		FT		d6	d6
Short Bow	-3	-2	0	0	+1	+2	+2	+2	FT		FT	FT	d6	d6
Heavy Crossbow	-1	0	+1	+2	+3	+4	+4	+4	FT	FT	FT		d6	d6
Light Crossbow	-3	-2	0	0	+2	+3	+3	+3	FT	FT	FT	FT	d6	d6
Sling***	0	+1	0	0	0	0	0	0	FCT-			FT	d4	d6

F = Fighters
 M = Magic Users
 C = Clerics (blunt weapon)
 T = Thieves
 ε = Usable by all classes
 * = must be used 2-Handed
 ** = requires two spaces in line
 *** = requires open spaces
 - = usable at -2
 εε = variable damage (see below)

Other notes:

- > -3 means -15% to hit
- > damage is given for man sized (or smaller) then larger opponents.
- > a shield gives a one armor class improvement.
- > plate is AC 3, chain is AC 5, leather is AC 7, robes is AC 9.
- > AC's less than 2 are treated like AC 2 on this table.
- > a bow includes a quiver with arrows or bolts.
- > a heavy crossbow can fire once every 3 rounds.
- > a light crossbow can fire once every 2 rounds.
- > spears may do additional damage when set against a charge. The hitting probability is not altered. The damage is d8,2d6.
- > this table is the BASE ARMOR TYPE. +2 chainmail has a base armor class of 5 and the correct modifier would be found in the 5 column.

THIEVES

Thieves may be of any race. Their first and subsequent hit dice are d4. Thieves may use any weapon that the weapon list allows them, but they must use a dagger to get multiple damage from backstabbing. *Damage is multiplied before the addition of strength bonuses.* The multiplier is 2 for a first through fourth level thief; 3 for a fifth through eighth level; 4 for a ninth through twelfth level, and so on. Thieves may not hide in shadows when performing any of the following: attacking, opening doors, picking locks or pockets, disarming traps, or climbing walls.

Thieving Table

	Hear Noise	Secret Doors*	Find Trap*	Remove Trap\$	Open Locks	Move Silent	Hide Shadow	Pick Pocket\$	Climb Walls
Dwarf	0	+5%	+20%	+20%	+10%	-10%	0	0	-10%
Elf	+5%	+15%	-10%	-10%	0	+15%	+15%	+5%	+5%
Hobbit	+15%	0	+5%	+5%	+10%	+15%	+15%	+5%	-10%
Non-thief	15%	15%	7%	2%	4%	5%	3%	0%	0%
Thief 1	30	33	20	15	10	25	15	20	88
Thief 2	35	36	24	20	15	30	20	24	89
Thief 3	40	39	28	25	20	35	25	28	90
Thief 4	45	42	32	30	25	40	30	32	91
Thief 5	50	45	36	35	30	45	35	36	92
Thief 6	55	48	40	40	35	50	40	40	93
Thief 7	60	51	44	45	40	55	45	44	94
Thief 8	65	54	48	50	45	60	50	48	95
Thief 9	70	57	52	55	50	65	55	52	96
Thief 10+	75	60	56	60	55	70	60	56	97

Notes:

- *If being shown by someone else who already found it, give +20%
- \$If a thief fails at removing a trap or picking pockets, roll again. If the second roll fails then the trap is sprung or he is detected.
- >Each individual may only make one attempt per day at a particular lock door or trap.
- >The numbers given here represent a base chance. This may be modified due to peculiar circumstances by the DM.
- >In order to remove a trap, listen at a door, or open a door, one must find the trap or door first.
- >A climbing walls roll must be made every 10'. There is always at least a 1% chance that a thief will fall off.

STANDARD PACKS and EQUIPMENT

Write down your choice of pack (A,B,C, or D) and weapons on your character card. If you are not using the armor of your class you must clearly state that on your card also. Any requests for special equipment should be directed to the DM concerned at the beginning of an expedition.

A	B	C	D
1 weapon	2 weapons	3 weapons	4 weapons
knapsack	knapsack	knapsack	knapsack
1 weeks rations	1 weeks rations	1 week rations	1 weeks rations
50' rope	50' rope	50' rope	
6 torches	6 torches	6 torches	
10' pole (in 3 sections)	10' pole (in 3 sections)	10' pole (in 3 sections)	
tinderbox	tinderbox		
12 iron spikes	12 iron spikes		
mallet	mallet		
bull's eye lantern	regular lantern		
3 flasks of thick crude oil	1 flask of thick crude oil		
3 large sacks	1 large sack		
grappling hook			
sm. utility knife			
1 wine skin--full			
one 3' iron rod			
garlic			

In addition, each class has the following:

Fighters: sm. sharpening stone, plate armor, shield
 Clerics: holy symbol, armor appropriate to his religion
 Thieves: thieves' tool kit, leather armor
 Magic-Users: small metal mirror, robes

Notes about armor and SILVERED weapons:

- any weapon may be silvered by denoting that on your character sheet. Silvered weapons and arrows strike normal targets at -5% to hit and -1 point of damage.
- a bow as a weapon choice includes a quiver with a one expedition supply of arrows or bolts. If the player would prefer to use silver arrows, the entire quiver must be silvered.
- you can select the armor of your choice by clearly stating your armor choice on your character sheet. Characters who do not select armor are assumed to be wearing the best possible armor for their class.
- a character may employ a better armor type than his class starts with, but he then loses all the special abilities of his class while that armor is on.

MAGIC USERS

Magic-users may be either human or elvish. They may be of any religion. Their first and subsequent hit dice are d4.

Magic System

The MU gets spell points which he may use to throw any spell he knows. For the convention, magic-users can cast any spell that they are high enough in level to cast as long as they have enough spell points remaining. A Magic User gets a number of Spell Points equal to his Intelligence. Once he has used any spell points, he will require a full eight hours' sleep in order to regain them. Should the MU not sleep eight hours without interruption, his maximum allotment will be reduced by two points for each interruption of sleep, or each hour short, as applicable. (He will not forfeit any unused spell points, however.) WARNING: the MU may not regenerate more than his intelligence in spell points per day, regardless of how much he sleeps! Spell costs depend on the level of the MU and the level of the spell thrown:

Spell	Level of Magic User																	
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1
4	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

Preparing and Throwing MU Spells:

Spells take effect at the end of the Magic User Spell Phase in which they are thrown. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. Further, no Magic User spell can affect the casting of any other Magic User spell thrown in the same phase, unless the description specifically provides otherwise.

A magic user prepares a spell in the Magic Preparation Phase and then either drops it (at no spell point cost) or casts it during the Magic User Spell Phase of the same round. (Note: this is a significant change from past years in which an MU needed a round to prepare a spell and a second round to cast it.) However, a magic user cannot hold a spell prepared, nor can he do anything else in a round he has prepared a spell.

If distracted while attempting to throw a spell, the MU does not get the spell off, but loses no spell points. Distraction is automatic if the magic user suffers damage, is grappled, etc., and he is forced to drop the spell. If an MU is bound or grappled, he is unable to prepare or cast spells. If the MU is gagged, he cannot cast a spell. However, he may cast a spell in a clerical silence, but at double spell point cost.

Magic User Spells

Level One	Level Two	Level Three			
<i>Binding</i>	16	<i>Air Blast</i>	19	<i>Clairaudience</i>	21
<i>Cleanse</i>	16	<i>Analyze Spell</i>	19	<i>Clairvoyance</i>	21
<i>Color Change</i>	16	<i>ESP</i>	19	<i>Cool Object</i>	21
<i>Confuse</i>	17	<i>Fire Bomb</i>	19	<i>Disguise</i>	22
<i>Detect Magic</i>	17	<i>Fog Weave</i>	19	<i>Dispel Magic</i>	22
<i>Detect North</i>	17	<i>Infravision</i>	19	<i>Explosive Runes</i>	22
<i>Displace Self</i>	17	<i>Invisibility</i>	19	<i>Fireball</i>	22
<i>Faerie Fire</i>	17	<i>Knock</i>	19	<i>Fly Self</i>	22
<i>Hold Portal</i>	17	<i>Levitate Self</i>	19	<i>Haste</i>	22
<i>Ice Lance</i>	17	<i>Locate Object</i>	19	<i>Heat Object</i>	22
<i>Ignite Fire</i>	17	<i>Locate Plants</i>	20	<i>Invisibility 10'r</i>	22
<i>Lightning Lance</i>	17	<i>Long Talk</i>	20	<i>Lightning Bolt</i>	23
<i>Locate Animals</i>	17	<i>Magic Hand</i>	20	<i>Mage Wind</i>	23
<i>Magic Missile</i>	17	<i>Magic Mouth</i>	20	<i>Monster Summoning(1)</i>	23
<i>Message</i>	17	<i>Mini-Flash</i>	20	<i>Prot/Normal Missiles</i>	23
<i>Range Loser</i>	18	<i>Mirror Image</i>	20	<i>Rope Trick</i>	23
<i>Read Languages</i>	18	<i>Phantasmal Force</i>	20	<i>Second Sight</i>	23
<i>Read Magic</i>	18	<i>Prot/Enchanted Mon.</i>	20	<i>Slow</i>	23
<i>Sealing</i>	18	<i>Pyrotechnics</i>	20	<i>Snowball</i>	23
<i>Shield</i>	18	<i>Range Finder</i>	20	<i>Suggestion</i>	23
<i>Sleep</i>	18	<i>See Invisible</i>	21	<i>Velocity Finder</i>	24
<i>Telescopic Vision</i>	18	<i>Sound Amplification</i>	21	<i>Water Breathing</i>	24
<i>Ventriloquism</i>	18	<i>Strength</i>	21		
<i>Wind Veering</i>	18	<i>Weakness</i>	21		
		<i>Web</i>	21		
		<i>Wind Bringer</i>	21		
		<i>Wizard Lock</i>	21		
		<i>Write Languages</i>	21		
Level Four	Level Five	Level Six			
<i>Blinding Flash</i>	24	<i>Animate Dead</i>	28	<i>Anti-Magic Shell</i>	31
<i>Cold Cone</i>	24	<i>Cloudkill</i>	28	<i>Concentrate</i>	31
<i>Control Self</i>	24	<i>Conjure Elemental</i>	28	<i>Control Weather</i>	31
<i>Dimension Door</i>	24	<i>Contact Higher Plane</i>	28	<i>Cooperation</i>	31
<i>Extension</i>	24	<i>Ext. Ordinary Fires</i>	28	<i>Death Spell</i>	31
<i>Fear</i>	24	<i>Feeblemind</i>	29	<i>Delay</i>	32
<i>Flame Weapon</i>	25	<i>Fly Others</i>	29	<i>Disintegrate</i>	32
<i>Growth Plants</i>	25	<i>Growth Animals</i>	29	<i>Geas</i>	32
<i>Hallucinatory Terrain</i>	25	<i>Hold Monster</i>	29	<i>Invisible Stalker</i>	32
<i>Ice Storm</i>	25	<i>Immolate</i>	29	<i>Legend Lore</i>	32
<i>Implosion</i>	25	<i>Magic Jar</i>	29	<i>Monster Summoning(4)</i>	32
<i>Levitate 10'r</i>	25	<i>Mini-Maze</i>	29	<i>Move Earth</i>	32
<i>Locate Person</i>	25	<i>Monster Summoning(3)</i>	30	<i>Part/Lower Water</i>	32
<i>Magic Bridge</i>	25	<i>Pass Wall</i>	30	<i>Projected Image</i>	32
<i>Magical Trap</i>	26	<i>Phase In</i>	30	<i>Reincarnate</i>	32
<i>Massmorph</i>	26	<i>Polymorph Others</i>	30	<i>Repulsion</i>	32
<i>Monster Summoning(2)</i>	26	<i>Prot/Normal Weapons</i>	30	<i>Shield of Protection</i>	32
<i>Polymorph Self</i>	26	<i>Small Patterning</i>	30	<i>Stone to Flesh</i>	32
<i>Prot/Locate Objects</i>	26	<i>Stone Walking</i>	30		
<i>Size Change Self</i>	26	<i>Storm Calm</i>	30		
<i>Storm Bringer</i>	26	<i>Telekinesis</i>	30		
<i>Telepathy</i>	26	<i>Teleport</i>	30		
<i>Temp. Bag of Holding</i>	27	<i>Trace Teleport</i>	31		
<i>Trace Sending</i>	27	<i>Transmutation</i>	31		
<i>Wall of Electricity</i>	27	<i>Wall of Iron</i>	31		
<i>Wall of Fire</i>	27	<i>Wall of Stone</i>	31		
<i>Wall of Ice</i>	27				
<i>Wizard Eye</i>	27				

Level Seven		Level Eight		Level Nine	
<i>Cone of Weakness</i>	32	<i>Clone</i>	33	<i>Astral Spell</i>	34
<i>Damp Teleport</i>	32	<i>Ext. Magical Fire</i>	33	<i>Avalanche</i>	34
<i>Grand Patterning</i>	32	<i>Mass Suggestion</i>	33	<i>Cone of Feeblemind</i>	34
<i>Mass Invisibility</i>	32	<i>Mind Blank</i>	33	<i>Meteor Swarm</i>	34
<i>Monster Summoning(5)</i>	32	<i>Monster Summoning(6)</i>	33	<i>Monster Summoning(7)</i>	34
<i>Phase Door</i>	33	<i>Permanent</i>	33	<i>Power Word Kill</i>	34
<i>Power Word Blind</i>	33	<i>Polymorph any Object</i>	33	<i>Prismatic Wall</i>	34
<i>Reverse Gravity</i>	33	<i>Power Word Stun</i>	33	<i>Shape Change</i>	34
<i>True Sight</i>	33	<i>Symbol</i>	33	<i>Time Stop</i>	34
<i>View Past</i>	33	<i>Time Travel</i>	33		

Descriptions of Magic User Spells

All spells referred to in the tables are here explained. A few common terms and concepts will help in understanding the descriptions. Spells are listed by level, alphabetically within level.

Zone of Effect (ZOE): All spells have a zone of effect. If this is the caster himself or a single visible target, ZOE so specifies. If a number of targets, a random target, or a volume of material, the ZOE is specified as a volume in which all targets must be at the time of casting. If a sphere, the radius is given. If a cone, the height is given, and the cone has a base of radius $\frac{1}{4}$ the height. If a cube, the length of a side is given. If an indefinite word such as "vicinity" is used the caster has great freedom.

Range: All spells have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. the range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. If the spell primarily gives the caster an ability (detects), the range is the range of the ability. If a spell must pass through stone, treat stone as 10 x its thickness. All spells require a line of sight to the target or the center of the area of effect unless otherwise stated.

Scale distances: All figures given in inches (") are to be interpreted as scale distances. In cramped quarters underground or in substantial stone structures, 1" = 10 feet. Otherwise, 1" = 10 yards.

Duration: Most spells have a limit to how long they work. **Standard Duration** is 6+level of caster turns. If the duration is given as "lasting", the spell will last until the caster chooses to end it, unless sooner dispelled or the caster dies. If "permanent", the spell lasts until dispelled or countered. If "momentary", the spell lasts but a moment, but its effects, typically damage, are quite real and permanent.

Turns: The turn is a variable length of time. In cramped quarters underground or in substantial stone structures, it is one minute (6 melee rounds). Otherwise, it is ten minutes. **Standard Duration** is 6+level of caster turns.

Saving Throw: Unless otherwise indicated, a successful saving throw negates the spell effect. The proper Saving Throw is indicated. Sometimes a save must be made to gain some beneficial effect. This is made clear in the descriptions.

Abbreviations:

B	= Level at which the caster gets a spell		
L	= Caster's Level	T	= Target's Level
LOS	= Line of Sight	ZOE	= Zone of Effect
ST	= Saving throw		

Level One Magical Spells

Binding: It may be used to mend or strengthen either wooden or cloth structures, including ropes or other fabrics. It will not render the mended structure water tight.

ZOE: 2"x2"; Range: 1"; Duration: 6xL hours; ST: none

Cleanse: It will clean any non-living material or a being. Maximum Effect: 1/2 pound of dirt per level of the caster. Dirt, grime, etc. slough off the target, without damaging delicate items.

ZOE: 10 cu. ft.; Range: 1"; Duration: momentary; ST: none

Color Change: The MU can change the color of objects small enough that they could be completely enclosed in his hand. The spell will not change the weight, texture, etc. of the object.

ZOE: L objects; Range: $\frac{1}{2}$ L feet; Duration: L weeks; ST: none

Confuse: A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult, and must submit orders in writing.) In addition there is a 1/3 chance each melee round that the creature will not be able to decide what to do that melee round, and thus will do absolutely nothing at all. Those creatures controlled by some outside source will not be affected, unless the controlling force also fails to save or fails to make other relevant control check. Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of D6 minus the level of the caster melee rounds.

ZOE: one creature; Range: 12"; Duration: 12 melee rounds; ST: mental

Detect Magic: A spell to determine if there has been enchantment laid on a person, place or thing. The caster will see a blue glow around anything magical. Only one object, person, place or thing may be examined per round.

ZOE: self; Range: as sight; Duration: 6+L melee rounds; ST: none

Detect North: It lets the caster know which direction is true geographical North.

ZOE: self; Range: none; Duration: standard; ST:

Displace Self: It warps light (and infrared) waves, so that the caster appears to be up to 10 feet away from where he actually is. This will add 10% to defense from melee or missile attacks, and plus 15% versus targeted non-area spells. It provides no defense vs. area spells.

ZOE: see above; Range: none; Duration: 20 melee rounds; ST: none

Faerie Fire: It surrounds all objects or creatures, within the zone of effect, with a pale blue glow. It will outline invisible objects or creatures.

ZOE: 1" cube; Range: 6"; Duration: standard; ST: none

Hold Portal: It holds closed a door, chest, panel, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. Balrog) may shatter it. (Dispel Magic gets rid of it automatically. Knock allows the door to be opened.)

ZOE: one portal; Range: 3"; Duration: 2D6 melee rounds; ST: none

Ice Lance: It does D8 + L points of cold damage to the target, provided the caster hits AC9 as with a missile weapon. It does not hit any other target, nor ricochet. Cold Resistance provides complete protection.

ZOE: one target; Range: 6"; Duration: momentary; ST: none

Ignite Fire: The caster may ignite a single object, which must be able to be quickly lit by an ordinary torch (ex. an oil soaked rag).

ZOE: one object; Range: 12"; Duration: 1 melee round; ST: none

Lightning Lance: It does D8 + level of the caster of electrical damage to the target, provided the caster hits AC9 as with a missile weapon. It will not hit any other target, nor will it ricochet. Lightning Resistance provides complete protection.

ZOE: one target; Range: 6"; Duration: momentary; ST: none

Locate Animals: The caster must specify the particular species of animal to be located. He will be informed of the straight line direction to the nearest specimen of that type of animal, provided the animal is within range.

ZOE: self; Range: 24"; Duration: standard; ST: none

Magic Missile: A magical missile or missiles emanate from the finger of the caster. They do D6+1 of damage each, provided the caster hits AC10 as with a missile weapon. The MU gets 1 missile at 1st-3rd levels; 2 missiles at 4th-6th level; 3 missiles at 7th-9th levels etc. All missiles in a burst must be aimed at the same target. Roll for each missile separately to see if it hits.

ZOE: one target; Range: 15"; Duration: momentary; ST: none

Message: This will allow the caster to send a telepathic message of up to twenty-five words to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. The message cannot be overheard, and

background noise and Silence have no effect on it, although they may prevent the spell itself.

ZOE: one person; Range: 12"; Duration: one melee rd; ST: Mental

Range Loser: If the single victim fails to save, he will be unable to accurately gauge distances. He will not be aware of this fact. (Give the victim an additional -20% to missile fire at medium range, -40% at long range. Increase the error on spell targeting by +20% at medium range, and +40% at long range.)

ZOE: one victim; Range: 36"; Duration: standard; ST: mental

Read Languages: The caster can read one specific language. He can do so as would an ordinary native.

ZOE: self; Range: as sight; Duration: 10×L minutes; ST: none

Read Magic: This spell is used to read magical writings. Magical writing appears to the unaided eye as meaningless constantly shifting and changing blue script. This spell enables the caster to read this magical script. It is not necessary to use this spell to cast a spell off a scroll.

ZOE: Caster; Range: as sight; Duration: 10×L minutes; ST: none

Sealing: It will make a wooden structure water tight, even against storm force waters. The structure must otherwise be in good shape before the spell is cast.

ZOE: one structure fitting within a 10" cube; Range: 1"; Duration: L days; ST: none

Shield: It gives the MU Armor Class 2 vs. missiles, and AC 4 vs. other attacks.

ZOE: Caster; Range: none; Duration: 20 melee rounds; ST: n/a

Sleep: Roll N d4 for the strength of a sleep cast by a Nth level MU, the sleep will affect creatures within the ZOE, beginning with the lowest levels, until the strength of the spell is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level. Only creatures of 4th level (or hit dice) or below can be slept. Undead or other non-living entities can not be slept regardless of level.

ZOE: 60' cone; Range: 0; Duration: 2 hrs. Wakable by non-magical means after 10 melee rnds; ST: Physical

Telescopic Vision: It allows the MU to see things as if they were closer to him. The MU must concentrate on one region. The maximum magnification is twice the level of the caster. (Thus an MU1 could see things twice normal size while an MU5 could see things 10 times normal size.)

ZOE: self; Range: as sight; Duration: standard; ST: none

Ventriloquism: The MU may make the sound of his voice come from somewhere else up to the spell range distant. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. (This function of the spell may be used in conjunction with Magic Mouth, Long Talk, or Disguise.)

ZOE: self; Range: 6"; Duration: 10×L minutes; ST: none

Wind Veering: It changes the direction of the prevailing wind up to 45 degrees in the desired direction. Repeated applications of this spell will thus be able to provide any wind direction desired.

ZOE: 1 mi radius above ground only; Range: zero; Duration: 4×L hours; ST: none

Level Two Magical Spells

Air Blast: It produces a damaging blast of air, which does D4+L points of damage to the target, unless the target saves. It does not affect non-corporeal creatures or air-based creatures. It has half effect on creatures currently flying.

ZOE: 60' cone; Range: zero; Duration: momentary; ST: Physical

Analyze Spell: It will inform the caster of all MU spells that are being prepared, thrown, or are currently in effect. It will give the spells' directions, distances, and states.

ZOE: caster; Range: 3", count stone as 10x actual thickness; Duration: 1 melee round; ST: none

ESP: It allows the caster to know what another being is currently consciously thinking. The victim gets a saving throw (vs. Mental). If he has succeeded in saving, then he will know some spell has been thrown at him. It may be targeted on a single visible individual, or at the ZOE. In the former case the saving throw is at 20% worse for the victim. In the latter case, a single victim is chosen at random from among any possible victims.

ZOE: 3" Sphere; Range: 24" no LOS needed; Duration: standard; ST: mental

Fire Bomb: It does fire damage of D6+L to all in the ZOE who fail to save. It has no effect on Fire-Based creatures, and Fire Resistance gives complete protection.

ZOE: 10' sphere; Range: 6"; Duration: momentary; ST: Physical

Fog Weave: It creates a patch of dense opaque fog. The fog will move according to the caster's directions in still air, but a wind will blow it away. This spell is only usable above ground.

ZOE: 10" cube; Range: 6"; Duration: standard; ST: none

Infravision: It allows the caster to see infrared light rays, (as do Elves and Dwarves). This spell may not be made permanent.

ZOE: self; Range: none; Duration: 1 day; ST: none

Invisibility: It makes something not visible, including to those using Infravision. The spell will be broken if the recipient: casts a spell, actively uses a magical device, opens a door, immerses himself in water, engages in melee, or fires a missile. The recipient may always break the spell if he chooses. It has been found that extended periods invisible (about an hour or more) tend to attract various nasty beings, especially Spectres. The longer the period, the greater the danger. Also they seem to be able to hit a victim better than usual when he is invisible. If a being is made invisible, objects he is carrying at the time become invisible. A group of related objects (as a pile of coins) may be treated as one object, but the object, being, or objects must fit in the ZOE.

ZOE: L" cube; Range: 24"; Duration: L hours; ST: none

Knock: It opens a magically held door, without breaking the spell. Normally, no level-vs-level battle is required. It will open mechanically locked objects but will not affect barred doors or portcullises.

ZOE: one portal, chest, etc.; Range: 6"; Duration: momentary; ST: none

Levitate Self: It allows the caster to levitate himself, vertically only. He may lift besides himself, up to 20xL pounds of encumbrance per level of the caster. Maximum Height: 30' per level of the caster. Maximum Speed: 60' upwards per melee round.

