

# PRINCECON XXI



## INTRODUCTION

March 15, 1996

Fellow Adventurers:

Welcome to PrinceCon XXI! If you have not already done so, please take the time now to fill out your character preference sheet and give it to someone behind the desk; this will help us get things started promptly. Runs will begin at around 5:00 PM today, and adventures will leave continuously from then until Sunday morning. All runs will end by 3:00 PM on Sunday, and the awards ceremony will start shortly thereafter. To go out on a run, just find a GM (they're the people wearing the PrinceCon t-shirts), a group of people to go with, and come to the desk. We'll handle the rest.

There are just a few simple rules to keep in mind: first, please be respectful of Whig Hall. We are here only by the permission of the American Whig-Clisophic Society, which controls Whig Hall. Due to damage to the building and other rules violations in the past, we are on very thin ice with the administration of Whig-Clio. Please do not give them any reason to kick us out. This building is very convenient and we wish to continue to use it in future years, but we will only be able to do so if you treat it with respect. Please do not leave trash on the floor. Please do not sleep in Whig or abuse the bathrooms. Activity like that will get us barred from Whig for the future.

Second, there will be some other groups using Whig during the convention. The Whig Hall lounge, the room on the first floor, is ours for the duration of PrinceCon. However, other groups will be using the Senate Chamber on the second floor while the Con is underway. Please treat these other groups with respect. Do not go into or leave your belongings in the Senate Chamber until the awards ceremony on Sunday. If you do, you will create problems with Whig-Clio, and you will probably also lose your belongings.

Finally, please treat the other rooms you use with respect. The registrar's office is more tolerant than Whig-Clio, but they will still be upset by a mess. Please make a reasonable effort to clean up when you leave a room.

Now that we've said that: have fun! That's the reason we're all here.

GOOD LUCK, ADVENTURERS!

Mark Krumholz,  
Director, PrinceCon XXI

PRINCECON XXI  
**Best Character Awards**

This year, every GM will judge the characters that participate in his scenario by three criteria: strategy, role-playing, and tactics. Strategy represents progress toward the long-term goals of the Con and the scenario, including gathering and passing along information. Tactics means using the resources at hand to deal with immediate puzzles and combats. Finally, role-playing is how well you play your persona and interact with other characters and NPCs. Each character, surviving or not, will be rated in these categories and receive an overall score for the convention.

Based on these total scores, an award will be given to the best character (not player) in each class: fighter, mage, cleric, and scout. In addition, certificates will be presented to the players (not characters) who rank as the best role-player, strategist, and tactician. Please be aware that players who run more than twice with any one GameMaster will not be eligible for awards.

*PrinceCon XXII will run from March 14 to 16, 1997. See you there!*

**A Note to all Participants**

Please respect the Whig Hall building. We are here as guests, and if the facilities are abused we will not be able to hold PrinceCon here in the future. Sleeping in the building and shaving or washing up in the bathroom are not allowed. Also, please dispose of litter and soda cans in the containers provided.

**Acknowledgements**

We like to take this opportunity to thank the many people who have helped bring this convention to fruition. The con system is the product of countless people over two decades, but we would like to recognize in particular Howard Mahler, the primary author of the combat and magic systems, whose campaign system started it all. Bob West developed our religion system in 1985, using ideas from his campaign, and edited the changes for this year's conbook. The mage spell modifier concept is primarily the work of Dan Eisenstein.

York Dobyms and Tim Oliver are responsible for the computer software. Bob West developed the sailing rules for this year. Shantanu Saha prepared the prizes.

Princecon XXI Theme Pack

**The Tale of the Dispossessed**

Now, children, hear the tale of the land of Sitalta, of its downfall, and of the flight of the Seven Kindreds. Full of sorrow and defeat it is, yet also of hope and great deeds. For the Seven Kindreds had among them many great warriors and masters of lore, and many friends of high stature as well. Not all came to fame or renown, or indeed a good ending. But they made many journeys, and saw many things strange and wonderful, and fought many things dark and terrible. In the end, they achieved...well, you can decide just what it was they achieved.

And what of Sitalta, you ask? Its origins are shrouded in the mists of time, yet it is said that Sitalta was the first great work of the Seven. It is said that Daglir wrought its bones from the stuff of stars, lifting up the land from the boundless ocean. Danu came and dwelt in it, filling it with trees and flowers and green. Carrunos sent beasts great and small to abide there, that he could therefore be close to his consort. Isaiah Samwise brought peace and healing to the land, that it would not see hurt or sickness. Janda gave it justice, and saw that the land was well ordered. Hione sent forth wisdom, and sought to preserve all that was good. And Leo raised the Girdling Mountains around the rim of the land, to make it unassailable.

For a thousand years the people of the Seven dwelt in Sitalta, growing ever more in wealth, power, joy, and wisdom. So great was their bliss that they wished to share it with others, and at the feast marking the Millennium, the foremost of all the children of the Seven stood up and declared that they would become Adventurers, to seek new lands and peoples. Then a great work was begun, and ships were built with Danu's wood and Daglir's craft.

The Adventurers sailed far and wide, discovered many new lands, and made new friends wherever they went. The bliss of Sitalta increased even more as trade and communication with these new lands grew. Many people, drawn to the majesty of Sitalta, came to dwell there, and a great community of immigrants arose in the heart of the land. They learned wisdom from Hione, compassion from Isaiah, justice from Janda, and honor from Leo, though for the most part they chose to keep their own beliefs, and were called Pantheists. Many also became Adventurers. And so it went for another seven hundred years, and was called the Golden Age of Sitalta.

In the Year 1786, at the height of its glory, the brightness of Sitalta was dimmed. In that year, the first shrine of Menthax was erected. Not even the high priests of Hione can tell just where Menthax and his first worshippers came from, but they can tell the consequences. As the cult of Menthax grew, the people of Sitalta, for the most part hearkened to his lies, and began to turn away from the Seven. They began to believe that the power of Sitalta should be used to rule over other lands instead of protecting them, and its glory could be made greater by holding others in thrall. Beginning in the year 1931, the warriors of Sitalta struck out far and wide, conquering all lands they could find, until all the world that they could see was under their sway. Those that refused to submit were enslaved or put to the sword. The Golden Age of Sitalta crumbled and the Empire of Menthax arose.

Under the dominion of Menthax and his followers, the peoples of the Seven were increasingly persecuted. The League of Adventurers was especially targeted, and forced to go on voyages of discovery for the purpose of finding new lands to conquer. Those who would not submit were put cruelly to death. Many of the faithful were forced into hiding or exile.

In the year 1995, the Council of the Seven met in its secret hiding place in the Girdling Mountains. Communing with their Lords, they prayed for the gods to show a way to escape the dominion of Menthax. In response, they were told to build twenty-one great ships, three for each sect. The ships were to be large enough to hold 250 people for a long voyage, and be ready to sail by the last full moon of Autumn. They were to be built on the slopes of the tallest mountain in Sitalta. Perplexed by this command, the peoples of the Seven began their greatest labor in secret, avoiding and misleading the spies of Menthax. Many died in the effort to conceal the building.

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Finally, the ships were finished when the last moon of Autumn had grown to half full. The remnants of the people of the Seven gathered at the ships, but could only fill fourteen of them. Then Relham, high priest of Hione and leader of the Council, said "let the remaining people of the Pantheists populate the last seven ships, for they have ever been our staunch friends in this dark time." And so the Pantheists came with their families, and the company was complete.

In this time the spies of Menthax learned of the gathering of the last of the Faithful, and the high priests of Menthax sent an army against them. Seeing this from afar, Relham gathered the remaining men and women of renown among the Faithful and the Pantheists, and led them out to meet the advancing army. The Last Company of the Seven Kindreds performed deeds of surpassing valor, halting the advance of the host of Menthax for seven days in the passes of the Girdling Mountains.

When the last full moon of Autumn rose, the earth began to shake. Deep rents opened up in the ground, and swallowed up much of the host of Menthax. Mountains began to crumble, and the surrounding sea began to flow in. It washed away the last of the assailing army, and the remnants of the Last Company as well. The waters flowed up even to the height of the ships, and the little fleet floated off, carried by the intruding sea over the dying land of Sitalta. When the inundation was complete, all that was left to mark the land of Sitalta were the peaks of the Girdling Mountains, now tiny, dwindling islands circling a great lagoon. In sorrow at the loss of their home, the survivors of the Seven Kindreds and the Pantheists sailed away.

What caused the destruction of Sitalta? Some say it was the Seven themselves, angry at the turning away of the people of Sitalta. Some say it was Menthax, destroying the land of the gods that he hated. Some say that it was another force, from outside the circles of the world. The answer will probably never be known.

Reaching the nearest island, the fleet sighted the navy of Menthax returning from the conquest of a far-away island. The Ships of Menthax hoisted sail in pursuit, and chased the fleet of the Seven Kindreds for several days. On the ninth day of the chase, the wind rose and became a hurricane, engulfing the ships of the Seven Kindreds in its eye and destroying the fleet of Menthax. For thirty-six days the hurricane blew, moving the ships of the survivors a great distance in an unknown direction. Finally the storm dissipated, but not before a final great wave washed all twenty-one ships onto a great sandbar, breaking their keels.

Stranded on a desert island under strange skies, the survivors used what wood they could salvage from their ships to build a little fleet of small scout ships, to explore their strange surroundings. Manned by the grown children of the League of Adventurers, the ships set off on the Ides of March, in the year 1996, to find...

It is now the Ides of March, 1996. *You* are the children of the League of Adventurers. It is *YOUR* job to find a home for the survivors of Sitalta.

Good Luck!

# PRINCECON XXI

## Princecon XXI Sailing Rules

**Acknowledgement** We would like to extend our appreciation to John Keane of the High Performance Computing and Design (HPCD) project, Computer Science Department, Rutgers University, for aiding in the development of the mathematical models upon which these rules are based. His experience with both theoretical design and practical sailing were very helpful.

### **Fellow Adventurers**

The sailing and shipboard rules for PrinceCon XXI are based on a combination of historical research, computer simulation, and references to practical manuals of sailing and shipboard practice. Supply requirements are based in part upon U.S. armed forces specifications for a "liberal" ration. Sailing characteristics of the boats are based on computer simulation, and have been cross-checked with actual records of ancient voyages for reasonability. Any such undertaking is unavoidably full of unprovable assumptions, sweeping simplifications, pure guesswork and arbitrary decisions. We have attempted to achieve a balance among realism, scope for creative and heroic play, and playability.

To make things simpler, we assume that your characters are competent and rational, and know their business. It does not matter whether you, as a player, know a belaying pin from a mainmast, your character knows. On the other hand, if you wish to play the role, a glossary of nautical terms is attached. You will have decisions to make, which we will couch in terms that any player should understand. Do you choose a faster boat that requires more magic to sail, or a slower one that can be sailed without magic? Do you land in search of food and water, or do you use spell points to conjure them up?

Unlike most recent PrinceCons, mapping will be a major concern this year. Your characters have been cast upon a low-lying islet upon unknown seas. The information that you bring back to Hireling Hull is perhaps the most important treasure you will find, and should be treated as carefully as any item. We will provide mapping materials: map as carefully as you can, and record everything that you think is important. If you, as players, lose the map, your characters have lost the map. Once the map is turned over to Hireling Hull, an official copy will appear on the main mapboard.

The Gamesmaster will guide you. For example, the GM will indicate whether this should be a short voyage, where supplies will not be an issue, or a long one, where supplies will be a constant concern.

### **The Boats**

After the wreck of the Great Ships upon Hireling Sandbar, a number of small sailing craft were built using their wood. These boats are clinker-built, that is, made of overlapping boards fitted onto a structural frame, for ease of construction and for structural integrity. Because of the urgent need, the members were shaped with the aid of patterning and shaping spells, and have been made mostly watertight using sealing spells.

As all mages should be aware, to make a boat fully watertight or unbreakable would require that the entire vessel fit into the Zone of Effect of a single Patterning spell, which is far beyond our power. We have made the boats as fast and as seaworthy as time and resources allowed. You should expect to have some water in the bilge, which may become severe in heavy following seas. How well your vessels will hold up to a major storm is anyone's guess.

The boats have a main deck, equipped with hatches, and a small poop-deck at the stern, to allow the helmsman a view of the way ahead. The boats are between 35 and 40 feet long at the waterline, are about 10 feet in beam, can make around 6 knots under favorable conditions, and can carry 10-12 gross tons before they become difficult to handle. Steering is done by a side-mounted rudder, which we have placed on the right (starboard) side of the vessel. The side-mounted rudder is less complex

than a centermounted rudder and is much simpler to repair in the field. Remember always to dock with the left (port) side of the vessel to the dock, or you will break the rudder!

We have provided two types of rig, for different types of voyages. Whenever possible, we will give you a choice of craft.

*The square-rig* has a single mainsail, which can be taken up by brails as required, and a small foresail for added speed in light winds. The use of brails means that the vessel can be handled with a smaller crew (visualize Jason and the Argonauts or Sinbad). A square-rig is very fast running before the wind, but is slow when traveling against the wind. You should choose this type of vessel if you have plenty of Skylore power available, or if you expect favorable winds.

*The fore-aft rig* has a single triangular mainsail which can be shortened by reefing, and a spritsail for stability when running before the wind. The use of reefs gives excellent handling, but requires a slightly larger crew, even though the vessel is smaller than the square-rig. A fore-aft rig can sail closer into the wind than can the square-rig, but is somewhat slower under favorable winds. You will be less dependent on magic if you use this type of vessel, but more dependent on your crew.

## Crew and Supplies

All of you have had long months of sea duty before we arrived, and will have a chance to practice handling these particular vessels before you leave on your first expedition; however, we will also supply crews of experienced sailors with a Captain and Mate. In the event that you are required to do battle at sea, they will handle the ship while you do the fighting. The crews will also act as boatguards and will follow reasonable instructions for meeting you after you go ashore, but they will not join you ashore except in extreme emergency, such as if the ship breaks up or sinks. If all adventurers are killed or disabled, the surviving crew will attempt to return to Hireling Sandbar.

One of your number must be selected at the beginning of a voyage as "Adventurer in Chief" or "Chief" for short. The Chief will decide the destination and give the Captain general instructions. The Captain will carry out his instructions to the best of his judgment and ability, but is responsible for the safety of ship and crew. The Captain has full authority to disregard orders that he deems reckless or that violate the directives of Hireling Hull.

The crew complement of a square-rig will be two officers and six able seamen. The crew complement of a fore-aft rig will be two officers and ten able seamen. The crew will be divided into two watches, with an officer in charge of each watch. In the event of crew casualties, adventurers will be expected to bear a hand. If you are unable to fully crew a ship, or if adventurers make up more than half the crew, you will experience difficulties in handling, but even two people have a fair shot of bringing a ship home if nothing much goes wrong.

Before you leave, we will lade your ship with as many supplies as we can spare, but on long voyages, or if your supplies are lost or spoiled, you may have to forage. Experience has shown that crews use 25 pounds of water (including hygenic, working and cooking uses) and 7 pounds of raw foodstuffs (including waste) per person per day if rationing is not strictly imposed. Rationing can reduce this, but crew morale and efficiency will suffer. We long ago ran out of beer, wine and grog, so if you can find some, crew morale will be improved. All-in-all, a complement of twenty (adventurers + crew) will use 2.25 tons of supplies per week. If you are gone more than two weeks, you will need to preserve your food and purify your water periodically -- we have no time to spare for salting and canning!

You can supplement your food supplies by hunting and gathering on land, by trading with friendly natives or by fishing. Each of these activities takes time, and time is not something you will always have in abundance. There are magical spells and clerical prayers that will also help, but spells and prayers may be precious, too!

## Storms

Our Danu clerics will attempt to apprise you of weather conditions in the region, but we cannot guarantee that you will escape without encountering a storm. Storms damage ships in three ways. First, the wind can carry away sails, rigging and masts. Second, the waves can literally batter a ship to pieces. Third, if the waves are large enough, they can capsize the ship, especially if the ship "broaches to" (broadside to the wind). Boats ride most comfortably into the wind, next most comfortably with the wind, and are positively dangerous crossing the wind. There are six ways to ride out a serious storm, each with advantages and disadvantages. The Captain will consult with you if the need arises.

1. Find a sheltered harbor. If the harbor is sufficiently protected from wind and wave, you can sit out the storm in comfort and safety; if not, you are apt to be battered to pieces against the piers, rocks or other ships.
2. Go inland. If you find a navigable stream that will allow you to go a few miles inland, you might try this. The idea is to allow the hills and trees to break up the wind and to get beyond the reach of the waves. On the other hand, large storm surges sometimes travel miles upriver, which could be a very unpleasant surprise.
3. Beach the boat. This is a desperation move, unless you happen to find friendly natives with a drydock. Your vessel has a deadweight of about 17 tons. (Yo! Heave-ho!) If the waves reach the boat, they will batter it to pieces or take it out to sea. Nevertheless, in a severe enough storm, you may be desperate.
4. Ride a-hull. Get away from land (land is dangerous); strike the sails (to keep them from being damaged); lash the helm to leeward (to head the boat into the wind); set out a sea anchor (to minimize drift); man the pumps and pray. This method generally avoids rigging damage, but may damage the hull, as the ship is tossed.
5. Heave-to. This is similar to riding a-hull, but you keep a small sail up, to make sure the boat heads into the wind. If it works, this is the quietest way to ride out a storm. If it fails, you will have broken masts and rigging.
6. Run before the wind. Generally, this is a bet that the wind is blowing crosswise to the path of the storm. If the wind is blowing your way, you will make great time, if your rigging and hull hold, you can move at least as fast as the waves, and you don't run into any land. Do not attempt this without an experienced crew! If the waves outrun your ship, you may broach to, fill up with water and sink.

The decision of method for riding out the storm must be made by the Adventurer-in-Chief, in consultation with the Captain. If you have sails aloft, you may experience rigging damage. You may also experience moderate to severe hull damage if you had following seas, were battered on shore, or if the winds were strong enough to drive the ship above the "hull speed". You can attempt to repair damage with nonmagical means, using Patterning to repair damaged members, or risk continuing at sea with a damaged boat.

## Combat

We hope that you will only find peaceful encounters during your explorations, but should you have any combat encounters while at sea, here are some things to keep in mind. We have not outfitted your vessels with any form of artillery, and none is available. You will have to fight hand-to-hand or spell-to-spell. The crew are sailors by profession, not fighters, and will not assist in combat unless you are actually boarded or the ship's survival depends on it. Generally, they will be more helpful to you by manning the tiller, lines and sails than by adding their feeble fighting skills.



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You will have to develop tactics appropriate to your abilities and the opponents you encounter. Some things to note.

- A speed of 1 knot equals 200" per hour, 33" per turn, or 0.67" per melee round.
- Most ship's hulls are too sturdy to destroy quickly without very high level magic. The sails and rigging, and the occupants, are much more vulnerable targets.
- Fireballs and Pyromancy will partially consume rigging and sails.
- Patterning spells may be used as an attack or as a defense.
- Establishing Skylore supremacy is likely to be the key to many a battle.
- If your ship is damaged, or you damage that of an opponent, the ship may become harder to handle or start to sink. If so, the GM will keep track and inform you of the effects.

### Ship Descriptions

There are two types of ship available your characters.

Rig	Length	Beam	Deadweight/ & Freeboard	Standard & Freeboard	Maximum & Freeboard	Crew	Hull Speed
Square	40 ft	12 ft	17 tons/6 ft	23 tons/5 ft	30 tons/4 ft	6	6.32
Fore- Aft	35 ft	10 ft	14 tons/6 ft	20 tons/5 ft	26 tons/4 ft	10	5.92

#### *Terms and Symbols:*

*Rig:* describes the type of sails and rigging carried.

*Length at Waterline* is exactly what it sounds like. The ship tapes in both length and width from top to bottom. In both cases, the mast height is equal to the length at the waterline.

*Beam* is the maximum width of the ship -- literally, the length of the beams supporting the deck amidships.

*Freeboard* is the distance in feet between the deck and the water, and depends on the displacement (load).

*Deadweight* is the weight (displacement) of the ship, fully equipped and ready for sea, but without crew, gear or supplies.

*Standard* is the weight (displacement) of the ship, ready for sea with a full complement and two weeks' rations.

*Maximum* is the weight (displacement) of the ship with maximum safe cargo capacity aboard.

*Cargo Capacity* is the difference between Standard weight (or deadweight, for a day trip with no supplies) and Maximum displacement.

*Hull Speed* is the speed above which the ship becomes unstable and/or breaks apart as it tries to turn into a hydrofoil. This is a theoretical maximum, and even Grand Patterning cannot improve it much.

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### *Wind and Sailing Direction*

Mariners traditionally tell direction in "points of the compass", 32 points being a full circle. All charts are done to a precision of one point; however, the GM may simplify if he/she wishes.

