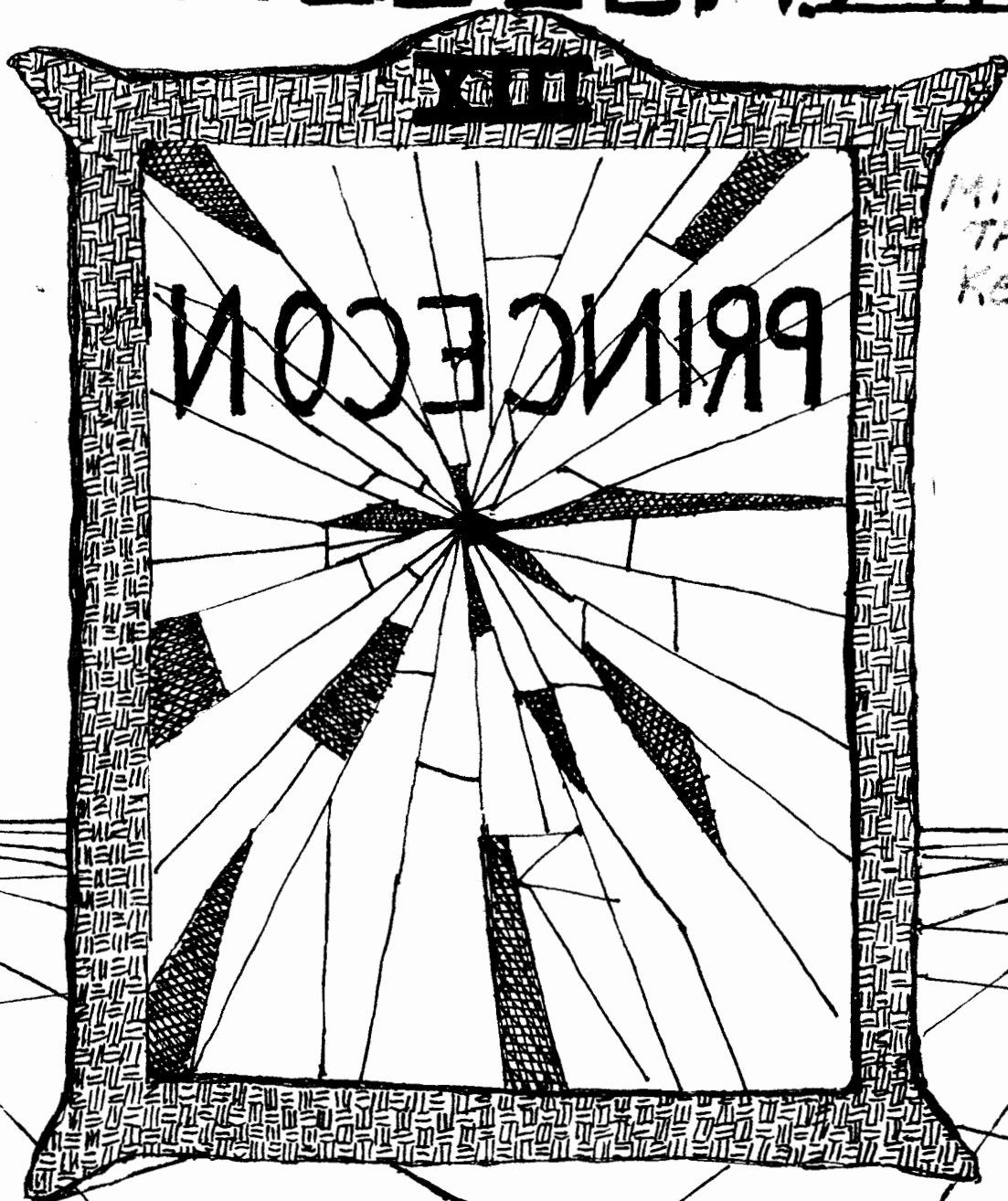
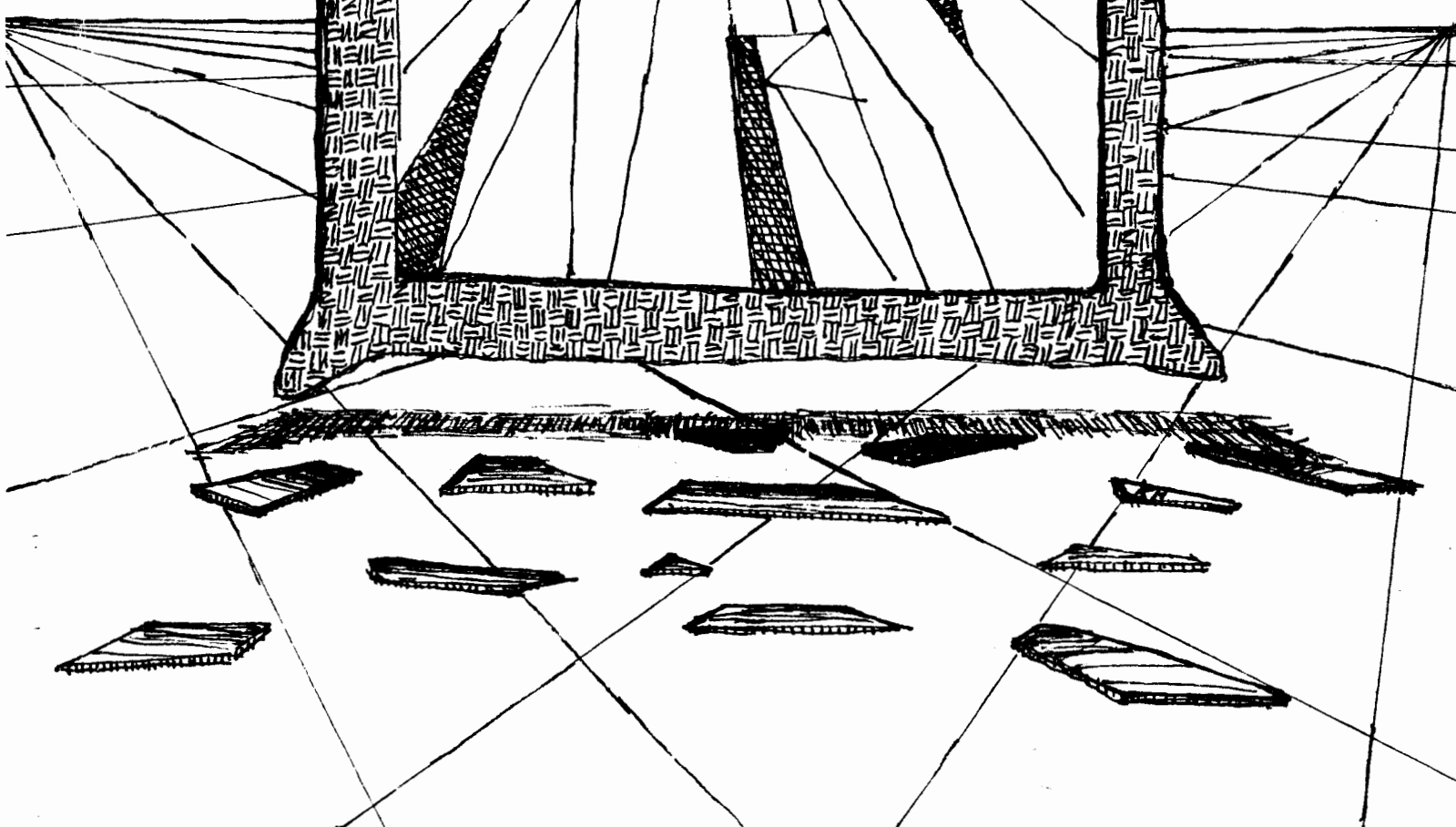


PRINCECON XIII



MICHAEL
THOMAS
KEOGH



INTRODUCTION

Adventurers,

Welcome to Princecon XIII. 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 fall prey to an overzealous GM. You may choose your race as Giant Class, Undead, Dark Elf, or Monster. If you choose Giant Class, you may specify any class (i.e. fighter, thief, fighter-thief, shaman) of the man-sized Giant Class; Bugbear Fighter-Thief; Ogre Mage; or larger than mansized Giant Class Fighter. In the latter case, the computer will assign you randomly one of the following: Ogre, Troll or one of six Giants. If you choose Undead, you may specify either Skull Warrior, or Clerical or Magic-user Lich. If you choose Dark Elf, you may specify Fighter, Magic-user, Fighter-Magic user or Thief. If you choose Monster, the computer will randomly assign you one of the following: Beholder, Black Dragon, Blue Dragon, Doppelganger, Green Dragon, Hydra, Manticore, Red Dragon, Umber Hulk or White Dragon. 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 GMs are ready to go. Most adventures average 3-5 hours. The Dark Lord is seeking a bride, and seeing that there is no suitable existing female, has decided to make one. The players will be seeking the parts necessary to perform the ritual to create his one true love. Of course all the mischief and mayhem that can be caused along the way will make the Dark Lord happy. 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 outcome of the struggle for power will be discussed.

There have been the usual few minor changes in the rules since last year's convention. Players will be playing monsters. Religions suitable to vermin like yourselves have been provided. Other changes made in this year's rules are restricted to minor modifications and clarifications. While a few percentages have changed, the sequence of play remains the same.

I would also like to take this opportunity to thank the following people for special help with this year's con: Howard Mahler, the primary author of the combat and magic systems, deserves special recognition; Peter Mayewski, York Dobbins, and Bob West revised and prepared the systems for use at Princecon; Tim Oliver, Sean Fitts, and Peter Mayewski contributed to our software; Shantanu Saha prepared the prizes and certificates.

To all of you my best wishes for a weekend of gaming.

Good Luck,

*David A Hull
Thomas S Kinney*

PRINCECON XIII

Best Character Awards

This year, every GM will judge the characters that participate in his scenario by three criteria: achievement of objectives, role-playing, and tactical use of abilities. Each character (even those who perish) 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 (including Ogre Mage), cleric (including Shaman), thief (including fighter/thief) and Monster. based on these overall scores. In addition, certificates will be presented to the best role-player and to the best tactician.

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Players may play characters belonging to one of four groups: Giant Class, Undead, Dark Elves and Monsters. Giant Class are normal characters who gain levels and use items in the same fashion that humans would, each race having its own selection of available classes. Undead are either clerical liches, lich magic-users, or human skull warriors, which function in a manner similar to a human of their class with certain differences. Dark Elves are an evil form of elf that act and advance like normal Princecon Elves. Monsters are creatures which attack with natural weaponry and special abilities. They cannot use items which are not specifically designed to be used by them.

GIANT CLASS

Giant Class are divided into two basic types by size. Small Giant Class include Kobolds, Goblins, Orcs, Hobgoblins, and Gnolls. Large Giant Class are Bugbears, Ogres, Trolls and Giants. Small Giant Class are considered to be man-sized targets, while Large Giant Class are not. Small Giant Class may wear any armor allowed the class, while Large Giant Class are restricted to chain or leather. Giants and Trolls move 3" faster than normal for their armor type due to their long legs. Large Giant Class take up one and a half places in line in all directions. Giant Class Clerics will only follow: Leo, Barra, Ronkel, Thoki or Magus, and cure other Giant Class at +1 per die. When selecting Giant Class, the player may choose any class of the Small Giant Class, Bugbear Fighter-Thief, Ogre Mage, or Large Giant Class Fighter. If the player wishes to choose Large Giant Class fighter, the player will be randomly assigned either an Ogre, Troll or one of the six types of Giant.

Giant Class Races for Princecon

KOBOLDS are small and agile with prehensile tails. They are excellent at stealth and thief skills, not so good at fighting, even though they can hold a shield in their tails while wielding a weapon which requires both of their hands. Kobolds may use the same weapons as hobbits.

GOBLINS are tailless, larger and stronger than kobolds. Goblins may use the same weapons as dwarves.

ORCS are the most common of the giant class races, and are the most similar to humans. Orcs may use the same weapons as elves.

HOBGOBLINS are bigger, tougher, and dumber than orcs, whom they do not regard highly. Hobgoblins may use the same weapons as humans.

GNOLLS are the most powerful of the smaller giant class. Gnolls may use the same weapons as humans.

BUGBEARS are large hairy monsters, of exceptional stealth. Bugbears may use the same weapons as humans.

OGRES are huge beings who require only one hand to wield any weapon, allowing them always to use a shield.

TROLLS are thin loathsome rubbery-skinned creatures, who enjoy the same selection of weapons as Ogres, and have the ability to regenerate damage not caused by fire or acid. This regeneration begins three rounds after they are damaged and proceeds at three points per round.

HILL GIANTS are huge monsters, which like Ogres and other Giants wield all weapons in one hand.

STONE GIANTS are bigger than hill Giants and may throw stones, which hit as slings and do 2-16.

FROST GIANTS are immune to cold, -10% to save and +1 die of damage versus fire.

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FIRE GIANTS are immune to fire, -10% to save and +1 die of damage versus cold.

CLOUD GIANTS are able to *Levitate Self* (see page 25) freely.

STORM GIANTS have the ability to cast a *Lightning Bolt* (see page 29) as an MU of twice their level, once per day.

UNDEAD

Players may be undead humans of varying levels, similar to skull warriors and liches. Operation is similar to that of a normal human, with certain exceptions. EP progression is the same as for humans. Undead do have infravision and life sense. They are immune to disease, Sleep, Charm and Hold Spells. They do not need sleep, air or food. Their life sense is accurate enough to allow them to swing without penalty even at invisible targets or in Darkness. This works through Darkness spells and heavy cover but not through stone walls. Bright light will impede the life sense to the same degree that darkness impedes normal vision. In daylight, any Undead will be -2 to hit, +2 to be hit, and half movement speed; however, light does not do any actual damage to them. Undead are immune to cold damage; but are -10% to save and +1/die of damage versus fire whether magical or normal. Cures will not affect Undead, but the Cure Undead spells of the Undeath religion will restore hit points to them. Causes do affect undead. Normal hit point recovery for Undead is 1 pt/day with no need of rest. Undead can use most items appropriate to their class, but rings of regeneration and healing potions will not affect them. Undead may never follow Hippocrates, Janda, Diana or Ronkel.

Undead Classes for Princecon

SKULL WARRIORS are the Fighter Class of undead. Their differences from a human fighter are covered above.

LICHES are the Magical and Clerical classes of undead. Their differences from their human counterparts are as covered above. Clerical Liches may only follow Magus, Hione, or Thoki.

DARK ELVES

The much feared Dark Elves are dark-skinned elves who sleep by day and prowl by night. Treat them as elves who are at -2 to hit during the day due to the bright light.