ZOE: self; Range: none; Duration: standard; ST: none

Locate Object: The caster must have a description of the specific object to be located. He may specify some generic object, such as a flight of stairs going down, but may not specify details, such as metallic composition, unless he has a specific object to describe. He will be informed of the straight line direction to the object.

ZOE: self; Range: (6+3xL)"; Duration: 10 minutes; ST: none

Locate Plants: The caster must specify the particular species of plant to be located. He will be informed of the straight line direction to the object.

ZOE: self; Range: (6+3xL)"; Duration: ten minutes; ST: none

Long Talk: The caster may send a verbal message of up to 25 words in length. A magical mouth will appear and speak the message at the place specified by the caster, who must specify exact distance and direction from his present location.

ZOE: special; Range: L miles; Duration: 1 minute; ST: none

Magic Hand: It creates a small humanoid hand that can hold up to 300 lbs. of stress. (So for example, one could cast a rope to it, and then scale the rope.) The hand is unable to grasp an unwilling living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point.

ZOE: special; Range: 3"; Duration: standard; ST: not required

Magic Mouth: The spell is cast on an object. At a later time the object will deliver the specified message once. A mouth will appear on the object or the spell will use the mouth of the object if it has one, and it will speak the message in the caster's voice. The message may be up to 25 words long. The conditions under which the magic mouth will speak must be of a form that the caster could himself determine by non-magical means if he were present.

ZOE: special; Range: 1"; Duration: L weeks; ST: none

Mini-Flash: May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Saving Throw (vs. Physical) is made, it is blind for 2D4 melee rounds. If its eyes are closed or covered, give plus 20% on the saving throw. (This spell is useless vs. creatures that do not use eyes, such as Undead or bats.) Range: 6".

ZOE: one creature; Range: 6"; Duration: blindness lasts 2D4 melee rounds; ST: Physical

Mirror Image: The MU creates d4 images of himself, randomly distributed around him within the ZOE, which are indistinguishable from him and appear to do exactly what he does. Any attack (melee, missile, or single target damage spell) upon an image will dispel it, whether the attack would have been successful or not. Duration: 6 + level of the caster melee rounds.

ZOE: 1" radius; Range: none; Duration: 6+L melee rounds; ST: none

Phantasmal Force: It allows the caster to create vivid illusions, which can not directly cause damage to anyone. However, they can be made to move as would real creatures or objects. The difference can not be detected via the ordinary senses of hearing, sight or smell. An illusion can be dispelled by the deliberate touch of flesh, (or by the spell Dispel Magic). The caster must continue to concentrate on the illusions in order to maintain them. Anyone is free to ignore the illusions if they choose. (As a rough guideline, an MU can control at most 1/2 his level separate illusions of creatures.)

ZOE: anywhere in range; Range: 24"; Duration: L hours max.; ST: none

Prot/Enchanted Mon.: Gives the MU + 25% on defense (both versus attacks and on saving throws) against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.) It will add to other kinds of protection.

ZOE: self; Range: none; Duration: standard; ST: none

Pyrotechnics: It requires some form of non-magical fire or flame. The spell extinguishes the fire source, provided it occupies an area of at most 1 square yard. The spell can be used to create either a fireworks like display, or at least 20 cubic feet of smoke. The overall effects depend on the size of the fire used.

ZOE: see above; Range: 24"; Duration: one minute. Smoke disperses over 2 min.; ST: none

Range Finder: The caster will know the precise range (but not velocity) of all objects which he can see. This gives +10% on missile fire and targeting chances.

ZOE: self; Range: 5xL miles; Duration: one turn; ST: none

See Invisible: It allows the caster to see invisible objects or beings, if he would otherwise see them.

ZOE: self; *Range:* none; *Duration:* one hour; *ST:* none

Sound Amplification: Allows the recipient to hear noises normally too faint for him to hear. Add +30% to chance for hearing when listening at doors. Halve the chance for being surprised.

ZOE: one target; *Range:* 1"; *Duration:* standard; *ST:* voluntary only

Strength: Increases the requisite Strength of one individual: a Fighter's strength by 2D4, a Cleric's by D6, a Thief's by D4. If 10 melee rounds are taken to throw the spell there is no saving throw. A person will not be able to receive a second Strength for 24 hours.

ZOE: one person; *Range:* 24"; *Duration:* 80 minutes; *ST:* Physical

Weakness: Similar to the Strength Spell, but opposite in effect. A person can receive multiple weakness spells.

Web: It creates a barrier of sticky strands which are difficult to sever, but are subject to flame. Hill Giants and similarly large creatures can break through in 1-4 melee rounds. Man size creatures take 2-8 melee rounds. A flaming sword would slash through in a single melee round.

ZOE: a wall 20'x10'¹/₂'; *Range:* 3"; *Duration:* L turns; *ST:* none

Wind Bringer: It causes a gentle breeze (8-12 M.P.H.) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is only usable above ground.

ZOE: 1 mile radius; *Range:* zero; *Duration:* 4xL hours; *ST:* none

Wizard Lock: It holds closed a door, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. a Balrog) may shatter it. A Knock spell will automatically open it unless it is also physically barred. An MU three levels higher than the caster, or the caster himself, will not be affected by the spell.

ZOE: one portal; *Range:* 3"; *Duration:* L days; *ST:* none

Write Languages: It gives the caster the ability to both read and write one specified language. He can do so as would an ordinary native.

ZOE: self; *Range:* as sight; *Duration:* 10xL minutes; *ST:* none

Level Three Magical Spells

Clairaudience: This spell enables the caster to observe what another being is seeing. He will see with the abilities of that being, but will not gain any control over what direction is being watched. The ZOE will center on the intended target, if in LOS, or on a point in space otherwise. If the latter, a random being in the ZOE will be affected. The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, and if successful ends the spell. The caster's own vision will be almost nil while employing the spell, but he may turn it off to move around and then turn it on again. It may be cast simultaneously with ESP and/or Clairaudience for the sum of the spell point cost, without taking any additional time.

ZOE: 3" Sphere; *Range:* 24" no LOS needed; *Duration:* standard; *ST:* mental

Clairvoyance: Exactly like Clairvoyance above, but the caster hears instead of seeing.

Cool Object: It takes 10 melee rounds to cast and then begins cooling one solid object to about -30 degrees fahrenheit. The maximum weight is 500 G.P. per level of the caster. It may also be used to freeze water; it will produce a maximum of 750 cubic feet of ice per level of the user. (If someone is in contact

with a metal object being cooled, like metal armor, give them damage as in heat object, as well as a 1/6 chance per melee round that it will stick to his skin, doing D8 hit points when it is removed.)

ZOE: as above; Range: 24"; Duration: 12 hours; ST: none

Disguise: The caster may change the recipient's appearance so that he looks like someone else. (The being imitated must be a member of a humanoid species of similar size.) There is no saving throw against being fooled. In order to fool a member of the species concerned that the recipient is a particular member of that species, the caster must be a member of that species himself, and the caster must have had a chance to carefully study the model. This spell only affects visual details: Ventriloquism may be used to imitate voices. (May be cast simultaneously for the sum of the spell point costs, with no extra time spent.)

ZOE: one creature; Range: 1"; Duration: 6xL hours; ST: none

Dispel Magic: It gets rid of enchantments of a non-clerical nature. An MU is always successful against enchantments that he cast himself. It can not be used on items. Otherwise, the chance of success is as per a "level-vs-level battle". When the casters are of equal levels there is a 50% chance for each spell to prevail. For each level of difference between the levels of the casters, halve the lower level's chance of success. If the MU fails to dispel a continuing enchantment, he does not get a second chance.

ZOE: sphere up to 2xL'; Range: 12"; Duration: permanent; ST: level-vs-level

Explosive Runes: The caster places them on either a scroll or book, in order to protect it from being read by other than a specified list of people. (The maximum number of people on this list is the level of the caster.) If the reader is not one of the persons named when the spell was cast, then the runes will explode. This destroys the book or scroll and gives the reader the level of the casters D6s in damage (no saving throw). The Runes may be detected by an MU of at least the caster's level. The chance for successful detection is given by a "level-vs-level battle".

ZOE: one book or scroll; Range: 1"; Duration: L weeks; ST: see above

Fireball: A successful physical save results in no damage. It creates a sphere of magical fire, 20 feet in radius. All within must save or take damage, but the amount of the damage differs depending on how far you are from the blast center. If the Fireball was thrown by an Lth level Magic User, then you take L 6-sided dice of damage within 2 feet of the center, from 2' to 10' you receive two thirds damage, while outside of this area, but within 20 feet, you take only one third of this, The magical fire does not affect magical items. If cast in a confined space, the spell is volume filling.

ZOE: a volume of 32000 cu ft; Range: 24"; Duration: momentary; ST: Physical

Fly Self: It allows the caster to fly through the air. Maximum speed is 12". The caster can carry besides his own weight, 500 G.P. of encumbrance. The rise or fall by at most 30 feet per round is allowed. (Levitate is NOT needed)

ZOE: self; Range: none; Duration: standard; ST: none

Haste: As per Slow, except that it increases movement by a factor of 2 rather than decreasing it OR allows participation in two phases each round (or participation in one round twice, thus doubling either attacks or moves) If 10 rounds are taken to cast this spell there is no saving throw. Two hastes cannot be combined on the same person.

Heat Object: It takes 10 melee rounds to cast. It then begins heating one solid non-living object to about 200 degrees fahrenheit in 20 rounds. The maximum weight is 500 G.P. per level of the caster. Cast on metal armor will give the recipient wearing the armor (T/5)-d4 (rounded to the nearest non-negative number) hit points of damage where T is the number of rounds since the heating began. (20hp max.)

ZOE: one object up to 50xL pounds; Range: 24"; Duration: 12 hours; ST: none

Invisibility 10'r: It is similar to the second level spell Invisibility. However, it affects all objects and beings within 10' of the caster at the time he cast it, as

well as the caster. The whole spell is broken if the caster does anything that would normally turn him visible (as per Invisibility spell). The spell ends if the caster dies. Even if the spell remains up, others become visible if they do something that would normally turn them visible, or if they are no longer within 10' of the caster. (Once you move outside of the 10' radius moving back inside does not help.)

ZOE: 10' radius; Range: zero; Duration: L hours; ST: none

Lightning Bolt: It does N 6-sided dice of electrical damage to all in the area of effect who fail to save when cast by an Nth level MU. Save results in no damage. Lightning bolts do not bounce or ricochet.

ZOE: Line 10xL' by 1' wide, pointing away from caster; Range: 24"; Duration: momentary; ST: Physical

Mage Wind: It causes a strong breeze (25-30 MPH) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is usable only above ground.

ZOE: either one ship or 1 mile radius; Range: zero; Duration: 4xL hours; ST: none

Monster Summoning(1): The caster may choose any monster listed on the level 1 monster table. (see page 35) A single being will appear next to the caster after one melee round delay. The creature will have the equivalent of the 3rd level spell Suggestion cast upon it to serve the caster. The creature is real, and has been transported here from elsewhere in the world. It will return to whence it came, along with everything it brought with it.

ZOE: special; Range: none; Duration: 6 melee rounds after appearance; ST: none

Prot/Normal Missiles: The recipient becomes impervious to non-magical missiles which have not been projected from magical weapons. It will not protect against missiles fired by beings of 1/2 the level of the caster or greater. (So if the caster is 5th level, a missile from a 3rd level will not be affected by the spell.)

ZOE: one creature; Range: 3"; Duration: standard; ST: none

Rope Trick: The spell enables the caster to throw a rope (Of length six feet to twenty four feet) in the air and have it stand upright. Any who climb the rope to the top will vanish into a tiny "pocket universe". This pocket universe is only big enough to comfortably hold four people. It has breathable air but no natural light. The rope may be pulled up into the pocket universe. When the spell ends anything in the pocket universe finds itself back in the normal plane at the appropriate height above ground.

ZOE: special; Range: 24 feet; Duration: L hours; ST: none

Second Sight: Allows the caster to see perfectly normally without the use of his eyes, or the need for any light. This spell DOES work in a clerical darkness.

ZOE: self; Range: as sight; Duration: standard; ST: none

Slow: This spell has two forms. The first applies only to movement rates and the second to melee. Movement Slow: Will slow the movement along the ground of affected creatures by a factor of two.

ZOE: 3" sphere; Range: 24"; Duration: 30 minutes; ST: Physical

Combat Slow: Slows one target so that it can participate in only one phase every two melee rounds. Note that this also effectively halves movement. A normal physical saving throw applies unless ten rounds are taken to cast the spell.

ZOE: one target; Range: touch; Duration: 10 melee rounds; ST: Physical

Snowball: Save results are as per Fireball. It does LD4 cold damage throughout the ZOE to those who do not save.

ZOE: 20' sphere, volume filling to 32000 cu ft; Range: 24"; Duration: momentary; ST: Physical

Suggestion: If the single target fails to save (vs. Mental), then the caster may make one suggestion to him. If the caster has a high Charisma the victim has less of a chance to save. (For 18 Charisma it's -15%, for 17 it's -10% for 16 it's -5%) The suggestion must be short and simple. It is made telepathically the

melee round after the spell is cast. The victim will then follow the suggestion, provided it is something that he might very well have chosen to do himself. The key is that it must be a viable option that the victim might have chosen of his own free will. A victim who fails to save will have no memory of the spell's having been cast on him or that his actions were affected.

ZOE: one person; Range: 24"; Duration: up to one month; ST: Mental

Velocity Finder: The caster will know the precise range and velocity of all objects which he can see. This gives +20% on missile fire and targeting chances.

ZOE: self; Range: 5xL miles; Duration: one turn; ST: none

Water Breathing: It allows the recipient to breathe under water, as if he were in air. It does not allow free underwater movement otherwise, however.

ZOE: one creature; Range: 3"; Duration: standard; ST: none

Level Four Magical Spells

Blinding Flash: The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. (The user is not immune.) Those facing away or with their eyes closed, get plus 20% on their saving throws.

ZOE: 6" radius and LOS to caster; Range: zero; Duration: 2D6 melee rounds; ST: Physical

Cold Cone: Does LD6 points of magical cold damage to all within the ZOE who fail to save.

ZOE: 60' cone; Range: zero; Duration: momentary; ST: Physical

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. Also it will provide help versus crushing damage (including constriction, hugging, and the Crushing Hands spell); the caster takes half the damage that he otherwise would. Finally the caster can get his body to do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body.) His body needs a recovery period. It will not respond if the spell is thrown again within 1 day.

ZOE: self; Range: none; Duration: standard; ST: none

Dimension Door: It allows the caster to create a pair of vertical connected doors 6' wide and 8' tall. Creatures or objects may pass through one door and come out the other. They may only go in one of the doors, which is specified by the caster at the time of casting. Once part of the creature or object is through the rest will be drawn through as well. The door will appear opaque. (If you end up inside solid stone tough luck.) One of the doors must be within 1" of the caster at the time of casting-- not touching a being. The other may be up to the spell range away. (For example, underground, an 8th level might call 50' in front of me, 30' to my left, and 10' up.)

ZOE: special; Range: L"; Duration: 6+L melee rounds; ST: none

Extension: It increases by fifty percent the range and duration of one spell thrown by the caster. It may be thrown at the same time as the spell to be extended for the sum of the spell point costs and without requiring extra time. It may also be cast any time during the duration of the spell in question. In that case the caster has to be within the usual range of the spell to be extended.

ZOE: one spell; Range: special; Duration: special; ST: none

Fear: All those failing to save will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. Each will get additional chances to save at intervals of 60:T melee

rounds, where T is his level. Victims will use magical means of fleeing (e.g. teleport) if they are available and preferable. There is a 60% chance, minus 10% per level of the victim, that a victim will drop whatever is in his hand when hit by the Fear. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their control rolls. A creature controlled by an outside source (ex. a magical sword) is immune. Also Paladins and Anti-Paladins are completely immune to this spell. They have a chance of rallying their forces or party. If a Paladin or Anti-Paladin is present and wants to rally the feared individual, add +20% to his saving throw. If a non-paladin type is holding someone from fleeing in terror, and it is time for that held person to make a rally check add $2 \times (\text{Charisma of rallier}) - 20\%$ to that rally attempt.

ZOE: 60' cone; Range: none; Duration: until a successful save; ST: Mental

Flame Weapon: Allows the caster to cause any edged non-magical weapon to flame along its edge. Bonus in combat is as per the "Flaming Sword" (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus 3 to damage versus Undead and Ents.)

ZOE: one weapon; Range: 1"; Duration: standard; ST: none

Growth Plants: It may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown (this takes only one melee round to happen), making the area virtually impassable. It may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the spell.

ZOE: up to 5"x5"; Range: 12"; Duration: L days; ST: none

Hallucinatory Terrain: It may be cast only outdoors, creating an illusion which affects a large area. Terrain features can either be hidden or created within the ZOE. When any intelligent creature contacts the area affected, the spell will be broken, unless he is specifically trying not to do so. Totally unintelligent creatures (Say those below the intelligence of a horse) will be totally unaffected by the spell.

ZOE: (L-6)×10000 square yards; Range: 24"; Duration: ½L days; ST: none

Ice Storm: This spell may not be cast indoors. It creates a storm of large hailstones. It does $3D6+L$ hit points of damage to those within. There is no saving throw, and Cold Resistance does not help (since the damage is from impact.) It does not affect completely non-corporeal beings, (ex. Spectres). Those who get their shields overhead take half damage. Those prone take double damage. A Fire Ball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones.

ZOE: 3" cube; Range: 24"; Duration: 1 melee round; ST: none

Implosion: The caster may attempt to crush one victim. It gives the LD4 damage. A saving throw results in half damage. (It will not work against non-corporeal beings such as Spectres or on other beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc.)

ZOE: one creature; Range: 12"; Duration: momentary; ST: Physical -- half damage if save

Levitate 10'r: As the second level spell, except that the caster levitates, and all within the ZOE levitate with him. Those who do not wish to levitate receive a saving throw.

ZOE: 10' radius; Range: zero; Duration: standard; ST: Physical

Locate Person: At the time of casting the MU names one specific person (i.e. two-legged generally mammalian creature, near to or less than man-sized). During the duration of the spell the MU knows the direction to that person provided he is in range.

ZOE: self; Range: L miles; Duration: ½L hours; ST: none

Magic Bridge: It allows the caster to produce a temporary bridge, similar to a fine netting, and thus may also be climbed. It may not be detached by ordinary

means, but Dispel Magic has its usual chance of working. The bridge will remain until the end of the spell duration, or until he dismisses it. The bridge dimensions must not exceed the ZOE. The bridge may support 2000 GP of encumbrance per level of the caster.

ZOE: L" long and L feet wide; Range: 1"; Duration: 10xL minutes; ST: none

Magical Trap: It may be set with one spell from the caster. The chosen spell and the Magical Trap Spell are cast simultaneously, for the sum of the spell points, taking 10 melee rounds. The spell must be one the caster can normally throw. The caster must state the conditions under which the trap is to be sprung, but they must be such that the caster could determine them by ordinary means if he were there.

ZOE: 1" max. trigger range; Range: 1"; Duration: 6xL hours; ST: per spell triggered

Massmorph: It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. (Although a Detect Magic will work.) It requires the caster to concentrate in order to maintain the spell. Anyone taking any action that would break the 2nd level spell *Invisibility* (see page 19) will no longer be concealed by this spell.

ZOE: 12" radius; Range: zero; Duration: L hours; ST: none

Monster Summoning(2): As the third level spell, except that it involves entries on the second level table. (see page 35)

Polymorph Self: It allows the caster to take the shape of anything he desires. He retains his present mass, and thus his new size is about the same. He must specify the shape at the time of casting. He will not thereby gain the combat capabilities of the shape, but he will gain movement capabilities. (For example, he would be able to fly like a Dragon, but he could not get a breath weapon.) He may choose to incorporate anything on him at the time of casting into the shape. (This would allow him to take along his clothes and equipment.) He will retain his ability to cast spells, provided that the form can make the proper sounds and hand motions. He will Detect as Magic, and a Dispel Magic will have the usual chance of returning him to his original form. The caster may end the spell at will.

ZOE: self; Range: none; Duration: ½L hours; ST: none

Prot/Locate Objects: It provides an object complete protection against being located by the 2nd level spell *Locate Objects* or similar magical means. The spell can be thrown directly upon a non-magical object. A magical item may be protected by casting the spell on a container, which will now protect that specific item when it is inside. This spell takes 10 melee rounds to cast. A group of related objects (as a pile of coins) may be treated as a single object.

ZOE: not more than L cubic feet; Range: contact; Duration: 12xL hours; ST: none

Size Change Self: The caster may freely vary his size anywhere from ten times his normal size to one-tenth his normal size while the spell lasts. Everything that he is carrying or wearing changes size with him. There is no corresponding change in his strength, but there is in his mass. When the spell ends he returns to his original size.

ZOE: self; Range: none; Duration: standard; ST: none

Storm Bringer: It raises up a storm. The effect takes 10 melee rounds to reach a maximum. The winds will be storm force (65-75 M.P.H.). The direction of the wind is random. Rain or snow will accompany the winds whichever is more appropriate.

ZOE: 1 mile radius; Range: zero; Duration: 12 hours; ST: none

Telepathy: It allows full two way communication. A saving throw applies unless the victim wishes to communicate. The caster may attempt to influence the

actions of the person who he is communicating with. If the victim fails to save, he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to caster's Charisma (whichever is more appropriate to the situation). If targeted at a random person in the ZOE, no LOS is needed.

ZOE: 3" sphere; Range: 9"; Duration: standard; ST: Mental

Temporary Bag of Holding: If cast on an ordinary sack, it will act as a Bag of Holding for the duration of the spell. (A Bag of Holding will hold 10,000 G.P. as if they were only 300. Objects of up to 10' by 5' by 3' may be stuffed into the bag, but they seem as if they weigh only 300 G.P. encumbrance.) Anything inside the bag when the spell wears off, is lost. One may not put one Bag of Holding inside another.

ZOE: one bag; Range: contact; Duration: 3xL hours; ST: none

Trace Sending: It is useful for finding the source of an Invisible Stalker, Aerial Servant, Elemental, or other summoned creature. It is thrown on the creature in question. During the duration of the spell, the caster gets the direction to the person who summoned the creature.

ZOE: one sending; Range: 24" to creature when cast; Duration: ½L days; ST: none

Wall of Electricity: It creates a wall of magical electricity, although Lightning Resistance provides complete protection. The shape of the wall is either a hemisphere of radius 20 feet, or a plane up to 60' long, and 20' high. The wall is completely transparent. Thus it will not be visible, but those who stand very near it or approach it very cautiously will feel something (ex. the hair on the back or their hand stands up.) It remains where it is cast for the duration, unless dispelled. Creatures under 4 HD must save vs. Physical in order to pass through the wall. It gives damage to all those who pass through it and are not electricity-using or electricity based (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Creatures who are standing in water or are otherwise well grounded take 2D6, others take D6.

ZOE: see above; Range: 6"; Duration: 6+L melee rounds; ST: damage=none, passage=Physical

Wall of Fire: It creates a wall of magical fire, although Fire Resistance provides complete protection. The shape of the wall is either a hemisphere of 20' radius or a plane up to 60' long and 20' high. The wall is opaque, which will make it very difficult for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save (vs. Physical) in order to pass through the wall. It gives damage to all those who pass through it and are not fire-using or fire-dwelling. Undead and cold-based creatures take 2D6, others take D6. The wall prevents the passage of cold based magic.

ZOE: see above; Range: 6"; Duration: 6+L melee rounds; ST: damage=none, passage=Physical

Wall of Ice: It creates a wall of magical ice, although Cold Resistance provides complete protection. The shape of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 6" thick, which will make it very difficult for missile fire or non-area spells to be targeted through it. Unlike the Wall of Fire, once a hole is made in this wall it remains there to allow others to pass through for no damage, or to throw spells or missiles through. The wall remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save vs. Physical in order to pass through the wall. It gives damage to all who pass through it, and are not cold-using or Undead. Fire-based creatures take 2D6 damage, all others take D6 damage. The wall prevents the passage of fire-based magic (ex. Fire Ball, certain Dragons' breath, etc.) Where a Wall of Ice and a Wall of Fire overlap, they will cancel each other out.

ZOE: see above; Range: 6"; Duration: 6+L melee rounds; ST: damage=none, passage=Physical

Wizard Eye: It produces, initially at the location of the caster, a remotely controlled visual sensor in the form of an eye. The eye is invisible (and can be

detected by *See invisible*.) It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 36".