<i>Point of the Compass</i>	<i>Abbr.</i>	<i>Degrees</i>
1. North	N	0
2. North by East		11 15'
3. North-Northeast	NNE	22 30'
4. Northeast by North		33 45'
5. Northeast	NE	45
6. Northeast by East		56 15'
7. East-Northeast	ENE	67 30'
8. East by North		78 45'
9. East	E	90
10. East by South		101 15'
11. East-Southeast	ESE	112 30'
12. Southeast by East		123 45'
13. Southeast	SE	135
14. Southeast by South		146 15'
15. South-Southeast	SSE	157 30'
16. South by East		168 45'
17. South	S	180
18. South by West		191 15'
19. South-Southwest	SSW	202 30'
20. Southwest by South		213 45'
21. Southwest	SW	225
22. Southwest by West		236 15'
23. West-Southwest	WSW	247 30'
24. West by South		258 45'
25. West	W	270
26. West by North		281 15'
27. West-Northwest	WNW	292 30'
28. Northwest by West		303 45'
29. Northwest	NW	315
30. Northwest by North		326 15'
31. North-Northwest	NNW	337 30'
32. North by West		348 45'

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*Beaufort Scale of Wind Force*

<i>Force Number</i>	<i>Name (Traditional)</i>	<i>Max Wind (Knots)</i>	<i>Verbal Description of Effects (sea first, then land)</i>
0	Calm	1	Glassy sea. Smoke rises vertically.
1	Light Air	3	Small ripples. Smoke drifts
2	Light Breeze	6	Wavelets. Leaves Rustle.
3	Gentle Breeze	10	Some wave crests break. Leaves and small twigs are in motion.
4	Moderate Breeze	16	Whitecaps appear. Small branches move.
5	Fresh Breeze	21	Long waves with spray. Small trees sway. Dead branches may break.
6	Strong Breeze	27	Long waves with extensive foamy crests. Large branches move. Loose gravel/sand becomes windborne.
7	Near Gale	33	White foam from crests streaks. Chimney pots and roof tiles come loose.
8	Gale	41	Spindrift off crests and streaky foam. Large, leafy branches may come loose.
9	Strong Gale	47	Toppling crests may break over boat. Healthy branches may break. Structural damage.
10	Whole Gale	55	Curved wave crests. Sea is white with foam. Ship water regularly. Weak trees fall and docks are damaged.
11	Storm	63	Poor visibility, control may be lost. Windborne debris is extensive and structural damage is to be expected.
12+	Hurricane	70+	Air is full of foam and spray. Buildings may fail and trees uprooted.

The Beaufort scale was developed for sailors' use, and describes wind force ranges that actually make a difference in sailing. Wind forces above 12 are sometimes described in modern sailing manuals, with 12 being a category I hurricane, 13 being a category II, etc. All wind forces in PrinceCon XXI are described in terms of this scale.

**Glossary**

*Location within and parts of a boat.*

Abaft	Towards the back of the boat.
Aft	At or near the stern.
Amidships	In the middle of the boat, as seen from the side.
Athwartships	At right angles to the fore-aft line of the boat.
Ballast	Heavy material in the bottom of the boat to keep it right-side-up in heavy seas.
Bilge	The lower, round part inside the hull where water collects.
Beam	The transverse member the supports the deck, or to one or the other side.
Carvel-built	Built with planks joined edge-to-edge, producing a smooth, but vulnerable hull.
Centerline	In the middle of the boat, as seen head-on.
Clinker-built	Built with overlapping planks. This provides structural strength, but requires fairing.
Draft	The part of the hull, including keel and false keel, below the waterline.
Fairing	The process of smoothing out rough surfaces, especially underwater surfaces.
False Keel	A protective extension on the keel that gives additional resistance to lateral motion. In the event of a mild grounding, the false keel takes the damage.
Fore	Towards the front of the boat
Freeboard	The part of the hull above the waterline, or the height of the deck above water.
Hatch	A portal leading from one deck to another.
Head	The toilet, traditionally located well fore, or the front of the boat.
Helm	The tiller or other device for controlling the rudder.
Hull	The body of the boat.
Keel	The backbone of the boat, which also acts as a fin resisting lateral motion.
Kelson	The support for the keel inside the boat, to which the ribs are anchored.
Ladder	Sailor's term for any ladder, rope ladder or stairs on shipboard.
Line	Sailor's term for any rope.
Mast	The vertical pole supporting the yards and sails.
Mast Step	The socket in the keel into which the mast sits.
Painter	A line for making fast or towing a dinghy.
Port	Towards the left, when facing forward. So-called because a side-ruddered boat always docks with its port side facing the dock.
Ratlines	Rope ladders that allow one to climb the mast.
Rigging	The lines that support and control the masts, yards and sails.
Running Rigging	The lines that control the sails. Failure of Running Rigging entails loss of control.
Standing Rigging	The lines that keep the mast upright. Failure of Standing Rigging is a catastrophe.
Rudder	The movable underwater surface that controls the ship's direction. Although center-mounted in modern ships, the side-mounted rudder is easier to repair in a hurry, so more suitable for this type of exploration.
Sail	Oh come now! Do you really need a definition?
Sheet	A line that is attached to the windward side of a sail to control it.
Spar	A general term for any wood or metal pole other than the main mast.
Starboard	Towards the right, when facing forward. An alteration of "stearboard", because the side-mounted rudder (or steare) is mounted on this side.
Stem	The timber at the bow, from the keel upwards, to which the planking is attached.
Stern	The back of the boat: an alteration of "stearn" or rudder.
Sternpost	The timber at the stern, from the keel upwards, to which the planking is attached.

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Tack  
Thwart  
Waterline

The line connected to the leeward side of a sail to control it.  
The transverse ribs of the ship.  
The line along the hull at which the boat floats.

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### *Direction and speed of the boat:*

Abeam	To one side or the other.
Ahead	The normal direction of travel.
Astern	Behind the boat, or sailing backwards (a condition that cannot be maintained for very long).
Back	Counter-clockwise from the direction of the wind.
Beam Reach	Sailing more-or-less crosswind.
Beat	To sail on alternate tacks to make a mean course closer to the wind than the boat can sail.
Broach	To turn crosswind in a storm. This is not a good idea (see capsize).
Broad Reach	Sailing at the optimum angle for a fore-aft rig: 135 off the wind.
Chip Log	A device for measuring the water speed of the boat. A float is attached to a rope, which is knotted at intervals of 80 feet. The device is pitched overboard and line payed out for 48 seconds (4 melee rounds). Each knot represents a speed of 1 nautical mile/hour.
Close	Sailing into the wind.
Close-Hauled	As close to the wind as you can get in a particular boat.
Close Reach	Sailing into the wind.
Come about	To turn more into the wind, with the intention of sailing that direction.
Dead Run	Sailing directly with the wind.
Drift	To float with the wind and current.
Far Tack	Of the two available tacks, the one farther away from the direction of travel.
Go about	To turn the boat into the wind, intending to turn through to the other tack.
Headway	Net forward motion through the water.
Heave-to	To turn dead into the wind, intending to ride out a storm.
Heel	To lean the boat to one side or the other. When sailing any direction but a dead run, the boat normally heels to leeward.
Knot	One nautical mile per hour.
Leeward	The direction toward which the wind is blowing.
Leeway Sideways	motion off the boat's course caused by wind pressure. The keel partially resists leeway, and all PrinceCon Sailing tables take leeway into account.
Off the Wind	Any direction other than close-hauled. A boat's direction is often expressed in degrees "off the wind". (0 deg would be directly into the wind, 45 deg would be close hauled for a fore-aft rig).
Nautical Mile	In PrinceCon, precisely 2000 yards (200" scale). In the real world, an International Nautical Mile is 6076.118 feet.
Near Tack	Of the two available tacks, the one nearer to the intended direction of travel.
Point	1/32 of a circle, or about 11.5 deg.
Port	Counter-clockwise to the direction of travel.
Port Tack	Close to the wind with the wind coming over the port side of the boat.
Quarter	The point midway between the stern and beam.
Reach	Any direction other than close-hauled or running.
Reef	To take in sail, or something you would rather not run into.
Running	To sail to leeward, before the wind.
Starboard	Clockwise to the direction of travel.
Starboard Tack	Close to the wind with the wind coming over the starboard side of the boat.
Sternway	A condition when the boat is being blown backwards by a storm.
Tack	A point of sailing as close to the wind as the boat can sail effectively. Tacking (aka beating) is the process of sailing on alternate tacks to make a net course into the wind.
Windward	The direction from which the wind blows.

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## Character Generation

Players must specify the race, class, and religion of their characters. Only certain combinations are allowed. There are four races available to players at PrinceCon XXI. The different aptitudes of each race are reflected in their rollups and in the professions that each may select. The most important differences in rollup are noted below.

**Humans:** Humans are a tall race (many are over 6') of varied individuals. Any particular human may excel in one of several different arts, be it fighting, scouting, wizardry, or the priesthood. They don't live as long as some other races, but they learn quickly in their chosen professions, and are the standard against which the other races' abilities are measured.

**Elves:** Elves are about 5' tall and weigh about 100 pounds. They possess infravision and are generally knowledgeable about woodland situations. Elves are excellent mages because of their intelligence, but they are also handy with a sword, and their agility and knowledge of the outdoors make them impressive scouts. *Elves have high dexterity (+3 for Fighters, +1 1/2 for clerics and mages) but slightly weak constitutions (-1/2).*

**Dwarves:** Dwarves are about 4 1/2 feet tall and weigh about 150 pounds. They are fierce in battle and skilled with their hands. They have infravision and are generally knowledgeable about craftsmanship, stone work, construction, and underground areas. They can recognize and evaluate Mithril, gems, and jewelry. *Dwarves are strong (+2 for fighters, +1 1/2 for others), and have a high constitution (generally +1 1/2).*

**Hobbits:** Hobbits are a short, man-like people, about 3'-4' tall. They are typically chubby, weighing about 80 pounds, but are nimble and dextrous nevertheless. They rarely wear shoes or boots, because of their hair-covered feet and leathery soles. They live in holes and are exceptionally good at moving quietly and hiding. *Hobbit strength reflects their small size (-1), but they have tough constitutions (+1 1/2) and a higher charisma (+1 1/2) because of their reliance on wit rather than force.*

## Racial Restrictions on Class and Religion

Fighters:	All races
Scouts:	All races
Clerics:	All races, but note racial religion restrictions below.
Mages:	Humans, Elves
Fighter-Mages:	Elves

All religions are open to followers of all races. However, only certain races may become Clerics of certain religions.

Humans:	All but Dagleir
Elves:	Danu, Carrunos, Hermit, Samwise
Dwarves:	Dagleir, Leo, Carrunos, Samwise
Hobbits:	Janda, Hermit, Danu, Samwise

## Experience Points

Characters begin with 24,000 experience points. If a character dies, the next character will get one half the experience points the previous character had when it died. All numbers in the following chart are in thousands.

### EXPERIENCE POINT CHART

Level	2	3	4	5	6	7	8	9	10	+
Human Fighter	2	4	8	16	32	64	120	240	360	120
Dwarf Fighter	2.5	5	10	20	40	80	150	300	450	150
Hobbit Fighter	2.5	5	10	20	40	80	150	300	450	150
Elf Fighter	3	6	12	24	48	96	180	360	540	180
Human Mage	2.5	5	10	20	40	80	150	300	450	150
Elf Mage	3	6	12	24	48	96	180	360	540	180
Human Cleric	2	4	8	16	32	70	150	300	450	150
Other Clerics	2.5	5	10	20	40	90	180	360	540	180
All Scouts	1.5	3	6	12	24	50	100	200	300	100
Elf F/MU	5	10	20	40	80	160	300	600	900	300

+ = amount needed for each level thereafter

## Requisites and Hit Points

Each requisite is determined from a distribution appropriate to the character's race and class (and religion, if a cleric). Substandard characters are rejected by the computer.

All first-level characters are given hit points equal to the maximum of the hit die of their class. Hence, 1st level fighters have 8 hit points, plus their constitution bonus, if they have one. Subsequent levels add normal hit dice.

A character who ends any phase with zero hit points remaining is unconscious. A character who ends any phase with negative hit points is dead. Unconsciousness or death occurs at the end of the phase in which the remaining hit points are zero or negative and any remaining actions for that melee round are lost. Thus, a fighter who is killed in melee phase while holding a missile attack may neither be cured in Clerical Spell phase, nor may shoot as a final action. Unconscious characters may be cured; they will then be immediately aware and able to communicate; however, they may not act until the following round.

Wounded characters will recover one hit point for every eight hours of uninterrupted sleep. All damage, level drain and most other effects will be restored automatically when you return to Hireling Hall; however, Raise Dead is not available.

## Combat Sequence

We have divided the melee round into ten phases, each of which is reserved for a specific activity. In general, all actions within a phase must be announced before any action is resolved, and all will be completed, even if the character is killed during that phase.\*

A character declares intentions in Declaration Phase, then **acts in only one phase** each round.\*\* Except for those decisions listed under Declaration Phase, players may change their minds until the dice are rolled, but are asked not to delay the game needlessly. Actions may be declared in their normal phase and **held** until a later phase or dropped. This allows actions such as, "If he moves, I'll shoot." Spells and prayers may be held, but the target and all modifiers (for mages) must be selected, and spell points are deducted immediately. *Actions may never be held past the end of the round.* In order of occurrence, the phases are:

- I. **Declaration Phase** - All players inform the GM of their intentions. Some decisions are final: dropping saving throws, selection of mage base or morphic spells (not modifiers or targets), scouts' dodge ability, any action that will affect the entire melee round.
- II. **Breath Phase** - Resolve attacks by breath weapons and gazes, and continuing attacks such as immolation, poisoning and attached creatures. Power Word spells are cast and take effect. Regeneration, shape changing, etc. take place.
- III. **Missile Phase** - Resolve all attacks by missile and thrown weapons.
- IV. **Melee Phase** - First, those entering combat may take a combat step of up to 1". Second, all targets and manoeuvres are declared. Finally, all attacks are resolved.
- V. **Grappling Phase** - Grappling attacks, efforts to break free of attached creatures and most non-standard actions are resolved.
- VI. **Clerical Spell Phase** - Clerical spells take effect in order of increasing cost.\*\*\*
- VII. **Mage Spell Phase** - Modifiers and targets are declared and mage spells take effect in order of increasing cost.\*\*\*
- VIII. **Item Phase** - Switching weapons, readying shields, and taking things out of packs, pockets, etc. occurs now. Use of most magical items occurs now.
- IX. **Movement Phase**- All movement is resolved now.
- X. **Haste Phase**- Characters with a Combat Haste take their second actions now. If multiple characters are hasted, resolve actions in regular phase order.

### Exceptions and Notes:

\* When previously unengaged combatants meet in melee, the longer weapon strikes first.

\*\* Fighters may change weapons in item phase as a free action. Elven fighters (not F/MU) may fire missiles and move at half-speed. A mount and his rider may both act in the same round. Flying creatures may both move and act in the same round.

\*\*\* A spell caster cannot be distracted by another spell cast in the same phase, but spell effects may interfere. Treat spells off scrolls as one point less than a first level spell, six points for non-spell-casters. In the event of a tie, the higher-level caster's spell goes first.

A small number of magical items and spells modify the above rules. The Game Master may adapt the system to prevent absurdities.

## Requisites

Req.	STR Hit%	STR Dam	STR Doors	DEX Missile	DEX AC	CON Shock	CON HD
3	-11	-1	2	-12	-1	35	-1
4	-9	-1	4	-10	-1	40	-1
5	-7	-1	6	-8	-1	45	-1
6	-5	0	9	-6	0	50	-1
7	-3	0	12	-4	0	55	0
8	-1	0	16	-2	0	60	0
9	0	0	20	0	0	65	0
10	0	0	25	0	0	70	0
11	0	0	30	0	0	75	0
12	0	0	36	0	0	80	0
13	+2	0	42	+2	0	85	0
14	+4	0	49	+4	0	90	0
15	+6	0	56	+6	+1	94	+1
16	+8	+1	64	+8	+2	97	+1
17	+10	+2	72	+10	+3	99	+2
18	+12	+3	81	+12	+4	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				
24	+24	+9	00/40				
25	+26	+10	00/50				
26	+28	+11	00/60				
27	+30	+12	00/70				
28	+32	+13	00/80				
30	+36	+15	00/00				

\* = 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.

## Effects of Requisites

**STRENGTH:** This affects to hit chance and damage in melee combat. It 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:** This is a magic-user's spell points.

**WISDOM:** This is a cleric's prayer points. It also defends against charisma-based attacks.

**DEXTERITY:** It gives a bonus to hit with missile weapons. It also gives an AC bonus which applies only in melee combat.

**CONSTITUTION:** This determines one's chance to survive system shocks such as resurrection, polymorph, and certain other spells. It also can give a bonus to each hit die of the character.

**CHARISMA:** This is the individual's force of will. It affects rallying of feared individuals and negotiation, as well as the performance of troops under an individual's command. In a given situation a DM may assign 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, which is based upon the alternate combat system from the original *Men and Magic*, with the quantized jumps removed. A character of level L attacking armor class AC must roll the following number or less on a D100. ("00" is high and always misses).

Fighters & Fighter/Mages	4 x L + 5 x AC
Scouts in Melee	3 x L + 5 x AC
Scouts with Missiles	4 x L + 5 x AC
Clerics	3 x L + 5 x AC
Mages	2 x L + 5 x AC
Monsters	4 x HD + 5 x AC + 12

AC for monsters is contained in the monster description used by the GM. AC for player characters depends on the type of armor worn and the type of weapon used: the *Weapon List* (see page 9) has details. PrinceCon fighter manoeuvres and spells usually list combat modifications as a percentage (+5% or -10%). Magical weapons and armor are usually stated as a modification to AC (+1 or -2) rather than as a percentage.

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 additional bonuses to hit or do damage. 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 also treated this way. The GM will modify the chance to hit as appropriate. For example:

Give +10% for attacks by surprise.

Give +20% if target is prone, grappled, unaware or ignoring the attack.

Firing missiles into melee is likely to hit the wrong target.

It is almost impossible to draw or cock a bow while under melee attack.

## Grappling

All combatants are rated with a *grappling value*. The chance for a grappling attack to be successful is equal to the grappling value of the attacker minus the grappling value of the defender. One must have both hands free to attempt a grappling attack. If one is hit in the Melee Phase, then one may not make a grappling attack.

A successful grappling attack means that the defender is being held by the attacker and is at a substantial disadvantage. Each round thereafter, the attacker must repeat the attack in order to maintain the hold; however, this attack is at +40%. If such an attack is unsuccessful, the defender has broken free.

While held, the defender may do nothing save attempt to break free and speak. He gains no defensive bonus from dexterity and is at +20% to be hit, but in most cases he may not be automatically killed. The attacker can do nothing except continue to hold the victim; however, if there is a second person, this one may tie up the victim in two melee rounds. In addition, in all rounds after the initial attack, the attacker may choose to inflict d3 points of damage upon the held victim.

### Grappling Value:

<i>Base</i>		<i>Other Modifiers</i>	
Monster	5 x HD†	Strength To Hit Bonus	x2
Fighter	6 x Lvl†	Dexterity To Hit Bonus	x1
Scout	5 x Lvl†	Wearing Plate Mail	-20
Cleric	4 x Lvl†	Wearing Chain Mail	-10
Mage	3 x Lvl†	Defender Only: Has Weapon	+30
		Attacker Only: Rear Attack	+20
Dwarf/Elf/ Hobbit		Attacker Only: Surprise Attack	+20
Every Foot/50# more than mansized	-10	Attacker Only: Being grappled by one other than defender	-30
	+5‡	Hasted/Slowed	+20 / -20
More than 2 legs	+20	Prone	-20

† Casting or stunned opponents count as zero level.

‡ One cannot grapple more than twice the total attacker's weight.

If more than one person is attempting to grapple a defender, they will make a combined attack. Take the best grappling value and then add half of the next best, a third of the third best, etc. The total is the attacking grappling value. The rolls after the first round of successful grappling will be made similarly. Any person attempting to tie up the victim is not included in the sum.

### Level vs. Level Battle

When two spells are in conflict, the outcome depends upon the levels of the casters. The difference in level between the casters determines the chance for one to prevail. This chance may rarely be modified, but if the level difference is more than 6, there is no chance for the lesser caster to prevail.

Level Diff.	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
Chance	1	2	5	10	20	35	50	65	80	90	95	98	99

## 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. Magic items save on a 50 or less, but are not affected by most spells.

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	44	48	51	54	57	60	63	66	68	70	72	+2

### Bonuses

Class	Physical	Mental	Spiritual
Fighter	+10	0	0
Mage	0	+10	0
Cleric	0	0	+10
Scout	0	0	0
F/Mage	+5	+5	0

Race	Physical	Mental	Spiritual
Human	0	0	0
Dwarf	+10	0	0
Elf	0	+5	+5
Hobbits	+5	0	+5

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.

### Dropping Saving Throws

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



## Equipment

Each player character is able to carry from 1-4 weapons, some of which may be silvered or magical. How much other equipment the character may carry is determined by the number of weapons carried. Magic items carried are in addition to this equipment, however only one suit of armor is allowed in any case. A player character with Pack A may carry 1 weapon, with Pack B, 2, with Pack C, 3, and with Pack D, 4. A bow as a weapon choice includes a quiver. You need not keep count of non-magical arrows or quarrels. Weapons that require two spaces in line count as two weapons for purposes of carrying. Weapons that require open spaces (except bows and slings) must be carried in hand.

### Backpacks

PrinceCon employs standard packs to speed play. 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	

### Weapons and Armor

Your character's choice of weapons and armor is limited by race, class and, for clerics, religion. The following table shows the weapon choices that are available. Clerics of Samwise are limited to weapons marked "All". See individual class and clerical writeups for the armor types that you are permitted.

The armor class depends on the weapon used by the attacker and the armor worn by the defender. Use the column for the type of armor worn by the defender, and the row for the weapon used by the attacker. The intersection gives two armor classes; the one on the left is for use when the defender has a shield, the one on the right when he does not have a shield. Use this AC in the combat formulas. (see page 5)

The table also shows damage done against man-sized (MS) and smaller opponents, and against larger-than-man-sized (LMS) opponents. Spears do double damage when set against a charge. The hitting probability is not altered. Special tactics (such as dismounting a rider with a pole arm) are at individual GM discretion.

**Missile weapons** are those with ranges listed after the name. There is one line for short and one for long range. If the target is farther away than long range, there is no chance to hit. Dual mode (melee/thrown) weapons hit the same at short range as in melee, and are indicated by "(melee/short)" as a range. A long or shortbow requires both hands to draw and fire. A crossbow may be fired one-handed, but requires two hands to cock. A light crossbow fires every other round (one round to cock); a heavy crossbow fires every third round (two rounds to cock).