SYSTEMS
EXPERIENCE POINTS
EXPERIENCE POINT CHART
(all numbers in thousands)

Level	2	3	4	5	6	7	8	9	10	+
Human Fighter	2	4	8	16	32	64	120	240	360	120
Human Magic User	2.5	5	10	20	35	50	75	100	200	100
Human Cleric	1.5	3	6	12	25	50	100	200	300	100
Human Thief	1.25	2.5	5	10	20	40	60	90	125	125
Dwarf Fighter	2	4	8	16	32*	96	208	448	688	240
Dwarf Thief	1.25	2.5	5	10	20	40	60	90	125	125
Elf Fighter	2	4	8*	24	56	120	232	472	712	240
Elf Magic User	2.5	5	10	20	35	50	75&	125	325	200
Elf F/MU	4.5	9	18	44	91	170	307&	597	1037	440
Elf Thief	1.25	2.5	5	10	20	40	60	90	125	125
Hobbit Fighter	2	4	8*	24	56	120	232	472	712	240
Hobbit Thief	1.25	2.5	5	10	20	40	60	90	125	125
Kobold Fighter	2	4*	12	28	60	124	236	476	716	240
Kobold Thief	1	3	6	10	15	25	50	75	100	100
Kobold F/T	3	7	18	38	75	149	286	551	816	365
Goblin Fighter	2	4*	12	28	60	120	240	480	720	240
Goblin Thief	1	3	6	10	15	25	50	75	100	100
Goblin F/T	3	7	18	38	75	145	290	555	820	365
Orc Fighter	2	4	8	16	32	64	120*	360	600	240
Orc Thief	1.25	2.5	5	10	20	40	60	90	125	125
Orc Cleric	1.5	3	6	12	25*	75	175	375	575	200
Orc Shaman	5	10	20	35	60	125	250	475	775	300
Hobgoblin Fighter	2	4	8	16	32	64	120*	360	600	240
Hobgoblin Thief	2	5	10	20	35	50	100	150	200	100
Gnoll Fighter	2	4	8	16	32	64*	176	416	656	240
Gnoll Shaman	5	10	20	35	60	125	250	475	775	300
Bugbear F/T	4	7	13	26	52	104	180	330	485	225
Ogre Fighter	2	4	8	16	32	64	120	240	360	120
Ogre Mage	4.5	9	18	44	91	170	307&	597	1037	440
Troll Fighter#	2	7	15	30	60	110	220	340	460	120
Giant Fighter#	8	18	44	100	240	400	600	800	1000	200

* = pinned, delta doubling hereafter
 # = slow learners
 + = amount needed for each level thereafter
 & = pinned as MU

SYSTEMS

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 and Shamans must select the spell they wish to throw this round, and the target of the spell (if applicable). The decision to drop all one's saving throw must be made at the beginning of this Phase.
- II. **Breath Phase** - All attacks by breath weapons and gazes occur during this phase. Regeneration, shape changing, immolation, poisoning, attacks by attached creatures, and laying hands on oneself also occur now.
- III. **Missile Phase** - All attacks by missile weapons, including Manticore spikes, occur 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. Spells read from scrolls are treated as level zero.
- VII. **Magic User Spell Phase** - Magic user spells take effect in decreasing order of caster's level minus spell level. Spells that magic users read from scrolls are treated as level zero. Treat non magic users reading scrolls as level zero casters, with the normal spell level.
- VIII. **Item Phase** - Taking things out of your pack, pockets, etc. occurs now. Use of a magic item (not weapons, except for special abilities) also occurs at this time. Casting of Shaman spells take effect at the beginning of this phase.
- 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. A Shaman prepares a spell in the Magic Preparation Phase and casts it in the Item Phase of the same round. An elven fighter (not FMU) may use one half his movement while using a missile weapon. A Doppelganger may imitate a humanoid creature in the Breath Phase and exchange with it via teleportation in the Movement Phase. A Dragon may breath and move in the same combat round.

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Requisite Effects Table

Req.	STR Hit%	STR Dam	STR Doors	DEX Missile	CON Resur	CON Shock	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	+2	0	42	+2	80	85	0
14	+4	0	49	+4	85	90	0
15	+6	0	56	+6	90	94	+1
16	+8	+1	64	+8	94	97	+1
17	+10	+2	72	+10	97	99	+2
18	+12	+3	81	+12	99	99	+3
19	+14	+4	90/-				
20	+16	+5	99/-				
21	+18	+6	00/10				
*22	+20	+7	00/20				
23	+22	+8	00/30	Hill Giant Strength			
24	+24	+9	00/40	Stone Giant Strength			
25	+26	+10	00/50	Frost Giant Strength			
26	+28	+11	00/60	Fire Giant Strength			
27	+30	+12	00/70	Cloud Giant Strength			
28	+32	+13	00/80	Storm Giant Strength			
30	+36	+15	00/00	Titan 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 it, making it uncloseable.

SYSTEMS

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 when employing missile weapons. Characters 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 an opponent whom the character is currently attacking in melee.

CHARISMA: Affects rallying of feared individuals and negotiation. 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. Charisma modifies this roll: +1 for 15, +2 for 16, +3 for 17, and +4 for an 18 charisma.

Melee Combat

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 equal to or under on a d100 ("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. Give +10% for attacks by surprise, +20% for a thief's backstab. A monster of X+Y hit dice hits as an X hit die monster with a Y% bonus. An 80 hit point Iron Golem is treated as a 0+80 HD monster. Dragons are treated this way.

SYSTEMS

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 × level (or hit dice)
Larger than man size	20 × level (or hit dice)
Targets surprised or attempting to cast count as zero level.	

Offensive Value:

BASE = (Level × Multiplier) + STR bonus + DEX bonus

Race & Class	Multipliers
Giant	10
Ogre, UMBER Hulk	7
Doppleganger, Troll	6
Bugbear, Gnoll	5
Human, Hobgoblin	4
Orc, Dwarf	3
Kobold, Elf	2
Goblin, Hobbit	1
Fighter	+2
Magic User, Shaman	-1

The computed Offensive Value is doubled if grappling from behind and divided by one plus the number of the following conditions which apply, dropping any fractions.

The attacker has a lower movement rate than the target.

The attacker took damage during the melee phase of this round.

An individual other than the target is attempting to grapple the attacker.

The chance to grapple is equal to the offensive value of the attacker minus the defensive value of the target.

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, the limit being the number of adjacent opponents. 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.

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.

SYSTEMS

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. For magic items a 50 or less is required to save.

Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	+1
Base	20	24	28	32	36	40	43	46	49	52	55	57	59	61	63	65	66	+1

Bonuses

Class	Physical	Mental	Spiritual
Fighter	+10	0	0
Magic User	0	+10	0
Cleric	0	0	+10
Thief	0	0	0
Shaman	0	+5	+5
F/MU	+5	+5	0
F/T	+5	0	0

Race	Physical	Mental	Spiritual
Human	0	0	0
Dwarf	+10	0	0
Elf	0	+5	+5
Hobbit	+5	0	+5
Giant Class	+5	0	0
Undead	0	0	0
Beholder	0	+10	0
Doppelganger	+15	+15	+15
Dragon	+10	+10	0
Hydra	+10	0	0
Manticore	+10	0	0
Umber Hulk	+10	0	0
Other Monsters	+10	0	0

Saving Throws are divided into three types:

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

Mental: ESP, Suggestion, Sleep, Harpy's Lure, Power Words, 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, unless there are obvious effects.

An individual has the option of dropping all saving throws for a melee round. An individual exercising this option must state so at the start of the round. If this is done any saving throws required that round will automatically be missed.

Dragons save as if they were the maximum level in their respective e.p. progressions (as hit dice not as level).

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EQUIPMENT

Each Giant Class, Undead or Dark Elf may choose to carry from 1-4 weapons, some of which may be silvered. The character's other equipment is determined by the number of weapons carried. Each character is also given the basic equipment for their class, and allowed to choose any type of armor appropriate for their class. Magic items carried are in addition to this equipment, however only one suit of armor is allowed in any case. Pack A comes with one weapon, Pack B with 2, Pack C with 3, and Pack D with 4.

Write down your choice of pack (A,B,C, or D) and weapons on your character sheet. Any requests for special equipment should be directed to the GM concerned at the beginning of an expedition.

-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.

Backpacks

Each pack includes all items in the other packs listed to the right of it, thus pack A includes all available items.

A	B	C	D
3 flasks of oil	3' iron rod	50' rope	knapsack
grappling hook	10' bamboo pole	6 torches	1 week's rations
wine skin	12 iron spikes	tinderbox	water skin
lantern	mallet	3 large sacks	

In addition, each class has the following:

Fighters: dagger
Clerics: holy symbol
Thieves: thieves' tool kit
Magic-Users: small metal mirror

Silver Weapons

-any weapon may be silvered by denoting that on your character sheet. Silvered weapons are required to strike some targets, such as were creatures. When used against other targets silver weapons are -5% to hit and -1 to 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.

SYSTEMS

Weapon List

Weapon	Mods by AC type								Usable by				Damage vs	
	2	3	4	5	6	7	8	9	Man	Dwf	Elf	Hob	MS	LMS
Axe, Battle **	-1	0	+1	+1	0	0	0	0	F*	F*			d10	d10
Axe, Hand	-3	-2	-1	-1	0	0	+1	+1	F	F	F	F	d6	d6
Club	-3	-2	-2	-1	-1	0	0	0	FC	F	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	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	F*-	d6	d8
Staff	-2	-1	-1	0	0	0	0	0	All*		All*		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	F*-	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		d8	d8
Light Crossbow	-3	-2	0	0	+2	+3	+3	+3	FT	FT	FT	FT	d6	d6
Sling***	-3	-2	-2	-1	-2	-1	-1	0	FCT-			FT	d4	d3

F = Fighters

M = Magic Users

C = Clerics (blunt weapon)

T = Thieves

* = must be used 2-Handed

** = requires two spaces in line

*** = requires open spaces

- = usable at -2

□ = variable damage (see below)

Other notes:

- > ±1 means ±5% to hit
- > damage is given for man sized (or smaller) then larger opponents.
- > plate is AC 3, chain is AC 5, leather is AC 7, robes is AC 9.
- > a shield gives a one armor class improvement.
- > magical AC's use their non-magical base AC on this table
- > a bow includes a quiver with arrows or quarrels.
- > 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.
- > see Giant Class (pg. 1) to see what weapons they are allowed.
- > Undead act as a Man, and Dark Elves as an Elf.

SYSTEMS

MONSTERS

Monster races are those which do not have a character class. Clerical cures have less effect upon them, curing them at -1/die. Other clerical spells which affect people have no effect upon them. When a player selects Monster as a class, the player will be randomly assigned one of the following monsters: Beholder, Black Dragon, Blue Dragon, Doppelganger, Green Dragon, Hydra, Manticore, Red Dragon, UMBER Hulk or White Dragon. Monsters may not carry or use items or other possessions, although some may carry riders. Potions may be fed to Monsters by an individual capable of using them. Dragons may carry one Large Giant Class or two man-sized characters. Dragons and Hydras take up two spaces in line in all directions. Manticores take up two spaces across and one and a half spaces deep. All monsters can be considered to have infravision. Dragons can see invisible objects due to their heightened senses. Monsters using natural weaponry may hit creatures that need silver weapons to be hit, if they are fourth level (4HD) or higher. If a monster is sixth level (6HD), he may hit a creature needing +1 or better weapons. Every two levels or hit dice afterwards may hit one plus better.

Beholder

LVL	EP	HP	MR	Eyes
1	0	4/2/1	10%	Telekinesis
2	5k	8/4/1	20%	Sleep
3	10k	12/6/2	30%	Cause Wounds III
4	20k	16/8/2	40%	Slow
5	40k	20/10/3	50%	Fear
6	60k	24/12/3	60%	Charm Person
7	90k	28/14/4	70%	Charm Monster
8	125k	32/16/4	80%	Deathray
9	250k	36/18/5	90%	Flesh/Stone
10	375k	40/20/6	100%	Disintegrate
11	500k	40/20/7	100%	d2 eyes/round
12	900k	40/20/8	100%	d3 eyes/round
13	1050k	40/20/9	100%	d4 eyes/round
14	1200k	40/20/10	100%	no limit on daily use

The 14th level beholder is the book monster, able to use its eyes as often as it wishes. The magic resistance (MR) is the Beholder's chance to negate the effects of both magic user and clerical spells directed at it. The magic resistance only works on spells cast upon the Beholder; the Beholder may not use its magic resistance eye to protect others. Magic resistance is not adjusted for caster's level, and only works in the forward facing; that is, where the central eye is looking. If the central eye is destroyed, its Magic Resistance function also is destroyed. The hit point values refer to the body, central eye, and eye stalks. The AC is 0 for the body, 2 for the central eye, and 7 for the eye stalks. A beholder's hit chance is based on his body hit points, plus the usual 12 per cent modifier. A beholder may bite for d4 vs. man-sized creatures and d3 vs. larger than man-sized creatures. The Beholder levitates and moves at 3" per round. However, this levitation makes them almost weightless and a cooperating Beholder may be towed by the means of a rope held in the Beholder's mouth. Damage to the eyestalks causes equal damage to the central body up to the number of hit points of the eyestalk. Damage done to eyestalks can never reduce the central body to less than 3 hit points. Area effect spells cause damage only to the central body.

SYSTEMS

In the discussion that follows, L means Beholder's level. The TK eye is freely usable. Each of the other eyes has 1 use per day when first gained, and gets 1 more use per day each level thereafter.

TK: Can lift non-living matter of up to 25*L pounds. Cannot wield weapons as such due to lack of fine manipulation or leverage. However, the Beholder can throw small rocks as a sling at -2 to hit. 12" range.

Sleep: As MU spell from caster of Level L. (see page 23)

Slow: As MU spell from caster of level L. (see page 29)

Cause Wounds III: As cause wounds III, regardless of L. (see page 57)

Charm Person/Monster: Range: 6". Victim gets a Mental save. If he fails, he will regard the Beholder as a loyal and trusted friend. New saving throws are allowed every (24-Int) hours for characters with Int scores, (24-HD) hours for monsters. Suicidal orders will not be obeyed and will force a new saving throw. The continuing effect of a charm does not count against the Beholder's limit on how many eyes it may use at once.

Fear: As MU spell from caster of level L. (see page 30)

Death Ray: 4" range, physical save or die.

Flesh to Stone: The reversed form of *Stone to Flesh* (see page 38)

Disintegrate: As MU spell. *Disintegrate* (see page 37)

A beholder with three or more secondary eyestalks working can use them to look in enough directions at once that it effectively has a 360 degree visual field. However, the limit on simultaneous eye usage is a matter of coordination and aiming, and is not modified by the distribution of targets around the Beholder. A Beholder may use all of its subsidiary eyes on a target directly overhead, but not its anti-magic eye. That is, until tenth level, the Beholder may only use one eye per round unless attacked from above. If any eye (or stalk), central or secondary, exceeds its hits it is destroyed and its magical function is lost until it can regenerate. This takes 1 week. Healing spells can restore lost hit points to an eye as long as the organ is not completely destroyed. Damage to the body is the only kind of damage that can kill a beholder. Note that a beholder which loses all its eyes, in addition to being bereft of magic, is also blind.

Black Dragon

EP	Hits	Move	AC	Attacks
0	6	9/24	4	2 claws(d2), bite d10
7k	12	9/24	3	2 claws(d2), bite d12
16k	18	9/24	3	2 claws(d3), bite 2d6
44k	24	9/24	2	2 claws(d3), bite 2d6
100k	30	9/24	2	2 claws(d4), bite 2d8
230k	36	9/24	1	2 claws(d4), bite 2d8
430k	42	9/24	1	2 claws(d4), bite 3d6
700k	48	9/24	0	2 claws(d4), bite 3d6

Breath is a line of acid 6" long and 5' wide, which must be used in increments of 6 points. The breath does half damage if save is made. The daily breath total is limited to the dragon's hit points. Black Dragons are immune to all acid.

SYSTEMS

Blue Dragon

EP	Hits	Move	AC	Attacks
0	8	9/24	4	2 claws(d3), bite 2d8
12k	16	9/24	3	2 claws(d3), bite 2d8
44k	24	9/24	3	2 claws(d4), bite 3d6
140k	32	9/24	2	2 claws(d4), bite 3d6
350k	40	9/24	2	2 claws(d6), bite 2d10
700k	48	9/24	1	2 claws(d6), bite 2d10
1100k	56	9/24	1	2 claws(d6), bite 3d8
1300k	64	9/24	0	2 claws(d6), bite 3d8

Breath is a bolt of lightning 8" in length, which must be used in increments of 8 points. The breath does half damage if save is made. The daily breath total is limited to the dragon's hit points. Blue Dragons are immune to all types of electrical attacks.

Doppleganger

EP	Hits	Special
0	d8	Shapechange 1/day
5k	2d8	Shapechange 2/day
10k	3d8	Shapechange 3/day
30k	4d8	Unlimited Shapechange
60k	5d8	Teleport 1/day
100k	6d8	Teleport 1/hour
150k	7d8	Teleport 2/hour
210k	8d8	Unlimited Teleport
280k	9d8	Telepathy 1/hour
350k	10d8	Unlimited Telepathy

Dopplegangers are always AC 5, with a movement rate of 9. Dopplegangers may attack once as a monster with natural weaponry for d12. Dopplegangers are immune to sleep and charm spells. Shapechange occurs during the breath phase and allows the Doppleganger to assume the exact form and appearance of any humanoid that it has seen within the last 24 hours. They will copy the exact appearance at the time observed, including apparel. Due to the way the Doppleganger shapechange works they are unable to carry equipment and/or magic items. The Teleport Power allows the Doppleganger to exchange places with the humanoid that it is currently duplicating. This exchange occurs at the end of the movement phase and may be performed even if the doppleganger and the person have acted during the round. The doppleganger can only exchange with a person who was in line of sight sometime in the round on which he teleports. Telepathy represents a use of the *ESP* (see page 24) spell.