ZOE: special; Range: 36"; Duration: 6+L melee rounds; ST: none

Level Five Magical Spells

Animate Dead: It creates low level Undead (the overwhelming majority of them have been created in this way.) It requires a dead body. Those in better shape will become Zombies, the others Skeletons. It does not give the caster any control over the actions of the resulting Undead. A successful *Dispel Magic* versus the spell reverts the Undead back to a dead body which has decayed the appropriate amount for the time that has passed.

ZOE: one dead humanoid body; Range: 6"; Duration: permanent; ST: none

Cloudkill: It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 6 in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapors ability to seep through the skin, holding one's breath is no defense, although getting under water will work. Damage is as for a dose of standard poison. (If an initial saving throw is failed, an initial D6 of damage is taken, and this is followed by 1 hit point per melee round, until a saving throw is made. Larger than man-sized creatures get a chance to save every D20 melee rounds, others every 2D20) The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees.

*ZOE: 3" diameter cloud, 10 feet high; Range: 6"; Duration: L minutes;
ST: Physical*

Conjure Elemental: It allows the caster to conjure a 16 H.D. elemental. There are four kinds of Elemental: Fire, Earth, Water and Air. (In order to call forth an elemental one needs a considerable quantity of the corresponding element. The caster must be within 1" of the element. The elemental springs forth from the element.) An MU may not call forth more than one elemental of the same type during any 24 hour period. Also at no time may an elemental occupy a point where within the last 24 hours another elemental of the same type was within 400 feet. (In such cases the elemental will return to from whence it came.) The MU must maintain undivided attention on the elemental in order to maintain control of it. Control may not be re-established. If control is broken the elemental will move directly for the one who summoned it, and attack. (Any who try to bar its path are also attacked.) An uncontrolled elemental will return to whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return to from whence it came at the command of the one who summoned it.

*ZOE: 24" range of control; Range: 1" to summon; Duration: concentration;
ST: none*

Contact Higher Plane: Spell Points used to cast this spell, are expended for one week. It allows the Mu to seek advice and knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. The creatures do not like to admit that they do not know the answer to a question, so in that case they will answer at random (although it is assumed that a given MU contacts the same creature every time he uses the spell, so that he will be consistent with himself, if not necessarily correct.) The base chance of knowing the answer to a specific question is 90%, but this should be modified downwards for difficulty or obscurity.

ZOE: self; Range: none; Duration: one minute; ST: roll secretly for veracity

Extinguish Ordinary Fires: It extinguishes all non-magical fires in a large area. The caster may control the shape of the area of effect, but it must be bounded by a simple convex closed curve (ex. square, circle, hexagon, etc.)

ZOE: area of 16"2xL; Range: 36"; Duration: momentary; ST: none

Feeblemind: It will only have an effect against MUs or wielders of MU spells. If the single victim fails to save he will have an Intelligence of 3. Thus his allotment of Spell Points and the list of spells that he knows well enough to cast would be affected.

ZOE: one victim; Range: 24"; Duration: permanent; ST: Mental-20%

Fly Others: As the 3rd level spell, except it may be thrown on others as well as oneself. The recipient has the freedom to use the ability or not as he sees fit.

ZOE: one target; Range: 1"; Duration: standard; ST: none

Growth Animals: It causes up to 6 ordinary animals (ex. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, H.D.) increased by a factor of two. Willing victims get no saving throw. It does not give the caster any control. The animals will revert to normal after the spell duration.

ZOE: 60 foot cone; Range: zero; Duration: standard; ST: Physical

Hold Monster: The spell will affect up to four Monsters in the ZOE, immobilizing them for as long as the Magic user continues to concentrate. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his ST. Such a target must obey the MU's commands. Should either caster or a weakly held target take damage, the spell will be broken for that target. The monster will not perform anything blatantly self-destructive, nor anything strongly contrary to its nature.

ZOE: 3" sphere; Range: 12"; Duration: concentration; ST: Mental

Immolate: The caster may cause his body to burst into flames, causing all who come into contact with his body to take D6 per three levels of the caster, double damage for cold-based creatures. (So an 11th level magic user would give 3D6 but an MU12 would give 4D6. Fire Resistance reduces damage by 1/die.

ZOE: self; Range: none; Duration: standard; ST: none

Magic Jar: It allows the caster to house his life in an inanimate, non-magical object, the so-called Magic Jar. The object must be within 3" of his body at the time of casting. His body will then be lifeless, until or unless the caster returns. However, his body will be preserved against ordinary decay so long as the Magic Jar Spell lasts. The object must weigh at least 10 G.P. The caster may then try to possess the body of any living creature that passes within 12" of the Jar. Each such possession attempt uses the same spell point cost as the casting of the Magic Jar Spell would. The victim gets a saving throw (vs. Mental). If the victim fails, then the caster will have complete control over the body of the victim, and complete access to the memories of the victim. The victim will know what is happening, although he will be helpless at the time to take counteraction. The caster may not use any spell casting abilities of the possessed body; however, he may use his own spell casting abilities if the body has hands and can make the proper motions and sounds. If the possessed body is destroyed, the caster will return to the Jar provided he is within his level in miles of it. Otherwise it is as if he suffered a normal death. While within his level of miles he may return to the Jar at will. He may return from the Jar to his body at will, thus ending the spell, provided it is within 3" of the Jar. From the Jar he may attempt new possessions. If the Magic Jar is destroyed the caster is totally annihilated (whether he is in the Jar or in a possessed body). If his body is destroyed while he is in the Jar or a possessed body, he may obviously not return to his body.

ZOE: special; Range: 3" to cast and return, 12" to possess; Duration: lasting; ST: Mental to possess

Mini-Maze: It puts the single victim in an extra-dimensional maze. Normal saving throw (vs. Mental) is granted. The normal time to escape from the maze is 2D4 melee rounds, but it is modified by the intelligence. One melee round is subtracted for every point of intelligence over 12, while one is added for every point of intelligence under 9. The victim will reappear a distance removed from where he left. The direction is random. The distance is 2D10 feet. While in the maze no spells will work or may be prepared. However magical devices will generally work. A person in the maze may go slower than normal in an attempt to extend his stay in the maze.

ZOE: one victim; Range: 12"; Duration: 20 melee rounds; ST: Mental

Monster Summoning(3): As the 3rd level spell, except that it involves entries from the third level table. (see page 35)

Pass Wall: It opens a hole in non-magical, solid wood, stone or earth. (It will not work through metal.) The hole is 6 feet wide, and 8 feet high. At the end of the spell duration, the hole closes from the center first, so there is a chance to jump out either side. Length is 10' plus 5' per level of the caster over 9th.

ZOE: see above; Range: 3"; Duration: 6 melee rounds; ST: none

Phase In: This spell is useful against beings in another plane (ex. Normal, Ethereal, Astral, etc.) It will temporarily bring one such being into the plane occupied by the caster. It would enable one to attack a Phase Spider, will make non-corporeal undead and Shadows solid, and therefore subject to attack by ordinary weapons, etc.

ZOE: one creature; Range: 1"; Duration: 6+L melee rounds; ST: none

Polymorph Others: It can make another creature into any other giving it all the physical abilities of the new creature but not magical attacks or abilities. There is a saving throw (vs. Physical) if the subject is unwilling. If the target fails a Spell Survival at the time of the change, it will die, and the change will not take place.

ZOE: one victim; Range: 6"; Duration: lasting; ST: Physical

Prot/Normal Weapons: As the 3rd level spell, Protection Normal Missiles, except that it provides protection from melee, including bites, claws, etc. of beings of insufficient level. It also provides protection from missile fire, of course.

ZOE: one creature; Range: 3"; Duration: standard; ST: none

Small Patterning: It allows the sealing or binding of non-magical objects that were once whole. They will hold up under great strain. The break to be fixed must not exceed 2'. A larger break may be fixed by multiple applications of the spell. It takes 10 melee rounds to cast this spell.

ZOE: one break up to 2'; Range: 1"; Duration: permanent; ST: none

Stone Walking: It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is at a rate of up to level of the caster feet per hour. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breath while he is in the stone.

ZOE: one creature; Range: 1"; Duration: ½L hours; ST: none

Storm Calm: It reduces the strength of a storm by 50%. (Wind speeds are reduced to about 70%, the amount of rain or snow is cut in half, lightning and thunder are cut to about 25%.)

ZOE: 1 mile radius, moving with caster; Range: zero; Duration: 12 hours; ST: none

Telekinesis: It allows the caster to move objects at a distance by use of mental force. Maximum encumbrance is 200 G.P. per level of the caster.

ZOE: one object; Range: 12"; Duration: 6+L melee rounds; ST: none

Teleport: It allows practically instantaneous transportation without regard to distance. The caster may teleport himself and take along one other, provided that he has his consent, and has his free arm around him. However, the MU may only Teleport with him beyond his own weight at most 20×lbs. Without having been to the destination there is 75% chance of death, the MU just never shows up there. If the MU has been there, but it is not one of his memorized locations, then he has a 10% chance of coming in too high, and a 10% chance for coming in too low, in both cases by 10D10 feet. When Teleporting to a memorized location there is no chance for error. The number of different locations that an MU can memorize is his Intelligence divided by 3. (Hireling Hall is assumed to be one of these locations.) The magic user can "forget" old locations when he wants. It takes 12 hours of study at a location to properly memorize it. Coming inside solid matter results in death through explosion, destroying all traces of bodies

and items carried. However, there is another danger besides just coming in high or low. Often creatures will be met while Teleporting. The chance of meeting a creature in percent is about $1 + \log$ base 10 of the miles teleported. (So a 10 mile trip would have a 2 percent chance, while a 10,000 mile chance would involve a 5% chance. Sometimes the creatures are hostile humans, Spectres, Demons, etc. Reports are sketchy.)

Trace Teleport: This spell will give the direction, without range restriction, to the origins (destinations) of all *Teleports*, *Dimension Doors*, *Words of Recall*, etc. whether from a spell, prayer or item, which had destination (origin) within the ZOE within L melee rounds of casting the spell. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time.

ZOE: 3" radius; Range: 12"; Duration: ½L days; ST: none

Transmutation: It works only upon generally horizontal and flat surfaces. It allows the caster to temporarily turn water into stone, stone into either water or mud, and mud into either water or stone. (Mud usually decreases movement to 10% of normal.)

ZOE: up to a 6" cube; Range: 12"; Duration: 10×L minutes; ST: none

Wall of Iron: It creates an iron wall three inches thick. The maximum area is 500 square feet. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends.

ZOE: see above; Range: 6"; Duration: 6×L hours; ST: none

Wall of Stone: It creates a stone wall two feet thick. The maximum area is 1000 square feet. It may be battered down as one would a normal stone wall. Otherwise it will last until dispelled or the duration ends.

ZOE: see above; Range: 6"; Duration: L days; ST: none

Level Six Magical Spells

Anti-Magic Shell: Creates a 10' radius sphere centered on caster within which no magical spells or items may function. Magical abilities may not be used within this area. Duration: 12 turns.

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the 4th level spell Control Self. Duration: 6 + level of caster melee rounds.

Control Weather: The caster can do any of the following; start rain, stop rain, cold wave, heat wave, start tornado, stop tornado, deep clouds, clear sky.

Cooperation: It allows the caster and another MU, specified at the time of casting, to "cooperate" on the throwing of a spell. On a spell where the effect (not duration) is dependent on the level of the caster, their levels (for spell throwing purposes in the case of Non-Magic Users able to throw MU spells) will be added. It is only necessary for one of the pair to actually throw the spell in question, and only he must know the spell. The pair must remain within 3" of one another or the Cooperation Spell is broken. In order to cooperate on a spell, the MU not throwing the spell must concentrate on adding his level to the spell while the other is throwing it; none of his spell points are used. The cooperation spell is only good for cooperation on one spell casting. Duration: 30 minutes. Range 3".

Death Spell: 4D8 creatures of less than 7 hit dice within the area of effect (6" by 6" by 6") will die. Begin with lowest levels first, rolling among equals. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, no saving throw.

Delay: Cast with another spell for the combined spell point cost, this spell can delay the effect of the other spell for up to caster's level melee rounds.

Disintegrate: Causes any object or individual to disintegrate, creatures get saving throw (vs. Physical). Magical objects and highly magical creatures are not affected. Range: 6".

Geas: The victim must perform a task set out by the caster, otherwise his strength will ebb at one point per day until death at 0. Mental saving throw. Range: 3". Duration: Until the task is completed or the death of either the caster or the subject.

Invisible Stalker: The caster summons a stalker and can command it to perform a task which it will attempt regardless of the difficulty.

Legend Lore: Some knowledge of a legendary item etc. can be gained.

Monster Summoning(4): As the lower level spells, except that it uses the fourth level table. (see page 35)

Move Earth: Usable only outdoors the spell can move a hill or ridge 6" per turn for up to 6 turns. The spell takes one turn to cast. Range: 24".

Part/Lower Water: Will part 10' deep water for up to six turns or lower rivers, etc. by 50% for up to ten turns. Range: 12".

Projected Image: The caster may create an image of himself from which all his spells, etc. seem to emanate thereafter. Range: 24". Duration: 1 hour.

Reincarnate: Places the soul of target in a body of the same race, one level lower than at death. Roll for all physical requisites.

Repulsion: Sphere as Anti-Magic Shell which causes all objects or persons specified by the caster within it which attempt to move towards the caster to move in the opposite direction. Duration: 12 turns.

Shield of Protection: Creates a large magical shield which will protect the caster from one attacker. Any damage from physical attacks including missiles is done to the shield which fails at the end of the round in which the total of hits it has absorbed is greater than the hit points of the caster. The shield may be shifted to a different attacker each round. Lasts until brought down.

Stone to Flesh: May be cast on one individual, the spell is reversible. Its effect is permanent unless reversed by the spell. Range 12".

Level Seven Magical Spells

Cone of Weakness: Area of effect as Fear Cone (60 foot long with a 30' base). All within the cone are affected by Weakness spell, with saving throw (vs. Physical) applicable.

Damp Teleport: No Teleport or D-Door departing or arriving within a sphere of 12" radius centered on the caster will work. Duration: 1 hour.

Grand Patterning: as Small Patterning but it may affect magical material.

Mass Invisibility: Affects up to 200 men and horses or fewer larger objects. Range: 24". Lasts until broken, see 2nd level Invisibility.

Monster Summoning(5): As the other spells except it uses the fifth level table. (see page 35)

Phase Door: As Pass Wall except that the door is invisible and can be used by the caster only. It lasts for 7 uses. May be dispelled by the caster or by a Dispel Magic winning a level vs. (caster's level +2) battle.

Power Word Blind: Affects all creatures up to 35 H.P. no saving throw. Those with 36-70 H.P. get a Mental Saving Throw. Those with 71 H.P. are not affected. 30' radius from caster is area of effect. Blindness lasts 2D6 melee rounds. Power Words require no preparation and may affect opposing Magic Users before casting in the same spell phase.

Reverse Gravity: Gravity within a 3" cube is reversed. Duration: 1 melee round. Range: 9 ".

True Sight: All things appear as their true selves to the caster, including invisible, disguised, shape changes, illusions etc. Duration: 1 hour.

View Past: Allows the caster to see all he would have seen from his current location up to caster level number of days ago. Duration: 6 hours.

Level Eight Magical Spells

Clone: A piece of living flesh may be used to create a duplicate of the person from whom the flesh was taken. If the Clone and original are alive at the same time, the Clone will try to destroy the original or both will go insane.

Extinguish Magical Fires: As the 5th level spell Extinguish Ordinary Fires except that it affects magical fires.

Mass Suggestion: Up to 30 levels of creatures are affected as per Suggestion. Saving throw -10%. Range: 12".

Mind Blank: The spell prevents the target from being detected by ESP, Locate, Clairvoyance, Clairaudience, Scrying, Commune, or Contact Higher Plane. Duration: 1 day. Range: 1".

Monster Summoning(6): As the lower level spells except that it uses the sixth level table.

Permanent: Spells of limited duration can be made permanent by this spell Only one mental and one physical spell can be made permanent on any given individual.

Polymorph any Object: Any thing can be changed into anything else. The effect will be permanent if the two things are fairly similar. The greater the difference between the objects the less time the spell will last. Range: 24".

Power Word Stun: Area of Effect as Power Word Blind. Effect lasts 2D6 minutes. It affects creatures up to 40 hit points with no saving throw, those with 41-50 hit points get a mental saving throw. Those with 81 or more hit points suffer no effect.

Symbol: Affects those of different religion from the caster or those hostile to him. No saving throw if touched or crossed. The reader saves vs. Mental. May be dispelled by an MU one level higher than the caster. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death.

Time Travel: Allows the caster to travel forward in time up to level of caster number of days.

Level Nine Magical Spells

Astral Spell: Allows travel in Astral Plane. The caster's body remains on the prime material plane. Duration: Caster's level of hours. Range (of astral body): 100 miles/level of caster. Speed of Astral Body: 100 miles/hour.

Avalanche: as Meteor Swarm except it uses snowballs.

Cone of Feeblemind: As Cone of Weakness.

Meteor Swarm: Four fireballs in diamond shaped pattern with centers 20' feet apart, doing caster's level of D4's in damage. Half damage if saving throw vs. physical is made.

Monster Summoning(7): Uses the seventh level table.

Power Word Kill: Area of effect as Power Word Blind. Those of 45 hit points or less die without saving throw, creatures with 46-90 hit points get a mental saving throw, and those with over 90 are immune.

Prismatic Wall: This spell causes a whirling globe of colors to spring up around the caster. The radius is 10 feet. Any creature below 8 hit dice or level will be blinded for d6 turns if it looks at the wall. The sphere is multi-layered. The first (outermost) shell is RED; an Ice Storm will destroy it; It prevents magic missiles from going through it and causes 12 h.p. when passed through. The next sphere is ORANGE; lightning will destroy it; it prevents non-magical missiles from entering and does 24 h.p. when passed through. The 3rd sphere is YELLOW; destroyed by Magic Missiles; prevents all breath weapons, causes 48 h.p. The next is GREEN; Passwall; Anti-location/Detection, save vs. poisoning or die. Then BLUE; Disintegration; stops all Clerical spells, save vs. petrification or die. INDIGO; Continual Light; general purpose force field, save vs. spiritual or die. Violet; Dispel Magic; anti-magic shell, save vs. mental or die. The caster may pass through in either direction. This may be made permanent. Duration: one hour.

Shape Change: Caster may change himself into any other creature having all of its abilities. He may continue to change into new forms for the duration of the spell. It takes a round to change form. Duration: 10 plus level of the caster turns.

Time Stop: Time is stopped in a 3" cube around the caster. The caster may move freely. Duration D4 + 1 melee rounds. The caster should not know the exact duration.

Monster Summoning Tables

- Table 1: Centipede, dog, giant rat, gnome, goblin, kobold, orc, snake, spider, stirge, vampire bat.
- Table 2: Bear, bugbear, dire wolf, gelatinous cube, giant ant, giant toad, gnoll, hobgoblin, tiger.
- Table 3: Blink dog, carrion crawler, centaur, gargoyle, ochre jelly, ogre, wererat.
- Table 4: Cockatrice, displacer beast, 6-headed hydra, hell hound, minotaur, mummy, peryton, rust monster, troll, weretiger.
- Table 5: Basilisk, black dragon, white dragon, hill giant, stone giant, will-o-wisp, wyvern.
- Table 6: 3 die balrog, demon III, djinn, blue dragon, green dragon, efreet, fire giant, 9 headed fire-breathing hydra.
- Table 7: Beholder, demon IV, demon V, gold dragon, cloud giant, iron golem, stone golem, 12 headed fire-breathing hydra, purple worm.

NOTE: No summoned monster has spell casting ability.

CLERICS

Clerics may only be human. Their first hit die is d4+2, subsequent hit dice are d6. Clerics may wear armor appropriate to their religion. They may not use shields.

Casting of Clerical Spells

A cleric casts spells by praying to his god for a desired effect. Each religion has a list of such prayers which are granted to all clerics of sufficient level. Only a limited number of prayers can be granted per day, however, which is represented by the cleric's prayer point allotment. Each day at dawn (dusk for Death Clerics) the cleric will receive a number of prayer points equal to his wisdom. Any points left over from the preceding day are lost. Each spell costs a number of prayer points according to the table below. If no cost is listed, or if the cost would exceed the prayer points remaining, the spell may not be cast.

Spells take effect at the conclusion of the clerical spell phase. If a cleric suffers any damage before this phase, he may not cast a spell during the round. A clerical spell cannot prevent or affect the casting of another clerical spell in the same clerical spell phase, unless specifically so stated in the spell description.

Prayer Point Costs for Clerical Spells

Spell	Level of Cleric																	
	Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1
7	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
8	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4

Level vs. Level Battle

When two spells are in conflict, the outcome depends upon the levels of the casters. When the casters are of equal level there is a 50% chance for each spell to prevail. For each level of difference between the levels of the casters, halve the lower level's chance of success.

Casting Requirements

A cleric must be able either to speak or to move his hands to pray, so a bound and gagged cleric may not cast. Some spells (such as sticks to snakes) require material components. The cleric does NOT automatically have these items. If a cleric is in some way inhibited from casting a spell that requires words, components, etc. he may not cast it at any spell point cost. All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast spells. The Gamesmaster may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all spells (except, of course, for *Consecrate Object*) until he obtains or consecrates one.

The Order of the Hermit

God: Hione -- *Principle:* Knowledge -- *Symbol:* Lamp held aloft

Armor/Weapons: Standard.

Special Powers: Hermit clerics will know all the modern languages of the region, both oral and written, as would a native speaker with a 10%/level chance to have scholarly knowledge. They have a 5%/level chance to know something about any given legend, in much the manner of a *Legend Lore* (p. 32), but without spending the time.

Level One		Level Two		Level Three	
<i>Augury</i>	46	<i>Consecrate Water</i>	49	<i>Continual Light</i>	50
<i>Consecrate Object</i>	49	<i>Cure Wounds I</i>	52	<i>Cure Wounds II</i>	52
<i>Detect Altitude</i>	53	<i>Detect Depth</i>	53	<i>Detect Curse</i>	53
<i>Detect Evil</i>	53	<i>Detect Disease</i>	53	<i>Detect Food</i>	53
<i>Detect Injury</i>	53	<i>Detect Intent</i>	53	<i>Detect Hidden</i>	53
<i>Detect Life</i>	53	<i>Detect Lie</i>	53	<i>Detect Illusion</i>	53
<i>Detect Magic</i>	53	<i>Detect Poisoning</i>	54	<i>Detect Level</i>	53
<i>Detect North</i>	54	<i>Detect Possession</i>	54	<i>Detect Library</i>	53
<i>Detect Religion</i>	54	<i>Detect Secret Doors</i>	54	<i>Detect Protection</i>	54
<i>Detect Water</i>	54	<i>Detect Traps</i>	54	<i>Ear of the Hermit</i>	55
<i>Detect Were</i>	54	<i>Detect Undead</i>	54	<i>Eye of the Hermit</i>	56
<i>Hermit Writing</i>	57	<i>Light</i>	59	<i>Mind Speech</i>	60
<i>Lore</i>	59	<i>Locate Object</i>	59	<i>Observe Magic</i>	61
<i>Memory Enhancer</i>	60	<i>Message</i>	60	<i>Protection/Evil III</i>	63
<i>Predict Weather</i>	62	<i>Observe Prayer</i>	61	<i>Read Magic</i>	64
<i>Protection/Evil I</i>	63	<i>Protection/Evil II</i>	63	<i>See Invisible</i>	66
<i>Read Languages</i>	64	<i>Silence 15'r</i>	66	<i>Speak with Books</i>	67
<i>Understand Speech</i>	69	<i>Speak with Animals</i>	67	<i>Speak with Dead</i>	67
		<i>Write Languages</i>	70	<i>Speak Languages</i>	67
Level Four		Level Five		Level Six	
<i>Commune I</i>	48	<i>Clairaudience</i>	48	<i>Assay Item</i>	46
<i>Cure Wounds III</i>	52	<i>Clairvoyance</i>	48	<i>Cure Wounds V</i>	52
<i>Detect Poison</i>	54	<i>Commune II</i>	48	<i>Detect 10'r III</i>	52
<i>Dispel Illusion</i>	54	<i>Cure Wounds IV</i>	52	<i>Inquisition</i>	58
<i>Eidetic Memory</i>	55	<i>Dispel Evil</i>	54	<i>Interpret Tongues</i>	59
<i>ESP</i>	56	<i>Find the Path</i>	56	<i>Mass Cure Wounds II</i>	60
<i>Infravision</i>	58	<i>Foresight</i>	57	<i>Prayer VI</i>	62
<i>Locate Person</i>	59	<i>Mass Cure Wounds I</i>	60	<i>Prophecy</i>	62
<i>Detect 10'r I</i>	52	<i>Detect 10'r II</i>	52	<i>Protection/Evil VI</i>	63
<i>Prayer IV</i>	62	<i>Prayer V</i>	62	<i>Reveal Magic</i>	66
<i>Preservation</i>	62	<i>Protection/Evil V</i>	63	<i>See Invisible 10'r</i>	66
<i>Protection/Evil IV</i>	63	<i>Restore Writing</i>	65	<i>Speed Reading</i>	68
<i>Restore Memory</i>	65	<i>Speak with Monsters</i>	67	<i>Total Recall</i>	69
<i>Retroscope</i>	66	<i>Speak with Rocks</i>	67	<i>Trace Teleport</i>	69
<i>Speak in Tongues</i>	67	<i>True Sight</i>	69	<i>Word of Recall</i>	70
<i>Speak with Plants</i>	67			<i>View Past</i>	70
<i>Testify</i>	68				
<i>Trace Sending</i>	69				
<i>Write Magic</i>	70				
Level Seven		Level Eight		Level Nine	
<i>Cure Wounds VI</i>	52	<i>Convert Sword</i>	50	<i>Divine Audience</i>	55
<i>Divine Guidance</i>	55	<i>Mass Cure Wounds IV</i>	60	<i>Mass Cure Wounds V</i>	60
<i>Extended Detect</i>	56	<i>Oracle</i>	61	<i>Permanent</i>	61
<i>Mass Cure Wounds III</i>	60	<i>Prayer VIII</i>	62	<i>Prayer IX</i>	62
<i>Detect 10'r IV</i>	52	<i>Protection/Evil VIII</i>	63	<i>Protection/Evil IX</i>	63
<i>Prayer VII</i>	62	<i>Range Booster</i>	64	<i>View Future</i>	69
<i>Protection/Evil VII</i>	63	<i>Reveal the Truth</i>	66		

The Good Samaritans

God: Hippocrates -- Principle: Life/Health -- Symbol: Cross

Armor/Weapons: Standard, but a Samaritan will not use his weapons except in grave necessity.