**Silvered weapons** are required to strike some targets, such as were creatures. When used against other targets, they are -5% to hit and -1 to damage. You may have any weapon silvered by so informing the GM at the beginning of the expedition. If you wish to use silver arrows, the entire quiver must be silvered.

Weapon List

Weapon	Effective AC by Armor Type				Usable by				Damage vs	
	Plate	Chain	Leather	None	Man	Dwarf	Elf	Hob	MS	LMS
Natural Weapons	2 3	4 5	6 7	8 9	--	--	--	--	depends	
Axe, Battle [5]**	1 3	5 6	6 7	8 9	F*	F*			d10	d10
Axe, Hand [2](melee/short)	-1 1	3 4	6 7	9 10	FDKL	FCDKL	FDK	FD	d6	d6
Axe, Hand (3-4')	-5 -1	-1 0	2 3	5 6	FDKL	FCDKL	FDK	FD	d6	d6
Club [3]	-1 1	2 4	5 7	8 9	FSCDKL	FSCDKL	FSCDK	FSCD	d6	d4
Dagger [1](melee/short)	0 3	3 6	7 9	10 11	FMSDKL	FSDKL	FMSDK	FSD	d4	d3
Dagger (1-2")	-2 -1	-1 2	3 5	6 7	FMSDKL	FSDKL	FMSDK	FSD	d4	d3
Flail [6]**	4 5	5 7	7 8	9 10	FCL*		FC*		d8	d8
Halberd [7]**	2 4	5 7	7 7	8 9	F*		F*		d10	2d6
Mace [3]	2 4	4 5	6 7	8 9	FCL	FCL-	FC	FC*	d6	d4
Mattock[4]**	6 6	7 7	8 8	8 10	F*-	FC*	F*-		d10	2d8
Morning Star [6]**	2 3	5 7	7 8	10 11	FCL		FC		d8	d6
Mtd. Lance [8]***	2 3	5 7	9 9	11 12	F		F		d10	2d10
Pike [9]***	1 3	4 5	6 7	8 9	F		F		d8	d12
Pole Arms [7]***	1 3	4 6	7 9	10 11	F		F		d8	d12
Spear [6](melee/short)‡	0 2	3 4	6 7	8 9	FDK	FDK-	FDK	F*-	d6	d8
Spear (2"-4")‡	-2 0	1 2	4 5	6 7	FDK	FDK-	FDK	F*-	d6	d8
Staff [5]	0 2	3 5	6 7	8 9	All*		All*		d4	d3
Sword, Short [3]	0 1	3 5	6 7	8 10	FSL	FSL	FS	FS	d6	d8
Sword, Long [4]	0 2	4 5	6 7	8 10	FSL	FL*	FS	F*	d8	d12
Sword, 2 handed [6]**	3 5	7 8	8 9	10 11	F*		F*		d10	3d6
War Hammer [3](melee/short)	2 4	4 6	6 7	8 9	FCL	FCL		FC	d6	d4
War Hammer 2-4"	-2 0	0 2	4 3	4 5	FCL	FCL		FC	d6	d4
Long Bow *** (0-12")	0 3	4 7	7 9	11 12	FSDK*	K*-	FSK*		d6	d6
Long Bow *** (13-24")	-4 -1	0 3	3 5	7 8	FSDK*	K*-	FSK*		d6	d6
Short Bow (0-9")	-1 1	2 4	7 9	10 11	FSDK*	K	FCDKS*	FSD*	d6	d6
Short Bow (10-18")	-5 -3	-2 0	3 5	6 7	FSDK*	K	FCDKS*	FSD*	d6	d6
Heavy Crossbow (0-12")	2 4	6 8	10 12	12 13	FKS	FKS	FKS		d10	2d8
Heavy Crossbow (13-24")	-2 0	2 5	6 8	8 9	FKS	FKS	FKS		d10	2d6
Light Crossbow (0-9")	-1 1	3 5	8 10	11 12	FKS	FCKLS	FKS	FS	d6	d6
Light Crossbow (10-18")	-5 -3	-1 1	4 6	7 8	FKS	FCKLS	FKS	FS	d6	d6
Sling*** (0-6")	-1 1	2 4	4 6	7 9	FCLS			FCS	d4	d3
Sling*** (7-12")	-5 -3	-2 0	0 2	3 5	FCLS			FCS	d4	d3
Unarmed†	-1 0	3 4	6 6	9 10	All	All	All	All	d3-1	d3-1

F = Fighters & F/Mages  
M = Mages  
C = Clerics (Daglir, Janda, Hermit)  
D = Danu Clerics  
K = Carrunos Clerics  
L = Leo Clerics  
S = Scouts

\* = must be used 2-Handed  
\*\* = requires two spaces in line  
\*\*\* = requires open spaces  
- = usable at -10% to hit, -1 damage  
[n] = approx. length in feet.  
‡ = attacker takes 1 damage on 00 roll  
‡ = x2 damage when set vs charge

## Time, Distance and Movement

PrinceCon retains the traditional D&D "scale inch". Above ground, 1" = 10 yards. Below ground, under water or inside substantial stone structures, such as castles, 1" = 10 feet. The GM is free to use judgment to choose the proper scale, and to handle intermediate situations. This year, we have adopted the PrinceCon Nautical Mile of 2000 yards (200") for measuring large distances.

The basic PrinceCon time scale is the turn, which represents about ten minutes of game-world time. There are six turns per hour, and 24 hours per day. The week, month and year may vary with the theme or campaign, or even from scenario to scenario.

Combat takes place in melee rounds, of which there are 50 per turn. Although this averages twelve seconds per round, a melee round is a pure formalism that represents one significant action per character. Phases are not intervals of time, but represent the fact that certain actions are likely to interrupt other actions.

Movement rates for humanoids are based on the type of armor worn. When walking or running, Plate=6", Chain=9", Leather or Robes = 12". If running as fast as possible, a character can move this amount each melee round. A brisk walk will cover that distance in about a minute (5 rounds). Thus, a character with a movement rate of 12" can walk at 3.6 knots, or run at 18 knots. Extended travel requires periodic rest, so is slower on average.

All characters are assumed to know how to swim. An unencumbered human or elf can swim at 2". An unencumbered dwarf or hobbit can swim at 1". Should anyone wear armor into the water, he will sink at 3" for chain, 5" for plate, but can use his swimming movement to partially offset the sinking. This, of course, constitutes an action in Movement Phase and prevents the character from taking other actions, such as removing armor.

## Underwater Actions and Drowning

Characters' movements are restricted underwater: most weapons are useless; however, mages and clerics may make proper gestures for casting spells or prayers. Of course, one cannot speak underwater, so mages cannot cast at all, and clerics must gesture, unless a spell or item allows speaking.

A character who takes a deep breath can hold it for Con/2 melee rounds. Less well-prepared characters can hold their breath for Con/3 melee rounds. After this, the character will start to drown. Your GM has the official rules for handling drowning and resuscitation.

## Magic Items

When you find such a magic item, or any special item that may be carried out of a scenario, the GM will hand you an Item Card. This card will contain a serial number and a brief description of the item. **Do not lose this card!** You may trade most items in Hireling Hall simply by trading cards; however, some items cannot be traded. These items are entered into the computer and will appear on your character sheet and on the GMs expedition sheet.

Most items are described in the PrinceCon Item Book, available for purchase at Registration, which also describes the burnout system and other details. The GM will read you the full description of any item at the end of the expedition in which you find it. If you trade items, you may check the assay at the desk. Of course, some items have secret properties (good and bad) that you can only discover by actual use.

To use an item, you must inform the GM that you have the item before your character leaves Hireling Hall, and you must display the card again when you use the item. If you lose the item, use a

single-use item, or an item burns out, you must surrender the card to the GM.

At PrinceCon, we do not keep track of charges for items. Most items that would have charges in other systems are subject to a burnout roll. Before each use, the GM rolls a D100. If the roll is less than or equal to the burnout percentage, then the item has burned out. It does not work this time and will never work again. Often, it will turn to dust. Some items have variable powers, and the burnout percentage is dependent upon how much power is being used.

In a campaign, the burnout percentage would be around  $200/N$ , where  $N$  is the number of charges that would be given to the item when new under a charges system. At PrinceCon, we use much higher burnout percentages.

## Fighters

Fighters can be of any race. Their hit dice are d8. They may wear any armor and wield any weapon permitted to their race.

## Fighter-Mages

Fighter-mages may only be elves. Their hit dice are d6. They may not wear armor heavier than chain and may use a shield. They may use any weapon permitted to elves. They have the abilities of a fighter and a mage of their level, except where noted.

## General Fighter Abilities

The following abilities are available to fighters and fighter/mages, except where noted.

1) In melee combat, they can execute one of the following combat maneuvers. Maneuvers are declared simultaneously in Melee Phase. The AC modifiers only affect melee attacks.

Maneuver	Min Level	TACO	Damage	AC
Strike	1	+0%	+0	+0
Defensive Strike	1	-5%	-1	+2
Aimed Strike	4	+10%	-2	+0
Offensive Blow	4	-10%	+2	+0
Parry	4	NA	NA	+3/+1
Great Swing	7*	-10%	+4	-3
Sweep	7*	-30%	-3	+0
Disarm	7*	-30%	NA	-2

\* These maneuvers may not be used by fighter-mages.

Parry may be used with primary or secondary weapons. Use of the primary weapon gives a +3 AC, while the secondary gives only +1. If Double attack is used, the first can be used to parry.

Sweep allows attacks on up to three targets. All targets must be within melee range and in the 180° facing the fighter.

If Disarm successfully hits AND the defender fails a physical save, the defender is disarmed. Both the defender's magical weapon bonus and strength damage bonus will add +5% per plus to the save. Using a two-handed weapon gives +20% to the save. If successful, the weapon falls d6 feet away and the defender must use a round to pick it up, if this is possible at all.

2) During item phase, they may switch weapons or ready a shield in addition to any other action that round. Usual combinations are firing a bow and switching to a sword, or drawing a weapon and taking a full move into combat. The weapon or shield being readied must be immediately at hand.

3) During melee phase, they may take a "combat step" of one-third of their normal movement. Other classes can only move 1". Combat steps may ONLY be used with subsequent melee attacks.

4) At fourth level, they may employ a dagger as a secondary weapon. The dagger attack does not apply strength or bless bonuses, and can only use the Strike attack or Parry (see above). A dagger cannot be used as a secondary weapon if the fighter is using a shield, a two-handed weapon, or double attacks (see below).

5) At tenth level, they may attack twice with their primary weapon, using any combination of maneuvers. Each attack will be at half of the fighter's normal chance to hit, including ALL to hit bonuses from bless spells, magic, strength, maneuver, etc, even if one attack is used to parry. Maneuver TACO and Damage bonuses do not last from first to second attack; however, AC modifiers affect the fighter for the entire melee phase. Fighter-mages may not do this.

6) Elven fighters may half move after firing a bow. Fighter-mages may not do this.

## Scouts

Scouts may be of any race. Their hit dice are d6. Scouts may use any weapon that the weapon list allows them. Scouts may only wear leather armor, but they may use shields. Of course, many scouting tasks are difficult or impossible while carrying a shield.

Scouting Table

	Hide	Move Quietly	Traps	Open Locks	Conceal Item	Awareness	Climb	Tracking
Dwarf	+5%	-10%	+20%	+10%	+5%	0	-10%	0
Elf	+5%	-15%	-10%	-5%	0	+10%	+5%	+5%
Hobbit	+15%	-15%	+5%	-10%	0	+15%	-15%	+5%
Add Dex		yes	yes	yes	yes		yes	
Non-scout	15	15	5	2	5	10	40	5
Scout 1	30	35	20	15	40	20	63	17
Scout 2	34	39	25	21	44	25	66	24
Scout 3	38	43	30	27	48	30	69	31
Scout 4	42	47	35	33	52	35	72	38
Scout 5	46	51	40	39	56	40	75	45
Scout 6	50	55	45	45	60	45	78	52
Scout 7	54	59	50	51	64	50	81	59
Scout 8	58	63	55	57	68	55	84	66
Scout 9	62	67	60	63	72	60	87	73
Scout 10	66	71	65	69	76	65	90	80
+	+4	+4	+5	+6	+4	+5	+3	+7

## Notes:

- >Add dex means add the dex bonus (as for a missile) as a modifier to scout's rolls only.
- >Each individual may only make one attempt per day at a particular lock, door, or trap.
- >In order to remove a trap or listen at 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 scouting abilities always fail on a 00.

**Modifiers:** The numbers in the chart represent average or ideal situations. Attempting simple tasks or taking longer will raise this number; more complex or hurried tasks will receive penalties. As a general guideline, easy tasks should receive +20%, average tasks receive no bonus, difficult tasks get a -20% penalty, while absurd tasks get a -40% penalty.

**Dodge:** Scouts may Dodge, increasing their AC by +3 for that entire round. This must be declared in Declaration phase, and will rule out any other action in that round, including attacking and switching weapons. Movement is limited to 3".

**Tracking:** Scouts are expert trackers. Tracking at full ability allows only half speed movement. The GM should modify this roll as he sees fit; some guidelines are: tracking is more difficult if it has rained since the tracks were made, the terrain is packed dirt or rock, or significant time has passed since the tracks were made. The tracks can also be obscured by other tracks.

**Hide:** A successful roll allows the scout to move at half speed while remaining hidden. Standing completely still give +20%. The scout must make this roll at the beginning, and then every round that he moves through an area that is under active surveillance. This ability has no effect at zero range.

A scout may attempt this roll while moving at half speed in cover to allow him to make better use of the cover. If the scout makes the roll, then he gains the normal cover bonus that would apply to a creature hiding in the cover.

**Move Quietly:** Scouts have the ability to move through an area without making any undue noise. A scout must make this roll every round, although some noises won't be noticed by unsuspecting observers.

**Traps:** This includes Finding, Removing, and Setting Traps. If a scout fails at removing a trap, roll again. If the second roll fails then the trap is sprung. Traps that are not in the native terrain of the scout take a -20% penalty to set up.

**Open Locks:** This allows the scout to open locks and perform delicate mechanical tasks requiring great coordination. Opening Locks requires the correct tools for the job.

**Conceal Item:** This allows the scout to conceal an object on their person when not being directly observed.

**Awareness:** This allows the scout to make active attempts to detect things with any sense. It subsumes Hear Noise and Detecting Secret Doors, but also would include tasting poison, smelling gas, or keeping track of a partially invisible creature. This ability often takes some time to use. This ability covers only active attempts in which the scout has a specific idea.

If the scout is making no active attempt, he will have one half of his Awareness roll to detect something anyway. For example, an ambush could be detected even if the scout was not actively searching for one. In most situations, a scout will get a second chance to avoid being surprised; this chance is equal to half his Awareness roll.

**Climb:** This allows the scout to climb all forms of vertical surfaces--trees, walls, cliffs, etc. The scout climbs at 30 feet per round. The roll must be made every round, unless the scout is not moving.

**Disguise:** This covers all forms of acting, mimicking, or disguise. Note that the disguise function is limited by the available materials; it is unlikely that the scout will find the objects to make him appear a foot shorter. Non-scouts have this ability at 5%, while scouts may disguise at 10% + 5L% chance for success. The GM may modify the chance of success as appropriate to the situation.



## Mages

Mages may be either human or elven. They may be of any religion. Their hit dice are d4. They may not wear armor of any kind, nor may they use shields.

### Magic System

Mages are capable of great flexibility in their spell casting. This versatility goes beyond simply having a large spell list; they in fact have the ability to alter their spells on the spot in a very creative and flexible manner. They are the mana scientists, and thus they understand what they are doing in a way that end-users such as clerics and others do not. Mages can stretch the parameters of their spell in many ways, provided they can pay the price.

Mage spells are composed of base spells and modifiers. Base spells are the familiar spells found in the spell list, and all have levels of whole numbers. They have default ranges, zones of effect, durations, and other characteristics given in the description. They may be cast purely "as is," in which case the spell will use the default characteristics, and the spell cost is simply determined by the spell level as in the spell cost chart.

Certain base spells, called Morphic Spells, do not have default effects. Although they are described in more detail in the spell descriptions themselves, they are, in short, "Chinese Menu" spells. Mages pick a certain target type, a certain effect, and add together the levels indicated to determine the base level. At that point, it will behave as just another base spell.

Finally, to tailor the base spell to the current situation, the mage is allowed to change various effects. This is done by adding modifiers. Modifiers will add to the range, duration, zone of effect, etc., by increasing the level of the spell. All modifier costs are multiples of 1/2.

For example, a seventh level mage is casting Fireball, base level 3, which would normally cost 4 spell points. However, the mage adds three increments of Extra Range, adding 1 1/2 to the level of the spell, for a total of 4 1/2, or a cost of 8 spell points. The Fireball now has a range of 48" instead of the normal 12".

The mage gets spell points which he may use to throw any spell he knows, provided that he has enough points to pay for it. A mage 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 maximum in spell points while sleeping. A mage 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 mage's intelligence. For example: an mage 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.

The GM may always prevent absurdities.

### Preparing and Throwing Mage Spells:

A mage must prepare a spell before casting it. This is represented by requiring the mage to choose his spell (but not modifiers) in the Declaration Phase. He may then either drop it (at no spell point cost) or cast it during the Mage Spell Phase of the same round. A mage cannot hold a spell prepared past the end of the round, nor can he do anything else in a round he has prepared a spell.

Spells take effect at the end of the Mage Spell Phase in which they are thrown. Thus they are dealt with after the effects of missile fire, melee, and clerical spells. No mage spell may prevent an action being taken in the phase in which it is cast unless the description specifically provides

otherwise. On the other hand, spell *effects* are resolved in the order of decreasing spell point cost. Thus a Shield spell that cost 4 points to throw would give complete protection from a Magic Missile that cost 6 points, even though both were thrown in the same phase. Spells cast from scrolls are treated as one point less than a first level spell would cost. If the reader of the scroll is not a mage, treat the scroll as if it cost 6 points to throw.

If a spell has a duration specified as N melee rounds, it would normally take effect at the end of the phase in which cast, and end at the conclusion of the (N-1)th round following. If the caster prefers, he may specify that the effect will start in the Declaration Phase of the round after casting, and end at the conclusion of the Nth round after casting. Note that, no matter what, spell durations end at the conclusion of a melee round, never in the middle.

If distracted while attempting to throw a spell, the mage does not get the spell off, but loses no spell points. Distraction is automatic if the mage suffers damage, is grappled, etc., and he is forced to drop the spell. If a mage is bound or grappled, he is unable to prepare or cast spells. If the mage is gagged, underwater or otherwise prevented from speaking, he cannot cast; however, he may cast in a clerical silence, using the appropriate modifier.

### Mage Spell Costs

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

## The Spell Modifiers

Modifiers may be applied to any spell where they are legal. Modifiers must be specified when the spell is cast in Mage Spell Phase. Some modifiers are universal, while some are spell specific. Unless otherwise noted or prohibited by common sense, modifiers can be bought more than once.

Universal modifiers are listed here and can be applied to any spell that satisfy the conditions in the description of the modifier. The default cost is given in the description of the modifier, although it could be changed in the spell. If a universal modifier has any spell-specific effects, they are detailed in the spell description. Some spells specifically prohibit or change these modifiers.

Some spells have special spell-specific modifiers. These are described in the spell description.

**At Range:** This modifier takes a spell with range touch, none, or 1" to have a range of 6". This can then be extended with Extra Range. **It cannot be used on spells with range of Always Zero.** The default cost is +1/2.

**Extra/Reduced Range:** This can be applied to any spell with a range of 6" or more. Each increment of extra range increases the range of the spell by the base range of the spell. For example, if the base range were 12", one increment would make the range 24", two increments would make it 36", and three increments would make it 48". Reduced Range cuts the range in half, and is useful to constrain detect spells to a lesser area. Note that two applications of Reduced Range would be meaningless. See At Range. The default cost is +1/2.

**Extra Duration:** This can be applied to any spell with a duration that isn't momentary, permanent, or more than 4 days. Each increment of the modifier will double the duration, to a maximum of 4 days. See Lasting Duration if you want to extend a spell beyond 4 days. The default cost of this is +1/2.

Most mage spell durations fall on the following schedule and can be increased along it:

6 rounds, 12 rounds, 24 rounds, 1 turn, 2 turns, 4 turns,  
9 turns, 3 hours, 6 hours, 12 hours, 1 day, 2 days, 4 days

Spells with other durations may of course be extended also; there are 50 rounds in a turn.

**Lasting Duration:** This is an extension of Extra Duration that can only be applied to spells with durations of 4 days or greater. It makes the duration of the spell "lasting". Spells with lasting duration will last a long time, although they will eventually decay. For convention purposes, they will last 1 adventure. They may be dispelled as normal. An individual may only have two spells of lasting or permanent duration on himself. The cost of this is twice the normal cost of one increment of Extra Duration, so it is usually +1.

**Extra/Reduced ZOE:** This can be applied to spells with non-individual ZOE's. **Single target spells may never take this modifier.** The default cost is +1/2. The default effect is that the ZOE is expanded (or reduced) by half the base ZOE per increment. So:

Spells that affect several individual targets may affect half the base number again per increment of extra ZOE. For example, a spell that affects 4 persons would affect 6 with one increment, 8 with two increments, and 10 with 3 increments.

Spells whose ZOE's are characterized by a linear distance, such as 6" wall, or spells that affect an area or volume that is specified by a linear dimension, such as a 2" diameter sphere or a 3" square, can affect half the base linear distance again per increment. Thus, our 2" diameter sphere becomes 3"

with one increment, 4" with two increments, and so on.

Spells that affect an area or volume that is specified in square or cubic units, such as 10 square feet or 20 cubic feet, gain half the base ZOE again for each increment. Thus, our 20 cubic feet becomes 30 cubic feet with one increment, 40 cubic feet with two increments, etc.