SYSTEMS
Green Dragon

EP	Hits	Move	AC	Attacks
0	7	9/24	4	2 claws(d3), bite 2d6
9k	14	9/24	3	2 claws(d3), bite 2d6
20k	21	9/24	3	2 claws(d4), bite 2d8
80k	28	9/24	2	2 claws(d4), bite 2d8
200k	35	9/24	2	2 claws(d6), bite 3d6
430k	42	9/24	1	2 claws(d6), bite 3d6
750k	49	9/24	1	2 claws(d6), bite 2d10
1100k	56	9/24	0	2 claws(d6), bite 2d10

Breath is cloud of gas 7" in radius, centered upon the dragon, and must be used in increments of 7 points. The breath does half damage if save is made. The daily breath total is limited to the dragon's hit points. Green Dragons are immune to all poisons.

Hydra

EP	Hits	Move	AC	Attacks
0	6	9	5	1(d6)
8k	12	9	5	2(d6)
16k	18	9	5	3(d6)
30k	24	9	5	4(d6)
60k	30	9	5	5(d6)
120k	36	9	5	6(d6)
200k	42	9	5	7(d6)
300k	48	9	5	8(d6)
405k	54	9	5	9(d6)

Hit points are divided equally among heads, which grow back (regenerate) in 24 hours. The number of melee attacks per round is always equal to the number of heads alive. Each head may attack anything within reach separately, and usually do. Area spells divide evenly among the heads with leftover points going to the least damaged heads. Cause Wound spells and weapon attacks will damage only the head at which they are targeted. Any excess is lost.

SYSTEMS

Manticore

EP	Hits	Attacks	Bolts	Bolts per round
0	d8	2(d3), d8	6	1
6k	2d8	2(d3), d8	9	1
12k	3d8	2(d3), d8	12	2
24k	4d8	2(d3), d8	15	2
48k	5d8	2(d3), d8	18	3
96k	6d8	2(d3), d8	21	4
200k	6d8+3	2(d3), d8	24	6

Manticores are AC 4. Their flying speed is 18" and their running speed is 12". A manticore can carry a rider of goblin or kobold size. Seventh level is the book monster "Manticore". Bolts (tail spikes) use the light crossbow table to hit, and do d6 damage. Tail spike supply regenerates completely in 24 hours.

Red Dragon

EP	Hits	Move	AC	Attacks
0	9	9/24	4	2 claws(d4), bite 3d6
16k	18	9/24	3	2 claws(d4), bite 3d6
70k	27	9/24	3	2 claws(d6), bite 2d10
230k	36	9/24	2	2 claws(d6), bite 2d10
550k	45	9/24	2	2 claws(d8), bite 3d8
1000k	54	9/24	1	2 claws(d8), bite 3d8
1450k	63	9/24	1	2 claws(d8), bite 3d10
1900k	72	9/24	0	2 claws(d8), bite 3d10

Breath is a 9" x 3" cone of fire, which must be used in increments of 9 points. The breath does half damage if save is made. The daily breath total is limited to the dragon's hit points. Red Dragons are immune to magical and non-magical fire, while being -10% to save and +1 per die of damage versus cold.

SYSTEMS

Umber Hulk

EP	Hits	Move	AC	Attacks	Confusion Range
0	d8	6	2	2(d6), d4	melee
4k	2d8	6	2	2(d6), d4	1"
9k	3d8	6	2	2(d8), d4	2"
18k	4d8	6	2	2(d8), d6	3"
36k	5d8	6	2	2(d8), d6	4"
72k	6d8	6	2	2(2d4), d6	5"
150k	7d8	6	2	2(2d4), d8	6"
300k	8d8	6	2	2(2d6), d8	7"

An Umber Hulk can move at 1" through stone, or 6" above ground or through normal earth. A tunnel may be left open behind the Umber Hulk or collapsed as it desires. Any intelligent being in the Umber Hulk's front facing and aiming a directed (melee, missile or targeted spell) attack at the Umber Hulk must either attack at -4 (because deliberately averting gaze) or save versus confusion, every round. A confused creature has a 1/3 chance per round of doing nothing.

ZOE: see above; *Range:* see table; *Duration:* 12 rounds; *ST:* Mental

White Dragon

EP	Hits	Move	AC	Attacks
0	5	9/24	4	2 claws(d2), bite d6
5k	10	9/24	3	2 claws(d2), bite d8
10k	15	9/24	3	2 claws(d3), bite d10
20k	20	9/24	2	2 claws(d3), bite d12
50k	25	9/24	2	2 claws(d4), bite 2d6
100k	30	9/24	1	2 claws(d4), bite 2d6
200k	35	9/24	1	2 claws(d4), bite 2d8
350k	40	9/24	0	2 claws(d4), bite 2d8

Breath is a 9" x 3" cone of cold, which must be used in increments of 5 points. The breath does half damage if save is made. The daily breath total is limited to the dragon's hit points. White Dragons are immune to magical and non-magical cold, while being -10% to save and +1 per die of damage versus fire.

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. They may use a shield.

SYSTEMS

FIGHTER-MAGIC USER AND OGRE MAGE

Dark Elves may elect to be fighter-magic users and Ogres may elect to be Ogre Magi. However, they may not wear armor heavier than chain. Their first hit die is $d4+2$; subsequent dice are $d6$'s. They may use a shield. They gain all the abilities of a magic-user of their level.

FIGHTER-THIEF

Bugbears, Goblins, and Kobolds may elect to be Fighter-Thieves. Their first hit die is $d4+2$; subsequent dice are $d6$'s. They can wear no armor heavier than leather and may elect to use a shield. They gain all the abilities of a thief, including backstabbing multiples.

SYSTEMS

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. Thieves may wear leather armor and may not use shields. 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 Traps	Remove Trap*□	Open Locks□	Move Silent	Hide Shadow	*□Pick Pocket	Climb Walls
Dwarf	0	+5%	+20%	+20%	+10%	-10%	0	0	-5%
Elf	+5%	+15%	-10%	-10%	0	+15%	+15%	+5%	0
Hobbit	+15%	0	+5%	+5%	+10%	+15%	+15%	+5%	-5%
Kobold	+10%	-5%	+5%	0	+10%	0	+10%	+15%	0
Goblin	+5%	-5%	+5%	+10%	0	+5%	+5%	+10%	-5%
H'goblin	0	0	+10%	0	0	0	0	+5%	0
Bugbear	+15%	0	+5%	0	+10%	+20%	-15%	+5%	0
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 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.
- Also add dex bonus (as for missile) as a modifier.
- >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 GM.
- >In order to remove a trap, listen at a door, or open a door, one must find the trap or door first. An individual who fails to find a door or trap may make a second roll if shown by one who found it.
- >All thieving abilities always fail on a 00.

MAGIC USERS

Magic users may be either Liches or Dark Elves. 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 be able to regain up to his intelligence in spell points while sleeping. An MU may regain 1 spell point per hour slept plus one per hour of the night's longest continuous sleep, with the daily total not to exceed the MU's intelligence. For example: an MU with a 14 intelligence who slept for 3 hours, was awakened and then slept for 5 hours would regain 6 points during the first nap and 7 during the second; if the second nap were also 3 hours only 3 additional points would be recovered as the bonus for a three consecutive hour nap had already been gained. Spell costs depend on the level of the MU and the level of the spell thrown:

Magic User Spell Costs

Spell Level	Level of Magic User																	
	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 in decreasing order of (caster's level minus spell level), unless the description specifically provides otherwise. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. Further, no magic user spell can stop another caster if both spells are cast in the Magic User Spell Phase, unless the spell descriptions state 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. 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 USERS

MAGIC USER SPELLS

Level I		Level II		Level III	
<i>Binding</i>	22	<i>Air Blast</i>	24	<i>Clairaudience</i>	27
<i>Cleanse</i>	22	<i>Analyze Spell</i>	24	<i>Clairvoyance</i>	27
<i>Color Change</i>	22	<i>ESP</i>	24	<i>Cool Object</i>	27
<i>Confuse</i>	22	<i>Faerie Fire</i>	24	<i>Disguise</i>	27
<i>Detect Magic</i>	22	<i>Fire Bomb</i>	25	<i>Dispel Magic</i>	27
<i>Detect North</i>	22	<i>Flame Weapon</i>	25	<i>Explosive Runes</i>	28
<i>Displace Self</i>	22	<i>Fog Weave</i>	25	<i>Fireball</i>	28
<i>Enhance Hearing</i>	22	<i>Infravision</i>	25	<i>Fly Self</i>	28
<i>Hold Portal</i>	22	<i>Invisibility</i>	25	<i>Haste</i>	28
<i>Ice Lance</i>	22	<i>Knock</i>	25	<i>Heat Object</i>	28
<i>Ignite Fire</i>	22	<i>Levitate Self</i>	25	<i>Implosion</i>	28
<i>Lightning Lance</i>	23	<i>Locate Object</i>	25	<i>Invisibility 10'r</i>	28
<i>Locate Animals</i>	23	<i>Long Talk</i>	25	<i>Lightning Bolt</i>	29
<i>Locate Plants</i>	23	<i>Magic Hand</i>	25	<i>Mage Wind</i>	29
<i>Magic Missile</i>	23	<i>Magic Mouth</i>	26	<i>Monster Summoning(3)</i>	29
<i>Message</i>	23	<i>Mini-Flash</i>	26	<i>Prot/Normal Missiles</i>	29
<i>Monster Summoning(1)</i>	23	<i>Mirror Image</i>	26	<i>Rope Trick</i>	29
<i>Range Loser</i>	23	<i>Monster Summoning(2)</i>	26	<i>Second Sight</i>	29
<i>Read Magic</i>	23	<i>Phantasmal Force</i>	26	<i>Slow</i>	29
<i>Sealing</i>	23	<i>Prot/Enchanted Mon.</i>	26	<i>Snowball</i>	29
<i>Shield</i>	23	<i>Pyrotechnics</i>	26	<i>Suggestion</i>	29
<i>Sleep</i>	23	<i>Range Finder</i>	26	<i>Velocity Finder</i>	29
<i>Telescopic Vision</i>	24	<i>See Invisible</i>	26	<i>Water Breathing</i>	29
<i>Ventriloquism</i>	24	<i>Strength</i>	26		
<i>Wind Veering</i>	24	<i>Weakness</i>	27		
<i>Write Languages</i>	24	<i>Web</i>	27		
		<i>Wind Bringer</i>	27		
		<i>Wizard Lock</i>	27		
Level IV		Level V		Level VI	
<i>Blinding Flash</i>	30	<i>Animate Dead</i>	33	<i>Anti-Magic Shell</i>	37
<i>Cold Cone</i>	30	<i>Cloudkill</i>	33	<i>Concentrate</i>	37
<i>Control Self</i>	30	<i>Conjure Elemental</i>	34	<i>Control Weather</i>	37
<i>Dimension Door</i>	30	<i>Contact Higher Plane</i>	34	<i>Death Spell</i>	37
<i>Fear</i>	30	<i>Ext. Ordinary Fires</i>	34	<i>Delay</i>	37
<i>Fly Other</i>	30	<i>Ext. Locate Object</i>	34	<i>Disintegrate</i>	37
<i>Growth Plants</i>	30	<i>Feeblemind</i>	34	<i>Geas</i>	37
<i>Hallucinatory Terrain</i>	30	<i>Growth Animals</i>	34	<i>Invisible Stalker</i>	37
<i>Ice Storm</i>	31	<i>Hold Monster</i>	34	<i>Legend Lore</i>	37
<i>Levitate 10'r</i>	31	<i>Immolate</i>	34	<i>Monster Summoning(6)</i>	37
<i>Locate Person</i>	31	<i>Magic Jar</i>	35	<i>Move Earth</i>	37
<i>Magic Bridge</i>	31	<i>Mini-Maze</i>	35	<i>Part/Lower Water</i>	37
<i>Magical Trap</i>	31	<i>Monster Summoning(5)</i>	35	<i>Projected Image</i>	38
<i>Massmorph</i>	31	<i>Pass Wall</i>	35	<i>Reincarnate</i>	38
<i>Monster Summoning(4)</i>	31	<i>Phase In</i>	35	<i>Repulsion</i>	38
<i>Polymorph Self</i>	31	<i>Polymorph Others</i>	35	<i>Shield of Protection</i>	38
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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 $\frac{1}{2}$ 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 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 × 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 dispelled. 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. Otherwise, it is ten minutes. A melee round is always six seconds. **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 failed to gain some beneficial effect. This is made clear in the descriptions.

Abbreviations:

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

MAGIC USERS

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: 1/2L feet; Duration: permanent; 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: none

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

Enhance Hearing: 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. This spell does not increase the recipient's susceptibility to loud noises.

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

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

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

MAGIC USERS

Ignite Fire: The caster may ignite a single object, which would be able to be 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

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 plant.

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. The missiles may be aimed at separate targets as long as all are within a 60° arc. Roll for each missile separately to see if it hits. A Shield spell provides total defense.

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: None

Monster Summoning(1): The caster may choose any monster listed on the level 1 *Monster Summoning Tables* (see page 41) 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*

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.)

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

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 complete protection from the magic missile spell, Armor Class 2 vs. other missiles, and AC 4 vs. melee attacks.

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

MAGIC USERS

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; etc. 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:* Mental

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:* L hours; *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

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:* 10×L minutes; *ST:* none

Level Two Magical Spells

Air Blast: It produces a damaging blast of air, which does D4+L points of damage to those in the area, unless they save. 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. This spell is cast in the Magic Preparation Phase.

ZOE: caster; *Range:* 3", count stone as 10×actual thickness; *Duration:* momentary; *ST:* none

ESP: It allows the caster to know what another being is currently consciously thinking. If the victim saves, 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 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

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

MAGIC USERS

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

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

Fog Weave: It creates a patch of dense opaque fog, impervious even to infravision. 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 outdoors.

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

Infravision: It allows the caster to see infrared light rays, (as do Elves and Dwarves).

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 the instant that the recipient: completes casting a spell, actively uses a magical device, opens a door, becomes immersed in water, engages in melee, attempts to grapple, 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. An illusion, or an object concealed by an illusion cannot be made invisible.

ZOE: L" cube; Range: 6"; 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

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

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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:* permanent; *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.)

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.

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

Monster Summoning(2): As the first level spell, except that it involves entries on the second level *Monster Summoning Tables* (see page 41)

Phantasmal Force: It allows the caster to create vivid illusions, which cannot directly cause damage to anyone. However, they can be made to move as would real creatures or objects. The difference cannot 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:* L minutes; *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:* L hours; *ST:* none

Strength: Increases the requisite Strength of one individual: 2d4 for a Fighter, d6 for a Cleric or Thief, d4 for an MU. If 10 melee rounds are taken to throw the spell there is no saving throw. This spell will not raise the strength of a humanoid above 22. A person may not receive two Strength Spells within 24 hours.

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

MAGIC USERS

Weakness: Similar to the Strength Spell, but opposite in effect. A person can receive multiple weakness spells, but their strength may not be reduced below 3.

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

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. Fire or flaming sword would slash through in a single melee round.

ZOE: a wall 20'x10'x $\frac{1}{2}$ '; *Range:* 3"; *Duration:* L turns; *ST:* none

Wind Bringer: It causes a gentle breeze (Ld4 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. It will move with the caster or not, at his discretion.

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

Level Three Magical Spells

Clairaudience: This spell enables the caster to hear what another being is listening to. He will hear with the abilities of that being, but will not gain any control over what is being heard. 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, which will end the spell if successful. The caster's own hearing will be almost nil while employing the spell, but he may turn it off and then turn it on again. It may be cast simultaneously with ESP and/or Clairvoyance 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: Like Clairaudience above, but the caster sees instead of hearing.

Cool Object: It takes 10 melee rounds to cast and then begins cooling one solid object to about -30 degrees fahrenheit in 20 rounds. 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.

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

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Dispel Magic: It gets rid of enchantments of a non-clerical nature. An MU is always successful against enchantments that he cast himself. It cannot be used on items. Otherwise, the chance of success is as per a "level-vs-level battle". If the MU fails to dispel a continuing enchantment, he does not get a second chance until higher level.