Special Powers: Samaritan clerics are immune to causes, save at +10% vs poison, disease and level drain, and *Detect Injury* (p.53) without use of the spell.

Level One		Level Two		Level Three	
<i>Consecrate Object</i>	49	<i>Resist Causes</i>	65	<i>Continual Light</i>	50
<i>Cure Wounds II</i>	52	<i>Conceal Life</i>	48	<i>Cure Blindness</i>	51
<i>De-were I</i>	52	<i>Consecrate Water</i>	49	<i>Cure Disease</i>	52
<i>Detect Disease</i>	53	<i>Cure Deafness</i>	52	<i>Cure Wounds V</i>	52
<i>Detect Evil</i>	53	<i>Cure Paralysis</i>	52	<i>De-were III</i>	52
<i>Detect Life</i>	53	<i>Cure Wounds IV</i>	52	<i>Dispel Undead II</i>	55
<i>Detect Poisoning</i>	54	<i>De-were II</i>	52	<i>Empathic Cure</i>	55
<i>Detect Possession</i>	54	<i>Detect Poison</i>	54	<i>Mass Cure Wounds I</i>	60
<i>Detect Water</i>	54	<i>Disease Resistance</i>	54	<i>Neutralize Poison</i>	60
<i>Detect Were</i>	54	<i>Dispel Undead I</i>	55	<i>Observe Prayer</i>	61
<i>Protection/Evil I</i>	63	<i>Hold Person</i>	57	<i>Protection/Evil III</i>	63
<i>Purify Food and Water</i>	63	<i>Light</i>	59	<i>Silence 15'r</i>	66
<i>Sanctuary</i>	66	<i>Poison Resistance</i>	61	<i>Suspend Animation</i>	68
<i>Sleep of Healing</i>	66	<i>Protection/Evil II</i>	63	<i>Word of Command I</i>	70
<i>Sterilize</i>	68	<i>Slow Disease</i>	67		
		<i>Slow Poison</i>	67		
Level Four		Level Five		Level Six	
<i>Resist Causes 10'r</i>	65	<i>Commune I</i>	48	<i>Consecration I</i>	50
<i>Create Water</i>	51	<i>Controlled Emp. Cure</i>	50	<i>Create Air</i>	51
<i>Cure Lycanthropy</i>	52	<i>Create Food</i>	51	<i>Cure Feeblemind</i>	52
<i>Cure Wounds VI</i>	52	<i>Cure Insanity</i>	52	<i>Dispel Undead V</i>	55
<i>Detect Food</i>	53	<i>Cure Wounds VII</i>	52	<i>Mass Cure Wounds IV</i>	60
<i>Dispel Undead III</i>	55	<i>De-were IV</i>	52	<i>Pax</i>	61
<i>Golden Rule</i>	57	<i>Dispel Evil</i>	54	<i>Protection/Evil VI</i>	63
<i>Life Force</i>	59	<i>Dispel Undead IV</i>	55	<i>Quest</i>	63
<i>Mass Cure Wounds II</i>	60	<i>Mass Cure Wounds III</i>	60	<i>Restoration</i>	65
<i>Preservation</i>	62	<i>Poison Resist. 10'r</i>	61	<i>Swords to Plowshares</i>	68
<i>Protection/Evil IV</i>	63	<i>Protection/Evil V</i>	63	<i>Word of Recall</i>	70
<i>Remove Curse</i>	64	<i>Protection/Poison</i>	63		
<i>Resuscitate</i>	65	<i>Raise Dead</i>	64		
		<i>Toll</i>	69		
Level Seven		Level Eight		Level Nine	
<i>Commune II</i>	48	<i>Aerial Servant</i>	45	<i>Astral Spell</i>	46
<i>De-were V</i>	52	<i>Consecration II</i>	50	<i>De-were VI</i>	52
<i>Dispel Undead VI</i>	55	<i>Dispel Undead VII</i>	55	<i>Dispel Undead VIII</i>	55
<i>Mass Cure Wounds V</i>	60	<i>Mass Cure Wounds VI</i>	60	<i>Permanent</i>	61
<i>Protection/Evil VII</i>	63	<i>Protection/Evil VIII</i>	63	<i>Protection/Evil IX</i>	63
<i>Raise Dead Fully</i>	64	<i>Wind Walk</i>	70		

The Wrathful Avengers

God: Janda -- *Principle:* Truth & Justice -- *Symbol:* Scales balanced on a sword

Armor/Weapons: Standard.

Special Powers and Restrictions: Clerics of Janda are difficult to lie to (+20% chance that any lie will not be believed) and are relatively immune to illusions (+10% to save). Although they may act secretly and withhold information, they will not lie, nor permit their cause to be furthered by lies. They may throw either cures or causes, but not both in the same day. The use of causes is further limited to times of urgent necessity, when they have clear knowledge that the intended victim is a malefactor who must be stopped for the general good. Mere self-defense is **not** a sufficient cause to justify the use of this power.

Level One		Level Two		Level Three	
<i>Augury</i>	46	<i>Bless II</i>	46	<i>Bless III</i>	46
<i>Bless I</i>	46	<i>Cause Wounds II</i>	47	<i>Resist Causes</i>	65
<i>Cause Wounds I</i>	47	<i>Cure Wounds II</i>	52	<i>Cause Wounds III</i>	47
<i>Cure Wounds I</i>	52	<i>Detect Illusion</i>	53	<i>Cure Wounds III</i>	52
<i>Detect Evil</i>	53	<i>Detect Intent</i>	53	<i>Detect Curse</i>	53
<i>Detect Guilt</i>	53	<i>Dispel Undead II</i>	55	<i>Dispel Undead III</i>	55
<i>Detect Lie</i>	53	<i>Light</i>	59	<i>ESP</i>	56
<i>Detect Oathbreaker</i>	54	<i>Locate Stolen Object</i>	59	<i>Inquisition</i>	58
<i>Detect Religion</i>	54	<i>Protection/Evil II</i>	63	<i>Locate Oathbreaker</i>	59
<i>Dispel Undead I</i>	55	<i>Testify</i>	68	<i>Locate Object</i>	59
<i>Illusion Resistance</i>	58	<i>Understand Speech</i>	69	<i>Protection/Evil III</i>	63
<i>Protection/Evil I</i>	63	<i>Word of Command I</i>	70	<i>Speak with Dead</i>	67
<i>Read Languages</i>	64				
Level Four		Level Five		Level Six	
<i>Bless IV</i>	46	<i>Bless V</i>	46	<i>Bless VI</i>	46
<i>Cause Wounds IV</i>	47	<i>Cause Wounds V</i>	47	<i>Resist Causes 10'r</i>	65
<i>Cure Wounds IV</i>	52	<i>Cure Wounds V</i>	52	<i>Cause Wounds VI</i>	47
<i>Detect Poison</i>	54	<i>Dispel Evil</i>	54	<i>Consecration I</i>	50
<i>Dispel Undead IV</i>	55	<i>Dispel Undead V</i>	55	<i>Cure Wounds VI</i>	52
<i>Hold Person</i>	57	<i>Investigation</i>	59	<i>Dispel Undead VI</i>	55
<i>Locate Person</i>	59	<i>Lex Talionis</i>	59	<i>Finger of Death</i>	57
<i>Neutralize Poison</i>	60	<i>Protection/Evil V</i>	63	<i>Portal of Justice</i>	62
<i>Oath</i>	61	<i>Quest</i>	63	<i>Protection/Evil VI</i>	63
<i>Protection/Evil IV</i>	63	<i>Sacred Room</i>	66	<i>Speak with Monsters</i>	67
<i>Remove Curse</i>	64	<i>Toll</i>	69	<i>True Sight</i>	69
<i>Repent</i>	64	<i>Track Oathbreaker</i>	69	<i>Word of Command III</i>	70
<i>See Invisible</i>	66				
<i>Speak Languages</i>	67				
<i>Word of Command II</i>	70				
Level Seven		Level Eight		Level Nine	
<i>Aerial Servant</i>	45	<i>Banish Demon</i>	46	<i>Conjure Angel</i>	49
<i>Blade Barrier</i>	46	<i>Consecration II</i>	50	<i>Dispel Undead IX</i>	55
<i>Commune II</i>	48	<i>Convert</i>	50	<i>Divine Guidance</i>	55
<i>Convert Sword</i>	50	<i>Dispel Undead VIII</i>	55	<i>Full Finger of Death</i>	57
<i>Dispel Undead VII</i>	55	<i>Holy Word</i>	58	<i>Mass Hypnosis</i>	60
<i>Oath of Janda</i>	61	<i>Protection/Evil VIII</i>	63	<i>Permanent</i>	61
<i>Protection/Evil VII</i>	63	<i>Word of Command IV</i>	70	<i>Protection/Evil IX</i>	63
<i>Word of Recall</i>	70				

The Warrior-Priests of Leo

God: Leo -- *Principle:* Glory of Combat -- *Symbol:* A Crested Helm

Armor/Weapons: Standard clerical armor, but they may use any one-handed weapon in addition to blunt two-handed weapons.

Special Powers and Restrictions: Clerics of Leo hate the use of Cures, Causes or the Finger of Death in battle, and will be immediately aware of any such spells. Once the other side has "broken the rules" by so doing, Warrior-Priests will use their powers to even the score.

Level One		Level Two		Level Three	
<i>Bless I</i>	46	<i>Bless II</i>	46	<i>Bless III</i>	46
<i>Cure Wounds I</i>	52	<i>Resist Causes</i>	65	<i>Cure Wounds III</i>	52
<i>Detect Evil</i>	53	<i>Cure Wounds II</i>	52	<i>Enhance Weapon III</i>	56
<i>Enhance Weapon I</i>	56	<i>Enhance Weapon II</i>	56	<i>Fight Like a Lion III</i>	56
<i>Fight Like a Lion I</i>	56	<i>Fight Like a Lion II</i>	56	<i>Fight Like a Pride I</i>	56
				<i>Mass Bless I</i>	60
				<i>Poison Resistance</i>	61
Level Four		Level Five		Level Six	
<i>Bless IV</i>	46	<i>Bless V</i>	46	<i>Blade Barrier</i>	46
<i>Cure Wounds IV</i>	52	<i>Cure Wounds V</i>	52	<i>Bless VI</i>	46
<i>Enhance Weapon IV</i>	56	<i>Dispel Evil</i>	54	<i>Cure Wounds VI</i>	52
<i>Fair Fight</i>	56	<i>Enhance Weapon V</i>	56	<i>Fight Like a Lion VI</i>	56
<i>Fight Like a Lion IV</i>	56	<i>Fight Like a Lion V</i>	56	<i>Fight Like a Pride IV</i>	56
<i>Fight Like a Pride II</i>	56	<i>Fight Like a Pride III</i>	56	<i>Mass Bless IV</i>	60
<i>Mass Bless II</i>	60	<i>Mass Bless III</i>	60		
<i>Neutralize Poison</i>	60	<i>Negate Weapon Plus</i>	60		
		<i>Paralysis Resistance</i>	61		
Level Seven		Level Eight		Level Nine	
<i>Bless VII</i>	46	<i>Bless VIII</i>	46	<i>Bless IX</i>	46
<i>Fight Like a Lion VII</i>	56	<i>Fight Like a Lion VIII</i>	56	<i>Fight Like a Lion IX</i>	56
<i>Fight Like a Pride V</i>	56	<i>Fight Like a Pride VI</i>	56	<i>Fight Like a Pride VII</i>	56
<i>Mass Bless V</i>	60	<i>Mass Bless VI</i>	60	<i>Mass Bless VII</i>	60

The Adepts of Magus

God: Magus -- Principle: White Magic -- Symbol: Lemniscate

Armor/Weapons: No armor (robes only), but they may use any one-handed weapon.

Special Powers: Clerics of Magus are able to use Magic User scrolls as would an MU 1.

Level One		Level Two		Level Three	
<i>Aura of Power I</i>	46	<i>Aura of Power II</i>	46	<i>Acid Resistance</i>	45
<i>Conceal Magic</i>	49	<i>Cold Resistance</i>	48	<i>Aura of Power III</i>	46
<i>Detect North</i>	54	<i>Cure Wounds I</i>	52	<i>Continual Light</i>	50
<i>Observe Magic</i>	61	<i>Detect Depth</i>	53	<i>Crushing Resistance</i>	51
<i>Prayer I</i>	62	<i>Detect Religion</i>	54	<i>Cure Wounds II</i>	52
<i>Range Finder</i>	64	<i>Fire Resistance</i>	57	<i>Detect Protection</i>	54
<i>Read Magic</i>	64	<i>Light</i>	59	<i>Dispel Magic</i>	55
<i>Spell Point</i>	68	<i>Lightning Resistance</i>	59	<i>Dispel Silence</i>	55
<i>Write Magic</i>	70	<i>Magical Gift I</i>	60	<i>Magical Gift II</i>	60
		<i>Magic Missile</i>	60	<i>Prayer III</i>	62
		<i>Prayer II</i>	62		
		<i>Word of Command I</i>	70		
Level Four		Level Five		Level Six	
<i>Aura of Power IV</i>	46	<i>Acid Resistance 10'r</i>	45	<i>Anti-Magic Shell</i>	46
<i>Cold Resistance 10'r</i>	48	<i>Animate Objects</i>	45	<i>Aura of Power VI</i>	46
<i>Cooperation</i>	51	<i>Aura of Power V</i>	46	<i>Cure Wounds V</i>	52
<i>Create Water</i>	51	<i>Commune I</i>	48	<i>Hypnosis</i>	58
<i>Cure Wounds III</i>	52	<i>Concentrate</i>	49	<i>Magical Gift V</i>	60
<i>Detect Illusion</i>	53	<i>Create Air</i>	51	<i>Mass Aura of Power III</i>	60
<i>Extension</i>	56	<i>Crushing Res. 10'r</i>	51	<i>Word of Command III</i>	70
<i>Fire Resistance 10'r</i>	57	<i>Cure Feeblemind</i>	52	<i>Word of Recall</i>	70
<i>Lightning Res. 10'r</i>	59	<i>Cure Wounds IV</i>	52		
<i>Magical Gift III</i>	60	<i>Dispel Evil</i>	54		
<i>Mass Aura of Power I</i>	60	<i>Magical Gift IV</i>	60		
<i>See Invisible</i>	66	<i>Mass Aura of Power II</i>	60		
<i>Word of Command II</i>	70	<i>Toll</i>	69		
Level Seven		Level Eight		Level Nine	
<i>Aerial Servant</i>	45	<i>Animate Objects</i>	45	<i>Aura of Power IX</i>	46
<i>Aura of Power VII</i>	46	<i>Astral Spell</i>	46	<i>Gate</i>	57
<i>Banish Demon</i>	46	<i>Aura of Power VIII</i>	46	<i>Magical Gift VIII</i>	60
<i>Cure Wounds VI</i>	52	<i>Commune II</i>	48	<i>Mass Aura of Power VI</i>	60
<i>Earthquake</i>	55	<i>Conjure Angel(Demon)</i>	49	<i>Permanent</i>	61
<i>Magical Gift VI</i>	60	<i>Cure Wounds VII</i>	52		
<i>Mass Aura of Power IV</i>	60	<i>Magical Gift VII</i>	60		
		<i>Mass Aura of Power V</i>	60		
		<i>Wind Walk</i>	70		
		<i>Word of Command IV</i>	70		

Stewards of Nature

God: All-Father -- Principle: The Natural Order -- Symbol: A Golden Bough

Armor/Weapons: Leather or linen armor only, wooden shields, wooden weapons. (Staves, spears, bows, clubs).

Special Powers and Restrictions: Many of the Stewards' spells are based on natural components. Each gamesmaster will rule on the availability of such components in his scenario. Nature clerics will automatically detect all traps in a woodland setting, are aware of the presence or approach of creatures in a woodland setting, and have a 10%/level chance of tracking in all but the most barren lands.

Level One		Level Two		Level Three	
<i>Consecrate Object</i>	49	<i>Charm Animals</i>	47	<i>Cold Resistance</i>	48
<i>Cure w/Herbs I</i>	51	<i>Consecrate Water</i>	49	<i>Create Water</i>	51
<i>Cure Animal I</i>	51	<i>Cure w/Herbs II</i>	51	<i>Cure w/Herbs III</i>	51
<i>De-were I</i>	52	<i>Cure Animal II</i>	51	<i>Cure Animal III</i>	51
<i>Detect Evil</i>	53	<i>De-were II</i>	52	<i>Cure Disease</i>	52
<i>Detect Magic</i>	53	<i>Detect Animal</i>	53	<i>De-were III</i>	52
<i>Detect North</i>	54	<i>Dispel Undead II</i>	55	<i>Detect Food</i>	53
<i>Detect Plants</i>	54	<i>Find Herbs</i>	56	<i>Dispel Magic</i>	55
<i>Detect Water</i>	54	<i>Hide Among Plants</i>	57	<i>Dispel Undead III</i>	55
<i>Detect Were</i>	54	<i>Message via Trees</i>	60	<i>Fire Resistance</i>	57
<i>Dispel Undead I</i>	55	<i>Protection/Evil II</i>	63	<i>Lightning Resistance</i>	59
<i>Faerie Fire</i>	56	<i>Prot./Normal Animals</i>	63	<i>Polymorph to Animal</i>	62
<i>Predict Weather</i>	62	<i>Silence 15'r</i>	66	<i>Preservation</i>	62
<i>Protection/Evil I</i>	63	<i>Water Walking/Self</i>	70	<i>Protection/Evil III</i>	63
<i>Purify Food and Water</i>	63	<i>Wind Veer</i>	70	<i>Rain Maker</i>	64
<i>Snake Charm</i>	67			<i>Speak with Plants</i>	67
<i>Speak with Animals</i>	67			<i>Sticks to Snakes</i>	68
Level Four		Level Five		Level Six	
<i>Cure w/Herbs IV</i>	51	<i>Commune I</i>	48	<i>Animate Plants</i>	45
<i>Cure Animal IV</i>	51	<i>Create Air</i>	51	<i>Anti-Magic Shell</i>	46
<i>De-were IV</i>	52	<i>Cure w/Herbs V</i>	51	<i>Cold Resistance 10'r</i>	48
<i>Dispel Undead IV</i>	55	<i>Cure Animal V</i>	51	<i>Consecration I</i>	50
<i>Enter Plant</i>	56	<i>Dawn</i>	52	<i>Cure w/Herbs VI</i>	51
<i>Hold Person</i>	57	<i>De-were V</i>	52	<i>Cure Animal VI</i>	51
<i>Inhibit Magic</i>	58	<i>Dispel Undead V</i>	55	<i>De-were VI</i>	52
<i>Insect Plague</i>	58	<i>Immunity to Fire</i>	58	<i>Dispel Undead VI</i>	55
<i>Mass Cure Animal I</i>	60	<i>Mass Cure Animal II</i>	60	<i>Fire Resistance 10'r</i>	57
<i>Mass Cure w/Herbs I</i>	60	<i>Mass Cure w/Herbs II</i>	60	<i>Mass Cure w/Herbs III</i>	60
<i>Massmorph</i>	60	<i>Polymorph to Plant</i>	62	<i>Mass Cure Animal III</i>	60
<i>Protection/Evil IV</i>	63	<i>Protection/Evil V</i>	63	<i>Protection/Evil VI</i>	63
<i>Remove Curse</i>	64	<i>Raise Animal</i>	64	<i>Raise with Herbs</i>	64
<i>Water Walking/Others</i>	70	<i>Storm Bringer</i>	68	<i>Storm Calm</i>	68
<i>Wind Bringer</i>	70	<i>Toll</i>	69		
Level Seven		Level Eight		Level Nine	
<i>Commune II</i>	48	<i>Consecration II</i>	50	<i>De-were IX</i>	52
<i>Control Weather</i>	50	<i>Control Volcano</i>	50	<i>Dispel Permanence</i>	55
<i>Convert Sword</i>	50	<i>De-were VIII</i>	52	<i>Dispel Undead IX</i>	55
<i>De-were VII</i>	52	<i>Dispel Undead VIII</i>	55	<i>Mass Cure w/Herbs VI</i>	60
<i>Dispel Undead VII</i>	55	<i>Mass Cure w/Herbs V</i>	60	<i>Mass Cure Animal VI</i>	60
<i>Earthquake</i>	55	<i>Mass Cure Animal V</i>	60	<i>Protection/Evil IX</i>	63
<i>Mass Cure w/Herbs IV</i>	60	<i>Raise Animal Fully</i>	64		
<i>Mass Cure Animal IV</i>	60	<i>Protection/Evil VIII</i>	63		
<i>Part Water</i>	61	<i>Wind Walk</i>	70		
<i>Protection/Evil VII</i>	63				
<i>Word of Recall</i>	70				

The Servants of Death

God: Tartarus -- Principle: Death -- Symbol: Scythe

Armor/Weapons: Standard, except that all Clerics of Tartarus will carry an ornate dagger, suitable for use in battle as well at formal sacrifices.

Special Powers: Death Clerics have a chance to tell how close any humanoid is to seeing their master. The chance is 10%/level, with a -5% for every 10' away. If successful, they can tell the percentage of damage to the nearest 10%. If they fail, they will err by 10% for every 10% (rounded up) that they failed by.

Limitations: Death Clerics may accept cures, but they will be -1/die. Warning! Other player characters may regard Death clerics as evil!