Reduced ZOE can be used to constrain a large spell to act in approximately half the size. The GM should not allow unreasonable precision. Notice that two applications of reduced ZOE would be meaningless.

**Extra Effect:** This increases the effect of the spell in a manner described in the spell description. The default cost is +1/2.

**Extra Damage:** This increases the damage of the spell in a manner described in the spell description. The default cost is +1/2.

**Affects Others:** This can be applied to spells where the caster is the target or plays a critical role, such as the recipient of information in ESP. The modifier may **never** be used if it is prohibited in the spell description or if the spell requires concentration. This modifier cannot be bought more than once. The default cost is +1.

The caster then transfers his role in the spell to another. The recipient has the freedom to use the spell as he sees fit. The caster has no control, although only the caster has automatic dispelling privileges with Dispel Magic. Only the recipient radiates magic. If a third party is involved in the spell, the caster usually chooses this party, and the range is calculated from him. The range of the new spell is touch, but the modifier At Range can extend this. Unwilling recipients get a saving throw; the type of save is left up to the GM.

Examples of this modifier: Fly Self with Affects Others allows another to fly. ESP with Affects Others allows another to read the mind of the third party, chosen by the caster. Teleport with Affects Others allows another to teleport; the recipient chooses the destination.

**Concealment:** The spell is concealed, making it harder to detect using Detect Magic (see page 26) and similar spells. It does not hide the fact that a mage is casting a spell if the mage is seen or heard casting. If concealment is applied to a Detect, Locate, or Trace spell, it conceals the fact that the caster has a spell on him (these spells have long durations to allow the searcher to track the target), but does not affect whether the spell will trip the Warning spell. The default cost is +1.

**Cast in a Clerical Silence:** Allows the mage to cast in a clerical silence. Cost is +2.

**General Notes:** Two castings of the same spell or two similar spells will have the range, duration and effect of the more effective of the two spells. This does not apply if stated otherwise in the spell description, nor to damage-causing spells.

The same rule applies to Mage and Clerical spells with similar effects.

There is no way to add modifiers to a spell after it is cast.

## Mage Spell Lists

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<i>Mind Link</i>	39
<i>Mind Shield</i>	39
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<i>Telekinesis</i>	40
<i>Teleport</i>	40
<i>Trace Teleport</i>	40
<i>Wall of Iron</i>	40
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**Level VI Base Spells**

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**Descriptions of Mage 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 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. Note that range Always Zero may not be extended with modifiers. 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 times 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. If the duration is given as "lasting", the spell will last per the extension of the Extra Duration modifier. 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. Spells detect as magical during their duration, so if a spell has permanent or lasting duration, it will be detectable (unless Concealed), but if a spell has momentary duration, it will not be detectable. Spells with duration longer than "momentary" may be delayed in effect until the declaration phase of the next round, at the option of the caster, provided that the spell could have gone into effect immediately. If the spell goes into effect immediately, the current round counts as a full round for computing duration.

*Time:* A turn is ten minutes. A round, also known as a melee round, is defined as the correct amount of time for combat to make sense. For long time periods, there are 50 rounds in each turn.

*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	

## Morphic Spells

**Illusion:** This is a very powerful tool. It can be used to create illusions by warping air to reflect light or sound. Illusions are not artifacts of mind control. **An illusion will NEVER cause damage.** The instant that an illusion would have caused damage, the spell will be broken. All modes except programmed (see below) automatically have the modifier Concealment cast upon them.

It has two modes, visual and aural. It has two modifiers, programmed and interactive. Use of each mode allows the caster to construct an illusion using that sense.

**Visual:** this is of course the most common. It may be used to create or hide a door, disguise a person, or create a false image of something threatening, or any other purpose imaginable.

**Aural:** most illusions will be far more convincing when used with sound. Many animals will not be fooled by any illusion without sound; in fact, some animals will not even detect an illusion without sound.

The Visual and Aural modes can be bought any number of times each, proportional to the complexity of the illusion desired. A single tone or blank wall would be one level, a voice or body two, a specific voice or body three or four, a symphony or army five, etc.

Use of the programmed modifier allows the mage to set a specific set of circumstances that would trigger the illusion. The illusion then will perform some preassigned show. It will only work once, unless a Permanence is cast upon it. The site where the illusion is to take place will detect as magic unless it is concealed.

Use of interactive modifier will allow the caster, if concentrating, to shape the illusion's responses and actions.

There is no such thing as "disbelieving an illusion". Illusions are really there: illusory walls do block sight, loud noises will obscure other sounds. Creatures can ignore them just as they can ignore anything else. Remember that illusions will never cause damage. In addition, most illusions are dispelled by touch of flesh; all illusions can be dispelled by Dispel Magic.

The duration of an illusion is 12 rounds, extendable by Extra Duration. Note that unless the illusion is interactive, the entire script of the illusion must be chosen at the time of casting. Hence, shadow fighters must be interactive, and thus require concentration.

Cost: 1/2 level per level of visual or aural mode. +2 spell levels for programmed. +1 for interactive. +2 for the illusion to not be dispelled by touch of flesh. Extra ZOE doubles the ZOE for +1.

*ZOE:* 1" sphere; *Range:* 12"; *Duration:* 12 rounds; *ST:* none

**Locate:** This spell can be used to find the direction and distance to a specified target, if such is within the range of the spell. The possible targets are:

**Animals:** Base level 1. A specific species of animal is targeted. The species must either be named or be perfectly described, which requires having spent 12 rounds of concentration within a range of 6" within the past week to memorize the details.

**Plants:** Base level 1. A specific species of plant is targeted. As animal.

**Monster:** Base level 2. A specific species of monster is targeted. As animal.

**Person:** Base level 2. A specific sentient creature is targeted. The creature must be named in a unique fashion.

**Specific Object:** Base level 2. A specific object is targeted. The object must be perfectly described as above, or named in the case of named artifacts. The object must be described enough to distinguish it from all items that are not completely identical.

The base spell will give the direction to the target, or the nearest target if it is not unique, if such is found within the range. The distance to the detected target may be known for +1 spell level.

The base range is 24". This may be moved along the following progression at the cost of +1/2 per step: 48", 96", 1 mile, 2 miles, 4 miles, doubling.

The base duration is 1 turn. Extra Duration is +1/2.

Affects Others will give the knowledge given by the spell to another. The detection range is then computed from the recipient. Concealment will hide the fact that a person has a Locate spell running.

*ZOE:* self; *Range:* 24"; *Duration:* 1 turn; *ST:* none

**Monster Summoning:** This spell will summon a single being, which will appear next to the caster after a one round delay. The creature will be inclined to serve the caster, under conditions similar to those specified for the 3rd level spell *Suggestion* (see page 33)

The creature is real and has been transported here from elsewhere in the general region. At the end of the spell's duration, it will return, alive or dead, whence it came, along with everything it brought with it.

To summon a monster from the Nth level list is a base spell of Nth level. The caster may choose the monster from the *Monster Summoning Tables* (see page 46) or from other tables as supplied by the GM. Attempts to summon unique individuals or of monsters into inappropriate terrain (as a non-flying creature in midair) generally has no effect. The summoning of monsters that are not found in the region may produce unexpected results, as detailed in *Monster Summoning Tables* (see page 46) Extra Duration is +1.

*ZOE:* one creature; *Range:* none; *Duration:* 6 rounds after appearance; *ST:* none

**Patterning:** This allows the mage to tighten or weaken the fabric of a substance. The basic spell level depends on the substance being worked. The spell is reversible to weaken or even disintegrate objects. For full effect, the entire object must fit into the ZOE. Employing patterning on part of a larger object (such as one stone of a building) will reduce the effectiveness of the spell considerably.

The spell has four modes: bind, seal, mend, and grand. Bind will strengthen the substance, seal will make it watertight, and mend will repair an actual break or tear. A material cannot be sealed or bound if it is broken or torn, although frays and small holes do not prevent it. The duration of these three modes is "lasting".

Grand Patterning will strengthen a substance magically so that it cannot be broken or weakened, even magically, without a level-vs-level battle. It will be stronger than the substance was originally. This spell is necessary but not sufficient for the creation of most magical items. The duration of Grand Patterning is permanent.

Each modifier has the appropriate reverse. The reverse of grand patterning is disintegration.

Substance	Base Level	Mode	Level
Fabric	1	Bind/Weaken	+0
Wood	2	Seal/Unseal	+1/2
Metal/Stone	3	Mend/Break	+1
Magic	5	Grand/Disintegration	+3



The ZOE is one object up to 200 pounds and 25 square feet. This can be doubled for +1.

*ZOE*: see above; *Range*: touch; *Duration*: see above; *ST*: none

**Pyromancy:** Use of this spell allows the mage to control, start, or stop fires. There is a distinction between normal fire and magical fire. Please note that just because a fire was started with a spell, it is not automatically magical.

The spell has three modes: increase, decrease, and control. Only one mode may be cast, although it may be cast several times. It has one special modifier, which is magical.

Increase fire will increase the intensity of a fire, or start one if none is present. If this mode is cast once and there is no fire, then only a substance susceptible to flame will catch, such as an oil soaked rag. Additional levels of this mode will increase the likelihood of a non-flammable object catching fire.

Decrease fire will act the same way, except in reverse. Extremely flammable objects will need multiple levels of this mode to extinguish.

Control fire will act to control the area which the fire is burning, either limiting or encouraging the range of the fire or changing its shape. It can also affect the amount of smoke output, noise, and light to either half or double for each application of this mode. The command cannot be changed during the duration of the spell.

Magical fire will burn much hotter, burn some fuel much slower, have more chance of melting magic objects, and need special measures to put out. If put even near flammable objects, they burst into (non-magical) flame, and burn quickly. Magical fire will cause damage as normal fire to creatures that require magic weapons to hit, and double damage to others. It will detect as magic. Note that this modifier must be cast with any mode if the target fire is magical. The cost of this modifier is +3.

Mode	Base Level	Cost for Additional Castings
Increase	1	+3/2
Decrease	1	+3/2
Control	2	+2

The duration of Increase and Decrease are momentary. The duration of Control is 1 turn, extendable by Extra Duration.

*ZOE*: up to 1 square inch; *Range*: 6"; *Duration*: see above; *ST*: none

**Shaping:** This spell allows the mage to transform himself, others, or objects into various other substances or creatures. Its most common uses are to turn oneself or another into a creature, and to transform substances into other substances, such as flesh to stone, stone to mud, or water to wine.

The base level is determined by the nature of the object or creature being shaped. Legal target types are self, other living creature, and any non-magical object or substance. Non-monster plants and organic matter may be considered to be objects.

The level is then modified by the degree of change between the target and the product. A change of substance will increase the level by one, for example stone to gold. Note that living creature to living creature usually does not involve a change of substance. Also, the caster may choose to change the size of the target, as defined under Size Change Self, for an additional +1 for each casting of the modifier.

The caster decides, when casting the spell, which of two modes to employ.

*Willing Mode* allows the target to end the spell at will, even in the same phase that it was cast. (He senses the transformation beginning, before it has progressed far enough to have a game effect.) Duration is 4 turns, unless sooner ended. If the target is "self", the mode is always willing.

*Unwilling Mode* allows a physical saving throw to avoid the effect and has lasting duration, which cannot be ended prematurely without using *Dispel Magic*.

Finally, the level is modified further by the number of special abilities given to the target. Without these modifiers, a man shaped into a dragon would walk at human speed, not be able to fly, fight as an unarmed human, and have no breath weapon. These ability modifiers **MUST** be bought semisequentially. There are four ability modifiers, each detailed below: Movement, Combat, Senses, and Magical. Movement must be bought **BEFORE** any others, and Magical, if desired, must be bought **AFTER** all others.

Buying movement will give the target the natural movement abilities of the shape assumed, for example flight, tunneling, swimming, etc. It will not give magical abilities like teleportation. Using the Combat modifier gives non-magical combat abilities of the form assumed, for example claw-claw-bite, spikes, etc. The senses modifier gives the target the senses appropriate to the form assumed, ie. an eagle's eyes, bloodhound's nose, etc.

Using the modifier Magical Abilities will allow the caster to use all abilities of the assumed form. These include teleportation, breath weapon, phase shift, level drain, poison, etc. Note that spell ability beyond the level of the caster can never be gained, and that any spellcasting is impossible unless the form has humaniform hands and vocal abilities.

Any of these modifiers may be used in a Shaping cast on a non-living object. For example, creating a sword requires the casting of the Combat Abilities modifier. In general, if something can inflict damage, it must have the Combat modifier. Unlike with living targets, Combat may be bought without first buying Movement, and Magical may be bought without first buying Senses. Magical items can be neither affected nor created by this spell.

Target	Base Level	Changes	Abilities
Self	3	Change of Substance +1	Movement +1
Object	4	Size Change +1	Combat/Senses +1
Living, willing	4		Combat+Senses+1
Living, unwilling	5		Magical +1

*ZOE*: Willing Mode: one target; *Range*: none; *Duration*: 4 turns; *ST*: None

*ZOE*: Unwilling Mode: one target; *Range*: none; *Duration*: Lasting; *ST*: Physical if living

**Skylore**: This spell gives the mage the ability to control the weather. He may bring or banish rain, lightning, clouds, storms of various intensity, and raise or lower the temperature. This spell will never cause normal damage except to creatures that would be harmed by normal weather, e.g. water damage from rain.

It has five spheres of control: temperature, wind, rain/snow, clouds, and lightning. When casting the spell, the mage may cast one or any combination of spheres, positively or negatively, and may stack multiple castings of a sphere. Exception: the casting of rain or lightning requires clouds.

When decreasing weather effects, each level of a sphere will decrease the effect by one unit. When increasing all effects except temperature, the caster must build the effect as if there were no existing weather. For example, faced with a Force-4 wind, the caster may spend one level to decrease it to Force-2. To increase the wind to Force-6, he must cast three levels of wind.

If the mage is attempting to control magical or sentient storms or weather controlled by another mage, he must win a level-vs-level battle.

**Wind Sphere**: Each half-level of this sphere increases or decreases the wind velocity by one increment on the Beaufort Scale. (generally about 6 knots). The minimum casting cost is one level. If the caster is increasing or equalling the speed of the wind, he may also determine the direction. All missile rolls suffer a -5% penalty per 12 knots of wind.

**Temperature Sphere**: Each casting of this sphere will raise or lower the existing air temperature by 10° F. Temperatures above 100° or below 0° generally have deleterious effects on humans.

**Rain Sphere:** This will appear as snow if the temperature is below freezing. One level: light snow or rain. Visibility is 200'. Two levels: medium rain or snow. Visibility is 100'. Three levels: hard rain or snow. Visibility 50'. Four levels: driving rain or blizzard. Visibility 15'. Five levels: torrential rain or whiteout. Visibility 5'. Further levels are possible. All melee and missile rolls suffer a basic -10% penalty per level. After a number of rounds, movement will be decreased, especially if travelling on loose soil. This sphere can only be used in conjunction with clouds.

**Cloud Sphere:** Basic use of this sphere allows the mage to summon either clouds in the sky or fog on earth. For fog, visibility is the same as rain. If clouds, the amount of light will be cut in half for each level and the sight of the sun or stars will be blocked. Melee and missile attacks suffer a penalty of 5% for each level. This sphere must be cast if lightning or rain is to be cast.

**Lightning Sphere:** Basic use of this sphere creates lightning and thunder in the ZOE. Although there are no melee or missile modifiers, this will act as a considerable modifier against morale checks for animals and primitives. This can only be cast if clouds are present. The number of lightning flashes a minute is the square of the number of levels of the sphere.

Each level of each sphere will increase the cost of the spell by one spell level. Travelling, which moves the center of the ZOE with the caster, increases the level by +1.

The Extra ZOE modifier will double the radius of the ZOE for +1 level.

*ZOE:* 12" sphere; *Range:* none; *Duration:* 4 turns; *ST:* none

## Level One Mage Base Spells

**Cleanse:** It will clean any non-living material or a being. Maximum Effect: 5 pounds of dirt. Dirt, grime, etc. slough off the target, without damaging delicate items. Modifiers: Extra Effect (+5 pounds of dirt).

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

**Color Change:** The mage 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. Modifiers: Extra Effect (cubic foot sized objects) +1, Extra ZOE (+5 objects).

*ZOE:* 5 objects; *Range:* 1"; *Duration:* momentary; *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. Modifiers: Extra Effect (+d10 duration), cannot take Extra Duration.

*ZOE:* one creature; *Range:* 6"; *Duration:* 12 rounds; *ST:* mental

**Detect Magic:** Detects magic in effect within range in LOS, be it spell or item (since an item is just an extended spell) or prayer. It does not detect Concealed Magic, nor reveal hidden or invisible objects. The caster sees a faint blue glow around anything magical that he could otherwise see. The spell offers no analysis, not even whether something is a spell or a prayer or a magic item, nor does it tell whether or not several of these sources are stacked on each other.

*ZOE:* self; *Range:* As sight; *Duration:* 12 rounds; *ST:* none

**Detect North:** It lets the caster know which direction is true geographical North. Modifiers: Affects Others +1/2.

*ZOE:* self; *Range:* none; *Duration:* 9 turns; *ST:* none

**Displace Self:** It warps light (and infrared) waves, so that the caster appears to be up to 1 foot 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. Modifiers: Extra Effect (+5% to both) +1.

*ZOE:* self; *Range:* none; *Duration:* 12 rounds; *ST:* none

**Enhance Hearing:** Adds +25% to Awareness for hearing rolls only. Recipients gain the anti-surprise ability of scouts.

*ZOE:* one target; *Range:* 1"; *Duration:* 3 hours; *ST:* none

**Fire Lance:** It does 3D4 points of fire damage to the target, provided the caster hits AC9 as with a missile weapon. It neither hits any other target, nor ricochets. Fire Resistance provides complete protection. Modifiers: Extra Damage (+D4).

*ZOE:* one target; *Range:* 6"; *Duration:* momentary; *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 (e.g. Balrog) may shatter it. Dispel Magic gets rid of it automatically, as does a Knock, which will open the door.

*ZOE:* one portal; *Range:* 1"; *Duration:* 2D6 melee rounds; *ST:* none

**Ice Lance:** It does 3D4 points of cold damage to the target, provided the caster hits AC9 as with a missile weapon. It neither hits any other target, nor ricochets. Cold Resistance provides complete protection. Modifiers: Extra Damage (+D4).

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

**Lightning Lance:** It does 3D4 of electrical damage to the target, provided the caster hits AC9 as with a missile weapon. It neither hits any other target, nor ricochets. Lightning Resistance provides complete protection. Modifiers: Extra Damage (+D4).

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

**Magic Missile:** A magical missile or missiles emanate from the finger of the caster. Each missile hits and does damage exactly as if the caster had fired a +1 heavy crossbow bolt (damage = D10+1, 2D8+1 vs larger-than-mansized opponents, and don't forget to use the weapon table for AC). The base spell gives one missile, extra missiles are added as a modifier. Multiple 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. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) +1/2

*ZOE:* all targets must be within 60°; *Range:* 12" short/24" long; *Duration:* momentary; *ST:* none

**Message:** This will allow the caster to send a telepathic message of up to twenty-five words per round 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:* 1 round; *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. The victim takes a penalty of -10% at short range and -30% at long range to both missile fire and spell targeting. The chance of targeting a spell correctly is normally 100%, and short range for a spell is 12". The effects of mistargeting a spell are left to GM discretion. This spell is cancelled by Range Finder or Velocity Finder. Modifiers: Extra Effect (-10% more to both ranges).

*ZOE:* one victim; *Range:* 18"; *Duration:* 9 turns; *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:* 9 turns; *ST:* none

**Read/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. Optionally, the GM may require Extra Effect to read especially obscure languages.

*ZOE: self; Range: as reading; Duration: 4 turns; ST: none*

**Shield:** It gives the mage complete protection from the magic missile spell, partial protection from the Ice Storm spell, Armor Class 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell do not sum with any other protections.

*ZOE: Caster; Range: none; Duration: 12 rounds; ST: none*

**Sleep:** Roll 4D4 for the strength of a sleep spell; 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. Modifiers: Extra Duration (+5 non-awakeable rounds, +1 hour normal sleep), Extra Damage (+D4).

*ZOE: 6" cone; Range: 0; Duration: 2 hrs. Wakeable by non-magical means after 10 melee rnds; ST: Mental*

**Swim:** This spell allows the caster to swim at 6". The caster may stay afloat or stay under as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+3") +1/2.

*ZOE: self; Range: none; Duration: 4 turns; ST: none*

**Telescopic Vision:** It allows the mage to see things as if they were closer to him. The mage must concentrate on one region. The maximum magnification is six-fold. Modifiers: Affect Others +1/2, Extra Effect (+3x).

*ZOE: self; Range: as sight; Duration: 3 hours; ST: none*

**Trip:** This spell knocks the victim prone if he fails his save. Prone combatants are at a disadvantage. It usually takes one round to get up.

*ZOE: one bipedal creature; Range: 12"; Duration: momentary; ST: Physical at -15%*

**Ventriloquism:** The mage 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: 4 turns; ST: none*

## Level Two Mage Base Spells

**Air Blast:** It produces a damaging blast of air, which does 2D6 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, but knocks them back 30' if they are smaller than mansized. If they hit an obstacle in this distance, they take full damage. Modifiers: Extra Damage (+D6).

*ZOE: 6" cone; Range: Always Zero; Duration: momentary; ST: Physical*

**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. This is a Detect-type spell.

*ZOE: 3" sphere; Range: 12" no LOS needed; Duration: 4 turns; 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: 9 turns; ST: none*

**Faux Magic:** This spell does nothing, but it detects as another spell. Only spells that the mage could cast can be faked. This ruse will affect Detect/Observe Magic and Analyze Spell. A level-vs-level battle is needed to see the truth. If the Faux Magic is concealed, then fake spell will appear concealed, and its concealment must be overcome before the fact that it is fake can be tested. The fake spell cannot be concealed unless Faux Magic is concealed. If the false spell is Analyzed instead of the Faux Magic, Disrupt Magic cannot succeed.