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 caster's level D6s in damage. The Runes may be detected by an MU or Magus Cleric 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:* permanent; *ST:* none

Fireball: This creates a sphere of magical fire, 20 feet in radius. All within must save or take damage, but the amount of damage differs depending on the distance from the blast center. If the Fireball was thrown by an Lth level Magic User, then damage is Ld6 dice within 2' of the center, from 2' to 10' it is -1/die, and from 10' to 20' it is -2/die. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. 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.

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

Haste: As per *Slow* (see page 29) with two varieties.

Movement haste doubles the movement rate of all those in the area.

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

Combat haste allows participation in two phases each round (or participation in one phase twice, thus doubling either attacks or moves). Two hastes cannot be combined on the same person, and a haste will not allow the casting of two spells in one round.

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

If 10 rounds are taken to cast this spell there is no saving throw.

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 per round. T is the number of rounds since the heating began if less than 20, and 20 otherwise.

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

Implosion: The caster attempts to crush one victim, for Ld4 damage. This will not work against non-corporeal beings or beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc.

ZOE: one creature; *Range:* 12"; *Duration:* momentary; *ST:* Physical for $\frac{1}{2}$ damage

Invisibility 10'r: An expanded version of *Invisibility* (see page 25) the second level spell. 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

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Lightning Bolt: It does L 6-sided dice of electrical damage to all in the area of effect who fail to save when cast by an Lth 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 (Ld6 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. It will move with the caster or not, at his discretion.

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

Monster Summoning(3): As the first level spell, except that it involves entries on the third level *Monster Summoning Tables* (see page 41)

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 the level of the caster or greater.

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: There are two varieties of the slow spell. The first applies only to movement rates, and they are reduced by a factor of two.

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

Combat Slow prevents the affected creature from acting in consecutive melee rounds.

ZOE: one target; *Range:* touch; *Duration:* 10 melee rounds; *ST:* Physical
If 10 rounds are taken to cast this spell there is no saving throw.

Snowball: Does LD4 cold damage throughout the ZOE, which is not volume filling. This spell will destroy any potions on a person killed by it.

ZOE: 20 foot radius sphere; *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

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Level Four Magical Spells

Blinding Flash: The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. Those facing away from the center or with their eyes closed, get two chances to save.

ZOE: 1" radius and LOS to caster; *Range:* 6"; *Duration:* 2D6 melee rounds;
ST: Physical

Cold Cone: Does Ld4 points of magical cold damage to all within the ZOE who fail to save. A save results in half damage.

ZOE: 60' cone; *Range:* zero; *Duration:* momentary; *ST:* Physical for $\frac{1}{2}$ damage

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. The caster takes only half damage from crushing attacks. 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.)

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. The location of the doors must be specified in reference to the position of the magic user.

ZOE: special; *Range:* 2xL"; *Duration:* 6+L melee rounds; *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 $60 \div T$ 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. Paladins and Anti-Paladins are completely immune to this spell. They have a chance of rallying their forces or party. If a character wishes to rally a feared individual, this attempt takes a round. The chance of success is equal to the sum of the Wisdom of the subject and the Charisma of the rallier, with any modification for *Word of Command* (see page 84) having double effect.

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

Fly Other: 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 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

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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, due to the large number of hailstones, but Protection from Normal Missiles will give complete protection. 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 in the Item Phase 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. When Ice Storms overlap, only three dice are rolled to which the total levels of the casters are added.

ZOE: 3" cube; Range: 24"; Duration: instantaneous; ST: none

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 humanoid. 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: 10×L 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. The spell can only be cast on an inanimate immobile object.

ZOE: 1" max. trigger range; Range: 1"; Duration: L days; 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 25) will no longer be concealed by this spell.

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

Monster Summoning(4): As the first level spell, except that it involves entries on the fourth level *Monster Summoning Tables* (see page 41)

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.)

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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/Locates: It provides complete protection against being located by magical means. The spell can be thrown directly upon a being or 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: one day; 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. There is no saving throw, but use is optional for the recipient. 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: special

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 normal electricity, with Lightning Resistance providing 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. It gives damage to all those who attempt to pass through it and are not lightning resistant or electricity based (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Anyone taking damage from the wall must make a physical saving throw to pass through the wall, failure resulting in them bouncing out in the direction they entered from. Creatures who are standing in water or are otherwise well grounded take 4D6, others take 2D6.

ZOE: see above; Range: 6"; Duration: 6+L melee rounds; ST: see above

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Wall of Fire: It creates a wall of normal fire, from which 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 impossible for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Anyone attempting to pass through the wall who would take damage must make a physical saving throw, with those who fail stopping just short of 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 4D6, others take 2D6. The wall prevents the passage of cold based magic.

ZOE: see above; *Range:* 6"; *Duration:* 6+L melee rounds; *ST:* see above

Wall of Frost: It creates a wall of frost, from which Cold Resistance provides complete protection from taking damage. 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 1' thick, which will make it impossible for missile fire or non-area spells to be targeted through it. An individual attempting to pass through the wall must make a saving throw to do so, failure to save results in the subject bouncing off the wall. If someone succeeds in making it through the wall alive, a hole is left through which others may attempt to pass (1/round). To pass through a hole requires a saving throw to avoid touching the wall. When touching or breaking through the wall, fire-based creatures take 4D6 damage, all others take 2D6 damage. The wall remains where it is cast for the duration, unless dispelled. It prevents the passage of fire based magic.

ZOE: see above; *Range:* 6"; *Duration:* 6+L melee rounds; *ST:* special

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 yards per round 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.) Victims continue to take damage until they save, and then they are immune to further contact with that cloudkill. 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

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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 knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. If the creature does not know the answer to a question, it will answer randomly, though the answers will be consistent from casting to casting. The base chance for knowing the answer to a question is 90%, but this should be modified downwards for difficulty and obscurity.

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

Ext. 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:* L miles; *Duration:* 10 minutes; *ST:* none

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"xL"; *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%

Growth Animals: It causes up to L 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. This spell will not be effective on humans in animal form.

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

Hold Monster: The spell will affect d4 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% 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+L points of damage. Damage is

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double for cold-based creatures, while fire using or resistant creatures would take no damage. The caster gains the effects of *Fire Resistance* (see page 68) while immolating.

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, though he will never appear inside another object. 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(5): As the 1st level spell, except that it involves entries from the fifth level *Monster Summoning Tables* (see page 41)

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+L 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. If the target fails a Spell Survival at the time of the change, it will die, and the change will not take place. The new mass can never exceed L times the old mass.

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

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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 breathe 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×L 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 visible or 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 1/3 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, and the wall must lie within a plane perpendicular to the ground. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends.

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ZOE: see above; Range: 6"; Duration: 6xL minutes; ST: none

Wall of Stone: It creates a stone wall two feet thick. The maximum area is 1000 square feet, and the wall must lie within a plane perpendicular to the ground. 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 will function. The only exceptions are that a dispel magic can be directed at the shell, and the anti magic wall of a prismatic sphere will keep out the shell

ZOE: 10' radius sphere; Range: centered on caster; Duration: standard; ST: none

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the 4th level spell Control Self.

ZOE: caster; Range: none; Duration: L hours; ST: none

Control Weather: The caster can control the weather. Large changes may take time to occur, though a storm can be begun or ended in less than ten minutes. The effects will either move with the caster or not, at his discretion.

ZOE: one mile radius; Range: none; Duration: L hours; ST: none

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.

ZOE: 6" cube; Range: 24"; Duration: instantaneous; ST: none

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. If cast at a person it will affect all that they are carrying if it affects the target. All creatures and magical items get a saving throw.

ZOE: one target; Range: 24"; Duration: instantaneous; ST: Physical

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.

ZOE: one target; Range: 6"; Duration: variable; ST: Mental

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

ZOE: one mission; Range: none; Duration: varies with task; ST: none

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

ZOE: one item; Range: none; Duration: permanent; ST: none

Monster Summoning(6): As the lower level spells, except that it uses the sixth level *Monster Summoning Tables* (see page 41)

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".

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

ZOE: special; Range: 12"; Duration: 10 turns; ST: none

Projected Image: The caster may create an image of himself from which all his spells, etc. seem to emanate thereafter.

ZOE: self; Range: 24"; Duration: 1 hour; ST: none

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

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

Repulsion: 10' radius sphere within which all objects or persons which attempt to move towards the caster will move in the opposite direction.

ZOE: 10' sphere; Range: self; Duration: L turns; ST: none

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.

ZOE: self; Range: none; Duration: until destroyed; ST: none

Stone to Flesh: May be cast on one individual, the spell is reversible. Its effect is permanent unless reversed by the spell. When changing from stone to flesh, a system shock roll must be made to survive.

ZOE: one target; Range: 12"; Duration: permanent; ST: physical

Level Seven Magical Spells

Cone of Weakness: Area of effect as Fear spell. All within the cone are affected by a Weakness spell, losing 2d4 of strength if they fail to save vs physical, and d4 if they do. A person's strength may never be reduced below 3.

ZOE: 60' cone; Range: none; Duration: instantaneous; ST: Physical for $\frac{1}{2}$ loss

Damp Teleport: No Teleport or D-Door departing or arriving will function, no level vs. level battle will be required.

ZOE: 12" radius sphere; Range: none; Duration: 1 hour; ST: none

Grand Patterning: as *Small* (see page NA) but it may affect magical material.

Mass Invisibility: Affects up to 200 men and horses or fewer larger objects. Range: 24". Lasts until broken, *Invisibility* (see page 25)

Monster Summoning(7): As the other spells except it uses the seventh level *Monster Summoning Tables* (see page 41)

Phase Door: Similar to *Pass Wall* (see page 35) 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. level battle.

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

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. Unlike other Magic User spells, power words take effect in the spell preparation phase, their casting prevents further action.

MAGIC USERS

ZOE: one target; **Range:** 6"; **Duration:** 2D6 rounds; **ST:** special

Reverse Gravity: Gravity within the zone of effect is reversed.

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

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

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

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

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

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. It takes 360 divided by level of caster days to complete a clone.

ZOE: see description; **Range:** none; **Duration:** permanent; **ST:** none

Extinguish Magical Fires: As the 5th level spell *Extinguish* (see page NA) except that it affects magical fires.

Mass Suggestion: Up to 30 levels of creatures are affected as per *Suggestion* (see page 29) Targets must win level vs. level battle to get a saving throw.

ZOE: closest L targets; **Range:** 6"; **Duration:** 1 day; **ST:** special mental

Mind Blank: The spell protects the caster all mental spells, without requiring a level vs. level battle or a saving throw. **Duration:** 1 day.

Monster Summoning(8): As the lower level spells except that it uses the eighth level *Monster Summoning Tables* (see page 41)

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. If cast on a living creature it must win a level vs. level battle to get a saving throw.

ZOE: one target; **Range:** 24"; **Duration:** special; **ST:** special

Power Word Stun: It affects creatures up to 40 hit points with no saving throw, those with 41-80 hit points get a mental saving throw. Those with 81 or more hit points suffer no effect. Unlike other Magic User spells, power words take effect in the spell preparation phase, their casting prevents further action.

ZOE: one target; **Range:** 6"; **Duration:** 2D6 turns; **ST:** special

Symbol: Affects anyone touching, crossing or reading the symbol. Those whom the caster makes aware of the symbol's exact location may avoid its effects. May be dispelled by an MU one level higher than the caster. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death.

ZOE: one symbol; **Range:** touch; **Duration:** permanent; **ST:** none

MAGIC USERS

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: Four snowballs in square pattern with centers 20' feet apart. Each is like the spell *Snowball* (see page 29) will be +1 per die, with $\frac{1}{2}$ damage if physical saving throw is made. Range: 36"

Cone of Feeblemind: All within cone are subject to a *Feeblemind* (see page 34) spell.

ZOE: 60' cone; *Range:* none; *Duration:* momentary; *ST:* Mental-20%

Meteor Swarm: Produces four fireballs in in square pattern with centers 20' feet apart. Each *Fireball* (see page 28) will be +1 per die, with $\frac{1}{2}$ damage if physical saving throw is made. Range: 36"

Monster Summoning(9): Uses the ninth level *Monster Summoning Tables* (see page 41)

Power Word Kill: 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. Unlike other Magic User spells, power words take effect in the spell preparation phase, their casting prevents further action.

ZOE: one target; *Range:* 6"; *Duration:* instantaneous; *ST:* special

Prismatic Sphere: This spell causes a whirling globe of colors to spring up around the caster. Any creature below 8 hit dice or level will be blinded for d6 turns if it looks at the wall, with no saving throw. 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.

ZOE: 10' radius sphere; *Range:* none; *Duration:* 1 hour; *ST:* see above

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: L turns.

Time Stop: Time is stopped in a 3" cube around the caster. The caster may move freely. Duration is D4+2 melee rounds. The caster should not know the exact duration.

MAGIC USERS

Monster Summoning Tables

Level I

Dire Wolf
Giant Ant
Giant Rat
Stirge
Vampire Bat

Level II

Giant Boar
Giant Frog
Giant Hog
Giant Tick
Giant Toad
Giant Weasel
Grey Ooze
Giant Snake
Giant Spider
Tiger

Level III

Arctic Wolf
Blink Dog
Carnivorous Ape
Centaur
Doppelganger
Gelatinous Cube
Jub Jub Bird
Hippogriff
Yeti

Level IV

Carbuncle
Carrion Crawler
Cockatrice
Djinn
Displacer Beast
Gargoyle
Giant Beetle
Giant Scorpion
Hell Hound (3 HD)
Lammasu
Minotaur
Owl Bear
Peryton

Level V

Argus Sphere
Cold Salamander
Cyclops
Griffon
Hell Hound (5 HD)
Hot Salamander
Hydra 6D6
Lamia
Jabberwock
Ogre Mage
Panther
Phase Spider
Wyvern

Level VI

Black Pudding
Chimera
Efreet
Flesh Golem
Gorgon
Hell Hound (7 HD)
Mantacora
Umber Hulk

Level VII

Balrog (2d6)
Black Dragon
Giant Slug
Hydra 9d8
Purple Worm
Stone Golem
White Dragon
Will-o-Wisp

Level VIII

Balrog (4d6)
Blue Dragon
Clay Golem
Green Dragon
Mind Flayer
Titan

Level IX

Beholder
Cerberus
Hydra (12d10)
Iron Golem
Red Dragon

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, unless they are a Steward of Nature.

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 Barra, Death and Undeath Clerics) the cleric will receive a number of prayer points equal to his wisdom. A cleric will never have more points available than his/her wisdom. 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, in decreasing order of (caster's level minus spell level). If a cleric suffers any damage before this phase, he may not cast a spell during the round. A clerical spell cannot prevent the casting of another clerical spell in the same clerical spell phase, unless specifically so stated in the spell description. The effect might be changed, however, as a Resist Causes before a Cause would apply, while one after would not.

Prayer Point Costs for Clerical Spells

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

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.

CLERICS

RELIGIONS

There are no alignments being used at Princecon XIII. 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 limited by the player's race and listed under that race. The beliefs of these nine 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.

ORDER 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, and restrict their selection of weapons to staves, including the fighters. 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.

WARRIORS OF LEO: believe that combat is the greatest test of a being'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.

ADEPTS OF MAGUS. are devoted to the acquisition of power, and in particular to the taming of nature through magic.

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

LORDS OF THE NIGHT: are devoted to power and order. They worship the cycle of day and night as the ultimate order. The worshippers of Barra include the were-creatures, some of whom are clerics of Barra.

DISCIPLES OF NECROMANCY: strive to cheat death through the creation and advancement of the undead.

MASTERS 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 or the Undead. Servants of Death are ill at ease with immortal races (Elves).

Conversion

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 convert to another, nor revert to atheism.

CLERICS

Order of the Hermit

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

Armor/Weapons: Chain/Standard Clerical Weapons

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. 37), but without spending the time.