Level One		Level Two		Level Three	
<i>Cause Wounds I</i>	47	<i>Cause Wounds II</i>	47	<i>Cause Deafness</i>	47
<i>Conceal Disease</i>	48	<i>Conceal Injury</i>	48	<i>Cause Wounds III</i>	47
<i>Conceal Poisoning</i>	49	<i>Conceal Poison</i>	49	<i>Continual Darkness</i>	50
<i>Conceal Possession</i>	49	<i>Consecrate Blood</i>	49	<i>De-were III</i>	52
<i>Consecrate Object</i>	49	<i>Darkness</i>	52	<i>Dispel Undead IV</i>	55
<i>De-were I</i>	52	<i>De-were II</i>	52	<i>Empathic Cause</i>	55
<i>Detect Evil</i>	53	<i>Disease Vulnerability</i>	54	<i>Observe Prayer</i>	61
<i>Detect Life</i>	53	<i>Dispel Undead III</i>	55	<i>Protection/Evil III</i>	63
<i>Detect Undead</i>	54	<i>Poison Vulnerability</i>	62	<i>Silence 15'r</i>	66
<i>Detect Were</i>	54	<i>Protection/Evil II</i>	63	<i>Word of Command I</i>	70
<i>Dispel Undead II</i>	55	<i>Resist Cures</i>	65		
<i>Infect</i>	58	<i>Speed Disease</i>	68		
<i>Protection/Evil I</i>	63	<i>Speed Poison</i>	68		
<i>Putrefy Food and Water</i>	63				
Level Four		Level Five		Level Six	
<i>Cause Blindness</i>	47	<i>Cause Insanity</i>	47	<i>Cause Feeblemind</i>	47
<i>Cause Disease</i>	47	<i>Cause Wounds V</i>	47	<i>Cause Wounds VI</i>	47
<i>Cause Paralysis</i>	47	<i>Commune I</i>	48	<i>Consecration I</i>	50
<i>Cause Wounds IV</i>	47	<i>Controlled Emp. Cause</i>	50	<i>Dispel Undead VII</i>	55
<i>Resist Cures 10'r</i>	65	<i>De-were III</i>	52	<i>Mass Cause Deafness</i>	60
<i>Dispel Undead V</i>	55	<i>Dispel Evil</i>	54	<i>Mass Cause Wounds III</i>	60
<i>Enhance Poison</i>	56	<i>Dispel Undead VI</i>	55	<i>Pox</i>	62
<i>Mass Cause Wounds I</i>	60	<i>Finger of Death</i>	57	<i>Protection/Evil VI</i>	63
<i>Prevent Resuscitation</i>	62	<i>Immunity to Poison</i>	58	<i>Quest</i>	63
<i>Protection/Evil IV</i>	63	<i>Mass Cause Wounds II</i>	60		
<i>Remove Curse</i>	64	<i>Poison Vulner. 10'r</i>	61		
<i>Rotting</i>	66	<i>Protection/Evil V</i>	63		
<i>Suspend Animation</i>	68	<i>Toll</i>	69		
Level Seven		Level Eight		Level Nine	
<i>Commune II</i>	48	<i>Aerial Servant</i>	45	<i>Astral Spell</i>	46
<i>De-were IV</i>	52	<i>Conjure Demon</i>	49	<i>De-were V</i>	52
<i>Dispel Undead VIII</i>	55	<i>Consecration II</i>	50	<i>Dispel Undead X</i>	55
<i>Mass Cause Blindness</i>	60	<i>Dispel Undead IX</i>	55	<i>Mass Cause Feeblemind</i>	60
<i>Mass Cause Disease</i>	60	<i>Full Finger of Death</i>	57	<i>Mass Cause Wounds VI</i>	60
<i>Mass Cause Paralysis</i>	60	<i>Mass Cause Insanity</i>	60	<i>Permanent</i>	61
<i>Mass Cause Wounds IV</i>	60	<i>Mass Cause Wounds V</i>	60	<i>Protection/Evil IX</i>	63
<i>Protection/Evil VII</i>	63	<i>Protection/Evil VIII</i>	63		
<i>Word of Recall</i>	70	<i>Wind Walk</i>	70		

Descriptions of Clerical Prayers

All prayers referred to in the tables are here explained. A few common terms and concepts will help in understanding the descriptions. All prayers are listed alphabetically.

Multi-Level Spells: Some prayers are multiple level, as *Cure Wounds I*, *Cure Wounds II*, etc. These prayers are listed as *Cure Wounds N*, and the effects given in terms of the level.

Zone of Effect (ZOE): All prayers have a zone of effect. If this is the caster himself or a single visible target, ZOE so specifies. If a number of targets, a random target, or a volume of material, the ZOE is specified as a volume in which all targets must be at the time of casting. If a sphere, the radius is given. If a cone, the height is given, and the cone has a base of radius $\frac{1}{2}$ the height. If a cube, the length of a side is given. If an indefinite word such as "vicinity" is used the caster has great freedom.

Range: All prayers have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. the range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. If the prayer primarily gives the caster an ability (detects), the range is the range of the ability. If a prayer must pass through stone, treat stone as 10x its thickness. All prayers require a line of sight to the target or the center of the area of effect unless otherwise stated.

Scale distances: All figures given in inches (") are to be interpreted as scale distances. In cramped quarters underground or in substantial stone structures, 1" = 10 feet. Otherwise, 1" = 10 yards.

Duration: Most prayers have a limit to how long they work. **Standard Duration** is 6+level of caster turns. If the duration is given as "lasting", the prayer will last until the caster chooses to end it, unless sooner dispelled or the caster dies. If "permanent", the prayer lasts until dispelled or countered.

Turns: The turn is a variable length of time. In cramped quarters underground or in substantial stone structures, it is one minute (6 melee rounds). Otherwise, it is ten minutes. **Standard Duration** is 6+level of caster turns.

Saving Throw: Unless otherwise indicated, a successful saving throw negates the spell effect. The proper Saving Throw is indicated. Sometimes a save must be made to gain some beneficial effect. This is made clear in the descriptions.

Generic Spell Description: This is a means of fitting all these prayers into a reasonable space. Many prayers take several similar forms (e.g. Resistance, Cause, etc.). Where these are similar enough to warrant, the reader is referred to a "Generic prayer description" which describes the basics of the prayer, usually including range, duration, saving throw, etc. Any particulars are given under the individual headings.

Abbreviations:

B	= Level at which the caster gets a prayer		
L	= Caster's Level	T	= Target's Level
LOS	= Line of Sight	ZOE	= Zone of Effect
ST	= Saving throw		

Caveats

The following principles apply, unless specifically contradicted in a spell description.

Multi-Level spells don't sum. If two castings of a multi-level spell are in effect on one target, only the highest level will obtain.

Bless-type spells don't sum. If two or more of *Bless*, *Aura of Power*, *Fight Like a Lion* are in effect, the most favorable spell will apply for each sub-effect.

One success/failure roll per target-event. This applies to all level-vs-level battles, to all cases where the caster must make a success roll to gain information or an ability, and to all saving throws vs *Locates* and *Detects*. It applies to attempts by the same or different casters. If the first attempt has succeeded, then subsequent attempts will continue to succeed unless and until circumstances change or a substantial time has passed (a month or more). Likewise, if an attempt has failed or given false information, subsequent attempts will continue to give bad results. If two different casters have different success chances (i.e. level-vs-level) then the second caster's chance is as follows: (let p be the first caster's chance of success, and q the second's)

If the first caster succeeded, q/p .

If the first caster failed, $(q-p)/(1-p)$.

However, if the attempts are to be made together, the same roll should be used for both, obviating the above table.

GMs may prevent absurdities. No listing of spells can anticipate all the abuses which players may attempt to foist on a GM. If an attempted use of a spell is clearly against the spirit of the description, the GM may so inform the player and prevent the abuse.

The Spells

Acid Resistance: Generic spell type *Resistance* (p.65) Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

Acid Resistance 10'r: Generic spell type *Resistance 10'r* (p.65)

Aerial Servant: This prayer summons a creature somewhat like an Invisible Stalker. It cannot be seen by any creature below "name level", and they must save vs Spiritual at -20% to do so. It can carry up to 500 lbs., surprises anything on a 1-4 (even Nature Clerics in woods!), and moves at 48". It will fetch one person or thing clearly named when summoned, bring it to the caster and then vanish. Anyone who objects to this, and is in position to do so, may grapple the Servant (it has a strength of 20 and is large). If prevented from performing its task, it will return and attack the summoner as a double strength Invisible Stalker.

Animate Objects: This prayer animates one or more inanimate objects. The objects will attack, defend, step or fetch as the caster dictates, each in a manner appropriate to the object: a chair will walk and kick with it's legs, a broom might grow arms and carry pails of water, etc. The objects animated must not aggregate more than 20 cubic feet, more than 2000 lbs, nor more than L in number. A single large object might have 8 hit dice, and attack once for 2D8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.

ZOE: 6" radius; Range: 6"; Duration: standard; ST: none

Animate Plants: Similar to *Animate Objects*. The cleric may animate up to 40 tons of biomass within the ZOE. This is about one large tree, four medium trees, sixteen small trees, forty saplings or large shrubs, etc. Animated plants may uproot themselves and walk, but the speed will be slow. A tree might move 1/10", a small bush or a blade of grass 1".

ZOE: 6" radius; Range: 6"; Duration: standard; ST: none

Anti-Detection Shell: Forms an invisible shell around the caster. No detection/locate spell or item will function inside the ZOE, nor will one cast or used from outside respond to anything inside.

ZOE: 3" radius sphere; Range: none; Duration: standard; ST: none

Anti-Magic Shell: Forms an invisible shell around the caster. No magic user or Magus spell or item will function inside the ZOE, nor will one cast or used from outside affect to anything inside.

ZOE: 3" radius sphere; *Range:* none; *Duration:* standard; *ST:* none

Assay Item: The Cleric will know the powers and uses of one item. Artifacts, strongly cursed items and the like will receive a saving throw to conceal their more powerful/nastier aspects, Repeated castings by the same cleric will yield the same results.

ZOE: One item; *Range:* touch; *Duration:* momentary; *ST:* Spiritual

Astral Spell: The cleric's Astral Form may travel through the Astral Plane up to the prayer range. The Astral Form moves at 100 mph, can cast prayers as does the Cleric, and may be attacked by other Astral/Ethereal creatures. The cleric's body remains behind in a trance and may be reentered and left many times. If the Astral Form cannot return to the body for any reason (including death) the body lives on in a coma. If the Astral form has died, it cannot be raised until the body is slain. If the body is destroyed while the Astral Form is alive, the Astral form is permanently destroyed!

ZOE: self; *Range:* Lx100 mi; *Duration:* L hours; *ST:* none

Augury: The cleric uses one of the accepted 'mancies' (Necromancy, Cartomancy, etc) to foretell the likely outcome of a well-defined course of action. The GM should rule on the adequacy of preparations and require at least ten minutes to cast the prayer. The answer will be weal/woe, success/failure, etc. as appropriate. If the cleric makes his saving throw, he will get a correct answer. Otherwise roll a d6: 1-2: Correct, 3-4: incorrect, 5-6: No answer. The gamesmaster should make his best estimate of the situation and leave it at that. Answers should be based on data known at the time of casting. If there are too many variables for the GM to decide, the correct answer is "no answer." Repeated castings may not be helpful. (see page 44)

ZOE: self; *Range:* none; *Duration:* none; *ST:* Spiritual

Aura of Power N: This prayer increases the recipient's effective level by N for the following purposes only: attack, saving throw, level dependent immunities, level-vs-level battles, and level dependent spell effects. This cannot be summed with other Bless-type spells. (see page 44)

ZOE: one person; *Range:* contact; *Duration:* standard; *ST:* none

Banish Demon: If the caster succeeds in a level-vs-level battle vs the Demonic being in question, the Demon is forced to return "whence he came." The demon should not be able to return for at least L years without help. If the caster fails, he may not cast the prayer again for a month.

ZOE: one demonic being; *Range:* 12"; *Duration:* variable; *ST:* level-vs-level

Blade Barrier: The caster causes a wall of whirling, flashing blades to appear at the center of the ZOE with orientation chosen by the caster. All beings caught within the barrier as it appears may spiritual save to jump free. Otherwise, all beings passing through take 7D10 damage from the blades. The blades can hit all creatures vulnerable to +3 weapons.

ZOE: a circle up to 3" diameter; *Range:* 12"; *Duration:* standard; *ST:* none

Bless N: Cast on one humanoid not in combat, this prayer increases his level (for attack purposes only) by N. It also increases the recipient's damage bonus by $\frac{1}{2}N$ rounded down. Duration begins in one turn or the first melee round the recipient attacks, whichever comes first. This does not sum with other Bless-type spells. (see page 44)

ZOE: one humanoid; *Range:* contact; *Duration:* 6+L melee rounds+delay; *ST:* none

Cause: Generally, causes of all kinds are 100% effective only if ten melee rounds are taken to cast the prayer. If less time than this is taken, the victim receives a Spiritual save with a -5% for every round taken over 1. The victim will not notice anything until the prayer is complete, unless magical means are employed. The caster must maintain LOS for the entire period, but if LOS is lost for less than one round of a multi-round casting, there is no penalty. If the individual

prayer specifies "roll for effect", the effects will range from 0-100% based on a percentile die roll plus the amount by which the saving throw was missed. (no save = 0% chance to save) The effects will generally last until cured, or until the disease has run its course.

ZOE: one humanoid; *Range*: 6"; *Duration*: permanent; *ST*: spiritual/special

Cause Blindness: Generic spell type *Cause* (p.46) The victim will lose his sight (roll for effect). P% loss of sight will cause -P% to combat and targeting rolls. (Assume most prayers start at 100% target). Other duds can be estimated from this basis.

Cause Deafness: Generic spell type *Cause* (p.46) The victim will lose his hearing (roll for effect). P% loss of hearing will cause -P% to hearing rolls and increase the chance of surprise by $\frac{1}{2}P\%$. Combat will be at $-(P\div 10)\%$.

Cause Disease: Generic spell type *Cause* (p.46) Saving throw in this case is modified by the Constitution of the victim, using the combat modifiers for Strength. The chance of the disease's being terminal is $(5\times L)\%$ less the above modifier. If not, roll for effect to see how debilitating the disease is. The disease will take 2D6 days to incubate, during which time the victim is not apt to notice symptoms, and anyone in contact with him for eight hours must make a spell survival roll or catch the disease too. Those in contact for less time will receive a proportional chance to have come in contact with the virus. Those in constant or intimate contact will have to make multiple rolls. The disease will run its course in LD6 days. The characteristic period of the disease is $2\uparrow(10-L)$ days. The victim's strength and constitution are reduced by one each period until they are reduced by the percentage of debilitation rolled above. If terminal, the victim is dead when constitution reaches zero.

Cause Feeblemind: Generic spell type *Cause* (p.46) This prayer causes a percentage reduction in intelligence (roll for effect).

Cause Insanity: Generic spell type *Cause* (p.46) This prayer give the GM a chance to torture the player. Roll for effect to see what percentage of the time the insanity is in control. Insanity will take one of the following forms: (roll D6)

- 1 Paranoia: His friends will seem to conspire against him. He will see evidence of hidden, powerful enemies.
- 2 Phobia: He will be unrealistically afraid of something (heights, open spaces, the color red, etc.) Be creative.
- 3 Mania: He will fly into uncontrollable rages in stressful situations. (Spiritual save)
- 4 Delusions: He will conceive an idea that he is someone or something else.
- 5 Depression: He will become very lethargic. There is a chance that he will react to any stress situation by staring off into space.
- 6 Aphasia: He will react as if Confused at all times this is in control.

Cause Lycanthropy: Generic spell type *Cause* (p.46) The victim will become a random type of Lycanthrope D4 hours after being affected by this prayer, as if he had been bitten by that type of creature. The victim will not retain his human intelligence.

Cause Paralysis: Generic spell type *Cause* (p.46) Roll for effect. The victim will be paralysed over the appropriate percentage of his body. 100% = totally, 50% = waist down, 25% = one limb, etc.

Cause Wounds N: Generic spell type *Cause* (p.46) If effective, this prayer causes wounds to appear on the victim's body (or makes existing wounds worse) worth ND6 hit points if the victim is of a different religion, ND4 if he is the same as the caster. *Exception:* Cause Wounds VI will reduce the victim to 0 H.P. and render him unconscious.

Charm Animals: This prayer will allow the cleric to control the actions of L hit dice of animals. Animals are naturally occurring mammals, reptiles or fish which are not normally considered sentient. This would exclude all humanoids and cetacians. It would include highly trained domestic animals. The animals will

follow the cleric's verbal instructions without question, provided that he does not order them into needless danger. If the animals are trained, give two saving throws. If they are controlled, two level-vs-level battles will ensue. If one side wins both, the animals are in that side's control. If the results split, the animals are freed.

ZOE: 3" sphere; Range: 12"; Duration: 6xL turns; ST: mental

Clairaudience: This prayer enables the caster to observe what another being is seeing. He will see with the abilities of that being, but will not gain any control over what direction is being watched. The ZOE will center on the intended target, if in LOS, or on a point in space otherwise. If the latter, a random being in the ZOE will be affected. The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, and if successful ends the prayer. The caster's own vision will be almost nil while employing the prayer, but he may turn it off to move around and then turn it on again.

ZOE: 3" Sphere; Range: 24" no LOS needed; Duration: standard; ST: mental

Clairvoyance: Exactly like Clairvoyance above, but the caster hears instead of seeing.

Cold Resistance: Generic spell type *Resistance* (p.65) The Wall of Ice is nonmagical cold. Extremes such as liquid Nitrogen qualify as magical.

Cold Resistance 10'r: Generic spell type *Resistance 10'r* (p.65)

Commune N: This prayer enables the caster to ask questions of his god. The questions will normally be answered with complete truth, but certain prayers and circumstances may intervene. Questions involving things still in the freedom of fate will not be answered, and questions involving name level beings may initiate a level-vs-level battle. The caster may ask up to L÷3 (rounded up) questions and then may not cast either version for a week. *Commune I* will answer questions yes or no (with no answer a possibility); *Commune II* will give one word answers, and if no answer is forthcoming, it will give an indication of why. Each of the 32 compass points is one word, as are all numbers.

*ZOE: self; Range: no limit to object of inquiry; Duration: L minutes;
ST: normally none*

Conceal: Concealment prayers render a condition or object unlikely to be noticed by normal means, and difficult to notice by magical means. They will not render objects invisible, but they can cause an object to be overlooked if there is any excuse to do so (and there usually is!) For example, players could be given false clues to lead them away. If it is necessary to overlook another object (as a needle) to overlook the concealed object (the poison), then that second object will be overlooked. Concerted efforts to look for the thing in question are doomed unless the area of search is quite restricted. Magical efforts and special abilities require a level-vs-level battle to have the normal chance for success. If cast on a person, he is entitled to a saving throw. If he already knows about the condition, he gets a second saving throw to see if he thinks he's been cured. A concealment prayer may be cast in advance, in which case the event will go overlooked. Concealment prayers all have the equivalent of a *Conceal Prayer* on them to prevent being duded out.

*ZOE: one object or a group of related objects; Range: 12"; Duration: L days;
ST: spiritual*

Conceal Disease: Generic spell type *Conceal* (p.48) This renders a disease inobvious, both to the victim and to observers. It will not last longer than the disease and affects only one disease.

Conceal Injury: Generic spell type *Conceal* (p.48) The victim will not be aware of taking damage, and cannot keep track of hit points.

Conceal Life: Generic spell type *Conceal* (p.48) The recipient cannot be sensed by undead and will appear dead if only unconscious.

Conceal Magic: Generic spell type *Conceal* (p.48) The object of this spell will not show up as magical under a *Detect Magic* (see page 53) , and will force a level-vs-level battle under an *Observe Magic* (see page 61) .

Conceal Poison: Generic spell type *Conceal* (p.48) This only renders the poison unlikely to be noticed beforehand.

Conceal Poisoning: Generic spell type *Conceal* (p.48) The victim will not notice that he has been poisoned.

Conceal Possession: Generic spell type *Conceal* (p.48) This will hide the presence of a second will in the victim's body. This would affect spells of control (*Charm, Suggestion*) as well as demonic possession, *Magic Jar* (see page 29)

Concentrate: By casting this prayer and then concentrating upon it, the cleric can give the target MU a saving throw vs being distracted. The save is Mental, and applies any time the MU would have been distracted, once per cause of distraction. If the save is made, the MU may continue as if nothing had happened. If the cleric is distracted, the spell ends.

ZOE: one MU; *Range:* 6"; *Duration:* concentration; *ST:* none

Conjure Angel: This prayer enables the cleric to summon an immensely powerful force of Light and Good into the world. Assuming that the caster has good cause to summon such a being, it will generally be willing to help him. It will not, however, be under his control. Angels are more powerful than Demons, but they are less active in the realms of Men. Such powerful beings must be integrated into a campaign or scenario carefully, and we therefore hesitate to put forth a complete system of Angels. If you use a system based on the standard hierarchy of angels, then as a guide a cleric should be able to summon an Angel at the level he gets the prayer, an Archangel at two levels higher, and every two levels climb the ladder: Virtues, Powers, Principalities, Dominions, Thrones, Cherubim, Seraphim. The angel will remain until the caster dismisses it, dies, or the prayer duration runs out. In any of these events, the angel is free to stay or go.

ZOE: GM Discretion; *Range:* proximity; *Duration:* L hours; *ST:* none

Conjure Demon: This is similar to Conjure Angel, but must be approached by the caster with more care. Conjuring an angel needlessly will result in the angel's returning early. Conjuring a demon carelessly rarely results in anything as savory as death. The caster must go through arcane and usually revolting rituals to gain the attention of the powers below. He must then offer gifts and sacrifices to propitiate them. (The caster's soul is traditional, but virgins, unbaptized babes, and the like are good too.) A circle or protection or other device must be carefully drawn. The power of the demon and the time he is available will be governed by the time and care spent in the conjuration. The basic time is given for the hasty summoning of an already propitiated demon. If using the Eldritch Wizardry system, the demon summoned should be of type I at the base level of cleric for the prayer, type II two levels higher, etc.

ZOE: GM Discretion; *Range:* proximity; *Duration:* L hours; *ST:* none

Consecrate Blood: Identical to *Consecrate Water* (below) but the medium is human blood. Once consecrated, blood will not clot.

ZOE: L pints; *Range:* touch; *Duration:* one hour to cast, effect lasting; *ST:* none

Consecrate Object: Every cleric must have a holy symbol with him in order to properly pray. This prayer is used to dedicate such a symbol. Additional such symbols may be consecrated and left as tokens of safe passage, or to dissuade certain monsters from passing. Clerics will instantly recognize a duly consecrated symbol.

ZOE: one object; *Range:* touch; *Duration:* one hour to cast, effect permanent;
ST: none

Consecrate Water: This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain evil creatures. Pure, clean water

must be used. All clerics will recognize Holy Water. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration.

ZOE: L pints; *Range*: touch; *Duration*: one hour to cast, effect lasting; *ST*: none

Consecration N: This prayer dedicates a room, temple, grove or the like to the cleric's god. Normally only one such area may be consecrated per cleric. Clerics of opposing gods are uncomfortable in a consecrated area. All nonfollowers have their saving throws reduced, while all followers have their saving throws improved. Consecrate I gives a 10% effect over an area of 1000 sq ft to a height of 10'. Consecrate II gives a 20% effect in a volume of 100000 cu ft, but to a height of no more than 100'.

ZOE: see above; *Range*: contact; *Duration*: one day to cast, effect permanent; *ST*: none

Continual Darkness: This causes complete and utter darkness throughout the *ZOE*. Only the caster or a higher level of cleric of the same god can see in the darkness, and then only dimly. All infravision, x-ray vision, etc. are blocked. The *ZOE* is not affected by any material object, so if cast on a stick and brought up to a door, the room inside will get dark. If a *Continual Darkness* and a *Continual Light* come into contact, both are dispelled.

ZOE: a 27" sphere around an object; *Range*: 36"; *Duration*: until ended by caster; *ST*: none

Continual Light: This causes light equivalent to full daylight throughout the *ZOE*. This light will dismay, but not seriously harm, creatures that cannot stand sunlight. The light comes from all directions, negating all shadows. The *ZOE* is not affected by any material object, so if cast on a stick and placed in a knapsack, it will still illuminate. If a *Continual Darkness* and a *Continual Light* come into contact, both are dispelled.

ZOE: a 27" sphere around an object; *Range*: 36"; *Duration*: until ended by caster; *ST*: none

Control Volcano: This prayer enables the cleric to control an active volcano. It will not bring an extinct one back to life, and a long series of spells are needed to waken a dormant one. Control is gained in 2D6 hours. Thereafter, minor changes to the volcano's temper will happen in a few minutes, and major ones in D6 hours. With practice, a cleric can be really artistic with this prayer. After control ends, natural processes take over gradually. If two clerics attempt to control the same volcano, a level-vs-level battle will ensue.

ZOE: one volcano; *Range*: L miles; *Duration*: One day; *ST*: none

Control Weather: The cleric can make major changes to the regional weather. He may create storms of major proportions where none existed, or cause sudden calm. Changes generally take about 8 hours. If two clerics attempt to control the same area, a level-vs-level battle will ensue.

ZOE: L miles radius; *Range*: centered on caster; *Duration*: one day; *ST*: none

Controlled Emp. Cause: Exactly like *Empathic Cause* (see page 55) but with the caster able to select the number of points transferred.