*ZOE:* the ZOE of the false spell; *Range:* touch; *Duration:* 1 day; *ST:* none

**Fire Bomb:** It does fire damage of 2D6 to all in the ZOE who fail to save. It has no effect on fire based creatures, and Fire Resistance gives complete protection. Modifiers: Extra Damage (+d6).

*ZOE:* 1" 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 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). In this case, the Concealment modifier makes the weapon look like a magical weapon instead of a spell.

*ZOE:* one weapon; *Range:* 1"; *Duration:* 4 turns; *ST:* none

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

*ZOE:* self; *Range:* none; *Duration:* 12 hours; *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:* 1" cube; *Range:* 1"; *Duration:* 9 turns; *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:* 1"; *Duration:* momentary; *ST:* none

**Levitate Self:** It allows the caster to levitate himself, vertically only. He may lift up to 50 pounds besides his own weight. Maximum Height: 100'. Maximum Vertical Speed: 60' per melee round. If cast on a falling creature, it will cease to accelerate and may slow its descent by up to the Maximum Vertical Speed each melee round. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') +1/2, Extra Speed (+60', cannot cause damage) +1/2.

*ZOE:* self; *Range:* none; *Duration:* 9 turns; *ST:* none

**Long Talk:** The caster may send a verbal message of up to 25 words in length per round. 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:* 5 miles; *Duration:* 1 round; *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. Modifiers: Extra Effect (+150 pounds).

*ZOE:* special; *Range:* 1"; *Duration:* 9 turns; *ST:* none

**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 per round long. The speaking time is 1 round, extendable with Extra Duration. The conditions under which the Magic Mouth will speak are limited to those that the caster, if physically present, could answer using non-magical means, plus any spells

(detects, locates, etc.) that are placed upon the Magic Mouth. This may be done by the caster of the Magic Mouth as if casting upon himself, or by other mages or clerics or from items as if casting on a willing character that had dropped his saving throws. A spell of Lasting Duration will be effective until the mouth speaks, others will cease to be effective when their duration is up, possibly making triggering of the Magic Mouth impossible.

*ZOE:* special; *Range:* 1"; *Duration:* until it speaks; *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.)  
Modifiers: Extra Effect (+D4 rounds of blindness).

*ZOE:* one creature; *Range:* 6"; *Duration:* momentary; *ST:* Physical

**Mirror Image:** The mage 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.  
Modifiers: Extra Effect (+1 image).

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

**Observe Magic:** Per Detect Magic, but it forces a level-vs-level battle to detect Concealed Magic and reveals whether enchantment comes from spell, prayer, enchanted item, or is an innate ability of some creature. It does not reveal the alignment of a prayer.

*ZOE:* self; *Range:* 6"; *Duration:* 12 rounds; *ST:* none

**Pain:** This spell inflicts wracking pains, causing 2D6 points of damage unless the victim saves vs. mental.  
Modifiers: Extra Damage (+D6).

*ZOE:* one target; *Range:* 12"; *Duration:* momentary; *ST:* Mental

**Prot/Enchanted Mon.:** Gives the mage +20% on defense (both vs. 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. Modifiers: Extra Effect (+5% protection).

*ZOE:* self; *Range:* none; *Duration:* 9 turns; *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. This cancels a Range Loser.

*ZOE:* self; *Range:* 20 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:* 9 turns; *ST:* none

**Strength:** Increases the requisite Strength of one individual: 2d4 for a Fighter, d6 for a Cleric or Scout, d4 for a Mage. 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 character may not receive a second Strength while a Strength is in effect.

*ZOE:* one person; *Range:* 6"; *Duration:* 4 turns; *ST:* Physical

**Weakness:** The victim must save or lose 2D4 strength. A person can receive multiple weakness spells, but his strength may never be reduced below 3.

*ZOE:* one person; *Range:* 12"; *Duration:* 4 turns; *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 1D4 melee rounds. Man size creatures take 2D4 melee rounds. Fire or flaming sword would slash through in a single round. Modifiers: Extra ZOE does not make it thicker. Extra Effect (thicker: all times extended by the base amount again) +1.

*ZOE:* a wall 2"x10"x1/2 foot; *Range:* 1"; *Duration:* 4 turns; *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 (e.g. a Balrog) may shatter it. A Knock spell will automatically open it unless it is also physically barred. A mage three levels higher than the caster, or the caster himself, will not be affected by the

spell. Modifiers: Hard to Knock (Knock requires a level-vs-level battle) +2, Extra People (+1 person can enter freely) +1/2.

*ZOE: one portal; Range: 1"; Duration: 4 days; ST: none*

### Level Three Mage Base Spells

**Analyze Spell:** It reveals the presence of all spells, prayers, and items per Observe Magic (level-vs-level on Concealed Magic). It completely analyzes all detected mage spells, telling base spell and modifiers (but not caster's level, nor whether the modifiers come from the caster or from an item). Also, in Breath Phase, the caster learns what mage base spells or morphic spells are being prepared in that round, and will know in which phase (if any) the spell is being cast. He will get this information before he announces his action for that phase. If two Analyze Spells are in effect, the higher-level caster will know what the lower-level caster is doing.

*ZOE: self; Range: 6"; Duration: 12 rounds; ST: none*

**Clairsentience:** This spell enables the caster to tap into one sense, usually sight or hearing, of another being, thus sensing what that being is sensing. He will sense with the abilities of that being, but will not gain any control over what is being sensed. 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 sense 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 for the sum of the spell point cost, without taking any additional time. Modifiers: Extra Effect (get another sense) +3/2.

*ZOE: 3" Sphere; Range: 24" no LOS needed; Duration: 9 turns; ST: mental*

**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 300 pounds. It may also be used to freeze water; it will produce a maximum of 3000 cubic feet of ice. 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. Modifiers: Extra ZOE will affect the weight of the object or the amount of water affected.

*ZOE: see above; Range: 12"; 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: 1 day; ST: none*

**Dispel Magic:** It permanently breaks magical spells and prayers. It cannot be used on items. A mage is always successful against enchantments that he cast himself; this ability can never be transferred with the Affects Others modifier. Otherwise, the chance of success is per a "level-vs-level battle". Attempts against prayers take a -3 penalty to the caster's level in this battle. If the mage fails to dispel a continuing enchantment, he does not get a second chance until higher level. The spell will exorcise possessions by demons, Magic Jar, etc., but it takes a -3 level penalty.

*ZOE: 1" sphere; Range: 6"; Duration: momentary; ST: level-vs-level*

**Disrupt Spell:** This spell focuses against one mage spell that has been Analyzed with Analyze Spell. It dispels the enchantment per Dispel Magic, with either a +3 bonus to the level-vs-level battle, or with the casting priority as if cast by a mage three levels higher, at the caster's option. This spell can be cast as a counter-spell to a spell that is being cast in the same round. A spell of momentary duration can only be disrupted if the Disrupt Spell is cast in the same phase as the spell to be countered and goes into effect first or simultaneously. Of course, level-vs-level battle applies, and the other mage is charged spell points for the spell



he cast.

*ZOE:* one spell; *Range:* 6"; *Duration:* momentary; *ST:* see above

**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 does 6D6 damage to the reader. The Runes may be detected by a Mage or Magus Cleric of at least the caster's level. The chance for successful detection is given by a "level-vs-level battle". Modifiers: Extra Damage (+d6), Concealment +2.

*ZOE:* one book or scroll; *Range:* 1"; *Duration:* until triggered; *ST:* none

**Fireball:** This creates a sphere of magical fire, 2" in radius. All within must save or take damage, but the amount of damage differs depending on the distance from the blast center. The damage is 5d6 within .2" of the center, from .2" to 1" it is -1/die, and from 1" to 2" 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. Modifiers: Extra Damage (+3d6) +1.

*ZOE:* 2" sphere; *Range:* 12"; *Duration:* momentary; *ST:* Physical

**Fly Self:** It allows the caster to fly through the air. Maximum speed is 12", of which 3" can be vertical. The caster can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same level of concentration as walking. Hovering allows casting. The 1" combat move is allowed. Note that, regardless of height, visibility is generally limited to 20 miles or so because of natural haze, etc. Ceiling: 1000' above ground level. Modifiers: Extra Speed (+6", +1.5" vertical) +1/2, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') +1/2.

*ZOE:* self; *Range:* none; *Duration:* 9 turns; *ST:* none

**Haste:** This spell allows the recipient to act faster. It has two separate varieties, detailed below. The variety must be declared in Declaration Phase. Two hastes cannot be combined on the same person. A Haste and a Slow successfully cast on the same person cancel one another completely, regardless of variety. If 10 rounds are taken to cast this spell there is no saving throw.

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

*ZOE:* 3" sphere; *Range:* 12"; *Duration:* 4 turns; *ST:* Physical

Combat haste allows double participation in combat. This is done by allowing the hasted creature to act a second time in the Haste Phase. Multiple actions in the Haste Phase are resolved as if it were a melee round unto itself. Non-hasted characters may hold actions until the Haste Phase. Fighters in melee combat may not switch combat maneuvers between the melee and the haste phases, unless fighting a similarly hasted opponent. For purposes of spell declaration and distraction, treat the Haste Phase as if it were a separate melee round; however, hasted spell casters may not cast twice in one round, nor may they cast in the Haste Phase and in the regular phase of the following round.

*ZOE:* one target; *Range:* touch; *Duration:* 6 rounds; *ST:* Physical

**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 300 pounds, extendable with the Extra ZOE modifier. 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:* see above; *Range:* 12"; *Duration:* 12 hours; *ST:* none

**Implosion:** The caster attempts to crush one victim, for 5d4 damage. This will not work against non-corporeal beings or beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc. Modifiers: Extra Damage (+3d4) +1.

*ZOE:* one creature; *Range:* 12"; *Duration:* momentary; *ST:* Physical for 1/2 damage

**Invisibility 10'r:** An expanded version of *Invisibility* (see page 29) 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 (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:* none; *Duration:* 6 hours; *ST:* none

**Lightning Bolt:** It does 5D6 of electrical damage to all in the area of effect who fail to save. Save results in no damage. Lightning bolts do not bounce or ricochet, and **always** point away from the caster. Modifiers: Extra ZOE affects the length, not the width; Extra Damage (+3d6) +1.

*ZOE:* Line 6" by 1'; *Range:* 12"; *Duration:* momentary; *ST:* Physical

**Prot/Locates:** It provides protection against being located by magical means. The spell can be thrown directly upon a being or an object. Any Locate spells or scrying devices used against the recipient of the spell must win a level-vs-level battle to succeed. It does not protect against Trace spells. A protected container will not protect its contents, but a group of related objects (as a pile of coins) may be treated as a single object. If cast upon a creature, then for +1 spell level it protects all his non-magical items too; for +2, all his items. This spell takes 10 melee rounds to cast and is automatically Concealed. Modifiers: Full Protection (doesn't require level-vs-level battles) +3.

*ZOE:* one creature or object up to 8 cubic feet; *Range:* touch; *Duration:* 1 day; *ST:* none

**Prot/Normal Missiles:** The recipient becomes impervious to non-magical missiles fired by beings of less than the level of the caster. Missiles fired from magical weapons are considered magical. Ballistae and other engines of war are treated by summing the levels of the standard crew. Thus, a three-man ballista manned by F2s can hit an MU6, but not an MU7. Modifiers: Extra Effect (raise level by 2 for maximum protection).

*ZOE:* one creature; *Range:* 1"; *Duration:* 9 turns; *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. Modifiers: Extra Effect (+2 more people).

*ZOE:* special; *Range:* 24 feet; *Duration:* 3 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:* 9 turns; *ST:* none

**Slow:** There are two varieties of the slow spell. If 10 rounds are taken to cast this spell, there is no saving throw. A Haste and a Slow successfully cast on the same person cancel one another completely, regardless of variety. Movement Slow reduces all movement rates by a factor of two.

*ZOE:* 3" sphere; *Range:* 12"; *Duration:* 4 turns; *ST:* Physical

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

*ZOE:* one target; *Range:* touch; *Duration:* 12 rounds; *ST:* Physical

**Snowball:** Does 5D4 cold damage throughout the ZOE, which is not volume filling. This spell will destroy any potions on a person killed by it. Modifiers: Extra Damage (+3d4) +1.

*ZOE:* 2" sphere; *Range:* 12"; *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. Modifiers: Lasting Duration (makes the suggestion lasting) +2.

*ZOE:* one creature; *Range:* 12"; *Duration:* up to two weeks; *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. It will cancel a Range Loser.

*ZOE:* self; *Range:* 20 miles; *Duration:* 1 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 nor speaking. Modifier: Speaking (allows normal speech underwater; therefore allows mage spell casting) +1.

*ZOE:* one creature; *Range:* 1"; *Duration:* 9 turns; *ST:* none

## Level Four Mage Base Spells

**Blinding Flash:** The caster may create a flash of light. All within the ZOE must save or be temporarily blinded. Those who are facing away from the center or who have their eyes closed, get two chances to save. Modifiers: Extra Duration (+d6) +1.

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

**Cold Cone:** Does 6d4 points of magical cold damage to all within the ZOE who fail to save. A save results in half damage. Modifiers: Extra Damage (+3d4) +1.

*ZOE:* 6" cone; *Range:* Always Zero; *Duration:* momentary; *ST:* Physical for 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 make his body 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:* 9 turns; *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 mage.

*ZOE:* special; *Range:* 9"; *Duration:* 12 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/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 (e.g. a magical sword) is immune. Modifiers: Extra Effect (+30/T rounds per chance to save).

*ZOE:* 6" cone; *Range:* none; *Duration:* until a successful save; *ST:* Mental

**Growth Plants:** It may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown, making the area virtually impassable. This takes only one melee round to happen. 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. Modifiers: Lasting Duration (per the Extra Duration modifier) +1.

*ZOE:* up to 4"x4"; *Range:* 12"; *Duration:* 1 week; *ST:* none

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

*ZOE:* 200" square; *Range:* 12"; *Duration:* 1 day; *ST:* none

**Ice Storm:** This spell may not be cast indoors. It creates a storm of large hailstones. It does 3D6+6 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 (as will Protection from Magical Missiles, etc.). Cold Resistance does not help, since the damage is from impact. It does not affect completely non-corporeal beings, (e.g. Spectres). Those who get their shields overhead in the Item Phase take half damage, as do those with a Shield spell. A Fire Ball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).

*ZOE:* 3" cube; *Range:* 12"; *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. The Affects Other modifier will make another the controller of the spell. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+150') +1/2, Extra Speed (+60', cannot cause damage) +1/2, At Range may only be bought with Affects Others.

*ZOE:* 1" radius; *Range:* none; *Duration:* 9 turns; *ST:* Physical

**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 the caster dismisses it. The bridge dimensions must not exceed the ZOE. The bridge may support 1200 pounds. Modifiers: Extra Weight (+600 pounds) +1/2.

*ZOE:* 8" long and 8 feet wide; *Range:* 1"; *Duration:* 4 turns; *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, which are limited to those that the caster, if physically present, could answer using non-magical means, plus any spells (detects, locates, etc.) that are cast upon the Magical Trap. This may be done by the caster of the Magical Trap as if casting upon himself, or by other mages or clerics or from items as if casting on a willing character that had dropped his saving throws. Such spells are only effective until their duration expires, possibly making triggering of the Trap impossible thereafter. The spell can only be cast on an inanimate object that is fixed either to the ground or to a large object such as a ship. Concealment need only be bought on the Magical Trap spell to hide the spell before triggering. Modifiers: Lasting Duration +2, Concealment +2.

*ZOE:* 1" max. trigger range; *Range:* 1"; *Duration:* 1 week; *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. A *Detect Magic* will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break the 2nd level spell *Invisibility* (see page 29) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

*ZOE:* 6" radius; *Range:* Always Zero; *Duration:* 6 hours; *ST:* none

**Protection from Detects:** Similar to Protection from Locates, but it protects against Detect spells. It will not help against Locates or Traces. The spell can be thrown directly upon a being or an object. Any Detect spells used against the recipient of the spell must win a level-vs-level battle to succeed. A group of related objects may be treated as a single object. If cast upon a creature, then for +1 spell level, it protects all his non-magical items as well; for +2, all his items. This spell takes 10 melee rounds to cast and is automatically Concealed, so the spell only radiates magic if two level-vs-level battles are lost. Modifiers: Full Protection (automatic protection, no level-vs-level battles) +3.

*ZOE:* one creature or object up to 8 cubic feet; *Range:* touch; *Duration:* 1 day; *ST:* none

**Prot/Magical Missiles:** The recipient becomes impervious to non-magical and +1 magical missiles, fired by beings of less than the level of the caster. A magical arrow fired from a magical bow counts as the sum of the two plusses. Lance spells and Ice Storm count as +0 missiles. Magic Missile counts as +2 (more if enhanced). Other spells are unimpeded by this spell. Ballistae and other engines of war are treated per *Prot/Normal Missiles* (see page 33) Modifiers: Extra Effect (raise level by 2 for maximum protection), Extra Plus (add +1 to maximum weapon plus) +1.

*ZOE:* one creature; *Range:* 1"; *Duration:* 9 turns; *ST:* none

**Size Change Self:** The caster may freely vary his size anywhere from four times his normal size to one-fourth his normal size while the spell lasts. Everything that he is carrying or wearing changes size with him, although large weapons do normal damage. There is corresponding change in his mass and movement rate, and a related one in his effective strength. Effective strength is the strength usable in combat or against doors; however, the caster is always strong enough to move. When combined with the Strength spell, the strength bonus from Strength plus the recipient's normal strength may not exceed racial maximum. The strength bonus from Size Change is then added to this sum. In addition, changing size affects how difficult one is to hit in combat. If the caster is grown, he is easier to hit in melee or missile combat; similarly, if he is shrunk, he is harder to hit. When the spell ends he returns to his original size. Modifiers: Extra Effect (another x4 or another x1/4) +1.

Height	Move	Effective STR	Defense
x1/8	x1/8	-6	-25%
x1/4	x1/4	-4	-15%
x1/2	x1/2	-2	-5%
x1	x1	0	0%
x2	x2	+1	+5%
x4	x4	+3	+15%
x6	x6	+5	+25%
x8	x8	+7	+35%
x10	x10	+9	+45%

*ZOE:* self; *Range:* none; *Duration:* 9 turns; *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:* 9 turns; *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. The bag will hold 1000 pounds as if they were only 30. Objects of up to 10' by 5' by 3' may be stuffed into the bag, but they seem as if they weigh only 30 pounds encumbrance. Anything inside the bag when the spell wears off is lost. One may not put one Bag of Holding inside another. Modifiers: Extra Effect (+500 pounds and +2' by +1' by +1') +1.

*ZOE:* one bag; *Range:* contact; *Duration:* 12 hours; *ST:* none

**Trace Summoning:** Allows the caster to find the direction to the caster of a summoning spell when confronted with the summoned monster. The summoned creature must still be in the control of the other caster. If the summoning was cast with the Concealment, then a successful lvl-vs-lvl battle is needed to trace the spell. Affects Others makes someone else know the direction, but the initial casting range is still calculated from the caster. Modifiers: Learn Distance (distance to the target is learned) +2.

*ZOE:* one creature; *Range:* 12" to creature when cast; *Duration:* 4 days; *ST:* none

**Trace Warning:** This spell allows the caster to learn the direction and distance to the caster of a spell that has set off a Warning spell. Hence, it can be used to Trace a Detect, a Locate, a Sending, or even another Trace. Following the Warning, the caster has 10 rounds to cast the Trace Warning. He then learns the direction to the original caster. For +2 levels, he also learns the distance to the caster. For +4 levels, he sees the true form of the caster (illusions and polymorphs are pierced) as well as the distance. The duration of the spell is 4 days. If the Trace is cast against a spell that was transferred to another with the Affects Others modifier, then the caster of the Trace has a choice of whether to trace the actual caster or the recipient of the spell. In this case, repeated

castings are possible. Modifiers: Extra Initial Duration (+10 rounds to cast the Trace spell) +1.

*ZOE*: one Warning; *Range*: unlimited; *Duration*: 4 days; *ST*: none

**Wall of Electricity:** It creates a wall of magical electricity, with *Resist Lightning* providing half protection. The shape of the wall is either a hemisphere of radius 2", or a plane up to 6" long, and 2" 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 (e.g. 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 that are not immune to lightning. (e.g. 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. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, as a smooth curve or as a corner) +1.

*ZOE*: see above; *Range*: 6"; *Duration*: 12 rounds; *ST*: see above

**Wall of Fire:** It creates a wall of magical fire, from which *Resist Fire* provides half protection. The shape of the wall is either a hemisphere of 2" radius or a plane up to 6" long and 2" 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 will take damage and must make a physical saving throw, with those who fail stopping just short of the wall. Undead and cold-based creatures take 4D6, others take 2D6. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. The wall prevents the passage of cold based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, as a smooth curve or as a corner) +1.

*ZOE*: see above; *Range*: 6"; *Duration*: 12 rounds; *ST*: see above

**Wall of Frost:** It creates a wall of magical frost, from which *Resist Cold* provides half protection. The shape of the wall is either a hemisphere of 2" radius, or a plane of up to 6" long, and 2" 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. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. It prevents the passage of fire based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90 degrees every 20 feet, as a smooth curve or as a corner) +1.

*ZOE*: see above; *Range*: 6"; *Duration*: 12 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". Modifiers: Extra Speed (+36" speed) +1/2.