Level I		Level II		Level III	
<i>Augury</i>	55	<i>Consecrate Water</i>	59	<i>Continual Light</i>	60
<i>Consecrate Object</i>	59	<i>Cure Wounds II</i>	62	<i>Cure Wounds III</i>	62
<i>Cure Wounds I</i>	62	<i>Detect Depth</i>	63	<i>Detect Curse</i>	63
<i>Detect Altitude</i>	63	<i>Detect Disease</i>	63	<i>Detect Food</i>	63
<i>Detect Evil</i>	63	<i>Detect Intent</i>	64	<i>Detect Hidden</i>	63
<i>Detect Injury</i>	64	<i>Detect Lie</i>	64	<i>Detect Illusion</i>	63
<i>Detect Life</i>	64	<i>Detect Poisoning</i>	64	<i>Detect Level</i>	64
<i>Detect Magic</i>	64	<i>Detect Possession</i>	64	<i>Detect Library</i>	64
<i>Detect North</i>	64	<i>Detect Secret Doors</i>	64	<i>Detect Protection</i>	64
<i>Detect Religion</i>	64	<i>Detect Traps</i>	64	<i>Ear of the Hermit</i>	66
<i>Detect Water</i>	65	<i>Detect Undead</i>	65	<i>Eidetic Memory</i>	66
<i>Detect Were</i>	65	<i>Light</i>	71	<i>Eye of the Hermit</i>	67
<i>Hermit Writing</i>	69	<i>Locate Object</i>	71	<i>Mind Speech</i>	72
<i>Lore</i>	71	<i>Message</i>	72	<i>Protection/Evil III</i>	76
<i>Memory Enhancer</i>	72	<i>Observe Magic</i>	73	<i>Read Magic</i>	77
<i>Observe Prayer</i>	73	<i>Protection/Evil II</i>	76	<i>Remove Curse</i>	77
<i>Predict Weather</i>	75	<i>Silence 15'r</i>	80	<i>See Invisible</i>	80
<i>Protection/Evil I</i>	76	<i>Speak with Animals</i>	81	<i>Speak with Books</i>	81
<i>Understand Speech</i>	83			<i>Speak with Dead</i>	81
<i>Write Languages</i>	85			<i>Speak Languages</i>	81
Level IV		Level V		Level VI	
<i>Commune I</i>	57	<i>Clairaudience</i>	57	<i>Assay Item</i>	55
<i>Cure Wounds IV</i>	62	<i>Clairvoyance</i>	57	<i>Cure All Wounds</i>	61
<i>Detect Poison</i>	64	<i>Commune II</i>	57	<i>Detect 10'r III</i>	63
<i>Dispel Illusion</i>	65	<i>Cure Wounds V</i>	62	<i>Inquisition</i>	70
<i>ESP</i>	67	<i>Dispel Evil</i>	65	<i>Interpret Tongues</i>	70
<i>Infravision</i>	70	<i>Find the Path</i>	68	<i>Mass Cure Wounds II</i>	72
<i>Locate Person</i>	71	<i>Mass Cure Wounds I</i>	72	<i>Prophecy</i>	75
<i>Detect 10'r I</i>	63	<i>Detect 10'r II</i>	63	<i>Protection/Evil VI</i>	76
<i>Preservation</i>	75	<i>Protection/Evil V</i>	76	<i>Reveal Magic</i>	79
<i>Protection/Evil IV</i>	76	<i>Restore Writing</i>	78	<i>See Invisible 10'r</i>	80
<i>Restore Memory</i>	78	<i>Speak with Monsters</i>	81	<i>Speed Reading</i>	82
<i>Retroscope</i>	79	<i>Speak with Rocks</i>	81	<i>Total Recall</i>	83
<i>Speak in Tongues</i>	80	<i>True Sight</i>	83	<i>Trace Teleport</i>	83
<i>Speak with Plants</i>	81	<i>Write Magic</i>	85	<i>Word of Recall</i>	85
<i>Testify</i>	82			<i>View Past</i>	84
<i>Trace Sending</i>	83				
Level VII		Level VIII		Level IX	
<i>Divine Guidance</i>	65	<i>Convert Sword</i>	60	<i>Divine Audience</i>	65
<i>Extended Detect</i>	67	<i>Mass Cure Wounds III</i>	72	<i>Mass Cure Wounds V</i>	72
<i>Foresight</i>	68	<i>Oracle</i>	73	<i>Permanent</i>	74
<i>Mass Cure Wounds III</i>	72	<i>Protection/Evil VIII</i>	76	<i>Protection/Evil IX</i>	76
<i>Detect 10'r IV</i>	63	<i>Range Booster</i>	77	<i>View Future</i>	84
<i>Protection/Evil VII</i>	76	<i>Reveal the Truth</i>	79		

CLERICS

Good Samaritans

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

Armor/Weapons: Chain/Staff is the only weapon allowed

Special Powers: Samaritan clerics are immune to causes, save at +10% vs poison, disease and level drain, and *Detect Injury* (p.64) without use of the spell. Also all Samaritan cures roll double the normal number of dice. Samaritan clerics may wear chain, but robes are considered to be the preferred attire.

Level I		Level II		Level III	
<i>Consecrate Object</i>	59	<i>Consecrate Water</i>	59	<i>Continual Light</i>	60
<i>Cure Wounds I</i>	62	<i>Cure Deafness</i>	61	<i>Cure Blindness</i>	61
<i>De-were I</i>	62	<i>Cure Paralysis</i>	62	<i>Cure Disease</i>	61
<i>Detect Disease</i>	63	<i>Cure Wounds II</i>	62	<i>Cure Wounds III</i>	62
<i>Detect Evil</i>	63	<i>De-were II</i>	62	<i>De-were III</i>	62
<i>Detect Life</i>	64	<i>Detect Poison</i>	64	<i>Dispel Undead III</i>	65
<i>Detect Poisoning</i>	64	<i>Disease Resistance</i>	65	<i>Empathic Cure</i>	66
<i>Detect Possession</i>	64	<i>Dispel Undead II</i>	65	<i>Life Force</i>	71
<i>Detect Water</i>	65	<i>Hold Person</i>	69	<i>Mass Cure Wounds I</i>	72
<i>Detect Were</i>	65	<i>Light</i>	71	<i>Neutralize Poison</i>	73
<i>Dispel Undead I</i>	65	<i>Poison Resistance</i>	74	<i>Observe Prayer</i>	73
<i>Protection/Evil I</i>	76	<i>Protection/Evil II</i>	76	<i>Protection/Evil III</i>	76
<i>Purify Food and Water</i>	76	<i>Resist Causes</i>	78	<i>Silence 15'r</i>	80
<i>Sanctuary</i>	80	<i>Slow Disease</i>	80	<i>Suspend Animation</i>	82
<i>Sleep of Healing</i>	80	<i>Slow Poison</i>	80	<i>Word of Command I</i>	84
<i>Sterilize</i>	82				
Level IV		Level V		Level VI	
<i>Create Water</i>	61	<i>Commune I</i>	57	<i>Consecration I</i>	59
<i>Cure Lycanthropy</i>	62	<i>Controlled Emp. Cure</i>	60	<i>Create Air</i>	60
<i>Cure All Wounds</i>	61	<i>Create Food</i>	60	<i>Cure Feeblemind</i>	61
<i>Cure Wounds IV</i>	62	<i>Cure Insanity</i>	62	<i>Cure Wounds VI</i>	62
<i>Detect Food</i>	63	<i>Cure Wounds V</i>	62	<i>Dispel Undead VI</i>	65
<i>De-were IV</i>	62	<i>De-were VI</i>	62	<i>Mass Cure Wounds III</i>	72
<i>Dispel Undead IV</i>	65	<i>Dispel Evil</i>	65	<i>Pax</i>	74
<i>Golden Rule</i>	68	<i>Dispel Undead V</i>	65	<i>Protection/Evil VI</i>	76
<i>Mass Cure Wounds I</i>	72	<i>Mass Cure Wounds II</i>	72	<i>Quest</i>	76
<i>Preservation</i>	75	<i>Poison Resist. 10'r</i>	74	<i>Restoration</i>	78
<i>Protection/Evil IV</i>	76	<i>Protection/Evil V</i>	76	<i>Swords to Plowshares</i>	82
<i>Remove Curse</i>	77	<i>Protection/Poison</i>	76	<i>Word of Recall</i>	85
<i>Resist Causes 10'r</i>	78	<i>Raise Dead</i>	77		
<i>Resuscitate</i>	78	<i>Toll</i>	83		
Level VII		Level VIII		Level IX	
<i>Commune II</i>	57	<i>Aerial Servant</i>	54	<i>Astral Spell</i>	55
<i>De-were VII</i>	62	<i>Consecration II</i>	59	<i>De-were IX</i>	62
<i>Dispel Undead VII</i>	65	<i>De-were VIII</i>	62	<i>Dispel Undead IX</i>	65
<i>Mass Cure All</i>	72	<i>Dispel Undead VIII</i>	65	<i>Permanent</i>	74
<i>Protection/Evil VII</i>	76	<i>Protection/Evil VIII</i>	76	<i>Protection/Evil IX</i>	76
<i>Raise Dead Fully</i>	77	<i>Wind Walk</i>	84		

CLERICS

Wrathful Avengers

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

Armor/Weapons: Chain/Standard Clerical Weapons

Special Powers and Restrictions: Clerics of Janda are difficult to lie to (+20% chance that any lie will not be believed) and are less susceptible 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 the use of causes is limited to evil humanoids, as defined by the religion.

Level I		Level II		Level III	
<i>Augury</i>	55	<i>Bless II</i>	56	<i>Bless III</i>	56
<i>Bless I</i>	56	<i>Cause Wounds II</i>	57	<i>Cause Wounds III</i>	57
<i>Cause Wounds I</i>	57	<i>Cure Wounds II</i>	62	<i>Cure Wounds III</i>	62
<i>Cure Wounds I</i>	62	<i>Detect Illusion</i>	63	<i>Detect Curse</i>	63
<i>Detect Evil</i>	63	<i>Detect Intent</i>	64	<i>Dispel Undead II</i>	65
<i>Detect Guilt</i>	63	<i>Dispel Undead I</i>	65	<i>ESP</i>	67
<i>Detect Lie</i>	64	<i>Light</i>	71	<i>Inquisition</i>	70
<i>Detect Oathbreaker</i>	64	<i>Locate Stolen Object</i>	71	<i>Locate Oathbreaker</i>	71
<i>Detect Religion</i>	64	<i>Protection/Evil II</i>	76	<i>Locate Object</i>	71
<i>Illusion Resistance</i>	69	<i>Testify</i>	82	<i>Protection/Evil III</i>	76
<i>Protection/Evil I</i>	76	<i>Understand Speech</i>	83	<i>Resist Causes</i>	78
<i>Read Languages</i>	77	<i>Word of Command I</i>	84	<i>Speak with Dead</i>	81
Level IV		Level V		Level VI	
<i>Bless IV</i>	56	<i>Bless V</i>	56	<i>Bless VI</i>	56
<i>Cause Wounds IV</i>	57	<i>Cause Wounds V</i>	57	<i>Cause All</i>	56
<i>Cure Wounds IV</i>	62	<i>Cure Wounds V</i>	62	<i>Consecration I</i>	59
<i>Detect Poison</i>	64	<i>Dispel Evil</i>	65	<i>Cure All Wounds</i>	61
<i>Dispel Undead III</i>	65	<i>Dispel Undead IV</i>	65	<i>Dispel Undead V</i>	65
<i>Hold Person</i>	69	<i>Investigation</i>	70	<i>Finger of Death</i>	68
<i>Locate Person</i>	71	<i>Lex Talionis</i>	70	<i>Portal of Justice</i>	75
<i>Neutralize Poison</i>	73	<i>Protection/Evil V</i>	76	<i>Protection/Evil VI</i>	76
<i>Oath</i>	73	<i>Quest</i>	76	<i>Resist Causes 10'r</i>	78
<i>Protection/Evil IV</i>	76	<i>Sacred Room</i>	79	<i>Speak with Monsters</i>	81
<i>Remove Curse</i>	77	<i>Toll</i>	83	<i>True Sight</i>	83
<i>Repent</i>	77	<i>Track Oathbreaker</i>	83	<i>Word of Command III</i>	84
<i>See Invisible</i>	80				
<i>Speak Languages</i>	81				
<i>Word of Command II</i>	84				
Level VII		Level VIII		Level IX	
<i>Aerial Servant</i>	54	<i>Banish Demon</i>	55	<i>Conjure Angel</i>	58
<i>Blade Barrier</i>	55	<i>Consecration II</i>	59	<i>Dispel Undead VIII</i>	65
<i>Commune II</i>	57	<i>Convert</i>	60	<i>Divine Guidance</i>	65
<i>Convert Sword</i>	60	<i>Dispel Undead VII</i>	65	<i>Full Finger of Death</i>	68
<i>Dispel Undead VI</i>	65	<i>Holy Word</i>	69	<i>Mass Hypnosis</i>	72
<i>Oath of Janda</i>	73	<i>Protection/Evil VIII</i>	76	<i>Permanent</i>	74
<i>Protection/Evil VII</i>	76	<i>Word of Command IV</i>	84	<i>Protection/Evil IX</i>	76
<i>Word of Recall</i>	85				

CLERICS

Warrior-Priests of Leo

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

Armor/Weapons: Chain/Clerical Weapons & One Handed Melee 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 I		Level II		Level III	
<i>Bless I</i>	56	<i>Bless II</i>	56	<i>Bless III</i>	56
<i>Create Weapons</i>	61	<i>Clerics Shield</i>	57	<i>Cure Wounds III</i>	62
<i>Cure Wounds I</i>	62	<i>Cure Wounds II</i>	62	<i>Enhance Weapons III</i>	66
<i>Detect Battle</i>	63	<i>Enhance Weapons II</i>	66	<i>Fight Like a Lion III</i>	67
<i>Detect Evil</i>	63	<i>Fight Like a Lion II</i>	67	<i>Fight Like a Pride I</i>	68
<i>Enhance Weapons I</i>	66	<i>Poison Resistance</i>	74	<i>Mass Bless I</i>	72
<i>Fight Like a Lion I</i>	67	<i>Resist Causes</i>	78	<i>Paralysis Resistance</i>	73
<i>Toughness</i>	83	<i>Resist Cures</i>	78	<i>See Invisible</i>	80
		<i>Resist Fear</i>	78		
Level IV		Level V		Level VI	
<i>Bless IV</i>	56	<i>Bless V</i>	56	<i>Blade Barrier</i>	55
<i>Cure Paralysis</i>	62	<i>Cure Wounds V</i>	62	<i>Bless VI</i>	56
<i>Cure Wounds IV</i>	62	<i>Dispel Evil</i>	65	<i>Convert Sword</i>	60
<i>Enhance Weapons IV</i>	66	<i>Enhance Weapons V</i>	66	<i>Cure All Wounds</i>	61
<i>Fair Fight</i>	67	<i>Fight Like a Lion V</i>	67	<i>Fight Like a Lion VI</i>	67
<i>Fight Like a Lion IV</i>	67	<i>Fight Like a Pride III</i>	68	<i>Fight Like a Pride IV</i>	68
<i>Fight Like a Pride II</i>	68	<i>Mass Bless III</i>	72	<i>Mass Bless IV</i>	72
<i>Mass Bless II</i>	72	<i>Negate Weapon Plus</i>	73	<i>Quest</i>	76
<i>Neutralize Poison</i>	73	<i>Remove Curse</i>	77		
Level VII		Level VIII		Level IX	
<i>Bless VII</i>	56	<i>Bless VIII</i>	56	<i>Bless IX</i>	56
<i>Fight Like a Lion VII</i>	67	<i>Convert</i>	60	<i>Fight Like a Lion IX</i>	67
<i>Fight Like a Pride V</i>	68	<i>Fight Like a Lion VIII</i>	67	<i>Fight Like a Pride VII</i>	68
<i>Inhibit Magic</i>	70	<i>Fight Like a Pride VI</i>	68	<i>Mass Bless VII</i>	72
<i>Mass Bless V</i>	72	<i>Mass Bless VI</i>	72		

CLERICS

Adepts of Magus

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

Armor/Weapons: Robes/Normal Clerical Weapons

Special Powers: Clerics of Magus are able to use Magic User scrolls as would an MU of their level, during the magic user spell phase.