Controlled Emp. Cure: Exactly like *Empathic Cure* (see page 55) but with the caster able to select the number of points transferred.

Convert: This may be thrown on any humanoid in an attempt to change his alignment and religion to that of the caster. If successful, the target will be a devoted follower of the cleric. If not, he will become a bitter enemy and any further attempts to convert him to the same religion will find him effectively ten levels higher. Clerics, paladins, rangers and the like may not be converted.

ZOE: one humanoid; *Range*: 4"; *Duration*: one hour to cast, effect permanent; *ST*: two level-vs-level, caster must win both

Convert Sword: Cast on any aligned weapon, other than a mission sword, holy sword, etc. it will attempt to convert the sword to the cleric's god. Roll 2D6. If the result is greater than the sword's ego, the sword's ego is increased by one and the sword is amenable to conversion. If not, the ego is increased by two,

and the sword is not amenable to conversion. The second success converts the sword.

ZOE: one weapon; *Range*: contact; *Duration*: one day to cast, effects permanent; *ST*: special

Cooperation: The cleric may assist two magic users, both in range, to cooperate. If one of them casts a spell and the other concentrates on cooperating, (i.e. acting as if he were casting a spell, but using no spell points) the level dependent effects of the spell are computed by summing the levels of the two MUs.

ZOE: two MUs; *Range*: 12"; *Duration*: 1 melee round; *ST*: willing targets only

Create Air: Creates enough pure air for (L-B) man hours of breathing. One man hour is about two cubic feet. The air appears slowly and nonviolently at a point of the caster's choosing.

ZOE: the vicinity of a point; *Range*: 6"; *Duration*: permanent; *ST*: none

Create Food: This prayer will cause food to appear in any reasonable form and manner specified by the cleric, enough to feed 30L men. The food may also be animal feed, one horse may be fed in place of three men.

ZOE: the vicinity of a point; *Range*: 6xL"; *Duration*: permanent; *ST*: none

Create Water: This prayer will cause water to appear in a convenient place or container specified by the cleric, enough for 8L men. A horse requires three times the water that a man does.

ZOE: the vicinity of a point; *Range*: 6"; *Duration*: permanent; *ST*: none

Crushing Res. 10'r: Generic spell type *Resistance 10'r* (p.65)

Crushing Resistance: Generic spell type *Resistance* (p.65) Crushing includes being buried alive, constriction, bearhugs, etc. It does not include blunt weapons.

Cure: Generally speaking, a cure is a miraculous cessation of some illness or injury. Similarly to causes, these prayers are 100% effective if cast over 10 melee rounds. If less time is used to cast, the recipient must make his spiritual saving throw in order for the prayer to be effective, improved by 5% for each round over 1 used. No effect will be noticeable until the cleric announces that the prayer is complete. If the condition was especially virulent (such as advanced leprosy, the terminal stages of a disease, or a magical disease) a spell survival roll will be needed to avoid permanent disability. If the disease was of an enchanted nature, a level-vs-level battle will be needed to cure it. Ordinary Causes will not require such treatment, however.

ZOE: one patient; *Range*: 6"; *Duration*: permanent; *ST*: inverted spiritual

Cure w/Herbs N: A nature cleric may prepare poultices from herbs which have wonderful curative powers. A poultice prepared via a Cure with Herbs N will cure ND6 hits over a period of one hour. These poultices only retain their potency for twenty four hours once made. Their life cannot be extended in any way. The herbs should be gathered daily, for the Cures made with them lose one level of effectiveness for each day old the herbs are. In lush woodlands, a Nature Cleric can gather sufficient herbs in about an hour to cast his maximum number of potential cures for a day. Higher level spells and clerics do not need more herbs, they use them more efficiently. This increases to two hours for deep forest and meadowlands, more if the growth is dry, and can be a very chancy proposition in barren reaches and cultivated lands.

Cure Animal N: Generic spell type *Cure* (p.51) This will cure ND6 damage off any animal. Cure Animal VI will completely cure any animal. The definition of animal is given under *Charm Animals* (see page 47) .

Cure Blindness: Generic spell type *cure* (p.51) If there is major structural damage to the eye, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent spell survival roll will allow the patient to regain the percentage of sight rolled.

Cure Deafness: Generic spell type *cure* (p.51) If major structural parts are missing, see *Cure Blindness* (above).

Cure Disease: Generic spell type *cure* (p.51) This will cure all normal disease, and those Caused diseases which are not combined with a Curse, etc. If the patient had a terminal illness, and had lost over 50% of constitution, roll Spell Survival to see if he made a complete recovery. If not, he will permanently lose 10-40% of his constitution.

Cure Feeblemind: Generic spell type *Cure* (p.51) This will reverse a MU *Feeblemind* (see page 29) spell, or the clerical cause.

Cure Insanity: Generic spell type *Cure* (p.51)

Cure Lycanthropy: Generic spell type *Cure* (p.51) If the Lycanthropy has been Caused, a level-vs-level battle results. The Lycanthrope gets its save vs spiritual as if attacked.

ZOE: one lycanthrope; *Range:* contact; *Duration:* permanent; *ST:* spiritual

Cure Paralysis: Generic spell type *Cure* (p.51)

Cure Wounds N: Generic spell type *Cure* (p.51) Cures ND6 points of damage off the recipient, if of the caster's religion, ND4 otherwise. Cure Wounds VI cures all damage off a follower of the caster's god, or cures up to 24 points otherwise. Cure Wounds VII cures all damage off the target, regardless of his religion (or lack of it!).

Darkness: This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for about 15 feet, and then will thin out until it becomes only a greying effect at 30 feet. In the region of totality, it can only be negated by magical means. A *Light* (see page 59) spell will negate Darkness and vice-versa.

ZOE: 30 foot radius; *Range:* 6"; *Duration:* standard; *ST:* none

Dawn: This prayer is identical to a *Continual Light* (see page 50) but with all the attributes of full daylight.

De-were N: This will compel lycanthropes of up to N+2 hit dice to return to their humanoid form for the duration of the spell. The lowest levels will be affected first, until $(N+1)^2$ hit dice total are affected (round down).

ZOE: 2" cone; *Range:* n/a; *Duration:* 6+L melee rounds; *ST:* Spiritual-20%

Detect: These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. If cast on a person, a saving throw is allowed. If this is made, the reading is negative, just as if there was nothing to detect. If there are multiple beings in the ZOE and the caster has not specified a target, then a random selection will be made, only counting those beings for which a positive result could be obtained.

When detecting an object, these prayers can be used in two modes. Mode I answers the question, "is there X behind that door?" The caster picks a center for the ZOE (not necessarily in LOS) and gets a yes/no answer to his question. The ZOE may be much smaller than the maximum if desired. Mode II answers the question, "where can I get X?" This mode will reveal any X within a ZOE centered on the caster, and will indicate the general direction of the nearest substantial source of X, even if it has been rendered unsuitable for use in some way. Multiple castings will not generally improve the chances of success. (see page 44)

ZOE: 3" sphere; *Range:* 36" no LOS; *Duration:* momentary; *ST:* Spiritual usually N/A

Detect 10'r N: This prayer allows a caster to grant any Detect he can throw at level N to everyone within 10' of him at the time of casting. If the caster dies, the prayer ends.

Detect Altitude: Tells the caster the elevation above sea level at his present location.

Detect Animal: Generic spell type *Detect* (p.52) The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom.

Detect Curse: Generic spell type *Detect* (p.52) This prayer informs the caster what, if any, curses lie upon a person, place or thing. Curses are routinely concealed. In this case a level-vs-level battle is needed to determine if a curse exists, and a second to determine the curse.

Detect Depth: Tells the cleric the depth below ground level at his present position.

Detect Disease: Generic spell type *Detect* (p.52) Tells the cleric about the presence of disease in a person, and the nature of and prognosis for the disease.
ZOE: one person; *Range:* touch; *Duration:* momentary; *ST:* none

Detect Evil: Generic spell type *Detect* (p.52) This tells the cleric whether a person, place or thing has evil intent, or whether there are any evil enchantments on said person, place or thing. It will not tell which. Evil is determined by the standards of the religion of the cleric throwing the prayer, and intent must be current.

Detect Food: Generic spell type *Detect* (p.52)

Detect Guilt: This will indicate if a person is guilty of a particular evil act. It will not work on a soulless or conscienceless being. A successful saving throw is indistinguishable from a negative result. Once a character has saved, he will continue to save vs all subsequent detects on the same subject.

Detect Hidden: Generic spell type *Detect* (p.52) This will initiate a level-vs-level battle against all *Conceal* (see page 48) spells in the ZOE. If successful, the caster may ignore the effects. If there are no such prayers active, it will reveal one deliberately hidden person or thing other than a secret door or trap.

Detect Illusion: This will reveal if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it gets a saving throw as the caster would have had at the time of casting.

ZOE: one object or area; *Range:* 12", LOS needed; *Duration:* momentary;
ST: spiritual

Detect Injury: Generic spell type *Detect* (p.52) As for Similar to *Detect Disease* (see page 53) , but for wounds.

Detect Intent: Generic spell type *Detect* (p.52) This will reveal if a being has a strong purpose at the moment, and if so, the general nature thereof.

Detect Level: Generic spell type *Detect* (p.52) This will reveal the level or hit dice of one creature in LOS.

ZOE: one being; *Range:* 6"; *Duration:* momentary; *ST:* Spiritual

Detect Library: Generic spell type *Detect* (p.52) This will indicate a collection of books, scrolls, or other documents.

Detect Lie: This will indicate if the target is telling a deliberate untruth. It will not reveal errors, omissions, or clever half-truths. A successful save is indistinguishable from a negative result.

ZOE: one person; *Range:* 2"; *Duration:* 1 minute; *ST:* Spiritual

Detect Life: Generic spell type *Detect* (p.52) This will indicate humanoid life only.

Detect Magic: This gives the caster the ability to perceive a blue glow around anything which is magical or has a magic prayer on it. Any prayer cast by a

Magus cleric qualifies, but other prayers do not. Spells of illusion, concealment, and deception will not qualify.

ZOE: self; Range: Objects must be w/i 6"; Duration: 2 minutes; ST: none

Detect North: The true direction of North is revealed.

ZOE: self; Range: none; Duration: standard; ST: none

Detect Oathbreaker: Generic spell type *Detect* (p.52) This prayer will reveal the presence of a perjurer, or anyone who has broken an oath and not expiated his sin. If cast at a target in contact with the cleric, saving throw is at -20%.

Detect Plants: Generic spell type *Detect* (p.52) Identical to Detect Animals (above) but detects plants instead.

Detect Poison: Generic spell type *Detect* (p.52) This will reveal the presence of toxic substances not in a living being.

Detect Poisoning: Generic spell type *Detect* (p.52) will reveal if a living being is suffering from poison.

Detect Possession: Generic spell type *Detect* (p.52) will reveal a second personality or influence in living being. Examples are Demonic Possession, Magic Jar, Charm, etc.

Detect Protection: Cast on a being or object in LOS, it will reveal all protection or resistance items or prayers presently in effect.

ZOE: one being or object; Range: 6"; Duration: momentary; ST: Spiritual

Detect Religion: Generic spell type *Detect* (p.52) will reveal the subject's god.

Detect Secret Doors: If the caster looks at a secret door while this prayer is in effect, said door will be obvious to him and continue to be obvious thereafter.

ZOE: self; Range: 3"; Duration: 1 minute; ST: none

Detect Traps: Generic spell type *Detect* (p.52) This will reveal the presence of traps in the ZOE and their general nature.

Detect Undead: Generic spell type *Detect* (p.52) This will indicate number and kind, as well as the presence, of undead.

Detect Water: Generic spell type *Detect* (p.52) This will reveal the presence of water. If used out of doors, it can be used to locate the nearest potable supply, and it then has a range of L miles.

Detect Were: Generic spell type *Detect* (p.52) This will detect the condition of lycanthropy whether or not the disease is active. It will not indicate the type of lycanthrope. If used against a single target in LOS, there is no saving throw.

Disease Resistance: Generic spell type *Resistance* (p.65) *Cause Disease and Cause Lycanthropy* are considered magical for this purpose.

Disease Vulnerability: Generic spell type *Vulnerability* (p.70) *Cause Disease and Cause Lycanthropy* are considered magical for this purpose.

Dispel Evil: The caster may attempt to dispel an evil enchantment, or to dismiss a summoned creature below the level of Demon. The standards for evil are those of the cleric's religion. The result is scored as a level vs level battle. Only one attempt may be made by any cleric to dispel one enchantment.

ZOE: one object, creature or enchantment; Range: 12"; Duration: permanent; ST: level vs level

Dispel Illusion: The caster may attempt to dispel one illusion. If the caster has clearly identified the illusion, success is automatic.

ZOE: one object, creature or enchantment; Range: 12"; Duration: permanent; ST: level vs level

Dispel Magic: The caster may attempt to dispel a MU enchantment, or to dismiss a summoned creature below the level of Demon. All prayers by Magus clerics qualify as MU spells for this purpose. The result is scored as a level vs level battle. Only one attempt may be made by any cleric to dispel one enchantment.

ZOE: one object, creature or enchantment; *Range:* 12"; *Duration:* permanent; *ST:* level vs level

Dispel Permanence: This prayer negates the effect of a Permanent Spell. Success is automatic vs MU and Magus spells, otherwise a level vs level battle is fought without the level boost of the permanent.

ZOE: one object, creature or enchantment; *Range:* 12"; *Duration:* permanent; *ST:* level vs level

Dispel Silence: This prayer ends a clerical *Silence* (see page NA). Success is automatic.

ZOE: one Silence; *Range:* 12"; *Duration:* permanent; *ST:* none

Dispel Undead N: This will destroy undead creatures of up to N-1 hit dice automatically and of N hit dice with a saving throw. At most $10 \times (N-1)$ total dice can be affected (minimum of 5), and if there are more undead than the prayer can handle, it starts with the lowest levels. Strongly controlled undead may benefit from their master's ST.

ZOE: Sphere up to 6"; *Range:* 12"; *Duration:* permanent; *ST:* Spiritual

Divine Audience: The character may have an audience with his deity. The awesome power of this prayer is easy to see, so it should be used with care. The form of the questions and answers are unlimited, but the god is under no compulsion to answer. Use of this prayer will cause a *Toll* (see page 69) with ten times normal range, and be otherwise detectable.

ZOE: one cleric and his god; *Range:* unlimited; *Duration:* 1 turn; *ST:* none

Divine Guidance: Similar to a *Commune* (see page 50), the caster may ask whether a course of action is advisable as stated. The gamesmaster should give a yes/no or a one word answer as appropriate, based on his full knowledge. "No answer" should be a rare event.

ZOE: any one question; *Range:* n/a; *Duration:* one minute; *ST:* none

Ear of the Hermit: The caster touches a spot on a wall, floor, or object. The spot will hear and record all that the caster could hear and record if personally present. The Ear may be noticed by any Hermit cleric, and if he touches it, he may play back all or part of what has transpired, much as a player might use a tape recorder (including the fast forward, rewind, etc.).

ZOE: Earshot; *Range:* contact; *Duration:* One Month; *ST:* none

Earthquake: This prayer creates tremors over a wide area. The central 6"x6" will be the epicenter, and such an area will develop cracks which will swallow 1 in 6 creatures under fourth level, and small buildings will be toppled. The rest of the ZOE will suffer glass breakage and a lot of scared animals and peasants. Underground complexes will be harder hit.

ZOE: L square miles; *Range:* 24" to epicenter; *Duration:* 1 turn; *ST:* none

Eidetic Memory: This prayer enables a cleric to recall exactly at a later time what transpired during the prayer duration. It is especially useful for reproducing documents. The memory is permanent.

ZOE: self; *Range:* as senses; *Duration:* L minutes; *ST:* none

Empathic Cause: Generic spell type *Cause* (p.46) This will transfer points of damage from the caster to the victim, until either the caster is cured up or the victim is at 0 H.P. whichever comes first.

Empathic Cure: Generic spell type *Cure* (p.51) This will transfer points of damage from the target to the caster, curing three points of damage off the target for every two points transferred. Transfer continues until either the target is fully cured, or the caster is at 0 H.P. Only damage present on the target before the current clerical spell phase can be cured.

Enhance Poison: Cast on a poison weapon, needle, potion, etc. it gives the victim a -10% to save and the poison will do an extra point of damage for every four points it would normally do.

ZOE: one dose of poison; Range: 1"; Duration: L days; ST: none

Enhance Weapon N: This does not add to a weapon's chance to hit, but it allows a weapon to hit creatures which could only be hit by +(N-2) magical weapons. (N=1 hits things vulnerable to non-magical silver weapons)

ZOE: one weapon; Range: 6"; Duration: standard; ST: none

Enter Plant: The cleric may merge his body and life force with that of a plant. He may end the prayer at any time by leaving the plant. The cleric shares the fate of the plant until he does so; if the plant takes damage, the cleric will receive proportional damage. He will retain his senses and sentience. Should he fail to leave by the end of prayer duration, he will be trapped until freed by a Nature cleric of higher level. Only one cleric may enter a given plant at a time. Other Nature clerics who have this spell will notice when this spell is in effect and may attempt to force the cleric out of the plant by entering it themselves, triggering a level-vs-level battle, unless the cleric in the plant concedes.

ZOE: one plant; Range: contact; Duration: standard; ST: none

Extended Detect: This prayer, cast at the same time as a Detect for the sum of the prayer point cost with no extra time spent, causes the duration to increase to one day. The caster may move around detecting everywhere.

Extension: This spell, cast at the same time an MU spell or Magus spell, or cast within the range and during the duration of such a spell, increases its duration by 50%. Commune cannot be extended.

Eye of the Hermit: Identical to *Ear of the Hermit* (see page 55) , except that sight is involved. The cleric must choose the eye's orientation.

ESP: Generic spell type *Detect* (p.52) This prayer allows the caster to perceive one target's surface thoughts clearly. He will not gain secret information unless it is being thought about at the time.

Faerie Fire: This prayer will cause all objects, including invisible ones, within the ZOE at the time of casting to glow with an eerie light. They will continue to glow after leaving the ZOE. The light is too dim for illumination, but it allows the objects to be seen.

ZOE: 3" sphere; Range: zero; Duration: standard; ST: none

Fair Fight: This prayer combines the effects of *Resist Cures* (see page 65) and *Resist Causes* (see page 65) throughout the ZOE. It must be cast before the cleric enters melee.

ZOE: 3" sphere moving with cleric; Range: zero; Duration: one battle; ST: none

Fight Like a Lion N: This can be cast only on Leo followers before they go into battle. It cannot be cast if battle is not immanent, and the spell will be negated if the recipient does not enter battle at the first opportunity, or if the battle ends before he enters melee. It gives +(5×N)% to hit, +N damage, and +5% to all ST.

ZOE: one person; Range: contact; Duration: one battle; ST: none

Fight Like a Pride N: This is identical to Fight Like a Lion N, but it will affect as many Leos as the caster can touch in ten melee rounds.

Find the Path: This enables the Cleric to find the surest, safest path out of a maze, dungeon, wilderness, etc. If all alternatives are fraught with danger, the shortest will prevail. All interfering concealments and illusions must undergo level-vs-level battles if they are to interfere in spite of this prayer.

ZOE: self; Range: self; Duration: 30×L turns; ST: none

Find Herbs: This enables a Nature cleric to find needed herbs in half the normal time.

ZOE: self; *Range*: very large; *Duration*: one day or until herbs are found;
ST: none

Finger of Death: This prayer is simple. The cleric points at a victim. He saves or dies.

ZOE: one victim; *Range*: 12"; *Duration*: permanent; *ST*: Spiritual

Fire Resistance: Generic spell type *Resistance* (p.65) Wall of fire and hell hounds' breath are not magical for this purpose.

Fire Resistance 10'r: Generic spell type *Resistance* (p.65)

Foresight: This prayer allows the cleric to foresee and forestall trouble. Once during the duration of the prayer, the cleric may "back up" the party by L melee rounds, but not earlier than the round after the spell was cast. The cleric may change his actions, but all other players actions must remain the same unless there are clear grounds to change them.

ZOE: caster; *Range*: zero; *Duration*: standard; *ST*: none

Full Finger of Death: This prayer is very simple. The cleric points at a victim. He dies.

ZOE: one victim; *Range*: 12"; *Duration*: permanent; *ST*: none unless name level, then -40%

Gate: This prayer enables the caster to open portals to other realms and planes. The existence and nature of such planes is world/scenario dependent, but examples may include the elemental planes, "pocket universes" where physical and magical laws are changed, or a strange place called "Terra", where people fly faster than the wind, drive juggernauts routinely, yet magic only exists in books and some silly games. An object or creature native to the other realm is needed to open such a gate, unless the way has been prepared. Gates can generally be opened only at certain times and places. Once opened, the gate will look like a totally black surface. Any living being touching the gate will be drawn through. The gate will usually come out in a hidden place in the other realm, and a reverse path will also be opened. Either path may be closed early by the caster, and will close in between L turns (for a pocket universe) and L hours (for a world) of the caster's death.

ZOE: a portal, wall section, etc.; *Range*: contact; *Duration*: L Days; *ST*: none

Golden Rule: So long as the cleric refrains from offensive action, this prayer will cause any creature which does damage to the cleric to take an equal amount of damage. Similarly, causes and other prayers will affect the attacker equally as the victim. The equal amount of the damage may never exceed the hit points the cleric has remaining. Beneficial prayers cast on the cleric will also have a reciprocal effect. Thus, a cure cast on the cleric would cure both caster and target.

ZOE: self; *Range*: none; *Duration*: standard; *ST*: Spiritual

Hermit Writing: A pen will appear with which the cleric may write on any surface. This writing will be visible only to Hermit clerics and those employing special (nonstandard) detection devices.

ZOE: any surface; *Range*: contact; *Duration*: L melee rounds to write. L days before the writing fades; *ST*: none

Hide Among Plants: The recipient may hide in a thicket or woods with no normal chance to be spotted. He may hide anywhere there are plants as a thief of level L would hide in shadows.

ZOE: one person; *Range*: 6"; *Duration*: standard; *ST*: none

Hold Person: The prayer will affect up to four persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should either caster or a such a weakly held target take damage, the prayer will be broken. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his ST. Such a target will obey the cleric's commands, to the best of its physical ability. The mind of the target is so dominated that the victim may

neither answer questions, nor use mental abilities or spells. The victim will not do something which is self destructive or completely opposed to his normal inclinations. Any damage to the caster negates the spell. A Cleric of Hippocrates is responsible for the safety of those he holds. If a second hold is thrown on a held target, a successful save breaks both holds, else a level vs level battle results.

ZOE: 3" sphere; Range: 12"; Duration: concentration; ST: Spiritual

Holy Word: The cleric pronounces a word so holy that only followers of Janda and Hippocrates can hear it without harm. Non-believers of 4th level and below will be killed. Those of 5th-8th level will be stunned for 2D10 turns. Those of 9th-12th will be deafened for D6 turns.

ZOE: 4" radius; Range: zero; Duration: special; ST: none

Hypnosis: This prayer places the victim in an hypnotic state. He will be unable to remember what took place during that state, and will perform any or all actions specified by the caster, so long as they do not place him in obvious harm. The caster may leave a post-hypnotic suggestion, which will remain with the victim for one month. This suggestion may be one of fact, in which case it will be believed, or an action, in which case it will be obeyed. If the action is repugnant to the victim, a second ST will result.

ZOE: one target; Range: 6"; Duration: standard; ST: Spiritual

Illusion Resistance: Generic spell type *Resistance* (p.65) This protects against all prayers of illusion or deception, as well as optical illusion.

Immunity to Fire: This prayer provides immunity to all forms of fire, both ordinary and magical, including dragon's breath and Balrog immolation. After contact with any magical fire, the prayer will end, except that it will continue to provide *Fire Resistance* (see page 57) against one immolating opponent if the first magical fire was immolation.

ZOE: one person; Range: contact; Duration: one day; ST: none

Immunity to Poison: This prayer provides immunity to all forms of poison, both ordinary and magical, including dragon's breath and Phase Spider poison. After contact with any magical poison, the prayer will end.

ZOE: one person; Range: contact; Duration: one day; ST: none

Infect: This prayer will reverse a *Sterilize* (see page 68) or cause L wounds on a body to fester. Festering wounds will heal at half normal rate, both for natural healing and for curing.

ZOE: one person or object; Range: 6"; Duration: permanent; ST: Spiritual

Infravision: The cleric will have infravision, as does a Dwarf or Elf. He will be able to see in ordinary darkness by seeing infrared rays.