*ZOE*: special; *Range*: 24"; *Duration*: 1 turn; *ST*: none

## Level Five Mage Base Spells

**Charm Monster:** This spell will charm its target if it fails a mental saving throw. The charmed victim will then obey the mage's commands, but will not do anything blatantly self-destructive, nor anything strongly contrary to its nature. Commands are not telepathic and the spell does not give any language ability, although hand signals may work in some cases. The mage must continue to concentrate on the spell, and in addition, the

victim will get an additional saving throw every 60/T turns, where T is its level. Mindless creatures are immune to this spell.

*ZOE:* one creature; *Range:* 6"; *Duration:* concentration; *ST:* Mental

**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 vapor's ability to seep through skin, holding one's breath is no defense, although getting under water will work. If an initial saving throw is failed, an initial D6 of damage is taken, and this is followed by 2 hit points per melee round, until a saving throw is made. Larger than man-sized creatures get a chance to save every D10 melee rounds, others every 2D10. 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. Modifiers: Extra Speed (+6 yards/round) +1/2, Extra Damage (+1d6 surge, +1 continuing damage) +3/2.

*ZOE:* 3" diameter cloud, 10 feet high; *Range:* 6"; *Duration:* 12 rounds; *ST:* Physical

**Cone of Weakness:** 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 succeed. A person's strength may never be reduced below 3.

*ZOE:* 6" cone; *Range:* Always Zero; *Duration:* instantaneous; *ST:* Physical for 1/2 loss

**Conjure Elemental:** It allows the caster to conjure a 12 HD 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. A mage may not call forth more than one elemental of the same type during any 24 hour period. If at any time an elemental occupies a point within 400 feet of where another elemental of the same type is or was during the previous 24 hours, the elemental will return whence it came. The mage must maintain undivided attention on the elemental in order to maintain control of it. Once broken, control may not be re-established, and the elemental will move directly to attack the one who summoned it. Any who try to bar its path are also attacked. An uncontrolled elemental will return whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return whence it came at the command of the one who summoned it. Modifiers: Extra Effect (+4 HD, can only be bought 2 times) +1, Extra Safety (caster may withstand up to 10 points of damage without losing control for up to 1 round in a row. +1 round per level of extra safety) +3/2.

*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 mage 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. Modifiers: Extra Effect (+1 question) +3/2.

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

**Feeblemind:** This causes a mage spell user to suffer a massive backlash from the mana field. This leaves the victim with an intelligence of 6 and unable to cast any spells. It will only have an effect against mages or wielders of mage spells.

*ZOE:* one victim; *Range:* 12"; *Duration:* permanent; *ST:* Mental-15%

**Growth Animals:** It causes up to 8 ordinary animals (e.g. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, HD) increased by a factor of two. Animals trained to accept the spell 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. Modifiers: Extra Effect (double size again, combat doesn't change) +1, Extra Animals (+4 animals) +1/2.

*ZOE:* 6" cone; *Range:* Always Zero; *Duration:* 9 turns; *ST:* Physical

**Hold Monster:** The spell will affect d4 Monsters in the ZOE, immobilizing them for as long as the Mage continues to concentrate. Should either caster or a weakly held target take damage, the spell will be broken for that target. Modifiers: Extra Effect (+1 monster).

*ZOE:* 3" sphere; *Range:* 6"; *Duration:* concentration; *ST:* Mental

**Immolate:** The caster may cause his body to burst into flames at will. Creatures who come into contact with his body take D6+8 points of damage. Cold-based creatures take double damage, while fire resistance gives complete protection. Creatures in melee with the caster who hit AC9 are presumed to have touched the caster, as are those who grapple him or whom he grapples. Those who hit AC9 with natural weapons take full damage, those who hit AC9 with a metal or other heat-conducting weapon take half damage. Creatures that the caster hits with a natural-weapon attack will take full damage, half if they make a physical saving throw. The caster gains the effects of *Resist Fire* (see page 81) while immolating.

*ZOE:* self; *Range:* none; *Duration:* 4 turns; *ST:* see above

**Mind Blast:** If the target fails its save, it is knocked unconscious and cannot be awakened until the spell expires or is dispelled. The target must have a mind.

*ZOE:* one target; *Range:* 6"; *Duration:* 12 rounds; *ST:* Mental

**Mind Link:** This spell allows the caster to make mental contact with another being, which must be sentient. The caster must have LOS to the other being or must know his position due to a *Locate* (with Distance) or *Screaming* spell/item. The link is automatically established. Either side can attempt to break the spell, but if the other party is unwilling, a level-vs-level battle results. Full two-way communication is allowed. In addition, any Mental attack spells can be cast through the link, without range restrictions. These include: *Suggestion*, *Magic Jar* possession, *Mind Blast*, *Hold/Charm Monster*, *Fear*, *Clairsentience*, *ESP*, *Pain* etc. The spells affect only the linked mind, even if they are multi-target spells. Spells such as *Range Loser*, *Control Self*, *Concentrate*, or *Mind Blank* are not allowed. This spell cannot take *Affects Others*.

*ZOE:* one target; *Range:* unlimited; *Duration:* 12 rounds; *ST:* none

**Mind Shield:** This fortifies the caster's mind against mental attacks or possession attempts. It gives +30% on saves and +3 on level-vs-level battles when defending against these attacks. Modifiers: *Extra Effect* (+10%, +1) +1.

*ZOE:* self; *Range:* none; *Duration:* 3 hours; *ST:* none

**Misdirection:** A profound dizziness strikes the victims. They are unable to tell direction. This halves movement rates and causes -20% to melee combat and -40% to missile combat and spell targeting. Spells count as 100% targeting normally. Modifiers: *Extra Effect* (-10% on these rolls) +1.

*ZOE:* 1" sphere; *Range:* 6"; *Duration:* 12 rounds; *ST:* Mental

**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, 8 feet high, and 10 feet deep. At the end of the spell duration, the hole closes from the center first, so there is a chance to jump out either side. Modifiers: *Extra Cross-Section* (+3' by +4') +1/2, *Extra Length* (+10') +1/2.

*ZOE:* see above; *Range:* 1"; *Duration:* 12 rounds; *ST:* none

**Phase In:** This spell is useful against beings in another plane (e.g. 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. Modifiers: *Extra Effect* (+1 creature, within a ZOE of 3" sphere) +1.

*ZOE:* one creature; *Range:* 6"; *Duration:* 20 rounds; *ST:* none

**Prot/Normal Weapons:** The recipient becomes impervious to non-magical weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot/Normal Missiles* (see page 33)

Modifiers: *Extra Effect* (raise level by 2 for maximum protection).

*ZOE:* one creature; *Range:* 1"; *Duration:* 9 turns; *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 10 feet per hour. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breath while he is in the stone. Modifiers: *Extra Effect* (+5 feet per hour speed).

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



**Telekinesis:** It allows the caster to move an object at a distance by use of mental force. Maximum weight is 250 pounds. The maximum speed is 3", and the motion occurs in movement phase. Modifiers: Extra Weight (+250 pounds) +1/2, Extra Speed (+3" speed, can only be bought up three times) +1/2.

*ZOE:* one object; *Range:* 6"; *Duration:* 12 rounds; *ST:* none

**Teleport:** It allows practically instantaneous transportation without regard to distance. The caster may teleport himself, his equipment and up to one other creature, provided the caster has the other's consent and grasps the creature with his free arm. However, the mage may only Teleport 250 lbs in addition to his own weight (creature and equipment combined). Without having been to the destination there is 75% chance of death; the mage just never shows up there. If the mage 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. A mage can memorize his Intelligence divided by 3 locations. Hireling Hall is normally assumed to be memorized. The mage 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 coming in high or low. Often creatures will be met while Teleporting. The chance of meeting a creature in a teleportation of N miles is about  $(1 + \log N)\%$ . Thus, a 10 mile trip would have a 2% chance, while a 10,000 mile chance would have a 5% chance. Sometimes the creatures are hostile humans, Spectres, Demons, etc. Reports are sketchy. Modifiers: Affects Others (the recipient teleports and controls the destination, although the caster can lend his memorized locations) +2, Extra Weight (+1 person or 200 pounds) +1, Concealment (for protection against Trace Teleport) +1.

*ZOE:* self; *Range:* unlimited; *Duration:* momentary; *ST:* none

**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 10 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. If the teleport spell was concealed, then a lvl-vs-lvl battle is required to trace. Modifiers: Extra Initial Duration (+10 rounds to trace) +1

*ZOE:* 3" radius; *Range:* 12"; *Duration:* 4 days; *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. Modifiers: Extra Thickness (+3") +1/2, Bending (can turn 90 degrees every 20 feet, as a smooth curve or as a corner) +1.

*ZOE:* see above; *Range:* 6"; *Duration:* 4 turns; *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. Modifiers: Extra Thickness (+2' thick) +1/2, Bending (can turn 90 degrees every 20 feet, as a smooth curve or as a corner) +1.

*ZOE:* see above; *Range:* 6"; *Duration:* 4 days; *ST:* none

## Level Six Mage Base Spells

**Anti-Magic Shell:** Creates a 10' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful level-vs-level battle, with the caster getting a +2 level bonus against spells and a +4 bonus against items. The caster can cast no spells except Dispel Magic at the shell, and then the spell only affects the shell. Magic items are only temporarily subjugated, and only one battle is to be fought between each one and the Shell. The anti magic wall of a prismatic sphere will keep out the shell. The shell moves with the caster, and the spell may never take Affects Others. Modifier: Full Shell (no level-vs-level

battle needed) +3, Immobile Shell (shell will be centered on the caster initially) +2.

*ZOE:* 1" radius sphere; *Range:* Always Zero; *Duration:* 9 turns; *ST:* none

**Concentrate:** Caster is immune from distraction due to physical damage and from mental attacks as with the 4th level spell Control Self. The caster will still be distracted by a successful grapple. This spell can **never** take Affects Others.

*ZOE:* caster; *Range:* none; *Duration:* 4 turns; *ST:* none

**Death Spell:** 4D8 creatures of 1st to 3rd level or less will die instantly. Creatures of less than first level are also killed, but do not count against the total. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, etc. There is no upper limit to the level, but ignore any leftover creatures. Begin with lowest levels first, rolling among equals. Modifiers: Extra Damage (+d8 creatures) +1. Extra Effect (-5% to save) +1/2

*ZOE:* 6" cube; *Range:* 12"; *Duration:* momentary; *ST:* Physical at -30%

**Flame Storm:** This spell calls down a flame storm on an area. This spell requires at least a 40' ceiling. It ignites all inflammables and exposes other objects to great heat. It will cause all creatures in the storm 2d6 hits per round, Physical save to half. Fire Resistance provides complete protection, and some objects within the area may provide temporary protection. After the duration expires, any remaining fuel will continue to burn normally. If cast indoors, the duration is halved. Modifiers: Extra Duration (+4 rounds), Extra Damage (hotter flames cause +d6 more per round) +1.

*ZOE:* 8" square by 3" high; *Range:* 18"; *Duration:* 8 rounds; *ST:* Physical save to 1/2

**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. The task must be one that could be completed in 1 week and must not be utter suicide. The spell lasts until the task is completed. Modifiers: Extra Difficulty (double the task completion time) +1

*ZOE:* one target; *Range:* touch; *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. If the task is not completed at the end of the duration, the stalker will return to its plane without notice.

*ZOE:* one mission; *Range:* none; *Duration:* 1 week; *ST:* none

**Legend Lore:** Some knowledge of a legendary item etc. can be gained. The base spell gives only the most obvious knowledge of the item. For extra levels, the caster may get more obscure knowledge and history of the item. For example, the base spell might reveal that a certain staff was the ruling staff of a certain ancient king and that its primary powers dealt with a specific magical sphere. But it might take 3 extra levels to find how the staff came to be lost by that king or what its power level was in his hands. GM discretion is necessary to judge what spell level is needed to get certain information. The mage may attempt to guide the spell to a certain field of knowledge. An item may only be probed by this spell once per day. This spell cannot take the At Range modifier.

*ZOE:* one item; *Range:* touch; *Duration:* momentary; *ST:* none

**Lower Water:** This spell will lower a 36 square inch section of a body of water by 50% or by 20", whichever is less. Modifiers: Extra Effect (another 50% or 20") +1.

*ZOE:* 36 square inches; *Range:* 12"; *Duration:* 9 turns; *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 1 pound. 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 10 miles of it. Otherwise it is as if he suffered a normal death. While within 10 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. The Extra Range modifier may affect any one of the three ranges in this spell. The spell lasts until the caster returns to his body, or until the caster is destroyed.

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

**Move Earth:** Usable only outdoors, the spell can move a hill or ridge 3" per turn for up to 4 turns. The spell takes one turn to cast. The mage may have to move to keep the ZOE in range. The resulting terrain does not radiate magic. The moving earth can be quite destructive; only the strongest structures can survive even the base spell. Modifiers: Extra Speed (+3" per turn) +1.

*ZOE:* 12" cube; *Range:* 24"; *Duration:* 4 turns; *ST:* none

**Part Water:** This will part a body of water, allowing dry passage. The passage can be no longer than 10" long or 30' deep. The mage cannot end the spell at will. Modifiers: Extra Length (+5") +1/2, Extra Depth (+15' deep) +1/2.

*ZOE:* see above; *Range:* 6"; *Duration:* 9 turns; *ST:* none

**Power Word Pain:** This spell inflicts 2d6 points of damage in the round that it is cast in and 2d6 again in the following round. The target gets a mental save to avoid all damage. Targets which have more than 60 hit points when at maximum cannot be affected by this spell. Unlike other Mage spells, power words take effect in the breath phase, but their casting prevents further action. Modifiers: Extra Duration (+1 round) +1, Extra Effect (+10 hit points of target maximum).

*ZOE:* one creature; *Range:* 6"; *Duration:* 2 rounds; *ST:* Mental

**Projected Image:** The caster may create an image of himself from which all his spells, etc. seem to emanate thereafter. Spells that emanate from the image have their ranges calculated from it also. The image is at all times a mirror image of the status of the caster. Thus, they will have the same appearance and magic on them. If the caster is scarred by a Fireball, the same scars will appear on the image. The image is an illusion and cannot take damage or appear to take damage, nor can it receive spells other than those cast on the caster. The image will move independently of the caster: the appearance is transferred, but movement is not. The image can talk independently of the caster.

*ZOE:* self; *Range:* 12"; *Duration:* 1 turn; *ST:* none

**Prot/Magical Weapons:** The recipient becomes impervious to non-magical and +1 weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot/Magical Missiles* (see page 36)

Modifiers: Extra Effect (raise level by 2 for maximum protection). Extra Plus (add +1 to maximum weapon plus) +1.

*ZOE:* one creature; *Range:* 1"; *Duration:* 9 turns; *ST:* none

**See True Form:** This spell pierces all Disguises, Polymorphs, and Illusions to see the true form of the target. The true form is what the target actually looks like. The caster must be able to see the target. This spell is considered a Detect-type spell.

*ZOE:* 1 target; *Range:* 12"; *Duration:* instantaneous; *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. It lasts until brought down.

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

**Teleport Attack:** This spell teleports its victim to a random location within 50 miles. The victim gets a Physical saving throw. The victim will always be placed safely in a compatible environment. Modifiers: Extra Effect (+50 miles)

*ZOE:* one creature; *Range:* 6"; *Duration:* momentary; *ST:* Physical

**Tremor:** This spell causes an earthquake. The main ZOE is 12" square. Inside this area, weak structures will be toppled, bipedal creatures must save vs. Physical or be knocked down, animals will be startled, and weak underground areas may collapse. The Tremor will be felt up to a mile away, although no direction is transmitted. Modifiers: Extra Duration (+2 rounds), Extra Effect (increase the effects, double range of sensing; 3 levels should be a serious earthquake) +1.

*ZOE:* 12" square; *Range:* 18"; *Duration:* 3 rounds; *ST:* see above

## Level Seven Mage Base Spells

**Damp Teleport:** No Teleport, Dimension Door, or similar spell may depart nor arrive within the ZOE. No level-vs-level battle will be required.

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

**Mass Invisibility:** This affects up to 200 men and horses, or up to 200 objects with an equivalent mass (about 200 tons). They are turned invisible and will remain so until the spell expires or they break the spell, per *Invisibility* (see page 29) All must be in the initial ZOE, but can leave it invisibly.

*ZOE:* 6" square; *Range:* 6"; *Duration:* 9 turns; *ST:* none

**Permanent:** This makes a spell that has lasting duration have permanent duration. In addition, the spell will be at twice normal level against being dispelled. Only two spells of permanent or lasting duration may be on an individual at a time.

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

**Phase Door:** Similar to *Pass Wall* (see page 39) except that the door is invisible and can be used by the caster only. The door is 6' by 8' and the wall can be up to 6" thick. It lasts for 7 uses, and may be dispelled by the caster at will. Modifiers: Extra Length (+3" thickness) +1/2

*ZOE:* see above; *Range:* 1"; *Duration:* 1 turn; *ST:* none

**Power Word Blind:** This blinds its target if it has less than 70 hit points. Only those with more than half this much get saving throws. These numbers refer to the normal maximum hit points of the creature. Unlike other Mage spells, power words take effect in the breath phase, but their casting prevents further action. Modifiers: Extra Effect (+10 hit points of target).

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

**Reincarnate:** The spell requires a dead body to put the soul in, and requires a resurrection roll to be successful. For each multiple of the target's level that the target has been dead in days, the roll is at -10%. So, a 10th level target would have no penalty for the first 10 days, -10% for the next ten, -20% for the third ten, etc. The body can be of any species, but if it is not of the same species as the target then the resurrection roll is at -30%. Physical statistics are drawn from the body; mental ones from the soul. A failed roll means that the soul will never inhabit that body. Modifiers: Bonus to Resurrection Roll (+15%) +1.

*ZOE:* one body, one soul; *Range:* none; *Duration:* momentary; *ST:* none

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

*ZOE:* 3" cube; *Range:* 12"; *Duration:* 12 rounds; *ST:* none

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

*ZOE:* self; *Range:* as sight; *Duration:* 9 turns; *ST:* none

**Warning:** This spell acts as a tripwire against spells of Detection, Location and Tracing, and Sending. If the protected character is the target of one of the spells covered by the Warning spell, then he will know. The spell

is passive; a Warning spell will never set off a Warning spell of the offensive mage. The spell will protect both the mage and his belongings. The spell is tripped if: the mage is appraised by a Detect, the mage is the target of a Locate or Trace, or a creature magically Sent against the caster approaches within 12" LOS of the mage. In the first two cases, the mage will know the offending sryer if he is within LOS. In the latter case, the mage will know which creature is the Sent one. The mage can attempt to find out more information using Trace Warning. Tripping the spell will not cancel it.

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

## Archmage Spells

The base level of these spells is 9, unless otherwise noted. In this magic system, spells are not limited to level 9; modifiers can push spells higher: just extend the spell point cost chart.

**Alter True Self:** This spell can only be cast when a Polymorph is in effect on the caster. The caster's True Self is then permanently altered to take the form of the Polymorph. Normally a Polymorphed creature tends magically to return to its normal form. When this spell is cast, the creature will forever forget its old form; it will truly become the new one. This spell is irreversible. Modifiers: Affects Others (unwilling victims get +45% on their saving throws) +3

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

**Astral Spell:** This allows travel in Astral Plane. The caster's body remains on the original plane. Speed of Astral Body: 100 miles/hour.

*ZOE: self; Range: 1000 miles; Duration: 6 hours; ST: none*

**Avalanche:** This creates four 20D4 snowballs in square pattern with centers 2" apart. Each is like the spell *Snowball* (see page 33) with 1/2 damage if physical saving throw is made.

*ZOE: see above; Range: 24"; Duration: momentary; ST: Physical to 1/2*

**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/L days to complete a clone.

*ZOE: one creature; Range: none; Duration: momentary; ST: none*

**Cone of Feeblemind:** All within cone, mages and non-mages alike, are subject to a *Feeblemind* (see page 38) spell.

*ZOE: 6" cone; Range: Always Zero; Duration: momentary; ST: Mental-15%*

**Great Barrier:** This spell creates a magical barrier of immense power. No one and nothing may pass through the wall, including the caster. No magic may pass through the barrier. The barrier may take two forms, either a wall 60' by 20', or a 20' radius hemisphere centered on the caster. In the latter form, the spell will provide complete protection from Detects, Locates, and Srying spells, and the enclosed area will be under the effect of a Damp Teleport spell. Only Dispel Magic may bring down the barrier, and even on this, the caster gains a +4 level bonus in the level-vs-level battle to dispel it. The spell is user-friendly; the caster and others will not suffocate inside it, nor will it block the ambient light of the area, although it will block poison gas or harmful radiation.

*ZOE: see above; Range: none; Duration: 3 hours; ST: none*

**Mass Suggestion:** The mage speaks a suggestion per the spell *Suggestion* (see page 33) which affects all who can hear him. All saves are at -15%.

*ZOE: 12" of caster; Range: zero; Duration: 1 day; ST: Mental-15%*

**Meteor Swarm:** This produces four 20D6 fireballs in a square pattern with centers 2" feet apart. Each is per the spell *Fireball* (see page 32) with 1/2 damage if physical saving throw is made.

*ZOE:* see above; *Range:* 24"; *Duration:* momentary; *ST:* Physical for 1/2

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

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

**Phase Shift:** The caster switches out of phase. He becomes unaffected by all weapons and spells in his original plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may be forced back to the old plane by Phase In. Dispel Magic will not affect an out-of-phase mage. The mage moves at 12" and can move in 3 dimensions. He is not made invisible by this spell. He may return to the old phase at will, but may not switch back.