Level I		Level II		Level III	
<i>Aura of Power I</i>	55	<i>Aura of Power II</i>	55	<i>Acid Resistance</i>	54
<i>Conceal Magic</i>	58	<i>Cold Resistance</i>	57	<i>Aura of Power III</i>	55
<i>Cure Wounds I</i>	62	<i>Cure Wounds II</i>	62	<i>Continual Light</i>	60
<i>Detect North</i>	64	<i>Detect Depth</i>	63	<i>Crushing Resistance</i>	61
<i>Observe Magic</i>	73	<i>Detect Religion</i>	64	<i>Cure Wounds III</i>	62
<i>Prayer I</i>	75	<i>Fire Resistance</i>	68	<i>Detect Protection</i>	64
<i>Range Finder</i>	77	<i>Light</i>	71	<i>Dispel Magic</i>	65
<i>Read Magic</i>	77	<i>Lightning Resistance</i>	71	<i>Dispel Silence</i>	65
<i>Spell Point</i>	82	<i>Magical Gift I</i>	72	<i>Magical Gift II</i>	72
<i>Write Magic</i>	85	<i>Magic Missile</i>	72	<i>Prayer III</i>	75
		<i>Prayer II</i>	75	<i>Remove Curse</i>	77
		<i>Word of Command I</i>	84		
Level IV		Level V		Level VI	
<i>Aura of Power IV</i>	55	<i>Acid Resistance 10'r</i>	54	<i>Anti-Magic Shell</i>	55
<i>Cold Resistance 10'r</i>	57	<i>Animate Objects</i>	54	<i>Aura of Power VI</i>	55
<i>Cooperation</i>	60	<i>Aura of Power V</i>	55	<i>Cure All Wounds</i>	61
<i>Create Water</i>	61	<i>Commune I</i>	57	<i>Hypnosis</i>	69
<i>Cure Wounds IV</i>	62	<i>Concentrate</i>	58	<i>Magical Gift V</i>	72
<i>Detect Illusion</i>	63	<i>Create Air</i>	60	<i>Mass Aura III</i>	72
<i>Extension</i>	67	<i>Crushing Res. 10'r</i>	61	<i>Word of Command III</i>	84
<i>Fire Resistance 10'r</i>	68	<i>Cure Feeblemind</i>	61	<i>Word of Recall</i>	85
<i>Lightning Res. 10'r</i>	71	<i>Cure Wounds V</i>	62		
<i>Magical Gift III</i>	72	<i>Dispel Evil</i>	65		
<i>Mass Aura I</i>	72	<i>Magical Gift IV</i>	72		
<i>See Invisible</i>	80	<i>Mass Aura II</i>	72		
<i>Word of Command II</i>	84	<i>Toll</i>	83		
Level VII		Level VIII		Level IX	
<i>Aerial Servant</i>	54	<i>Astral Spell</i>	55	<i>Animate Objects</i>	54
<i>Aura of Power VII</i>	55	<i>Aura of Power VIII</i>	55	<i>Aura of Power IX</i>	55
<i>Banish Demon</i>	55	<i>Commune II</i>	57	<i>Gate</i>	68
<i>Earthquake</i>	66	<i>Conjure Demon</i>	59	<i>Magical Gift VIII</i>	72
<i>Magical Gift VI</i>	72	<i>Magical Gift VII</i>	72	<i>Mass Aura VI</i>	72
<i>Mass Aura IV</i>	72	<i>Mass Aura V</i>	72	<i>Mass Hypnosis</i>	72
<i>Wind Walk</i>	84	<i>Word of Command IV</i>	84	<i>Permanent</i>	74

CLERICS

Stewards of Nature

Cod: Diana -- *Principle:* The Natural Order -- *Symbol:* A Golden Bough

Armor/Weapons: Leather with Wooden Shield/Non-Metal Weapons

Special Powers and Restrictions: Many of the Stewards' spells are based on natural components, which adventuring clerics will carry a supply of. 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 I		Level II		Level III	
<i>Consecrate Object</i>	59	<i>Charm Animals</i>	57	<i>Cold Resistance</i>	57
<i>Cure with Herbs</i>	61	<i>Consecrate Sap</i>	59	<i>Create Water</i>	61
<i>Cure Animal I</i>	61	<i>Cure Animal II</i>	61	<i>Cure Animal III</i>	61
<i>De-were I</i>	62	<i>De-were II</i>	62	<i>Cure Disease</i>	61
<i>Detect Evil</i>	63	<i>Detect Animal</i>	63	<i>De-were III</i>	62
<i>Detect Magic</i>	64	<i>Dispel Undead II</i>	65	<i>Detect Food</i>	63
<i>Detect North</i>	64	<i>Faerie Fire</i>	67	<i>Dispel Magic</i>	65
<i>Detect Plants</i>	64	<i>Hide Among Plants</i>	69	<i>Dispel Undead III</i>	65
<i>Detect Water</i>	65	<i>Message via Trees</i>	72	<i>Fire Resistance</i>	68
<i>Detect Were</i>	65	<i>Protection/Evil II</i>	76	<i>Lightning Resistance</i>	71
<i>Dispel Undead I</i>	65	<i>Prot./Normal Animals</i>	76	<i>Polymorph to Animal</i>	74
<i>Find Herbs</i>	68	<i>Silence 15'r</i>	80	<i>Protection/Evil III</i>	76
<i>Predict Weather</i>	75	<i>Slow Poison</i>	80	<i>Rain Maker</i>	77
<i>Protection/Evil I</i>	76	<i>Snake Charm</i>	80	<i>Speak with Plants</i>	81
<i>Purify Food and Water</i>	76	<i>Water Walking/Self</i>	84		
<i>Speak with Animals</i>	81	<i>Wind Veer</i>	84		
Level IV		Level V		Level VI	
<i>Cure Animal IV</i>	61	<i>Commune I</i>	57	<i>Animate Plants</i>	55
<i>De-were IV</i>	62	<i>Create Air</i>	60	<i>Cold Resistance 10'r</i>	57
<i>Dispel Undead IV</i>	65	<i>Cure Animal V</i>	61	<i>Consecration I</i>	59
<i>Entangle</i>	66	<i>Dawn</i>	62	<i>Cure Animal All</i>	61
<i>Enter Plant</i>	66	<i>De-were V</i>	62	<i>De-were VI</i>	62
<i>Growth Plant</i>	69	<i>Dispel Undead V</i>	65	<i>Dispel Undead VI</i>	65
<i>Insect Plague</i>	70	<i>Growth Animals</i>	69	<i>Fire Resistance 10'r</i>	68
<i>Mass Cure Animal I</i>	72	<i>Immunity to Fire</i>	69	<i>Mass Cure Animal III</i>	72
<i>Massmorph</i>	72	<i>Mass Cure Animal II</i>	72	<i>Protection/Evil VI</i>	76
<i>Neutralize Poison</i>	73	<i>Polymorph to Plant</i>	75	<i>Raise Dead</i>	77
<i>Protection/Evil IV</i>	76	<i>Protection/Evil V</i>	76	<i>Storm Calm</i>	82
<i>Remove Curse</i>	77	<i>Raise Animal</i>	77		
<i>Sticks to Snakes</i>	82	<i>Storm Bringer</i>	82		
<i>Water Walking/Others</i>	84	<i>Toll</i>	83		
<i>Wind Bringer</i>	84				
Level VII		Level VIII		Level IX	
<i>Commune II</i>	57	<i>Consecration II</i>	59	<i>De-were IX</i>	62
<i>Control Weather</i>	60	<i>Control Volcano</i>	60	<i>Dispel Permanence</i>	65
<i>De-were VII</i>	62	<i>De-were VIII</i>	62	<i>Dispel Undead IX</i>	65
<i>Dispel Undead VII</i>	65	<i>Dispel Undead VIII</i>	65	<i>Mass Cure Animal All</i>	72
<i>Earthquake</i>	66	<i>Mass Cure Animal V</i>	72	<i>Protection/Evil IX</i>	76
<i>Mass Cure Animal IV</i>	72	<i>Raise Animal Fully</i>	77		
<i>Part Water</i>	73	<i>Protection/Evil VIII</i>	76		
<i>Protection/Evil VII</i>	76	<i>Wind Walk</i>	84		
<i>Word of Recall</i>	85				

CLERICS

Lords of the Night

God: Barra -- *Principle:* Light/Darkness -- *Symbol:* The Moon

Armor/Weapons: Chain/Standard Clerical

Special Powers and Restrictions: Clerics of Barra are able to recognize were creatures without the use of a spell. (Give a 10% chance per level of the cleric.)

Level I		Level II		Level III	
<i>Augury</i>	55	<i>Bless II</i>	56	<i>Bless III</i>	56
<i>Bless I</i>	56	<i>Cause Wounds II</i>	57	<i>Cause Wounds III</i>	57
<i>Cause Wounds I</i>	57	<i>Consecrate Blood</i>	59	<i>Continual Darkness</i>	59
<i>Conceal Lycanthropy</i>	58	<i>Darkness</i>	62	<i>Detect Curse</i>	63
<i>Consecrate Object</i>	59	<i>Detect Magic</i>	64	<i>Observe Prayer</i>	73
<i>Detect Evil</i>	63	<i>Light</i>	71	<i>Silence 15'r</i>	80
<i>Detect Life</i>	64	<i>Lycanthropy II</i>	72	<i>Word of Command I</i>	84
<i>Detect Silver</i>	64	<i>Prot. Lycanthropes</i>	76		
<i>Detect Were</i>	65	<i>Speak w. Were</i>	81		
<i>Lycanthropy I</i>	72	<i>Speed Lycanthropy</i>	81		
<i>Purify Food and Water</i>	76				
Level IV		Level V		Level VI	
<i>Bless IV</i>	56	<i>Bless V</i>	56	<i>Bless VI</i>	56
<i>Cause Wounds IV</i>	57	<i>Cause Wounds V</i>	57	<i>Blade Barrier</i>	55
<i>Detect Food</i>	63	<i>Commune I</i>	57	<i>Cause All</i>	56
<i>Insect Plague</i>	70	<i>Finger of Death</i>	68	<i>Consecration I</i>	59
<i>Mass Cause I</i>	72	<i>Mass Cause II</i>	72	<i>Mass Cause III</i>	72
<i>Remove Curse</i>	77	<i>Quest</i>	76	<i>Mass Lycanthropy III</i>	72
		<i>Toll</i>	83	<i>Pox</i>	75
Level VII		Level VIII		Level IX	
<i>Commune II</i>	57	<i>Aerial Servant</i>	54	<i>Astral Spell</i>	55
<i>Convert Sword</i>	60	<i>Conjure Demon</i>	59	<i>Convert</i>	60
<i>De-were IV</i>	62	<i>Consecration II</i>	59	<i>De-were V</i>	62
<i>Mass Cause IV</i>	72	<i>Full Finger of Death</i>	68	<i>Holy Word</i>	69
<i>Mass Lycanthropy IV</i>	72	<i>Mass Cause V</i>	72	<i>Mass Cause VI</i>	72
<i>Word of Recall</i>	85	<i>Mass Lycanthropy V</i>	72	<i>Mass Finger of Death</i>	72
		<i>Wind Walk</i>	84	<i>Permanent</i>	74

CLERICS

Disciples of Necromancy

God: Thoki -- Principle: Undead -- Symbol: Skull

Armor/Weapons: Chain/Clerical

Special Powers and Restrictions: Spell points are recovered at dusk, any casting during daylight hours is at one and a half cost (round down). Undeath clerics are able to freely detect undead as per the spell *Detect* (see page 62) Undeath clerics also are immune to charm, sleep and fear spells. Undeath clerics which are undead count as one level higher than their current level when the spell *Dispel Undead* (see page 65) is cast on them.

Level I		Level II		Level III	
<i>Cause Wounds I</i>	57	<i>Cause Wounds II</i>	57	<i>Cause Wounds III</i>	57
<i>Consecrate Object</i>	59	<i>Charm Rats</i>	57	<i>Continual Darkness</i>	59
<i>Cure Undead I</i>	62	<i>Cure Undead II</i>	62	<i>Cure Undead III</i>	62
<i>De-Were I</i>	62	<i>Darkness</i>	62	<i>De-Were III</i>	62
<i>Detect Life</i>	64	<i>De-Were II</i>	62	<i>Fear Foes III</i>	67
<i>Detect Evil</i>	63	<i>Fear Foes II</i>	67	<i>Mass Cause I</i>	72
<i>Detect Were</i>	65	<i>Feign Death</i>	67	<i>Polymorph to Bat</i>	74
<i>Fear Foes I</i>	67	<i>Invulnerability</i>	70	<i>See Through Rats</i>	80
<i>Infect</i>	70	<i>Life Sense</i>	71	<i>Silence 15'r</i>	80
<i>Putrefy Food&Water</i>	76	<i>Polymorph to Rat</i>	74	<i>Speak with Dead</i>	81
<i>Summon Undead I</i>	82	<i>Summon Undead II</i>	82	<i>Summon Undead III</i>	82
Level IV		Level V		Level VI	
<i>Cause Disease</i>	56	<i>Animate Dead</i>	54	<i>Cause All</i>	56
<i>Cause Wounds IV</i>	57	<i>Cause Insanity</i>	56	<i>Commune I</i>	57
<i>Cure Undead IV</i>	62	<i>Cause Wounds V</i>	57	<i>Consecration I</i>	59
<i>De-Were IV</i>	62	<i>Coma</i>	57	<i>De-Were VI</i>	62
<i>Drain Level</i>	66	<i>Commune I</i>	57	<i>Dispel Evil</i>	65
<i>Fear Foes IV</i>	67	<i>Cure Undead V</i>	62	<i>Fear Foes VI</i>	67
<i>Mass Cause II</i>	72	<i>De-Were V</i>	62	<i>Mass Cause IV</i>	72
<i>Prevent Resuscitation</i>	75	<i>Finger of Death</i>	68	<i>Pox</i>	75
<i>Remove Curse</i>	77	<i>Fear Foes V</i>	67	<i>Quest</i>	76
<i>Rotting</i>	79	<i>Mass Cause III</i>	72	<i>Summon Undead VI</i>	82
<i>Summon Undead IV</i>	82	<i>Sticks to Snakes</i>	82	<i>Toll</i>	83
		<i>Summon Undead V</i>	82		
Level VII		Level VIII		Level IX	
<i>Commune II</i>	57	<i>Consecration III</i>	59	<i>Astral Spell</i>	55
<i>De-Were VII</i>	62	<i>Fear Foes VIII</i>	67	<i>De-Were IX</i>	62
<i>Fear Foes VII</i>	67	<i>Full Finger of Death</i>	68	<i>Fear Foes IX</i>	67
<i>Gaseous Form</i>	68	<i>Mass Cause Insanity</i>	72	<i>Lich</i>	71
<i>Mass Animate</i>	72	<i>Mass Cause VI</i>	72	<i>Mass Cause All</i>	72
<i>Mass Cause Disease</i>	72	<i>Summon Undead VIII</i>	82	<i>Mass Finger of Death</i>	72
<i>Mass Cause V</i>	72	<i>Unholy Word</i>	83	<i>Permanent</i>	74
<i>Summon Undead VII</i>	82			<i>Summon Undead IX</i>	82

CLERICS

Masters of Death

God: Ronkel -- Principle: Death -- Symbol: Scythe

Armor/Weapons: Chain/Clerical plus daggers. These clerics normally carry a sacrificial dagger, suitable for combat as well as formal sacrifices, which does not count against their pack/weapons limit.

Special Powers and Restrictions: When using any dagger in melee with a humanoid, these clerics will gain a +1 on damage for every 3 levels or fraction thereof due to their intimate knowledge of deadly wounds and the precision possible to this weapon. The Cause Wounds N spell of a death cleric, in addition to normal effects, carries a -5N% modifier to the target saving throw. This penalty does not apply to Cause All, nor to the Mass Cause spells, nor to any spell that Causes anything other than Wounds. When receiving Cure spells, in addition to the usual modifier for being of a different faith from the caster, a Death Cleric gets an extra -1 per die of cure. Servants of Death regain prayer points at sunset.