ZOE: self; Range: assight; Duration: L hours; ST:

Inhibit Magic: Cast on a person or object, all MU spells cast from within the ZOE must undergo a level-vs-level battle to succeed. In addition, if cast on a person, he gets a ST, but if he fails, all spells he casts are doomed to failure. If he saves, the prayer has no effect whatsoever.

ZOE: 3" radius about a person or object; Range: 12"; Duration: standard; ST: Spiritual

Inquisition: Will compel the target to remain stationary and answer any questions asked by the caster, fully and truthfully (to the best of his knowledge). This prayer is broken if either the caster or the subject takes any damage.

ZOE: one target; Range: 1"; Duration: 6+L melee rounds; ST: Spiritual

Insect Plague: - This prayer creates a horde of small flying insects. The cloud of bugs is stationary, filling the ZOE. The cloud limits visibility to 3" and inflicts 1 point of damage/round to all within it. Beings of less 2 or less dice will always attempt to flee the cloud, as will those with 5 or fewer who fail to save (vs. spiritual). A cloudkill, smoke, or wind of greater than 20 MPH, will dissipate the cloud. This prayer can only be cast outdoors.

ZOE: cloud 18" radius, 6" high; Range: 36"; Duration: L hours; ST: special

Interpret Tongues: The cleric will be able to understand all the languages of those about him all simultaneously. The level of understanding will be that of a native speaker.

ZOE: self; *Range:* hearing; *Duration:* standard; *ST:* none

Investigation: The cleric will be able to, upon examining evidence of wrongdoing, be able to tell one of the following: The name(s) of the culprit(s), the method of the crime, the mode of escape, or the motive. This last is subject to the saving throws of the culprits. The investigation must proceed within (L-B) days of the event.

ZOE: vicinity; *Range:* zero; *Duration:* one hour; *ST:* Mental

Lex Talionis: The caster accuses the victim of a crime while casting this prayer. He must be specific. This must be a dastardly deed. Attacking the party is not enough. Attacking from ambush is. If the target is guilty of said crime, he takes the full effect of all damage, causes, etc. which he has done in consequence thereof, subject to a ST. If the action is continuing, he will continue to take damage as he dishes it out. If he is not, the cleric takes the damage in question or six points, whichever is greater, no saving throw.

ZOE: one target; *Range:* 6"; *Duration:* permanent; *ST:* Spiritual-20%

Life Force: This enables a "cure in advance" to be cast on one recipient. The cure will take effect at the discretion of the recipient. If the cure is not used by the end of prayer duration, it is wasted. No more than one such prayer can be in effect on one person.

ZOE: one person; *Range:* 6"; *Duration:* One Day; *ST:* none

Light: This casts light equivalent to lantern light. The prayer may be cast on an object, or in a place. Covering the object will block the light.

ZOE: 4" illumination; *Range:* 6"; *Duration:* standard; *ST:* none

Lightning Res. 10'r: Generic spell type *Resistance* (p.65)

Lightning Resistance: The recipient will take half the damage he otherwise would from lightning or electrical attacks, whether normal or magical. There is no plus to his saving throw.

ZOE: one target; *Range:* 6"; *Duration:* standard; *ST:* none

Locate Oathbreaker: As *Locate Person*, but the person to be located must be a known perjurer, criminal or oathbreaker. The cleric must be convinced of the individual's guilt to a moral certainty before this spell will have any effect.

ZOE: self; *Range:* $\frac{1}{2}$ L mi; *Duration:* L hours; *ST:* none

Locate Object: The cleric is enabled to know the direction to an object of which he has a full and complete description, provided it is within range. Certain nondescript objects, as rough stone stairs leading down, can also be located using this prayer. The range can be found by triangulation. If the cleric moves in or out of range, he will gain/lose contact.

ZOE: self; *Range:* 6xL"; *Duration:* 1 turn; *ST:* none

Locate Person: Similar to a *Locate Object*, this allows the cleric to know the direction to a given person, provided the person fails his save. The ST need only be rolled once per casting.

ZOE: self; *Range:* $\frac{1}{2}$ L mi; *Duration:* L hours; *ST:* Spiritual

Locate Stolen Object: This *Locate Object* can only be used on "hot goods".

Lore: This is really an ability, rather than a spell. The cleric can recall a great volume of lore about the world. By expending the prayer points he will use a full set of lore on one ordinary subject of his own choosing for the duration of the prayer. Only one such prayer may be in effect at any one time on one character. This can include history, geography, botany, etc. It will not include arcane or peculiar subjects, and will never include anything which the character could not have found in a library somewhere.

ZOE: self; *Range:* n/a; *Duration:* standard; *ST:* none

Magical Gift N: This prayer requires a full hour to cast. The cleric may grant a magic user the ability to throw one magic user spell of level N, which he must select at the time of casting the Magical Gift, without using spell points. He will retain this ability until the spell is cast, or until dawn of the next day. The spell must be prepared and thrown normally. Level dependent effects will go by the higher of the cleric's or the MUs level.

ZOE: one MU; Range: 12"; Duration: one day or until used; ST: none

Magic Missile: The cleric utters this prayer and L/3 (rounded down) bolts of energy spring from his hand. Each bolt rolls to hit against AC10, modified as a missile weapon. Every hit does D6+1 points of damage.

ZOE: one target; Range: 15"; Duration: momentary; ST: none

Mass Spells: These prayers act exactly like their more mundane counterparts, but they affect up to L beings within the ZOE. The lowest levels are always effected first, with ties broken randomly. The radius of the spell is chosen by the caster with no limitations, but must be centered on (and therefore include) him.

ZOE: sphere; Range: none; Duration: as prayer; ST: as prayer

Mass Cure w/Herbs N: This prayer enables the cleric to extend Nature poultices so that a single dose of cure up to N will do for 5 cures, provided that they are all used immediately on different people.

Massmorph: This prayer may only be thrown outdoors. It will conceal up to 100 persons as a woods or orchard. They may be moved through without being detected as anything but trees, and a Detect Magic will not work. Anyone taking any action that would break an *Invisibility* (see page NA) will no longer be concealed by this prayer. The persons to be concealed must remain within the ZOE.

ZOE: 12" radius; Range: zero; Duration: L hours; ST: none

Memory Enhancer: This prayer will help to bring back the memory of something forgotten. This is useful when trying to reconstruct an event, and memory (especially player memory) is not reliable.

ZOE: one person; Range: contact; Duration: standard; ST: none

Message: This will allow the caster to send a telepathic message of up to twenty-five words to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the prayer itself.

ZOE: one person; Range: 12"; Duration: one round; ST: Mental

Message via Trees: The caster whispers a message of up to twenty-five words in length to a tree, and names the intended recipient. As soon as the recipient is near a tree of that type, he will hear it whisper the message to him. Anyone in a line from caster's tree to recipient's may, if they listen closely, overhear the message rustling in the leaves of a similar tree.

ZOE: special; Range: L miles; Duration: until delivered; ST: none

Mind Speech: The cleric may hold a telepathic conversation with the target. He gains no control over the recipient, and either party may hang up.

ZOE: one person; Range: 1 mile w/ LOS at time of casting; Duration: standard; ST: none

Negate Weapon Plus: This prayer, thrown on a weapon, causes that weapon to lose its combat plusses for the duration of the prayer. The better of the wielder's ST and the weapon's ST will apply. Unless otherwise specified, a weapon saves as a fighter of its greatest plus squared.

ZOE: one weapon; Range: 6"; Duration: standard; ST: Physical

Neutralize Poison: This prayer stops all further deleterious effects of one poison in a living being. If multiple poisons are in effect, the most damaging will be neutralized.

ZOE: one person; Range: contact; Duration: permanent; ST: none

Oath: The cleric hears a voluntarily sworn solemn oath. He will know if the oath is violated. Only a Remove Curse can prevent his knowing.

ZOE: one person; Range: contact; Duration: One year; ST: voluntary only

Oath of Janda: This prayer enables the cleric to take a binding oath from another person. This oath should be most solemn, for the person taking it is bound to performance on pain of a severe curse. Should he fail to perform for any reason, or attempt not to perform (the oath may be to avoid doing something, of course) the sworn task, all clerics of Janda will know him for an oathbreaker and will attempt to kill him. He will contract a disgusting disease. His saving throw will be -25% forever. He may be hounded by Astral Beings. In short, life will be tough. This prayer is +5 levels for level-vs-level purposes.

ZOE: one person; Range: contact; Duration: permanent; ST: voluntary only

Observe Magic: Will inform the caster of the exact type and level of all magic user spells being cast or in effect within 12" of the caster. Anything magical in the cleric's LOS will appear to him to have a blue aura. Anything which has been subjected to a *Conceal* (see page 48) can only be perceived via a level-vs-level battle.

ZOE: self; Range: 12"; Duration: 6+L melee rounds; ST: none

Observe Prayer: Will inform the caster of the exact type and level of all clerical prayers being cast or in effect within 12" of the caster.

ZOE: self; Range: 12"; Duration: 6+L melee rounds; ST: none

Oracle: The caster will enter a trance and while in this trance will be able to answer questions about proper courses of action, the future, etc. His answers will be delphic. Accuracy should be high, although there should be a lingering suspicion that any event would have fit as well.

ZOE: self; Range: n/a; Duration: Ten minutes; ST: none

Paralysis Resistance: Generic spell type *Resistance* (p.65)

Part Water: The cleric may cause waters to part, allowing passage dryshod. The water may not be deeper nor wider than the ZOE. The prayer may be ended at the cleric's discretion, and will end with his death.

ZOE: One body of water no more than L" across nor more than (L-B+1)" deep; Range: L"; Duration: Standard; ST: none

Pax: All in the ZOE who fail to save will wish to lay down their arms and go home. They will not surrender, but both sides will wish to disengage. They will try to leave the field of battle, but will not leave their comrades behind to be slaughtered if unequal forces would remain. All prayers of discord, etc. will be negated automatically. Controlled beings will not be affected unless the caster wins his level-vs-level battle with the controller.

ZOE: L" radius; Range: L"; Duration: One Day; ST: Spiritual

Permanent: This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be thrown on any creature save the caster, and then only one may be in effect at any one time. Magus clerics may employ this to make MU spells permanent also, in which event the Magic User *Permanent* (see page 33) is used. A permanent prayer is twice the caster's level for all level-vs-level battles.

Poison Resist. 10'r: Generic spell type *Resistance* (p.65)

Poison Resistance: Generic spell type *Resistance* (p.65) The recipient receives partial protection from poisoning. This means +10% to save, and the duration of the poisoning is shortened by 10% if applicable. Thus, standard poison would get a second save in D20-10% rounds. This prayer will have no effect on poison already in the target's body.

Poison Vulner. 10'r: Generic spell type *Vulnerability* (p.70)

Poison Vulnerability: Generic spell type *Vulnerability* (p.70)

Polymorph to Animal: The cleric may take the form of any animal he chooses which is native to the region. He will take on the abilities and weaknesses of his new form, but will retain his human intelligence. He may fight in animal form if necessary. The cleric may end the spell at any time.

ZOE: self; *Range:* none; *Duration:* One Day; *ST:* none

Polymorph to Plant: The cleric takes on the form of any type of vegetation native to the area. He will have all the abilities, immunities and vulnerabilities of the plant, and he may not perform tasks impossible for the plant to perform. He retains his sentience and rudimentary forms of his senses. The cleric may end the spell at any time.

ZOE: self; *Range:* none; *Duration:* One Day; *ST:* none

Portal of Justice: This prayer affects a doorway or gate so that it will indicate whether or not any person passing through is Evil by glowing red. The standards of the cleric's religion will be used to determine "evil" for this purpose. Unlike a *Detect Evil* (see page 53) an unexpiated evil history is sufficient. This prayer may not be made permanent.

ZOE: 2"x2" max.; *Range:* contact; *Duration:* ½L hours; *ST:* none

Pox: This prayer causes a widespread outbreak of disease. The disease must already be present in the area, although a single case is sufficient. Contagion will proceed in a non-magical fashion, but with increased virulence. If player characters normally are free from disease rolls, they will nevertheless be subjected to the outbreak. As a guide, the disease should spread in 1/L normal time. The ZOE only limits the initial extent of the virulent strain, the disease will spread far beyond. After the duration, the unnatural rate of spread will cease, but normal spreading still applies.

ZOE: 12"x12"; *Range:* 18"; *Duration:* 4xL days; *ST:* none, but ordinary disease rules apply

Prayer N: This prayer lowers the ST vs magic of all in the ZOE by 5xN.

ZOE: 3" sphere; *Range:* 12"; *Duration:* concentration; *ST:* none

Predict Weather: The caster will be able to make a weather forecast at the time of casting which will be valid over the range for the duration given. Magical/Clerical means of modifying the weather are not taken into account, but the prediction is otherwise accurate.

ZOE: self; *Range:* 5xL mi; *Duration:* 6xL hours; *ST:* none

Preservation: This prayer will keep organic material fresh and unrotted/unwithered. It will maintain herbs at their pre-casting potency, or extend the 'life' of a dead body being held pending a *Raise Dead* (see page 64) It will not reverse deterioration already present, but if used on an old book or scroll, it will prevent further damage if the item is carefully handled. One prayer will suffice for a group of similar objects, but dissimilar objects (a body and books) will require two castings.

ZOE: 20xL pounds in a mass; *Range:* 1"; *Duration:* ½L days; *ST:* none

Prevent Resuscitation: If thrown on a living being, it takes effect when that being dies. If thrown on a dead body, there is no saving throw. Any attempts to *Resuscitate* (see page 65) , *Raise Dead* (see page 64) , etc. will fail unless and until a successful *Remove Curse* (see page 64) is cast.

ZOE: one body; *Range:* 6"; *Duration:* permanent; *ST:* Spiritual

Prophecy: This allows the caster to receive visions of the fate of nations and races. The event foretold is under the complete discretion of the Gamesmaster, who should use the opportunity to give out information. If at a loss, the result can be something unintelligible, which will be made clear in time (when the GM figures it out.) The Gamesmaster should not feel compelled to give out any information which he would rather keep to himself, nor to speak on any particular subject. The character could easily foresee the fall of a kingdom which is a thousand miles away. Predictions should have a purpose, however. For example,

the above mentioned kingdom may be able to repent and save itself. Generally, a prophecy entails an obligation to do something about it (e.g. to prophesy to the sinners). If this obligation is ignored, there is a 5% cumulative chance for each time that prophesy is used that the character will lose all clerical abilities until he meets it. Frequent use of this spell may result in the character's becoming a professional prophet -- the character thereupon becomes an NPC.

ZOE: self; Range: special; Duration: ten minutes; ST: none

Prot./Normal Animals: The caster is protected from non-magic using, non-enchanted animals. This includes giant species, provided the giant species is not the product of enchantment. Animals under 4 hit dice cannot attack anyone within the ZOE, those 4HD and over must save or they are similarly affected. Once an animal has saved or failed to save, it will continue to save or fail for all Protections cast by the same cleric on the same day.

ZOE: 1" radius; Range: zero; Duration: standard; ST: Spiritual

Protection/Evil N: A zone of protection is created about the caster. Evil creatures of N hit dice or fewer may not enter the zone voluntarily, and will leave it as soon as possible if in it. Those of N+1 or N+2 hit dice may enter only if they save. Once a save is made or failed, the same roll will apply to all Prot/Evils of the same religion for the rest of the day. Those of N+3 or greater hit dice are unaffected. Creatures who could not normally enter may do so if magically compelled by a being who could, but they will be -10% on all percentile dice rolls if they do. The term "Evil" is interpreted according to the religion of the caster, but some form of enchantment must be present. For example, a Good Samaritan's prot will not keep out orcs just because they want to kill him, but if they were under the effects of a Fight Like a Lion spell, or wielding magic daggers aligned with Death, they would be affected. Undead are affected as if one level lower than their true level, and are susceptible to the prots of all of the player religions.

ZOE: 1" radius; Range: zero; Duration: standard; ST: Spiritual

Protection/Poison: The recipient of this spell is made immune to all poisons. A single exposure to strongly magical poison (i.e. Dragon's Breath) will end the spell, otherwise it continues for its duration.

ZOE: one creature; Range: 12"; Duration: standard; ST: none

Purify Food and Water: The cleric blesses a quantity of food and/or water, whereupon it becomes pure and wholesome. This blessing will render brackish water fresh. Otherwise it will only be effective on things which were once wholesome. It will unpoison food and/or water, but it will not render poison drinkable, nor render things edible which are intrinsically inedible.

ZOE: 10xL pounds of food and water combined; Range: contact; Duration: permanent; ST: none

Putrefy Food and Water: This may be used to make water brackish and food putrid, or to protect poisoned food or water from a *Purify Food and Water*. In the former case, if the food is eaten, food poisoning will result, incapacitating the victim for D6-Con. Bonus days. In the latter case, the purify will merely negate one putrefy leaving the food poisoned.

ZOE: 10xL pounds of food and water combined; Range: contact; Duration: permanent; ST: none

Quest: The victim of this spell must perform a task which the cleric names and return with proof that the quest was accomplished. The task must be possible and consonant with the aims of the cleric's religion, but may take much time and effort. The task need not be begun immediately, but failure to do so within a reasonable period will subject the victim to a curse, as will doing anything (such as attacking the caster) which would tend to make the quest impossible. Both the task and the curse must be named when the quest is cast. The curse should be something non-fatal, and appropriate either to the quest itself, or to some offense the victim has committed. Should the cleric die, the curse begins immediately unless the victim can find some way to fulfill the intent of the quest.

ZOE: one person; Range: contact; Duration: until fulfilled; ST: Spiritual

Rain Maker: The cleric may cause rain or snow to fall, or a storm to cease, sooner than it would normally. He may not cause weather for which the conditions do not exist within $10 \times L$ miles, nor alter magical weather. The weather will take normal time to arrive and last for normal time.

ZOE: L mi radius; *Range:* $\frac{1}{2}L$ miles; *Duration:* One day; *ST:* none

Raise with Herbs: This requires the use of the herb Moly, which can only be found in certain hallowed regions. The Moly must be no more than three days old when used, and can be used only once. The body is laid on a bed of herbs and the prayer is said. If a Constitution Roll is successful, the person is restored to life with full strength, but zero Hit Points. The body cannot have suffered more than $(L-B+1)^2$ days of decay, or the attempt is doomed.

ZOE: One body; *Range:* contact; *Duration:* permanent; *ST:* Resurrection Roll

Raise Animal: This is identical to Raise Dead, but it affects only animals as defined in *Charm Animals* (see page 47) The Resurrection roll for an animal is 90%.

Raise Animal Fully: Analogy test: *Raise Animal Fully* is to ? as *Raise Animal* is to *Raise Dead*.

Raise Dead: The cleric points his finger at a dead humanoid body and says "Arise!" If the body makes a successful Resurrection roll, the person is alive, at zero Hit Points. He is first level and his Constitution and Strength are reduced by 9 (but never less than 3!) Strength and Con increase by one per day, and level by one every two days, until the patient is at full strength. The body cannot have suffered more than $(L-B+1)^2$ days of decay, or the attempt is doomed. This spell may be cast no more than once/week. No more than one attempt may be made per body.

Raise Dead Fully: This prayer is identical to *Raise Dead*, except that the time to recover strength is measured in melee rounds instead of days. It is not possible to cast both spells within a week of one another.

Range Booster: This increases the range of any spell of detection to 10×110 νορμαλ ραντζεθ It may be cast at the same time as the detect, or at any time within its duration and normal range. This spell may not be compounded with itself.

Range Finder: The caster will know the precise range and velocity of all objects which he can see. This gives +20% on all missile fire and targeting chances.

ZOE: self; *Range:* $5 \times L$ miles; *Duration:* one turn; *ST:* none

Read Languages: This will give the caster the ability to read one language, with a native's command of the language. Hermit Clerics gain a scholarly knowledge. Some ancient or arcane languages may not be amenable to this spell. This does not give the ability to write or speak the tongue.

ZOE: self; *Range:* as sight; *Duration:* $10 \times L$ minutes; *ST:* none

Read Magic: This gives the ability to read the True Speech in which Magic is written. It is not necessary to use this spell to cast from a scroll, but it is necessary to know what spell the scroll contains. Without the use of this spell, True Speech will appear as meaningless blue waving lines.

ZOE: self; *Range:* as sight; *Duration:* $10 \times L$ minutes; *ST:* none

Remove Curse: The cleric may attempt to remove one curse from a person, place or thing. Success is determined by a level-vs-level battle. (see page NA) The removal of cursed objects, dud items, etc. falls under this category. It is not necessary for the Curse to be an Evil one, but the cleric should be careful about removing curses of his fellow clerics. If there are multiple curses, the weakest will be removed first.

ZOE: one curse; *Range:* 12"; *Duration:* permanent; *ST:* level-vs-level

Repent: The target is made aware of his sins. If he elects to repent of them, and takes some immediate action to cease and/or expiate them (such as following Janda), then the prayer will have no further effect. Otherwise, the target will

react in terror of the caster, and will have no thought but to get as far away as possible. On any subsequent encounter, the effect may be renewed without further action on the part of the caster, but in this case the target gets two saving throws: Spiritual and Mental. The effect may be overcome by an even greater fear, in which case the target makes all rolls at -10% because of the strain. (level-vs-level is a good way to compare terrors)

ZOE: one humanoid; *Range*: 36"; *Duration*: lasting; *ST*: Spiritual and/or Mental

Resistance: These spells give protection from some force (e.g. fire). Complete protection is afforded against the ordinary, nonmagical manifestations of that force (e.g. ordinary heat or flame), and partial protection against magical or extraordinary forms (e.g. Fireballs, lava). Unless otherwise specified, partial protection means +10% on saving throws and -1/die of damage taken. See the individual description for details. Dragon's breath is always magical. The MU spells *Wall of X* are considered ordinary. In general, magical effects are those with a saving throw.

ZOE: one person or thing; *Range*: 1"; *Duration*: standard; *ST*: none

Resistance 10'r: These prayers have the effect of casting the appropriate resistance on everyone within ten feet of the caster at the time of casting. The recipients need not remain within the ten foot radius. The spell ceases to function if the caster dies.

Resist Causes: Anyone affected by this prayer will take only half effect from Cause prayers. It gives +10% to save vs all-or-nothing prayers (Finger of Death) and in this latter case, not saving means being reduced to 0 H.P. and becoming unconscious. *Resist Cures* (see page 65) will negate this prayer, and vice-versa.

ZOE: one humanoid; *Range*: 6"; *Duration*: standard; *ST*: none

Resist Causes 10'r: As *Resist Causes*, but it affects all within 10' of the caster at the time of casting.

Resist Cures: Anyone affected by this prayer will only take half effect from Cure spells. It reduces the resurrection roll by 10%. *Resist Causes* (see page 65) will negate this prayer and vice-versa.

ZOE: one humanoid; *Range*: 6"; *Duration*: standard; *ST*: none

Resist Cures 10'r: As *Resist Cures*, but affects everyone in the *ZOE*.

ZOE: 10 foot radius about a target; *Range*: 6"; *Duration*: standard; *ST*: none

Restoration: Generic spell type *Cure* (p.51) This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, this will grant the equivalent of one day's rest to anyone requiring it.

Restore Memory: This will automatically reverse spells of forgetfulness, possibly subject to a level-vs-level battle. Otherwise, it will restore full and vivid details of an event to the mind of the recipient. If the event is M months in the past, it will be recalled as if at only M hours after the event, and as if the event seemed important at the time. Memory will then fade as time progresses normally.

ZOE: one person; *Range*: contact; *Duration*: special; *ST*: none or level-vs-level

Restore Writing: The cleric passes his hands over writing or an inscription, and the writing is restored to its condition when of some time ago. The amount of regression is limited to 2 \uparrow L years. If the writing was made at different times, the caster may choose the point to which to regress, but once restored beyond the date a writing was made, that writing is lost forever. If the writing is on a fragile or decayed surface, duration is only a turn or two. If the inscription is carved in granite, the effect will be permanent.

ZOE: (L-B+1) square feet; *Range*: contact; *Duration*: special; *ST*: none

Resuscitate: This prayer is cast at a recently dead body. It will bring the body back to life, subject to a resurrection roll, unconscious with negative hit points. The Gamesmaster should take note of any damage suffered after death, as well as any "overkill" the last round the body was alive. The person will remain in this

coma until cured back to *positive* hit points, or until the spell ends. If hit points are less than or equal to zero at spell termination, the person dies again and cannot be resuscitated. The use of this prayer does not count against the resurrection limit.