*ZOE:* self; *Range:* none; *Duration:* 4 turns; *ST:* none

**Power Word Kill:** This kills one creature with less than 90 hit points. Only those with more than half this amount get saving throws. These numbers refer to the normal maximum hit points of the target. Unlike other Mage spells, power words take effect in the breath phase, but their casting prevents further action. Modifiers: Extra Effect (+10 hit points of target)

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

**Power Word Stun:** Base level 8. This spell knocks unconscious one creature of up to 80 hit points. Only those with more than half of this get saving throws. These numbers refer to the normal maximum hit points of the target. Unlike other Mage spells, power words take effect in the breath phase, but their casting prevents further action. Modifiers: Extra Effect (+10 more hit points)

*ZOE:* one target; *Range:* 6"; *Duration:* 4D6 rounds; *ST:* special

**Repulsion:** This creates a 1" radius sphere within which all objects or persons which attempt to move towards the caster will move in the opposite direction. This effectively makes him invulnerable to physical attack.

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

**Symbol:** This sets a trap for anyone touching, crossing or reading the symbol. Those whom the caster makes aware of the symbol's exact location may avoid its effects. Types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death. GM creativity and discretion are encouraged.

*ZOE:* one symbol; *Range:* touch; *Duration:* until triggered; *ST:* variable

**Time Stop:** Time is stopped in a 3" cube around the caster. The caster may move freely, but cannot leave the ZOE. The caster should not know the exact duration.

*ZOE:* 3" cube; *Range:* Always Zero; *Duration:* D4+2 rounds; *ST:* none

**Time Travel:** Allows the caster to travel forward in time up to two weeks. Extra Effect (+2 weeks)

*ZOE:* self; *Range:* none; *Duration:* permanent, momentary, L turns; *ST:* none

**Tsunami:** This spell summons a 40' high wave. It requires a body of water at least 2 miles wide. The wave will be 24" long and will generally affect up to 18" inland. The effects of the wave at the shore line will be disastrous, but they will lessen as one moves away from the shore. Only the stoutest of castle walls can hope to withstand the wave at full strength. The wave will arrive without notice d6 rounds after the casting of the spell. Modifiers: Extra ZOE (affects length of wave), Extra Effect (+20' to height, +6" to inland effect region, power goes as square of height) +1.

*ZOE:* see above; *Range:* 36"; *Duration:* D6 rounds; *ST:* none

## Monster Summoning Tables

The Monster Summoning morphic spell can only summon monsters that can reasonably be encountered in the terrain and region where summoned. The following list is supplied for general use, but the GM may add or delete monsters as appropriate to his scenario and the terrain where cast, and may grant requests for unlisted monsters at his discretion. For example, one can't summon a Shark in the desert or a Hydra in midair. The mage should have a fair idea of what monsters are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a monster that is not available, the results are unpredictable and depend on why the indicated monster is not available. If one summoned a pack of Dire Wolves in a Cretaceous scenario, might get a pair of Velociraptors instead (best available fit). If one summoned a Dragon in a world that never had dragons, one might get a random monster (no available fit). If one summoned a Pegasus, unaware that all the Pegasi had just died of the plague, the spell would probably have no effect (out of stock). **In PrinceCon XXI you are exploring unknown areas, with unfamiliar monsters. We anticipate a high incidence of unexpected results when using monster summoning.**

Statistics (AC, Hit Dice, TACO, attacks) and special abilities have been omitted in the interest of space. Such information is usually available from the GM upon request.

<p><b>Level I</b>            Alligator *            Cave Grub *            Eagle *            Great White Owl *            Hound *            Monkey *            Pig *            Rats, 2 *</p>	<p><b>Level II</b>            Boar *            Bugbear            Electric Eel *            Fairy            Giant Bat *            Grey Ooze            Medium Horse *            Pit Viper *            Wolf *</p>	<p><b>Level III</b>            Banshee            Barracuda *            Brown Bear *            Carrion Crawler            Dire Wolf *            Gelatinous Cube            Giant Lizard *            Jub Jub Bird *            Panther *            Pegasus            War Horse *</p>
<p><b>Level IV</b>            Anaconda *            Arctic Wolf *            Cockatrice            Frumious Bandersnatch *            Giant Crocodile *            Giant Spider *            Griffon            Hydra (6D6)            Siberian Tiger *            Troll            Yeti</p>	<p><b>Level V</b>            Bull Shark *            Cave Bear *            Cyclops            Elephant *            Fire Giant            Hot Salamander            Hydra (8D8)            Jabberwock            Phase Spider            Rhino *            Wyvern</p>	<p><b>Level VI</b>            Basilisk            Black Pudding            Chimera            Djinn            Efreet            Frost Giant            Great White Shark *            Great Worm *            Will-o-Wisp            Wyrn</p>
<p><b>Level VII</b>            Bull of Minos            Colossus            Juggernaut            Lesser Dragon            Oliphant *            Roc *</p>	<p><b>Level VIII</b>            Balrog            Beholder            Greater Dragon            Whale *</p>	<p><b>Level IX</b>            Bob West            Cerberus            Mists of the Arena            Tiny Iron Golem            Titan</p>

\* Can also be summoned with the clerical Summon Animal spell.

## Clerics

Clerics may be of any race, although certain races are restricted in choice of religion. Their hit dice are d6. Clerics may wear armor appropriate to their religion. They may not use shields unless specifically allowed in the individual writeups.

### Casting of Clerical Spells

A cleric casts spells by praying to his god for a desired effect, hence, we generally refer to them as "prayers". 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 Carrunos 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 prayer 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 prayer may not be cast.

Prayers are normally cast in the Clerical Spell Phase, and take effect in order of increasing prayer point cost. If a cleric suffers any damage before the phase in which he casts, he may not cast a prayer during the round. Although a prayer cannot normally prevent the casting of another prayer in the same phase, the effects may depend on the order. For example, a Resist Causes would modify a Cause Wounds only if it went into effect first.

### Prayer Point Costs for Clerical Prayers

Prayer 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 prayers (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 prayer that requires words, components, *etc.* he may not cast it at **any** prayer point cost. All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast prayers. The Gamesmaster may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all prayers (except, of course, for *Consecrate Object*) until he obtains or consecrates one.



## Religions

PrinceCon uses a system of religions to reflect the variety of beliefs and spheres in the world. Most people in the world of PrinceCon XXI believe in and worship all the gods equally: each in his or her own sphere. Such people make offerings at the Samwise temple when a son is ill, or pray to Janda for success in a lawsuit. If a player character chooses this option, he gains no benefits, but incurs no duties. Such a player may choose to become a follower of a particular god at any time, even in the middle of battle, but such a choice is irreversable once made.

Other people have chosen to particularly worship one god more than the others. Such people are called followers of that god. Player characters who choose this option gain benefits, such as increased effects of certain prayers, but are expected to act in accordance with the ideals of that god. Followers do not disbelieve in the other gods, nor refuse their help. but a character cannot change his or her choice during the convention. A follower may not change his religion during PrinceCon XXI.

Clerics are special followers of a god who make a profession of promulgating that god's ideals and worship, and receive the spells appropriate to that religion. The choice of religion is limited by the cleric's race and is listed on page 1.

**APOSTLES OF PEACE:** believe in the sanctity of life and the holiness of peace. They follow Isaiah Samwise, god of healing and peace. Clerics of this religion are especially proficient in the art of healing. All followers of this religion abhor violence, and restrict their selection of weapons for self defense to staves, including the fighters. They regard all wanton violence as evil.

**BRETHREN OF THE STONE:** are dwarves who have achieved a holy level of proficiency at creating items and molding stone and iron. They believe that all of creation is raw material, and when the entire world has been shaped into its proper form, then the new age of dwarfhood will begin. They worship Daglir Firsthammer, who created dwarfkind out of stone in his own image.

**CHOSEN WARRIORS:** believe that combat is the greatest test of a being's worth, and consequently that the best fighter is the holiest man and thus should rule. Leo is the patron of trial by combat, and detests cowardice and "unfair" fights, by which he means the use of causes or cures to alter the outcome of a battle, as well as underhanded tactics in general.

**KNIGHTS OF JUSTICE:** are the worshippers of Janda, goddess of truth. They are devoted to the cause of truth, the preservation of oaths, and the protection of the innocent. They regard order and law to be the greatest good. They do not hesitate to punish evildoers on the spot.

**ORDER OF THE SAGES:** worship the god Hione the Hermit, keeper of all knowledge. They are devoted to the acquisition and preservation of knowledge. They do not favor lies or violence, although they are not forbidden either.

**MASTERS OF THE HUNT:** worship Carrunos the Hunter, who personifies the necessary process by which life feeds on life. Carrunos clerics despise pointless cruelty and any wasteful killing, by which they mean killing for sport or killing more than is needed. Animal products are not to be wasted nor used frivolously. Carrunos is the consort of Danu, and his clerics hold that the spirits of animals killed with proper respect return to Danu for reincarnation into their own kind. **Clerics and followers of Carrunos are also considered followers of Danu for resolving prayer effects.**

**KEEPERS OF NATURE:** worship the Goddess Danu, Mother of the Elves and creatrix of all plants and animals. Followers of Danu guard the natural order against waste and cruelty, and especially venerate forests and trees. Because animals that hunt are part of the natural order, Danu is the consort of Carrunos; **clerics and followers of Danu are also considered followers of Carrunos for resolving prayer effects.**

\*

## Apostles of Peace

God: Isaiah Samwise -- Principle: Life, Peace -- Symbol: Cross

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

**Special Powers and Restrictions:** Apostles are immune to causes and save at +10% vs poison, disease and level drain. Apostles can tell whether a creature is injured at range touch. Also all Apostles cures roll double the normal number of dice. They may wear chain, but robes are considered to be the preferred attire.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Consecrate Object</i>	63	<i>Consecrate Water</i>	63	<i>Continual Light</i>	63
<i>Cure Wounds I</i>	65	<i>Cure Deafness</i>	64	<i>Cure Blindness</i>	64
<i>De-were I</i>	65	<i>Cure Paralysis</i>	65	<i>Cure Disease</i>	64
<i>Detect Disease</i>	66	<i>Cure Wounds II</i>	65	<i>Cure Wounds III</i>	65
<i>Detect Evil</i>	66	<i>De-were II</i>	65	<i>De-were III</i>	65
<i>Detect Poisoning</i>	67	<i>Detect Hostility</i>	66	<i>Dispel Prayer</i>	68
<i>Detect Possession</i>	67	<i>Detect Poison</i>	67	<i>Dispel Undead III</i>	68
<i>Detect Prayer</i>	67	<i>Dispel Undead II</i>	68	<i>Empathic Cure</i>	69
<i>Detect Water</i>	68	<i>Hold Person</i>	72	<i>Life Force</i>	74
<i>Detect Were</i>	68	<i>Light</i>	75	<i>Mass Cure Wounds 1/2</i>	75
<i>Dispel Undead I</i>	68	<i>Protection/Evil II</i>	79	<i>Neutralize Poison</i>	77
<i>Protection/Evil I</i>	79	<i>Resist Cause Wounds</i>	81	<i>Observe Prayer</i>	77
<i>Purify Food and Water</i>	79	<i>Resist Poison</i>	81	<i>Protection/Evil III</i>	79
<i>Sanctuary</i>	82	<i>Slow Disease</i>	83	<i>Silence 15'r</i>	83
<i>Sleep of Healing</i>	83			<i>Suspend Animation</i>	85
<i>Sterilize</i>	84			<i>Withstand Disease</i>	88
				<i>Withstand Paralysis</i>	88
				<i>Word of Command I</i>	88
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Analyze Prayer</i>	58	<i>Commune I</i>	62	<i>Consecration I</i>	63
<i>Create Water</i>	64	<i>Controlled Emp. Cure</i>	63	<i>Create Air</i>	64
<i>Cure Lycanthropy</i>	65	<i>Create Food</i>	64	<i>Cure Feeblemind</i>	65
<i>Cure All Wounds</i>	64	<i>Cure Insanity</i>	65	<i>Cure Wounds VI</i>	65
<i>Cure Wounds IV</i>	65	<i>Cure Wounds V</i>	65	<i>De-Were IX</i>	65
<i>Detect Food</i>	66	<i>De-were VII</i>	65	<i>Dispel Undead IX</i>	68
<i>De-were V</i>	65	<i>Dispel Evil</i>	68	<i>Mass Cure Wounds III</i>	75
<i>Dispel Undead V</i>	68	<i>Dispel Undead VII</i>	68	<i>Pax</i>	78
<i>Golden Rule</i>	71	<i>Immunity to Poison</i>	73	<i>Protection/Evil VI</i>	79
<i>Mass Cure Wounds I</i>	75	<i>Mass Cure Wounds II</i>	75	<i>Quest</i>	79
<i>Preservation</i>	78	<i>Protection/Evil V</i>	79	<i>Restoration</i>	81
<i>Protection/Evil IV</i>	79	<i>Raise Dead</i>	80	<i>Swords to Plowshares</i>	85
<i>Remove Curse</i>	80	<i>Resist Poison 10'r</i>	81	<i>Withstand Causes 10'r</i>	88
<i>Resist Cause W. 10'r</i>	81	<i>Toll</i>	86	<i>Withst. Lev. Dr. 10'r</i>	88
<i>Resuscitate</i>	82	<i>Withstand Paral. 10'r</i>	88	<i>Word of Recall</i>	89
<i>Withstand Causes</i>	88				
<i>Withstand Level Drain</i>	88				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Commune II</i>	62	<i>Aerial Servant</i>	58	<i>Astral Spell</i>	59
<i>De-were XII</i>	65	<i>Consecration II</i>	63	<i>De-were XX</i>	65
<i>Dispel Undead XII</i>	68	<i>De-were XV</i>	65	<i>Dispel Undead XX</i>	68
<i>Mass Cure All</i>	75	<i>Dispel Undead XV</i>	68	<i>Permanent</i>	78
<i>Protection/Evil VII</i>	79	<i>Protection/Evil VIII</i>	79	<i>Protection/Evil IX</i>	79
<i>Raise Dead Fully</i>	80	<i>Wind Walk</i>	88		

## Brethren of the Stone

*God:* Daglir -- *Principle:* Stonework -- *Symbol:* Hammer and Anvil

**Armor/Weapons:** Plate/Standard Clerical Weapons

**Special Powers and Restrictions:** They may evaluate the worth of non-magical items, although with exceptional items they have only a 10%/level chance of being accurate.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Binding</i>	60	<i>Analyze Item</i>	58	<i>Analyze Structure</i>	58
<i>Color Change</i>	61	<i>Cure Wounds I</i>	65	<i>Cure Wounds II</i>	65
<i>Consecrate Object</i>	63	<i>Detect Metal</i>	67	<i>Dispel Magic</i>	68
<i>Detect Depth</i>	66	<i>Detect Secret Doors</i>	67	<i>Dispel Prayer</i>	68
<i>Detect Magic</i>	67	<i>Detect Traps</i>	67	<i>Enchant Armor III</i>	69
<i>Detect Mineral</i>	67	<i>Enchant Armor II</i>	69	<i>Enchant Weapon III</i>	69
<i>Detect Thickness</i>	67	<i>Enchant Weapon II</i>	69	<i>Magic Resistance III</i>	75
<i>Enchant Armor I</i>	69	<i>Magic Resistance II</i>	75	<i>Meld Metal</i>	76
<i>Enchant Weapon I</i>	69	<i>Meld Stone</i>	76	<i>Message via Stone</i>	76
<i>Magic Resistance I</i>	75	<i>Resist Cold</i>	81	<i>Purify Metal</i>	79
<i>Sealing</i>	83	<i>Resist Crushing</i>	81	<i>Resist Poison</i>	81
		<i>Resist Fire</i>	81	<i>Shape Stone</i>	83
				<i>Stone Window</i>	85
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Brittle</i>	60	<i>Cure Wounds IV</i>	65	<i>Anti-Magic Shell</i>	59
<i>Cure Wounds III</i>	65	<i>Enchant Armor V</i>	69	<i>Assay Item</i>	59
<i>Enchant Armor IV</i>	69	<i>Enchant Weapon V</i>	69	<i>Cure Wounds V</i>	65
<i>Enchant Weapon IV</i>	69	<i>Harden Stone</i>	72	<i>Disintegrate</i>	68
<i>Enhance Gem</i>	69	<i>Magic Resistance V</i>	75	<i>Enchant Weapon V</i>	69
<i>Eyes of Stone</i>	70	<i>Manipulate Metal</i>	75	<i>Flesh to Stone</i>	71
<i>Magic Resistance IV</i>	75	<i>Pass Wall</i>	77	<i>Harden Metal</i>	72
<i>Manipulate Stone</i>	75	<i>Shatter</i>	83	<i>Magic Resistance VI</i>	75
<i>Message via Metal</i>	76	<i>Stone to Mud</i>	85	<i>Move Earth</i>	76
<i>Metal Window</i>	76	<i>Touch/Enc. Armor I</i>	86	<i>Touch/Enc. Armor II</i>	86
<i>Petrify</i>	78	<i>Touch/Enc. Weap. I</i>	86	<i>Touch/Enc. Weap. II</i>	86
<i>Shape Metal</i>	83	<i>Touch/Magic Res. II</i>	86	<i>Touch/Magic Res. III</i>	86
<i>Touch/Resist Cold</i>	86	<i>Touch/Res. Poison</i>	86		
<i>Touch/Res. Crushing</i>	86				
<i>Touch/Resist Fire</i>	86				
<i>Touch/Magic Res. I</i>	86				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Inhibit Magic</i>	73	<i>Grand Patterning</i>	72	<i>Earthquake</i>	69
<i>Magic Resistance VII</i>	75	<i>Magic Resistance VIII</i>	75	<i>Immunity to Magic</i>	73
<i>Touch/Enc. Armor III</i>	86	<i>Touch/Enc. Armor IV</i>	86	<i>Touch/Enc. Armor V</i>	86
<i>Touch/Enc. Weap. III</i>	86	<i>Touch/Enc. Weap. IV</i>	86	<i>Touch/Enc. Weap. V</i>	86
<i>Touch/Magic Res. IV</i>	86	<i>Touch/Magic Res. V</i>	86	<i>Touch/Magic Res. VI</i>	86
		<i>Work Ench. Object</i>	89		

## Chosen Warriors of Leo

*God: Leo -- Principle: Glory of Combat -- Symbol: Flaming Sword*

**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 prayers. Once the other side has "broken the rules" by so doing, Warrior-Priests will use their powers to even the score.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Bless I</i>	60	<i>Bless II</i>	60	<i>Bless III</i>	60
<i>Consecrate Object</i>	63	<i>Cleric's Shield</i>	61	<i>Cure Wounds III</i>	65
<i>Create Weapons</i>	64	<i>Consecrate Blood</i>	63	<i>Dispel Prayer</i>	68
<i>Cure Wounds I</i>	65	<i>Cure Wounds II</i>	65	<i>Enhance Weapons III</i>	69
<i>Detect Battle</i>	66	<i>Enhance Weapons II</i>	69	<i>Fight Like a Lion III</i>	71
<i>Detect Evil</i>	66	<i>Fight Like a Lion II</i>	71	<i>Fight Like a Pride I</i>	71
<i>Detect Prayer</i>	67	<i>Resist Cause Wounds</i>	81	<i>Mass Bless I</i>	76
<i>Enhance Weapons I</i>	69	<i>Resist Crushing</i>	81	<i>See Invisible</i>	83
<i>Fight Like a Lion I</i>	71	<i>Resist Cure Wounds</i>	81	<i>Withstand Paralysis</i>	88
<i>Toughness</i>	86	<i>Resist Poison</i>	81		
		<i>Withstand Fear</i>	88		
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Bless IV</i>	60	<i>Bless V</i>	60	<i>Blade Barrier</i>	60
<i>Cure Paralysis</i>	65	<i>Cure Wounds V</i>	65	<i>Bless VI</i>	60
<i>Cure Wounds IV</i>	65	<i>Dispel Evil</i>	68	<i>Convert Weapon</i>	64
<i>Enhance Weapons IV</i>	69	<i>Enhance Weapons V</i>	69	<i>Cure All Wounds</i>	64
<i>Fair Fight</i>	70	<i>Fight Like a Lion V</i>	71	<i>Fight Like a Lion VI</i>	71
<i>Fight Like a Lion IV</i>	71	<i>Fight Like a Pride III</i>	71	<i>Fight Like a Pride IV</i>	71
<i>Fight Like a Pride II</i>	71	<i>Mass Bless III</i>	76	<i>Mass Bless IV</i>	76
<i>Mass Bless II</i>	76	<i>Negate Weapon Plus</i>	76	<i>Quest</i>	79
<i>Neutralize Poison</i>	77	<i>Remove Curse</i>	80	<i>Withstand Causes 10'r</i>	88
<i>Resist Crushing 10'r</i>	81	<i>Withstand Paral. 10'r</i>	88	<i>Withstand Cures 10'r</i>	88
<i>Resist Poison 10'r</i>	81			<i>Word of Command III</i>	88
<i>Withstand Causes</i>	88				
<i>Withstand Cures</i>	88				
<i>Withstand Fear 10'r</i>	88				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Bless VII</i>	60	<i>Bless VIII</i>	60	<i>Bless IX</i>	60
<i>Fight Like a Lion VII</i>	71	<i>Convert</i>	63	<i>Fight Like a Lion IX</i>	71
<i>Fight Like a Pride V</i>	71	<i>Fight Like a Lion VIII</i>	71	<i>Fight Like a Pride VII</i>	71
<i>Inhibit Magic</i>	73	<i>Fight Like a Pride VI</i>	71	<i>Mass Bless VII</i>	76
<i>Mass Bless V</i>	76	<i>Mass Bless VI</i>	76		
		<i>Word of Command IV</i>	88		