Level I		Level II		Level III	
<i>Cause Wounds I</i>	57	<i>Cause Wounds II</i>	57	<i>Cause Deafness</i>	56
<i>Consecrate Object</i>	59	<i>Conceal Poison</i>	58	<i>Cause Paralysis</i>	56
<i>De-Were I</i>	62	<i>Consecrate Blood</i>	59	<i>Cause Wounds III</i>	57
<i>Detect Evil</i>	63	<i>Darkness</i>	62	<i>Continual Darkness</i>	59
<i>Detect Life</i>	64	<i>De-Were II</i>	62	<i>De-Were III</i>	62
<i>Detect Undead</i>	65	<i>Disease Vulnerability</i>	65	<i>Dispel Undead III</i>	65
<i>Detect Were</i>	65	<i>Dispel Undead II</i>	65	<i>Empathic Cause</i>	66
<i>Dispel Undead I</i>	65	<i>Minor Empathic Cause</i>	73	<i>Mass Cause I</i>	72
<i>Infect</i>	70	<i>Poison Vulnerability</i>	74	<i>Poison Weapon III</i>	74
<i>Poison Weapon I</i>	74	<i>Poison Weapon II</i>	74	<i>Protection/Evil III</i>	76
<i>Protection/Evil I</i>	76	<i>Protection/Evil II</i>	76	<i>Paralysis Resistance</i>	73
<i>Putrefy Food&Water</i>	76	<i>Ritual Sacrifice II</i>	79	<i>Ritual Sacrifice III</i>	79
<i>Resist Cures</i>	78	<i>Sleep of Death</i>	80	<i>Silence 15'r</i>	80
<i>Ritual Sacrifice I</i>	79	<i>Speed Disease</i>	81	<i>Speak with Dead</i>	81
		<i>Speed Poison</i>	82	<i>Suspend Animation</i>	82
				<i>Word of Command I</i>	84
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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. Otherwise, it is ten minutes. A melee round is always six seconds. *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 failed to gain some beneficial effect. This is made clear in the descriptions.

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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 have effect.

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

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.

CLERICAL SPELL DESCRIPTIONS

Acid Resistance: Generic spell type *Resistance* (p.78). Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

Acid Resistance 10'r: Generic spell type *Resistance 10'r* (p.78).

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 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 16 hit dice and is larger than man size. If prevented from performing its task, it will return and attack the summoner as a double strength Invisible Stalker.

Animate Dead: Creates a low level undead. It requires a dead body. If the body is relatively intact, it becomes a zombie; otherwise, it becomes a skeleton. The caster has complete control over the resulting undead.

ZOE: Dead Body; Range: 6"; Duration: permanent; ST: none

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 its 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

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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-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 anything inside, with the exceptions listed for *Anti-Magic Shell* (see page 37) in the magic user section.

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 will not be helpful.

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 can not be summed with other Bless-type spells. (see page 54)

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 that 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

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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 54)

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.

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

Cause All: Generic spell type *Cause* (p.56). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and render him unconscious.

Cause Blindness: Generic spell type *Cause* (p.56). 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 a 100% target) . Other duds can be estimated from this basis.

Cause Deafness: Generic spell type *Cause* (p.56). The victim will lose his hearing (roll for effect). P% loss of hearing will cause a -P% to hearing rolls and increase the change of surprise by $1/2 P\%$. Combat will be at $-(P/10)\%$.

Cause Disease: Generic spell type *Cause* (p.56). 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 $(5XL)\%$ less the above modifier. If not terminal, 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 to the power of $(10-L)$ 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 Insanity: Generic spell type *Cause* (p.56). This prayer gives 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. Allow a 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 situation by staring off into space.

6 Aphasia: He will react as if Confused at all times this is in control.

This spell can also be used to create a different sort of insanity left up to the discretion of the GM.

Cause Paralysis: Generic spell type *Cause* (p.56). Roll for effect. The victim will be paralysed over the appropriate percentage of his body. 100% = totally, 50% = waist down, 25% = one limb, etc. Duration is 6 + L rounds.

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Cause Perm. Paralysis: Generic spell type *cause* (p.56). As per the spell Cause Paralysis save that the effect will last until cured by the spell Cure Paralysis.

Cause Wounds N: Generic spell type *Cause* (p.56). If effective, this prayer causes wounds to appear on the victim's body (or makes existing wounds worse). The damage is ND6.

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 cetaceans. 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, a level-vs-level battles will ensue. Additional attempts may be made if an attempt fails, and multiple level vs. level battles may ensue.

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

Charm Rats: This prayer will allow the cleric to control the actions of L hit dice of Rats. The rats will follow the cleric's verbal instructions without question, provided that he does not order them into needless danger. If the rats are trained, give two saving throws. If they are controlled, a level-vs-level battles will ensue. Additional attempts may be made if an attempt fails, and multiple level vs. level battles may ensue.

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

Clairaudience: This prayer enables the caster to hear what another being is listening to. He will hear with the abilities of that being, but will not gain any control over what is being listened to. 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, which will end the prayer if successful. The caster's own hearing will be almost nil while employing the prayer, but he may turn it off and on at will.

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

Clairvoyance: Like Clairaudience above, but the caster sees instead of hearing.

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

Clerics Shield: Creates a shield which gives the cleric the armor class that he would have if he were using a +1 shield. This shield will hover in front of the cleric, in the position a fighter would use his shield.

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

Cold Resistance: Generic spell type *Resistance* (p.78). Cold with a saving throw is magical, other cold is not.

Cold Resistance 10'r: Generic spell type *Resistance 10'r* (p.78).

Coma: As per Suspend Animation, but may be cast on an unwilling target (who gets a spiritual save) at a range. Detect Life and Detect Injury will both reveal the condition of the target (so Good Samaritans automatically spot it), unless Conceal Injury is thrown to make the body seem dead even to these powers. If the target was unwilling, a Good Samaritan cleric will count 3 levels higher than he actually is in the level battle to awaken.

ZOE: One target; Range: 6"; Duration: L days; ST: spiritual

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 $L \div 3$ (rounded up) questions

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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 to overlook the concealed object, 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. 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 Lycanthropy: Generic spell type *Conceal* (p.58). The recipient will not be detected as a lycanthrope unless a spell is cast and a level vs. level battle is won against the caster.

Conceal Magic: Generic spell type *Conceal* (p.58). The object of this spell will not show up as magical under a *Detect Magic* (see page 64) , and will force a level-vs-level battle under an *Observe Magic* (see page 73) .

Conceal Poison: Generic spell type *Conceal* (p.58). This only renders the poison unlikely to be noticed beforehand.

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 one level higher, and additional level climbs 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 Bob West: This prayer enables the cleric to summon an immensely powerful force of Brevity and Wit into the world. Assuming that the caster has no particularly good or bad cause to summon such a being, it will generally be willing to talk to him. It will not, however, be under his control. Bob Wests are more powerful than Angels and 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 Bob Wests. The Bob West will remain until he stops talking. The Bob West

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only stops talking when he sleeps, usually. He is able to cause even the most uninterested to stop and listen to him, abandoning all other activities. Each creature gets a save every 3 hours at -20%, to say, "Bob, can we break for Chinese food?" Unfortunately, the Bob must then make a saving throw to see if he will allow this intrusion for food. In any of these events, Bob West 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 of 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.

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

Consecrate Blood: Identical to *Consecrate Water* (see page 59) but the medium is human blood, which has already been removed from its owner. Once consecrated, blood will not clot. This spell takes one hour to cast.

ZOE: L pints; Range: touch; Duration: one day; 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 Sap: This prayer enables a nature cleric to create Holy Sap. Holy sap has effects on the Undead and certain evil creatures, identical to holy water made using *Consecrate Water* (see page 59). Freshly collected sap must be used. All clerics will recognize Holy Sap. Any profanation (such as spitting in it, befouling it, etc.) will negate the consecration. This spell requires one hour to cast.

ZOE: L pints; Range: touch; Duration: one day; ST: none

Consecrate Water: This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Water hits all targets as AC:9, with missile modifiers. 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. This spell requires one hour to cast.

ZOE: L pints; Range: touch; Duration: one day; 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 within 2" of the center. 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. Outside of the 2" sphere, it will be dark, but only as a moonless night. A torch will provide light here. The ZOE is not affected by any

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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: 4" radius sphere; Range: 36"; Duration: 1 day; 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: 2" radius sphere; Range: 36"; Duration: 1 day; 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. Cure: Exactly like *Empathic Cure* (see page 66) 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: none

Create Air: Creates enough pure air for L 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

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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

Create Weapons: This prayer will cause L weapons to appear in a convenient place or container specified by the cleric. The caster may choose the type of weapon, but all must be identical. The weapons cannot be silvered.

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

Crushing Res. 10'r: Generic spell type *Resistance 10'r* (p.78).

Crushing Resistance: Generic spell type *Resistance* (p.78). 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 fail his spiritual saving throw in order for the prayer to be effective, with this chance improving by 5% for every round over one used. The saving throw does not apply if he has dropped all saves for the round. 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:* special

Cure with Herbs: A nature cleric may prepare poultices from herbs which have wonderful curative powers. A poultice prepared via a Cure with Herbs will cure D6 hits when applied or consumed. These poultices only retain their potency until dawn. Their life cannot be extended in any way. It takes ten minutes to prepare a batch of any number of poultices. 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 All Wounds: Generic spell type *Cure* (p.61). This will cure all damage off a patient of the caster's religion, and half of it, rounded up, otherwise.

Cure Animal N: Generic spell type *Cure* (p.61). This will cure ND6 damage off any animal. For the definition of animals, use *Charm Animals* (see page 57).

Cure Animal All: Generic spell type *Cure* (p.61) This will cure all damage off any animal. For the definition of animals, use *Charm Animals* (see page 57).

Cure Blindness: Generic spell type *cure* (p.61). 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.61). If major structural parts of the ear are missing, see *Cure Blindness* (above).

Cure Disease: Generic spell type *cure* (p.61). 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 D6 of his constitution, dying if it falls to 0.

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Cure Feeblemind: Generic spell type *Cure* (p.61). This will reverse a MU *Feeblemind* (see page 34) spell.

Cure Insanity: Generic spell type *Cure* (p.61).

Cure Lycanthropy: Generic spell type *Cure* (p.61). This spell will prevent the disease Lycanthropy from occurring in one who has been bitten by a were-creature. If a *Speed Lycanthropy* (see page 81) has been cast, a level vs. level battle results.

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

Cure Paralysis: Generic spell type *Cure* (p.61).

Cure Undead N: Generic spell type *Cure* (p.61). Cures ND6 points of damage off the recipient Undead. If the recipient is not of the caster's religion modify by -1/die.

Cure Wounds N: Generic spell type *Cure* (p.61). Cures ND6 points of damage off the recipient. If the recipient is not of the caster's religion modify by -1/die.

Darkness: This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for about $\frac{1}{2}$ ", and then will thin out until it becomes only a greying effect at 1". In the region of totality, it can only be negated by magical means. The caster cannot see in it. A *Light* (see page 71) spell will negate Darkness and vice-versa.

ZOE: 1" sphere; *Range:* 6"; *Duration:* standard; *ST:* none

Dawn: This prayer is identical to a *Continual Light* (see page 60) 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). Those of N hit dice and less do not get a saving throw, otherwise it is spiritual. When cast on those using the spell *Lycanthropy* (see page 72) those using a spell of lower level are forced back into human form, those using the same level spell get a saving throw, and those using higher level spells are unaffected.

ZOE: 2" cone; *Range:* none; *Duration:* 6+L melee rounds; *ST:* special

Death Curse: This spell may only be cast as the Cleric is killed. It is cast in the instant of death if the Cleric has enough spell points to do so, with no other prerequisites: this is his parting gift as he joins his master, so normal restrictions do not apply. He may cast it thus even if he is bound and gagged, or has already acted the same round, or it is not the spell phase. Only if he is unconscious or lacks the prayer points will casting be prevented. He may afflict up to L beings in sight or earshot with one curse apiece, said curses being any curse of his choice from the Princecon XII item book curse table save those appearing on rolls of 96-00, or roll randomly ignoring 96-00 if desired. The level of the curse, for variable level curses, is 8. It is considered good form to afflict only those beings one considers responsible for one's demise, although this is by no means required. Alternatively it may be hurled upon any one entity the Cleric knows by name, no matter how far away or what barriers may be interposed. The victims must win a level vs level battle in order to get a saving throw. For purposes of this battle and the one in Remove Curse, the caster will count as 3 levels higher than his actual level due to the traumatic nature of the spell.

ZOE: see above; *Range:* see above; *Duration:* until removed; *ST:* level battle then spiritual

Detect: These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. If cast on or about 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

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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. Further castings by clerics of the same or lower level will not improve the results.

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 of 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.62). The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom.

Detect Battle: Generic spell type *Detect* (p.62). Tells the caster the direction to the nearest melee.

Detect Curse: Generic spell type *Detect* (p.62). 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.62). 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.62). 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.62).

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.62). This will initiate a level-vs-level battle against all *Conceal* (see page 58) 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

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Detect Injury: Generic spell type *Detect* (p.62). Similar to *Detect Disease* (see page 63) , but for wounds.

Detect Intent: Generic spell type *Detect* (p.62). 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.62). 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.62). 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.62). 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 within 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.62). 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.62). Identical to *Detect Animals* (above) but detects plants instead.

Detect Poison: Generic spell type *Detect* (p.62). This will reveal the presence of toxic substances not in a living being.

Detect Poisoning: Generic spell type *Detect* (p.62). This will reveal if a living being is suffering from poison.

Detect Possession: Generic spell type *Detect* (p.62). This 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.62). This 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 Silver: Will show a glow around all silver objects within the casters line of sight.

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

Detect Traps: Generic spell type *Detect* (p.62). This will reveal the presence of the trap nearest to the center of the ZOE and its general nature.

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Detect Undead: Generic spell type *Detect* (p.62). This will indicate number and kind, as well as the presence, of undead.

Detect Water: Generic spell type *Detect* (p.62). 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.62). 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.78).

Disease Vulnerability: Generic spell type *Vulnerability* (p.84). Cause Disease is 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. 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 15'r* (see page 80). 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 10x(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 83) 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 57), 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

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Drain Level: This spell allows the caster to drain a level from the next being he hits. The caster must hit the being in the Lx6 melee rounds after he casts the spell. The drain is permanent until a Restoration is cast upon the recipient.

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

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, which will measure $\frac{1}{2}L$ on the Richter scale. 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.56). The spell will do X points of damage to the target while curing X points on the caster, where X is either the total amount of damage on the caster or the total hit points of the target, whichever is less. Variable saving throw and other features are as per generic spell *Cause*.

Empathic Cure: Generic spell type *Cure* (p.61). Except that the range of this spell is touch. It 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.

ZOE: one patient; *Range:* touch; *Duration:* momentary; *ST:* special.

Enhance Poison: Cast on a poison weapon, needle, potion, etc. it makes the poison more difficult to save against. The first time that a saving throw is successfully made against such poison, roll again and use the new result.

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

Enhance Weapons 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: all weapons in range; *Range:* 1"; *Duration:* standard; *ST:* none

Entangle: The caster causes plants in the initial area of the victim to grow and attempt to grapple him. Movement in the area will be difficult. Some plants are necessary, though anything from grass to a tree will work. During the first melee round the plants are growing, and no save need be made. From then on, the plants will attempt to grab the victim once per round, in the Clerical Phase as long as the caster concentrates, unless the victim leaves the area. A physical save must be rolled for each attempt. Damage to the caster negates the spell.

ZOE: 5' radius of victim; *Range:* 12"; *Duration:* concentration; *ST:* Physical

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

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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 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 66) , except that sight is involved. The cleric must choose the eye's orientation.

ESP: Generic spell type *Detect* (p.62). 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 78) and *Resist Causes* (see page 78) 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

Fear Foes N: All those of level N+2 or lower 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 $60 \div T$ 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 Foes N. This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that make their control rolls. A creature controlled by an outside source (ex. a magical sword) is immune. Paladins and Anti-Paladins are completely immune to this spell. They have a chance of rallying their forces or party. If a character wishes to rally a feared individual, this attempt takes a round. The chance of success is equal to the sum of the Wisdom of the subject and the Charisma of the rallier, with any modification for *Word of Command* (see page 84) having double effect.

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

Feign Death: This spell places the caster in a death-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: caster; Range: 0"; Duration: L days; 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 imminent, 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 $+(5 \times N)\%$ to hit, +N damage, and +5% to all ST.

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

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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: 30xL 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.78). Fire with a saving throw is magical, other fire is not.