ZOE: one body; *Range*: 6"; *Duration*: until 6+L rounds have transpired since death; *ST*: Resurrection Roll

Retroscope: The caster can see into the past in a limited way. One object, chosen at the time of casting, may be viewed in pristine condition as when new. Events surrounding the object will not be viewed, but paint long missing would be seen. The object may not be regressed more than 2↑L years, nor prior to the date of it's last relevant deliberate alteration.

ZOE: one object; *Range*: 1"; *Duration*: standard; *ST*: Spiritual, if a magic item

Reveal the Truth: This spell dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Only illusions made permanent receive a level-vs-level chance to remain, and the caster uses 2×L in such cases.

ZOE: L" radius; *Range*: zero; *Duration*: standard; *ST*: special

Reveal Magic: All objects in the ZOE are affected so that anyone in LOS will receive the same information as would be given by an *Observe Magic* (see page 61) cast on him. All level-vs-level effects use the caster's level.

ZOE: 12" radius; *Range*: 24"; *Duration*: standard; *ST*: level-vs-level if required

Rotting: The inverse of a *Preservation* (see page 62) , this prayer causes any organic material affected to decay 100× the normal rate. Living beings cannot be affected. It will negate a *Preservation*, and vice-versa.

ZOE: 30×L pounds; *Range*: 6"; *Duration*: L days; *ST*: none

Sacred Room: This must be cast in a substantial structure. Anyone who attempts to tell a lie within the ZOE must make a saving throw. If failed, the lie cannot be told and a second save must be rolled, this time vs Mental. If this is also failed, the would-be liar will blurt out the truth instead. No one is compelled to answer any questions.

ZOE: one room up to 400 sq ft.; *Range*: contact; *Duration*: L days; *ST*: first Spiritual, then Mental

Sanctuary: So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must save in order to attack to cleric with missile, melee, or targeted spells. The caster is fully vulnerable to area spells.

ZOE: self; *Range*: n/a; *Duration*: standard, or until first offensive action; *ST*: Spiritual

See Invisible: This prayer negates the effect of Invisibility as regards being seen by the caster. If the invisible thing is in the dark or hidden, it must be spotted in the same manner as if it were visible.

ZOE: self; *Range*: as sight; *Duration*: standard; *ST*: none

See Invisible 10'r: This prayer grants the power of a *See Invisible* to all within 10' of the caster. Wandering in and out of the ZOE will cause the power to appear and disappear. If the caster dies or stops the spell, all effect ceases.

ZOE: 10' radius moving w/caster; *Range*: zero; *Duration*: standard; *ST*: none

Silence 15'r: Suppresses all sound within or travelling through the ZOE. The caster may end the spell early, and it will cease if he dies.

ZOE: 15' radius moving with caster; *Range*: zero; *Duration*: standard; *ST*: none

Sleep of Healing: Generic spell type *Cure* (p.51) Cast on up to L recipients, this will cause them to sleep very soundly for eight hours, at the end of which time two points of damage will be cured on each. The slumberers cannot be wakened by ordinary means, and if they are wakened by magical means, all benefits are lost. The cleric must touch all recipients within 2 rounds of casting the spell. He is responsible for his charges' safety while asleep.

ZOE: L persons; *Range*: contact; *Duration*: 8 hours; *ST*: none

Slow Disease: Generic spell type *Cure* (p.51) Any disease(s) that the recipient has will progress at half rate.

ZOE: one person; *Range:* contact; *Duration:* one day; *ST:* none

Slow Poison: Any poison in effect in the recipient's body will do half damage for twice as long. (i.e. 1 pt/2 rds using standard poison) Non-damage poisons will progress at half rate.

ZOE: one person; *Range:* contact; *Duration:* one hour; *ST:* none

Snake Charm: Will affect LD4 hit dice of normal snakes. The snakes will be kept in a trance for as long as the caster maintains concentration or until they take damage. If the snakes are already controlled, run a level-vs-level battle.

ZOE: 3" radius; *Range:* 6"; *Duration:* 2 turns; *ST:* Mental-20%

Speak in Tongues: The cleric will speak in his own language, but all hearers in the spell range will hear him in their own native tongues. THIS IS NOT AN ILLUSION!!

ZOE: self; *Range:* 6"; *Duration:* standard; *ST:* none

Speak with Animals: The cleric will be able to converse with one kind of animal (named at the time of casting. Animal is defined under *Charm Animals* (see page 47)). To others, the cleric will be making unintelligible noises. The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

ZOE: self; *Range:* as speech; *Duration:* standard; *ST:* none

Speak with Books: The cleric will be able to converse with a book as if it were a sentient creature. Books take on the personality of the authorial voice used to write them. They are long on "book learning", basically their own contents, but are only minimally aware of what goes on around them when closed. When open, they are fully aware, although they may not wish to tell. Not all books like to be wakened.

ZOE: self; *Range:* as speech; *Duration:* standard; *ST:* none

Speak with Dead: It is proverbial that the dead have little or no counsel for the living. The caster may speak with one humanoid body that has been dead for not more than 2⁺L days. Undead may not be conversed with. The body is compelled to answer questions truthfully and will know what it knew in life, plus what happened to it since death. Most clerics are entitled to three yes/no answers. Clerics of Tartarus are entitled to six answers which may be as lucid as the departed desires. Dead may normally be spoken with only once.

ZOE: one dead body; *Range:* 1"; *Duration:* 10 minutes; *ST:* none

Speak with Monsters: Similar to *Speak with Animals* this allows conversation with any one type of creature. The monster is under no compulsion not to attack, but will tend not to.

ZOE: self; *Range:* as speech; *Duration:* standard; *ST:* none

Speak with Plants: The caster wakens and can converse with one type of plant. Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

ZOE: self; *Range:* as speech; *Duration:* standard; *ST:* none

Speak with Rocks: Yes, that's "Rocks". And you thought plants were dumb. The caster may speak with any form of unhewn stone. Rocks have a very long perspective on the world, and tend to learn things from the surrounding rocks by osmosis, as ground water seeps. Bedrock would be aware of more than a garden stone, but its knowledge may be a thousand years out of date.

ZOE: self; *Range:* as speech; *Duration:* standard; *ST:* none

Speak Languages: The caster may speak (but not read nor write) one language used by humanoids as would a native. Hermit clerics will get a scholarly understanding. The caster must be specific about the language he wishes to speak.

ZOE: self; *Range:* as hearing; *Duration:* standard; *ST:* none

Speed Disease: This will cancel a *Slow Disease* (see page 67) and vice-versa. Otherwise, the progress of the disease named will progress at quadruple speed. If the disease runs its course and is non-fatal, the victim must make a spell survival roll, or he will succumb.

ZOE: one disease on one victim; *Range:* 6"; *Duration:* as disease; *ST:* Spiritual

Speed Poison: One poison presently active in the victim's body, or becoming active within 10 melee rounds, will do its damage at double rate for half as long. If there are several poisons active, the one with the most damage to go is sped.

ZOE: one victim; *Range:* 6"; *Duration:* as poison sped; *ST:* Spiritual

Speed Reading: This prayer enables the caster to read, with the retention he would otherwise have had, at 20,000 words per minute.

ZOE: self; *Range:* as sight; *Duration:* $\frac{1}{4}$ standard; *ST:* none

Spell Point: This prayer adds one spell point to the target's daily allotment. The spell may not be cast on an MU more than once/day.

ZOE: one MU; *Range:* 3"; *Duration:* current day; *ST:* none

Sterilize: Generic spell type *Cure* (p.51) This spell will negate an *Infect* (see page 58) and vice versa. Otherwise, it will immediately kill any germs in a wound and eliminate any other agents which might impede the process of healing. This can also be used to sterilize a surface.

ZOE: L wounds on one individual; *Range:* contact; *Duration:* permanent; *ST:* see cure

Sticks to Snakes: The caster may turn one or more sticks into snakes. The size of the snakes depends on the size of the sticks used, with a huge limb becoming an eight, ten, or even fifteen HD snake, or a myriad of sticks becoming half hit die snakes. No more than L hit dice of snakes may be created, and no snake of less than one hit die may attack. If N snakes are created, each snake has a 1 in (N+1) chance of being poisonous. Standard poison gives a D6 surge if ST is failed, and continues for 2D20 melee rounds (roll secretly) giving one point per round, after which the victim has an opportunity to save again. If he fails, roll the 2D20 again. The snakes are under the control of the caster and can receive orders telepathically. The snakes return to sticks at the end of the duration.

ZOE: one group of sticks; *Range:* contact; *Duration:* two turns; *ST:* none

Storm Bringer: The cleric may alter weather patterns so far as to summon a small storm out of a cloudless sky. The storm will have high winds and a random direction, and will hit peak force in one hour. Snow, rain or hail may accompany the storm.

ZOE: 1 mile radius; *Range:* 1 mile; *Duration:* 12 hours; *ST:* none

Storm Calm: Reduces the strength of a storm by 50%. Wind speed drops by 25%, precipitation by 50%, thunder and lightning by 75%. The ZOE may move with the caster.

ZOE: 1 mile radius; *Range:* 1 mile; *Duration:* 12 hours; *ST:* none

Suspend Animation: This spell will automatically counteract an *Animate Objects* (see page 45) , or it may be used to place a humanoid in a coma-like state. All life processes will appear to have ceased, and can only be detected by a cleric who wins a level-vs-level battle, or by undead controlled by such a cleric. The subject may live without food or water for the basic spell duration. Only the cleric placing the spell, or a cleric who knows the spell is in effect and wins a level-vs-level battle can awaken the subject.

ZOE: one humanoid; *Range:* 6"; *Duration:* L days; *ST:* voluntary only

Swords to Plowshares: This spell operates exactly like a *Convert Sword* (see page 50) spell, except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

Testify: The recipient of this spell cannot lie nor substantially distort the truth. He is under no compulsion to answer any questions and retains freedom of will.

ZOE: one person; *Range:* 3"; *Duration:* standard; *ST:* Spiritual

Toll: - Produces a mystic disturbance within a range of (L-8)/2 miles. (Treat solid stone, earth, or metal as 10 times their actual dimension). It will be noticed by: Demons, Angels, Free-willed Elementals, Aerial Servants, Patrolling Invisible Stalkers, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one which has a substantial number of members able to cast spells of some kind. Examples would be Humans, Elves, Lammasu, etc.) This spell produces no compulsion to do anything.

Total Recall: This prayer is similar to a *Restore Memory* (see page 65) but is much stronger. An event or events of up to L hours duration, no more than L months in the past, will be recalled precisely and completely, as if by a camera and tape recorder.

ZOE: One person; *Range:* contact; *Duration:* permanent; *ST:* none

Trace Sending: This will help find the source of an phantasm, enchanted monster, projected image, etc. The target is the creature or phantasm. The caster of the sending may only prevent the trace by dismissing the sending within three melee rounds. Otherwise, the caster of the trace will get the direction to the caster of the sending for the entire spell duration without range restriction.

ZOE: one sending; *Range:* 24"; *Duration:* $\frac{1}{2}$ L days; *ST:* none

Trace Teleport: This prayer will give the direction, without range restriction, to the origins (destinations) of all *Teleports*, *Dimension Doors*, *Words of Recall*, etc. whether from a spell, prayer or item, which had destination (origin) within the ZOE within L melee rounds of casting the spell. If there are multiple teleports involved, the caster will get the information for each, but may trace only one at a time.

ZOE: 3" radius; *Range:* 12"; *Duration:* $\frac{1}{2}$ L days; *ST:* none

Track Oathbreaker: A cleric who has personally heard the swearing of a solemn oath, or who possesses some witness or an object upon which the oath was sworn may obtain the direction, without range restriction, to the breaker of said oath. The spell must be cast within L years of the offense, and the spell will cease to function if the guilt has been duly expiated in accordance with applicable law and custom.

ZOE: the witness; *Range:* contact; *Duration:* $\frac{1}{2}$ L days; *ST:* none

True Sight: All things will appear in their true form to the caster. This affects all senses, not just sight. Illusions, invisibility, phantasms, and the like are ineffective, although it is said that high level evil clerics possess the power to fool even this prayer. (Level-vs-level battle). The caster will not gain insight into the inner workings of persons or locked objects, but objects hidden will be perceived. No information which would not have been granted in the absence of deceit will be available to the caster. Naturally invisible objects will remain invisible.

ZOE: self; *Range:* as senses; *Duration:* standard; *ST:* none

Understand Speech: The caster gains the ability to understand, but not to speak, one spoken tongue specified at the time of casting. The knowledge gained will be that of an educated native, except that Hermit clerics will gain a scholarly understanding.

ZOE: self; *Range:* as hearing; *Duration:* 2xL hours; *ST:* none

View Future: The caster may look into the future as seen from his present position. Only sight is granted, and the caster has only the faculties he would have if looking at an ordinary scene. As with all spell of prognostication, the utmost GM discretion is required. If the future in question is fairly deterministic, then fine. The spell will not take into account any modifications of behavior caused by attempts at prognostication. Precision in timing is also difficult. Normally, only events up to L days in the future may be seen, but there is a chance of getting L years instead (boxcars on 2D6) or L hours (snakeeyes). The caster will be unaware of the results of this roll.

ZOE: self; *Range:* as sight; *Duration:* standard; *ST:* none

View Past: Similar to *View Future*, the caster has the power to view what he would have seen from his present position at a point of his choosing up to L days ago. There is no chance of overshoot or undershoot.

ZOE: self; *Range:* as sight; *Duration:* 6 hours or until ended; *ST:* none

Vulnerability: This is the inverse of a *Resistance* (see page 65) spell, and corresponding spells will negate one another. Otherwise, the prayer operates as follows: for non-magical effects, the target is treated exactly as if he had suffered two distinct exposures. For magical effects, the result is the inverse of the effect of the corresponding resistance. (i.e. -10% to save and +1 per die, if applicable).

ZOE: one target; *Range:* 6"; *Duration:* standard; *ST:* none

Water Walking/Others: The caster may grant others the power to walk on water, quicksand, or other liquids or flowing solids. He need not use this power if he does not wish to. The water walker may ignore normal flow and wave action, but may be impeded by storms. He could not walk on lava without a fire resistance.

ZOE: one person; *Range:* contact; *Duration:* standard; *ST:* none

Water Walking/Self: As *Water Walking/Others*, but may be cast only on oneself.

ZOE: one person; *Range:* contact; *Duration:* standard; *ST:* none

Wind Bringer: The cleric may summon a wind where there was none, or dismiss a wind where there was. The breeze may be from 8-20 mph and is sufficient to drive a ship. This spell may only be used above ground.

ZOE: 1 mile radius; *Range:* zero; *Duration:* 4xL hours; *ST:* none

Wind Veer: The caster may change the direction of an existing wind by up to 45 degrees as he desires. Repeated applications of this spell will be able to produce any desired direction. This will be ineffective against controlled weather.

ZOE: 1 mile radius above ground; *Range:* zero; *Duration:* 4xL hours; *ST:* none

Wind Walk: The caster, his possessions, and at most one other person in contact with the caster are transformed into wind and may move at up to 48". Only the caster may choose the direction of travel, his passenger is just that, a passenger. While in the wind form, they are immune to most attack, but cannot get through air tight seals. A fierce fire could burn them up, and *Control Weather* can make them fight a level-vs-level battle to go on their way.

ZOE: self; *Range:* none; *Duration:* up to one day; *ST:* none

Word of Command N: The cleric calls upon his god to grant him the leadership ability to guide the party through whatever straits it is in. It will raise his effective charisma by 3xN, and will grant him leadership as follows: He may give a single command to those of similar aims (not just the same religion). The command will be obeyed if a "charisma battle" is won by the cleric. This chance is $(C-W)^2\%$, where C is the effective charisma of the cleric, and W is the wisdom of the person he is trying to command. Each person will get his own chance and roll. Once an attempt has been made, no further attempts on the same subject may be made that day. If obeyed, the command will be followed to the extent reason allows. Alternatively, the cleric may choose to use this spell to rally adventurers under the influence of a fear spell or the like. In this case, use the formula under *Fear* (see page 24).

ZOE: self; *Range:* LOS; *Duration:* standard or for one command; *ST:* special

Word of Recall: This is a flawless teleport spell, for the cleric and his inanimate possessions only, back to a predetermined haven. The haven must be known to the cleric, and he must consecrate it for this use. A cleric may have only one such haven, and should only be allowed to change it under circumstances which make it essential that he change it.

Write Languages: Similar to a *Read Languages* spell (see page 65) but it gives the ability to write fluently in the language instead.

ZOE: self; *Range:* as sight; *Duration:* 10xL minutes; *ST:* none

Write Magic: As above, but the cleric gains the ability to write in the language of Magic. This is necessary, but not sufficient to write MU scrolls.

ZOE: self; *Range:* as sight; *Duration:* 10×L minutes; *ST:* none

JAYNES' MILITARY FORCES OF KALGUZ

Xth edition

Introduction

Kalguzian military doctrine today is unchanged from that of centuries past. It's basic tenet remains the concentration of overwhelming numbers, regardless of quality, for any battle. And as in the past, the overwhelming numbers are provided by the many orc tribes under the Kalguz banner.

The almost four centuries since the death of Gargravarr have seen some developments, however. The most important of these is an increased tendency to form special purpose units of more powerful creatures. Trolls for shock troops, lizards for amphibious crossings, and gryphons for airbourne operations have all made significant contributions to the Kalguz arsenal. Rumours of lizard monted "cavalry" also persist as of this writing. The second development has been the crossbreeding of orcish and human stock, which has yielded both better leadership material and some magical ability for use with orchish units.

Recently, Kalguz has been experimenting with undead troops. Not much is known of their abilities. They apparently cannot be used in direct sunlight, however, so their ultimate military value is questionable.

Kalguz also makes extensive use of allied troops. Information for these can be found under their own national headings.

The High Command

No unified command structure has appeared since Gargravarr's fall; power being shared by his three principal lieutenants in a way unfathomable to outsiders. Yahuz, Gargravarr's ex-bodyguard and a balrog of considerable powers, controls the Rastibon fortress complex and exerts considerable influence over the internal affairs of Kalguz. Resticat, the Nealzboor who was Chief of Staff, seems to concern himself with training, equipping and manoeuvring the army. He resides in the Black Gate. Vicrong, the hereditary spiritual head of Kalguz, has been completely out of the public eye for many years, but almost certainly resides in the Kalguz volcano.

Nealzboor should also be mentioned in this section. They appear to be humans with jet black skin, but they are probably not of earthly origin. Not much is known of their powers except that they have both some magical ability and substantial magic resistance. Each seems to have a field of specialty, with related powers; a complete list is not available, but the three specialties of military affairs, interrogation, and tracking are confirmed.

Orcs

The many tribes of orcs are divided into four legions, each with its own traditions and tendencies. There is rivalry amongst the legions, but actual fighting between them seldom occurs. Some orcs have been known to be very proficient fighters, and recently some with a trace of human blood have been studying magic.

Orcs of the Bronze Visage are the elites of Kalguz. Bigger, meaner and nastier than other orcs, though somewhat fewer in numbers (about 10% of the population). In battle they wear a plate enhanced chainmail and wield nasty looking pole arms, but guard duty is much more likely to find them in leather, bearing nets, and attacking by grappling when convenient. They wear their legion symbol as battle plates, or occasionally emblazoned on the chest of their leather.

Orcs of the Crushed Gem are the basic heavy infantry of Kalguz, making up about 20% of the orc population. This legion has a bloodfeud with all dwarves, to the extent that they prefer to die rather than flee from them in combat. They will attack any party containing a dwarf on sight. Orcs of this legion usually wear chainmail, and prefer weapons which perform well against plate armour (i.e. pick, flail, or mace). If they carry missile weapons they will be heavy crossbows, but they will not pause to reload these if there is a dwarf in sight.

Orcs of the Red Leopard are the common mountain-dwelling orcs of Kalguz, making up 35% of the population. While not the most combat proficient legion, they like to think they try harder. Almost a full quarter of their number are warrior-priests, probably of Leo, although this fact has never been acknowledged by the Chaucy Pridedom. This legion wields a plethora of weapons, but only about a third of the orcs are usually bow armed. They paint their armour to look like a red leopard skin for identification.

Orcs of the Green Hand are the only orcs that live above ground in non-fortified areas, preferring small huts to caves. They are well adapted to this habitat, being able to move reasonably quietly and conceal themselves well in many types of terrain. They will always attack from ambush when possible, often in complex fashion. All orcs of this legion wield longbows, and also a variety of other weapons, although swords predominate. The few who prefer melee to missile fire typically carry something large like a halberd. Leather armour is most common, although chain is occasionally worn. The orcs of this legion wear a green hand painted on their shield, and often elsewhere on their clothing.

Larger Infantry Types

These creatures are found in separate units, on guard duty, or occasionally intermingled with orcs. It is standard practice to have about half a dozen of them per hundred orcs. Consistent with their abilities, all are employed in the same fashion.

Hill Trolls appear roughly humanoid, with colouration varying light tan through dark brown, usually mottled. They are about 8' tall. They usually wear chain, but plate is possible. They usually wield two-handed swords. They have no magical ability, and do not regenerate.

Cave Trolls are 10'-11' tall, with pointed heads, small eyes, large tongues, biceps and legs, and have green leathery skin. They wear no clothing. As their name implies, they live underground, and avoid direct sunlight because it keeps them from regenerating.

Half-orcs without magical ability or exceptional fighting prowess serve along side the common orcs in the legions. Most of the middle level commanders of the Kalguz army are half-orcs, however, and in them the human half is dominant. The most common class among them is fighter/magic-user, but all classes are represented.

Lizards

Lizards are put to various uses by Kalguz, and only the most common types are listed here. They keep mostly to themselves, except the roadrunner lizard, which is used as a ersatz horse by the orcish legions.

Lizard Men are small amphibious lizards of average human intelligence. They are employed as scouts and messengers. They travel in small groups, prefer to attack from ambush, and will retreat if pressed. They will fight both with weapons and with their claws.

Gorns are about 8' tall, very well muscled and armoured bipedal lizards. They are not truly amphibious, but can hold their breath for extended periods. They also have average human intelligence, but are very savage, usually fighting to the death. They are employed as shock troops and guards. They sometimes wear magical plates or bear shields to improve their base armour class. They fight well with weapons, claws, or teeth.

Roadrunner lizards are almost identical in appearance to lizard men, except they are somewhat larger. They are completely unintelligent.

Flyers

In addition to the usual complement of flying carpets, brooms, potions, spells, etc. Kalguz employs two types of creatures in an air combat role. Both are capable of carrying human sized passengers, usually spell casters or fighters armed with heavy crossbows of speed. Neither of these creatures ever flies alone.

Pyrodactyls look like 30' wingspan, jet black pterodactyls, but with large claws on the body instead of small ones on the wings. They are noted for their ability to gain altitude quickly. Due to a quirk in their anatomy, they can only breathe fire while airbourne. Hyperventilation in extended power dives reportedly increases the effectiveness of this attack. *Pyrodactyls* are completely immune to all types of fire.

Gryphons are the most feared creature in the Kalguz arsenal. The Gryphon is rumoured to be able to kill even the mighty *pyrodactyl* in three seconds. What more need be said?

Undead

Undead are generally believed to be the spirits of ancient malefactors, summoned by forbidden arts into the present service of Kalguz. While the more powerful types tend to defy systematic classification and analysis, the less powerful of these can be treated with some regularity.

These creatures are unsuited for many missions. They are limited or destroyed by direct exposure to sunlight, and they are usually incapable of independent thought or action. With the exception of simple picket duty or providing a delaying force, command control must be continuously maintained.

Despite their limitations, certain useful attributes are common to all undead types. In isolation and darkness they can have a devastating effect on the morale of engaged units. Undead are not confused by illusions, nor are they hampered by either limited visibility or most forms of concealment. Invisibility has the opposite of the usual effect, making the invisible object more vulnerable to detection and attack. They are generally silent, enhancing their terror.

Skeletons and Zombies are created by animating the remains of some (usually humanoid) creature with some foul spirit. It is also suggested by certain authorities that zombies can be made by the removal of the soul from a living body. These creatures are generally ineffective unless used in mass. They wear armour and wield weapons as their body did in life, but they do so less effectively, and they are incapable of maintaining the most elementary formation. They are susceptible to normal weapons, but using either fire, holy water, or direct sunlight is preferable.

Spirits of vigilance are non-corporeal spirits. They are among the few undead types which can operate in full daylight, although their power is diminished thereby. They have no known offensive capability, but serve only as sentries. They are limited to a single object as a post, and should that object be destroyed, they are dispelled.