Fire Resistance 10'r: Generic spell type *Resistance* (p.78).

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. Unless the party takes a significantly different course of action all rolls will remain the same. This spell may not be used in concert with any type of divination spell.

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

Full Finger of Death: This prayer is very simple. The cleric points at a victim and he dies. The target must win a level vs. level battle to get a chance to save.

ZOE: one victim; Range: 24"; Duration: instant; ST: special spiritual

Gaseous Form: This spell allows the caster to assume the form of a misty vapor. While in this form the caster is immune to all spells and damage. The caster may move at 15" per round, and may seep through any crack that would allow air to pass through. While in gaseous form the cleric actually flies.

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

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. The saving throw applies each time the caster is damaged.

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

Growth Animals: It causes up to six ordinary animals (examples: cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increase by a factor of two. Willing victims get no saving throw. The animals will revert to normal after the spell ends.

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

Growth Plant: 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

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

High Curse of Ronkel: As per Ronkel's Curse *Ronkel's Curse* (see page 79) but once the curse falls (i.e. after the 24 hour grace period), the curse cannot be removed after death but only while the victim still lives.

ZOE: One target; Range: 6"; Duration: L days; ST: spiritual

Hold Person: The prayer will affect D4 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 saving throw. 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 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 saving throw will result.

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

Illusion Resistance: Generic spell type *Resistance* (p.78). This protects against all prayers of illusion or deception, as well as optical illusion.

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Immunity to Fire: This prayer provides immunity to all forms of fire, both ordinary and magical, including Red 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 68) 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 Green 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 82) or cause L wounds on a body to fester. Festering wounds will heal at half normal rate, both for natural healing and 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:* as sight; *Duration:* L hours; *ST:* none

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. A subject who saves, is immune to further inquisition from that caster for the remainder of the day.

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 2 or fewer 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 simultaneously understand all the languages about him. 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

Invulnerability: This spell makes the caster harder to hit by non-silver, non-magical weapons and monsters under 4 plus 1 hit dice using natural weaponry. Such weapons and monsters swing at -20% to hit and -1 to damage.

ZOE: follower; *Range:* none; *Duration:* Lx6 rounds; *ST:* none

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. 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,

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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: one day; ST: Spiritual-20%

Lich: This spell is the spell used to create all forms of animate level-gaining undead. The body is drained of all bodily fluids, reminiscent of a grape transforming into a raisin in one second. The body becomes irresurrectable, but an Animate Dead Spell will restore a dead lich to its usual undead form. The undead created in this way are under the control of the caster. When the caster dies or enters "Lich-hood", the liches and/or skull warriors under his control become permanently self-willed. A lich and/or skull warrior will maintain all its memories and abilities it had while alive.

ZOE: one person; Range: 6"; Duration: permanent; ST: spiritual

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

Life Sense: This spell allows the recipient to see as if he were an undead until the following dusk. He can sense any living being and swing at them with no penalty for darkness or invisibility.

ZOE: follower; Range: none; Duration: till dusk; 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.78).

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: ½L 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: ½L 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

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Lycanthropy N: This spell will turn one individual into the animal form of a were-creature. There is no saving throw; however, it is only effective on followers of Barra. The subject retains his current hit points, but takes on the form, attacks and armor class of the animal. Chance to hit is the base for their class and level with a 12% bonus for natural weaponry. Of course animals are incapable of casting spells. Were-creatures may only be hit by magical and silvered weapons, monsters of more than 4 hit dice using natural weaponry, natural damage (falling, traps, etc.) which inflicts damage equal to the spell level in d6s, undead or other enchanted monsters (golems, demons, etc.). The transformation lasts until sunset, but it may be terminated earlier by risking a spell survival roll. The type of form assumed depends on the level of the spell.

I Wererat, AC:7*, 12", bite(d3) plus weapon

II Werewolf, AC:5*, 15", bite(d8)

III Wereboar, AC:4*, 12", 2 tusks(d6)

IV Weretiger, AC:3*, 12", 2 claws(d4), bite (d10)

V Werebear, AC:2*, 9", bite(2d4), 2 claws(d3)+hug 2d6 if both hit

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 MU's level.

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

Magic Missile: The cleric utters this prayer and $L \div 4$ (rounded up) 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 closest subjects are always affected 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. The caster may affect himself or not as he wishes.

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

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 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

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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

Minor Empathic Cause: Generic spell type *Cause* (p.56). If the target fails to save, 2D6 points of damage will be transferred from the caster to the target, healing the caster and injuring the target. If the caster has fewer points of damage on him than the 2D6 roll, only that much gets transferred. If the target has less than the 2D6 roll + 1 hit points, then only the target's hit points + 1 is transferred. This spell has the standard variable saving throw of generic causes.

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

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. His saving throw will be -25% forever, vs. Janda spells. 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 Magic* (see page 58) 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.78). With the additional benefit, that if the paralysis takes effect the subject will get two chances to pass their system shock roll.

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

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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 39) 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.78). See Poison Resistance.

Poison Resistance: Generic spell type *Resistance* (p.78). This spell gives the recipient an extra saving throw versus poison. If there is normally a saving throw, the subject will get two chances to save. If there would normally be no saving throw, the subject gets the base saving throw for their level. This prayer will have no effect on poison already in the target's body.

Poison Vulner. 10'r: Generic spell type *Vulnerability* (p.84). See Poison Vulnerability.

Poison Vulnerability: Generic spell type *Vulnerability* (p.84). The subject is at a -10% to save, and the length of time between successive saves is doubled.

Poison Weapon N: Magically imbues the weapon, which must have a blade or a point, with N doses of poison. One dose will be injected each time the weapon hits. Each dose has a standard physical saving throw, does a d6 surge and 1 per round thereafter, with additional chances to save every (Level of caster) rounds. Save chances come twice as often for larger than man size targets. The spell cannot be cast on a weapon carried by someone already in melee. If the spell duration expires before all the poison is used, any remaining doses are lost.

ZOE: One bladed weapon; *Range:* 1"; *Duration:* Standard; *ST:* none vs spell, physical vs poison

Poisoned Weapon: Functions exactly as Poison Weapon N, save that the number of doses is unlimited.

ZOE: One bladed weapon; *Range:* 1"; *Duration:* Standard; *ST:* none vs spell, physical vs poison

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, but may not cast spells. The cleric must make a spell survival roll to return to human form, with at most one such attempt per day.

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

Polymorph to Bat: The cleric may take the form of a vampire bat. 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, but may not cast spells. The cleric must make a spell survival roll to return to human form, with at most one such attempt per day. Bats are AC 7, move 20" (flying) / 3" (ground), and he may attack once per round for a d3.

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

Polymorph to Rat: The cleric may take the form of a Rat. 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, but may not cast spells. The cleric

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must make a spell survival roll to return to human form, with at most one such attempt per day. Bats are AC 7, move 12", and he may attack once per round for a d3.

ZOE: self; Range: none; Duration: variable; 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 63) 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 will cause 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 at 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 extend the 'life' of a dead body being held pending a *Raise Dead* (see page 77) 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 78) *Raise Dead* (see page 77) etc. will fail unless and until a successful *Remove Curse* (see page 77) 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%

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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. Lycanthropes: The caster is protected from were-creatures in animal form. Creatures with less hit dice than the caster cannot attack anyone within the ZOE, those with more dice must save or they are similarly affected. Once a creature 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

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.

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

Protection/Poison: The recipient of this spell is made immune to all poisons.

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&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

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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×L miles, nor alter magical weather. The weather will take normal time to arrive and last for normal time.

ZOE: L mi radius; *Range:* ½L miles; *Duration:* One day; *ST:* none

Raise Animal: This is identical to Raise Dead, but it affects only animals as defined in *Charm Animals* (see page 57) 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 will regain one level per day 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. 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 levels is measured in melee rounds instead of days. It is not possible to cast both spells within a week of one another.

ZOE: one body; *Range:* 1"; *Duration:* permanent; *ST:* none

Range Booster: This increases the range of any spell of detection to 10×normal range. 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×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×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×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. 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

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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 be +10% to save and take -1/die from Causes. 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.

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 be +10% to save and take -1/die from Cures.

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

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

Resist Fear: This spell gives the recipient an extra saving throw versus fear. If there is normally a saving throw the subject will get two chances to save. If there would normally be no saving throw, the subject gets the base saving throw for their level.

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

Resist Level Drains: Generic spell type *Resistance* (p.78). Recipient receives one extra (spiritual) saving throw versus any level drain from any type of Undead.

Restoration: Generic spell type *Cure* (p.61). 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 of some time ago. The amount of regression is limited to 2↑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)² square feet; *Range:* contact; *Duration:* special; *ST:* none

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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 to succeed

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 its 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 2xL 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 73) 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

Ritual Sacrifice N: This takes an hour to cast and involves the ritual death by torture of a living being. This being must be awake during the ritual, and must be a sentient (any race capable of language use) of at least Nth level or N hit dice, or a higher animal (mammal) of at least 2XN hit dice, or a lower animal (reptile) of at least 5XN hit dice; fish, insects, etc. are worthless. The subject need not be willing. While the ritual does not demand that he be helpless/restrained, it does make the practical side easier. The benefits accrued by the caster apply for the rest of the day (until next sunset). The caster benefits as though Aura of Power N were in effect upon himself. The dagger used for the sacrifice acts like a magic weapon: it is +2N% to hit, +N to damage, and can hit beings that require (N-2) magic weapons to hit, -1 being silver and 0 being magic but no bonus needed. Any Finger of Death or Cause All which he casts will have the save reduced by 2N%, excluding his own save against his own mass spell if relevant. Any Cause Wounds or Mass Cause Wounds he casts will do +N damage points if the save fails.

ZOE: self and own dagger only; *Range:* none; *Duration:* one day; *ST:* none

Ronkel's Curse: This is the Curse of Ronkel as in the item book. The target, if living, is not killed or harmed, but 24 hours after the Curse is invoked will become totally irresurrectable by any means whatsoever, including Clone and divine intervention. This can be cast on a dead body and the same time limit applies. The Curse can be lifted (by Remove Curse) either before or after the 24 hour limit passes and it will then be possible to restore the character by any means that would otherwise work.

ZOE: One target; *Range:* 6"; *Duration:* permanent; *ST:* spiritual

Rotting: The inverse of the spell *Preservation* (see page 75) this prayer causes any organic material affected to decay 100x the normal rate. Living beings cannot be affected. It will negate a *Preservation*, and vice-versa.

ZOE: 30xL 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.

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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:** L hours; **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:** L hours; **ST:** none

See Through Rats: This spell allows the caster to see through the eyes of a group of rats that either he has seen or knows are within 60". He can see whatever they see for L hours, regardless of how far away they move from him.

ZOE: one group of rats; **Range:** 60"; **Duration:** L hours; **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 Death: The single target, if he fails a spiritual save, will lapse into a deep but unpleasant sleep haunted by dreams of death. He cannot be awakened by normal means for L rounds, but will get an additional saving throw every round he takes damage. After this period he will be normally awakenable, but left to himself will sleep out the normal sleep duration of his species, whatever that is. If this spell is cast on a target of the cleric's own level or higher, the cleric must win a level vs. level battle for the spell to affect him (ST still applies even if the cleric wins).

ZOE: one living target of a race that normally sleeps; **Range:** 6"; **Duration:** special; **ST:** spiritual

Sleep of Healing: Generic spell type *Cure* (p.61). 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.61). 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

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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

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 57)). 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. Clerics are entitled to three yes/no answers. Dead may normally be spoken with only once. Clerics of Ronkel and Thoki may ask six questions which may be as lucid as the departed desires.

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 w. Were: Similar to *Speak w. Animals* this allows conversation with all were-creatures. To others, the cleric will be making unintelligible noises. The creatures 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

Speed Lycanthropy: The spell is effective only upon a person who has the disease Lycanthropy, as a result of suffering more than half their total hit points in combat with a were creature. If the spell takes affect the subject will immediately assume were form and lose control over their actions, regardless of whether the moon is full. The cleric will not gain control over the subject.

ZOE: one victim; *Range:* 6"; *Duration:* immediate; *ST:* Spiritual

Speed Disease: This will cancel a *Slow Disease* (see page 80) and vice versa. Otherwise, the progress of a 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

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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.61). This spell 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

Summon Undead N: This spell summons an Undead of Level N, who will obey all orders of the cleric for Lx6 melee rounds. It will appear standing next to the cleric. Undead are in order of level: skeleton, zombie, ghoul, shadow, wight, wraith, mummy, spectre, vampire, and Bob West

ZOE: special; *Range:* none; *Duration:* Lx6 melee rounds; *ST:* none

Suspend Animation: This spell will automatically counteract an *Animate Objects* (see page 54), 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 60) spell, except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

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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 78) 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

Toughness: A cleric who casts this spell will gain 10% on his physical saving throw, making him the equal of a fighter.

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

Trace Sending: This will help find the source of a 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. 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, such as pixies and invisible stalkers, 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

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Unholy Word: This spell is identical in effect to the *Holy Word* (see page 69), except that the special immunity applies to followers of Ronkel, Thoki and Barra rather than Janda and Hippocrates.

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 78) 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 is Ld3 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. *Control Weather* will 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

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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 30) .

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.

ZOE: self; *Range*: infinite; *Duration*: instantaneous; *ST*: none

Write Languages: Similar to a *Read Languages* spell (see page 77) but it gives the ability to write fluently in the language instead.

ZOE: self; *Range*: as sight; *Duration*: 10×L 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

SHAMAN

Shaman may be either Orcs or Gnolls, they follow a pagan religion. Hit dice are d6s, with non-metal weapons and armor.

SHAMAN SPELL COSTS

The Shaman gets spell points equal to intelligence plus wisdom which he may use to throw any spell that his level allows. Once he has used any spell points, he will be able to regain up to his intelligence plus his wisdom in spell points while sleeping. An Shaman may regain 2 spell point per hour slept plus two per hour of the nights longest continuous sleep, with the daily total not to exceed the Shaman's intelligence plus his wisdom. For example: an Shaman with a 14 intelligence and a 14 wisdom who slept for 3 hours, was awakend and then slept for 5 hours would regain 12 points during the first nap and 14 during the second; if the second nap were also 3 hours only 6 additional points would be recovered as the bonus for a three consecutive Spell costs depend on the level of the Shaman and the level of the spell thrown: and may be increased if the shaman is damaged. In order to continue dancing the shaman must pay one spell point per hit point taken, other casting costs are paid upon completion.

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

Casting Requirements

A Shaman must be able move about and speak to perform elaborate rituals, the spell takes effect at the begining of the item phase, however the shaman may not be prevented from casting the spell unless killed, immobilized, or silenced.

SHAMAN

Shaman Spells

Level I	Level II	Level III	
<i>Binding</i>	22	<i>Air Blast</i>	24
<i>Cleanse</i>	22	<i>Analyze Spell</i>	24
<i>Color Change</i>	22	<i>Charm Animals</i>	57
<i>Confuse</i>	22	<i>Cure II</i>	61
<i>Consecrate Object</i>	59	<i>De-were II</i>	62
<i>Cure I</i>	61	<i>Detect Animal</i>	63
<i>De-were I</i>	62	<i>ESP</i>	24
<i>Detect Evil</i>	63	<i>Faerie Fire</i>	24
<i>Detect Magic</i>	22	<i>Fire Bomb</i>	25
<i>Detect North</i>	22	<i>Flame Weapon</i>	25
<i>Detect Plants</i>	64	<i>Fog Weave</i>	25
<i>Detect Water</i>	65	<i>Hide Among Plants</i>	69
<i>Detect Were</i>	65	<i>Infravision</i>	25
<i>Displace Self</i>	22	<i>Invisibility</i>	25
<i>Enhance Hearing</i>	22	<i>Knock</i>	25
<i>Hold Portal</i>	22	<i>Levitate Self</i>	25
<i>Ice Lance</i>	22	<i>Locate Object</i>	25
<i>Ignite Fire</i>	22	<i>Magic Hand</i>	25
<i>Lightning Lance</i>	23	<i>Magic Mouth</i>	26
<i>Locate Animals</i>	23	<i>Mini-Flash</i>	26
<i>Locate Plants</i>	23	<i>Mirror Image</i>	26
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