## Knights of Justice

*God: Janda -- Principle: Truth, Justice -- Symbol: White rose*

**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.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Augury</i>	60	<i>Bless II</i>	60	<i>Bless III</i>	60
<i>Bless I</i>	60	<i>Cause Wounds II</i>	61	<i>Cause Wounds III</i>	61
<i>Cause Wounds I</i>	61	<i>Cure Wounds II</i>	65	<i>Cure Wounds III</i>	65
<i>Consecrate Object</i>	63	<i>Detect Intent</i>	66	<i>Detect Curse</i>	66
<i>Cure Wounds I</i>	65	<i>Dispel Undead I</i>	68	<i>Dispel Illusion</i>	68
<i>Detect Evil</i>	66	<i>Light</i>	75	<i>Dispel Prayer</i>	68
<i>Detect Guilt</i>	66	<i>Locate Stolen Object</i>	75	<i>Dispel Undead II</i>	68
<i>Detect Illusion</i>	66	<i>Observe Prayer</i>	77	<i>ESP</i>	70
<i>Detect Lie</i>	67	<i>Protection/Evil II</i>	79	<i>Inquisition</i>	74
<i>Detect Oathbreaker</i>	67	<i>See Illusion</i>	83	<i>Locate Oathbreaker</i>	75
<i>Detect Prayer</i>	67	<i>Testify</i>	85	<i>Locate Object</i>	75
<i>Detect Religion</i>	67	<i>Understand Speech</i>	87	<i>Mass Bless I</i>	76
<i>Protection/Evil I</i>	79	<i>Word of Command I</i>	88	<i>Protection/Evil III</i>	79
<i>Read Languages</i>	80			<i>Question Dead</i>	79
				<i>Resist Cause Wounds</i>	81
				<i>Withstand Charm</i>	88
				<i>Withstand Fear</i>	88
				<i>Write Languages</i>	89
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Analyze Prayer</i>	58	<i>Bless V</i>	60	<i>Bless VI</i>	60
<i>Bless IV</i>	60	<i>Cause Wounds V</i>	61	<i>Cause All</i>	61
<i>Cause Wounds IV</i>	61	<i>Cure Wounds V</i>	65	<i>Consecration I</i>	63
<i>Cure Wounds IV</i>	65	<i>Dispel Evil</i>	68	<i>Cure All Wounds</i>	64
<i>Detect Poison</i>	67	<i>Dispel Undead V</i>	68	<i>Dispel Undead VII</i>	68
<i>Dispel Undead III</i>	68	<i>Investigation</i>	74	<i>Finger of Death</i>	71
<i>Hold Person</i>	72	<i>Lex Talionis</i>	74	<i>Mass Bless IV</i>	76
<i>Locate Person</i>	75	<i>Mass Bless III</i>	76	<i>Portal of Justice</i>	78
<i>Mass Bless II</i>	76	<i>Protection/Evil V</i>	79	<i>Protection/Evil VI</i>	79
<i>Neutralize Poison</i>	77	<i>Quest</i>	79	<i>Speak with Monsters</i>	84
<i>Oath</i>	77	<i>Resist Cause W. 10'r</i>	81	<i>True Sight</i>	86
<i>Protection/Evil IV</i>	79	<i>Sacred Room</i>	82	<i>Word of Command III</i>	88
<i>Remove Curse</i>	80	<i>Toll</i>	86		
<i>Repent</i>	81	<i>Track Oathbreaker</i>	86		
<i>See Invisible</i>	83	<i>Withstand Charm 10'r</i>	88		
<i>Speak Languages</i>	84	<i>Withstand Fear 10'r</i>	88		
<i>Word of Command II</i>	88				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Aerial Servant</i>	58	<i>Banish Demon</i>	60	<i>Conjure Servant</i>	62
<i>Blade Barrier</i>	60	<i>Consecration II</i>	63	<i>Dispel Undead XV</i>	68
<i>Commune II</i>	62	<i>Convert</i>	63	<i>Divine Guidance</i>	69
<i>Convert Weapon</i>	64	<i>Dispel Undead XII</i>	68	<i>Full Finger of Death</i>	71
<i>Dispel Undead IX</i>	68	<i>Mass Bless VI</i>	76	<i>Mass Bless VII</i>	76
<i>Mass Bless V</i>	76	<i>Protection/Evil VIII</i>	79	<i>Mass Hypnosis</i>	75
<i>Oath of Janda</i>	77	<i>Word of Command IV</i>	88	<i>Permanent</i>	78
<i>Protection/Evil VII</i>	79			<i>Protection/Evil IX</i>	79
<i>Word of Recall</i>	89				

## Order of the Sage

God: Hione the Hermit -- Principle: Knowledge -- Symbol: Lamp

Armor/Weapons: Chain/Standard Clerical Weapons

**Special Powers and Restrictions:** Sage 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. 41), but without spending the time.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Augury</i>	60	<i>Consecrate Water</i>	63	<i>Analyze Prayer</i>	58
<i>Consecrate Object</i>	63	<i>Cure Wounds II</i>	65	<i>Continual Light</i>	63
<i>Cure Wounds I</i>	65	<i>Detect Depth</i>	66	<i>Cure Wounds III</i>	65
<i>Detect Altitude</i>	66	<i>Detect Disease</i>	66	<i>Detect Curse</i>	66
<i>Detect Magic</i>	67	<i>Detect Food</i>	66	<i>Detect Illusion</i>	66
<i>Detect North</i>	67	<i>Detect Intent</i>	66	<i>Detect Level</i>	66
<i>Detect Person</i>	67	<i>Detect Lie</i>	67	<i>Detect Library</i>	66
<i>Detect Religion</i>	67	<i>Detect Poisoning</i>	67	<i>Detect Protection</i>	67
<i>Detect Water</i>	68	<i>Detect Possession</i>	67	<i>Dispel Prayer</i>	68
<i>Detect Were</i>	68	<i>Detect Secret Doors</i>	67	<i>Ear of the Hermit</i>	69
<i>Hermit Writing</i>	72	<i>Detect Substance</i>	67	<i>Eidetic Memory</i>	69
<i>Light</i>	75	<i>Detect Traps</i>	67	<i>Eye of the Hermit</i>	70
<i>Lore</i>	75	<i>Detect Undead</i>	68	<i>Mind Speech</i>	76
<i>Memory Enhancer</i>	76	<i>Locate Object</i>	75	<i>Question Dead</i>	79
<i>Predict Weather</i>	78	<i>Message</i>	76	<i>Remove Curse</i>	80
<i>Read Languages</i>	80	<i>Observe Prayer</i>	77	<i>See Invisible</i>	83
<i>Understand Speech</i>	87	<i>Read Magic</i>	80	<i>Speak Languages</i>	84
		<i>Silence 15'r</i>	83	<i>Speak with Books</i>	84
		<i>Speak with Animals</i>	84	<i>Withstand Charm</i>	88
		<i>Speak with Dead</i>	84		
		<i>Write Languages</i>	89		
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Analyze Magic</i>	58	<i>Clairaudience</i>	61	<i>Assay Item</i>	59
<i>Commune I</i>	62	<i>Clairvoyance</i>	61	<i>Cure All Wounds</i>	64
<i>Comprehend Lang.</i>	62	<i>Commune II</i>	62	<i>Detect 10'r III</i>	66
<i>Cure Wounds IV</i>	65	<i>Cure Feeblemind</i>	65	<i>Inquisition</i>	74
<i>Detect 10'r I</i>	66	<i>Cure Wounds V</i>	65	<i>Mass Cure Wounds II</i>	75
<i>Detect Poison</i>	67	<i>Detect 10'r II</i>	66	<i>Prophecy</i>	79
<i>Dispel Illusion</i>	68	<i>Dispel Evil</i>	68	<i>Reveal Magic</i>	82
<i>ESP</i>	70	<i>Interpret Tongues</i>	74	<i>See Invisible 10'r</i>	83
<i>Infravision</i>	73	<i>Mass Cure Wounds I</i>	75	<i>Speed Reading</i>	84
<i>Locate Person</i>	75	<i>Restore Writing</i>	82	<i>Total Recall</i>	86
<i>Preservation</i>	78	<i>Speak with Monsters</i>	84	<i>Trace Teleport</i>	86
<i>Restore Memory</i>	81	<i>Speak with Rocks</i>	84	<i>Word of Recall</i>	89
<i>Retroscope</i>	82	<i>True Sight</i>	86		
<i>Speak in Tongues</i>	84	<i>Withstand Charm 10'r</i>	88		
<i>Speak with Plants</i>	84	<i>Write Magic</i>	89		
<i>Testify</i>	85				
<i>Trace Sending</i>	86				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Detect 10'r IV</i>	66	<i>Mass Cure Wounds IV</i>	75	<i>Divine Audience</i>	68
<i>Divine Guidance</i>	69	<i>Oracle</i>	77	<i>Mass Cure Wounds V</i>	75
<i>Extended Detect</i>	70	<i>Range Booster</i>	80	<i>Permanent</i>	78
<i>Foresight</i>	71	<i>Reveal the Truth</i>	82	<i>View Future</i>	87
<i>Mass Cure Wounds III</i>	75				
<i>View Past</i>	87				

## Masters of the Hunt

God: Carrunos -- Principle: Hunt -- Symbol: Rearing Stag

**Armor/Weapons:** Leather/Hand Axe, Club, Dagger, Spear, all Bows and Crossbows

**Special Powers and Restrictions:** Clerics of Carrunos can find food by hunting small game in any terrain where animals exist. They can track as scouts of their level in wilderness. Carrunos clerics regain prayer points at sunset. Carrunos prayers affect all followers and clerics of Danu as though they were followers of Carrunos.

<b>Level I</b>		<b>Level II</b>		<b>Level III</b>	
<i>Arrow of the Hunter I</i>	59	<i>Arrow of the Hunter II</i>	59	<i>Arrow of the Hunter III</i>	59
<i>Cat's Eye</i>	60	<i>Bloodcure</i>	60	<i>Bloodscent II</i>	60
<i>Consecrate Object</i>	63	<i>Bloodhound</i>	60	<i>Charm Animals</i>	61
<i>Detect Animal</i>	66	<i>Bloodscent I</i>	60	<i>Continual Darkness</i>	63
<i>Detect Food</i>	66	<i>Consecrate Blood</i>	63	<i>Detect Curse</i>	66
<i>Detect Prayer</i>	67	<i>Darkness</i>	65	<i>Dispel Prayer</i>	68
<i>Detect Water</i>	68	<i>Hunter's Blessing II</i>	72	<i>Fear Animals</i>	70
<i>Detect Were</i>	68	<i>Hunting Blind</i>	73	<i>Hunter's Blessing III</i>	72
<i>Hunter's Blessing I</i>	72	<i>Infravision</i>	73	<i>Locate Person</i>	75
<i>Pack Scent</i>	77	<i>Life Sense</i>	75	<i>Mass Pack Scent</i>	75
<i>Prot./Animals I</i>	79	<i>Pass Freely</i>	77	<i>Panther Senses</i>	77
<i>Purify Food and Water</i>	79	<i>Pathfinder</i>	77	<i>Polymorph to Animal</i>	78
<i>Speak with Animals</i>	84	<i>Prot./Animals II</i>	79	<i>Prot./Animals III</i>	79
<i>Summon Animal I</i>	85	<i>Run Like the Wolf</i>	82	<i>Ride Animal</i>	82
<i>Transformation I</i>	86	<i>Summon Animal II</i>	85	<i>Summon Animal III</i>	85
		<i>Transformation II</i>	86	<i>Transformation III</i>	86
<b>Level IV</b>		<b>Level V</b>		<b>Level VI</b>	
<i>Arrow of the Hunter IV</i>	59	<i>Arrow of the Hunter V</i>	59	<i>Arrow of Carrunos</i>	59
<i>Eyes of Animals</i>	70	<i>Growth Animals</i>	72	<i>Consecration I</i>	63
<i>Fear Foes</i>	70	<i>Hunter's Blessing IV</i>	72	<i>Hunter's Blessing VI</i>	72
<i>Hunter's Blessing IV</i>	72	<i>Mass Transform II</i>	75	<i>Hunting Pack III</i>	73
<i>Hunting Pack I</i>	73	<i>Prot./Animals VII</i>	79	<i>Mass Transform III</i>	75
<i>Insect Plague</i>	74	<i>Summon Animal V</i>	85	<i>Possess Animal</i>	78
<i>Mass Transform I</i>	75	<i>Transformation V</i>	86	<i>Prot./Animals IX</i>	79
<i>Prot./Animals V</i>	79			<i>Summon Animal VI</i>	85
<i>Run Like the Wolf Pack</i>	82				
<i>Summon Animal IV</i>	85				
<i>Transformation IV</i>	86				
<b>Level VII</b>		<b>Level VIII</b>		<b>Level IX</b>	
<i>Hunter's Blessing VII</i>	72	<i>Consecration II</i>	63	<i>Conjure Servant</i>	62
<i>Hunting Pack IV</i>	73	<i>Hunter's Blessing VIII</i>	72	<i>Great Prot./Animals</i>	72
<i>Mass Transform IV</i>	75	<i>Hunting Pack V</i>	73	<i>Hunter's Blessing VIII</i>	72
<i>Prot./Animals XII</i>	79	<i>Mass Transform V</i>	75	<i>Hunting Pack VI</i>	73
<i>Summon Animal VII</i>	85	<i>Prot./Animals XV</i>	79	<i>Summon Animal IX</i>	85
		<i>Summon Animal VIII</i>	85		
		<i>Wild Hunt</i>	87		

## Keepers of Nature

*God:* Danu -- *Principle:* Life of the World -- *Symbol:* Sun and Moon

*Note on Symbol:* Moon may be depicted in any phase except full, as the Full Moon and the Sun are never in the sky together. Quarter and Crescent are most common. *Never depict the sun and moon overlapping or eclipsed.*

**Armor/Weapons:** Leather with (wooden)Shield/Hand Axe, Dagger, Spear, Club, Shortbow, Sling. Weapons of stone or bone, rather than metal, are preferred. Wooden shields will burn if ignited and are rarely magical. Otherwise, count them as a regular shield.

**Special Powers and Restrictions:** Clerics of Danu can find food by foraging for edible plants in any terrain that supports growing plants. In wilderness, Danu clerics automatically detect the presence or approach of creatures, and will automatically spot all traps (unless magical, or magically concealed) on sight whether or not they make any effort to find them. A Danu cleric will see a trap ahead in time to avoid it regardless of speed of travel, but may not be able to alert companions if proceeding faster than a walk. All healing magic of Danu (cures, raises, etc.), and all Bless-type prayers of Danu, affect all living animals and plants as well as humanoids. Danu clerics have a 10% chance per level to know all pertinent facts (life cycle, diet, habitat, etc.) about any given natural plant or animal. Some prayers require that the Cleric have a supply of natural ingredients, generically called "herbs", on hand: such prayers are marked with \* in the prayer list. Herbs can be gathered in any terrain where plants grow: see the description of Find Herbs for details. Note that a number of otherwise standard clerical prayers require herbs for a Danu cleric to cast them. Danu clerics regain prayer points at sunrise. All Danu prayers affect followers of Carrunos as though they were followers of Danu.

Level I		Level II		Level III	
<i>Command Elements I</i>	62	<i>Command Elements II</i>	62	<i>Charm Plants*</i>	61
<i>Consecrate Object*</i>	63	<i>Consecrate Water*</i>	63	<i>Command Elements III</i>	62
<i>Cure with Herbs*</i>	65	<i>Danu's Mantle II</i>	65	<i>Continual Light</i>	63
<i>Danu's Mantle I</i>	65	<i>De-were II*</i>	65	<i>Create Water</i>	64
<i>De-were I*</i>	65	<i>Detect Animal</i>	66	<i>Cure Disease</i>	64
<i>Detect Magic</i>	67	<i>Detect Poison</i>	67	<i>Danu's Mantle III</i>	65
<i>Detect Food</i>	66	<i>Dispel Undead II</i>	68	<i>De-were III*</i>	65
<i>Detect North</i>	67	<i>Elemental Bolt</i>	69	<i>Dispel Magic</i>	68
<i>Detect Plants</i>	67	<i>Fog Weave</i>	71	<i>Dispel Prayer</i>	68
<i>Detect Water</i>	68	<i>Hide Among Plants*</i>	72	<i>Dispel Undead III</i>	68
<i>Detect Were</i>	68	<i>Light</i>	75	<i>Entangle*</i>	69
<i>Dispel Undead I</i>	68	<i>Message via Trees</i>	76	<i>Polymorph to Animal</i>	78
<i>Faerie Fire</i>	70	<i>Pass Freely*</i>	77	<i>Prot./Animals III</i>	79
<i>Find Herbs</i>	71	<i>Prot./Animals II</i>	79	<i>Prot./Elementals III</i>	79
<i>Predict Weather</i>	78	<i>Prot./Elementals II</i>	79	<i>Strength of Wood*</i>	85
<i>Prot./Animals I</i>	79	<i>Resist Fire</i>	81	<i>Speak with Plants*</i>	84
<i>Prot./Elementals I</i>	79	<i>Resist Cold</i>	81	<i>Water Walking</i>	87
<i>Purify Food and Water*</i>	79	<i>Resist Lightning</i>	81		
<i>Sleep of Healing</i>	83	<i>Sanctuary</i>	82		
<i>Speak with Animals</i>	84	<i>Seeming Shapechange</i>	83		
		<i>Silence 15'r</i>	83		
		<i>Slow Poison*</i>	83		



**Level IV**

<i>Charm Animals</i>	61
<i>Command Elements IV</i>	62
<i>Cure Affliction*</i>	64
<i>Danu's Mantle IV</i>	65
<i>De-were V*</i>	65
<i>Dispel Undead V</i>	68
<i>Enter Plant</i>	70
<i>Eyes of Trees</i>	70
<i>Growth Plant*</i>	72
<i>Insect Plague</i>	74
<i>Massmorph*</i>	76
<i>Neutralize Poison*</i>	77
<i>Preservation</i>	78
<i>Prot./Animals V</i>	79
<i>Prot./Elementals V</i>	79
<i>Refresh with Herbs*</i>	80
<i>Remove Curse</i>	80
<i>Resist Elements</i>	81
<i>Resist Cold 10'r</i>	81
<i>Resist Fire 10'r</i>	81
<i>Resist Lightning 10'r</i>	81
<i>Sticks to Snakes</i>	85

**Level VII**

<i>Command Elements VII</i>	62
<i>Commune II</i>	62
<i>Danu's Mantle VII</i>	65
<i>De-were XII*</i>	65
<i>Dispel Undead XII</i>	68
<i>Earthquake</i>	69
<i>Part Water</i>	77
<i>Prot./Animals XII</i>	79
<i>Prot./Elementals XII</i>	79

**Level V**

<i>Command Elements V</i>	62
<i>Commune I</i>	62
<i>Create Air</i>	64
<i>Danu's Mantle V</i>	65
<i>Dawn</i>	65
<i>De-were VII*</i>	65
<i>Dispel Undead VII</i>	68
<i>Growth Animals*</i>	72
<i>Immunity to Fire</i>	73
<i>Invoke Elemental</i>	74
<i>Polymorph to Plant</i>	78
<i>Prot./Animals VII</i>	79
<i>Prot./Elementals VII</i>	79
<i>Regrowth</i>	80
<i>Toll</i>	86

**Level VIII**

<i>Command Elements VIII</i>	62
<i>Consecration II</i>	63
<i>Control Volcano</i>	63
<i>Danu's Mantle VIII</i>	65
<i>De-were XV*</i>	65
<i>Dispel Undead XV</i>	68
<i>Prot./Animals XV</i>	79
<i>Prot./Elementals XV</i>	79
<i>Wind Walk</i>	88

**Level VI**

<i>Animate Plants*</i>	59
<i>Command Elements VI</i>	62
<i>Consecration I*</i>	63
<i>Danu's Mantle VI</i>	65
<i>De-were IX*</i>	65
<i>Dispel Undead IX</i>	68
<i>Heal with Herbs*</i>	72
<i>Prot./Animals IX</i>	79
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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, such 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 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 10 times 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. Prayers with durations specified in Melee Rounds count the round in which they take effect toward their duration. The caster may elect to delay the effects of such prayers until the Declaration Phase of the following round, but this decision must be made when the prayer is cast. Spell durations end at the end of a melee round, never in the middle. **Standard Duration** is 6+level of caster turns. If the duration is given as "lasting", the prayer will last for a very long time, although it may be dispelled sooner. If "permanent", the prayer lasts until dispelled or countered. A creature may only have two prayers of lasting or permanent duration on it. If "momentary", the prayer lasts but a moment, but its effects, typically damage, curing or dispelling, are quite real and permanent. Such prayers can only take effect in the phase cast.

*Time:* A turn is 10 minutes. A round, sometimes called a melee round, is defined as the correct amount of time for combat to make sense. For longer time periods, 50 rounds are in 1 turn. *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.

*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	T = Target's Level
L = Caster's Level	ZOE = Zone of Effect
LOS = Line of Sight	
ST = Saving throw	

## Caveats

The following principles apply to prayers other than damage prayers and cures, unless specifically contradicted in a prayer description.

*Multi-Level prayers don't sum.* If two castings of a multi-level prayer are in effect on one target, only the highest level will have effect.

*Two prayers with similar effects don't sum.* If two prayers have similar effects, the more favorable will apply. If prayers have several sub-effects, each sub-effect should be reckoned separately. If a Mage prayer and a Clerical prayer have similar effects, the rule still applies. Spells that increase requisites are distinct from those that do not, since requisite effects sum with magical ones. Spells that enchant objects are distinct from those that affect people, since the enchanted object may be used by anyone.

*Bless-type prayers don't sum.* This is the most common case of the foregoing rule. Bless-type prayers include *Bless*, *Danu's Mantle*, *Fight Like a Lion*, *Hunter's Blessing*, and *Toughness*. Note that *Enchant Armor* and *Enchant Weapon* are not Bless-type prayers.

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

## Clerical Spell Descriptions

**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, 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.

*ZOE:* 1 Aerial Servant; *Range:* 1"; *Duration:* see description; *ST:* none

**Analyze Item:** This prayer allows the cleric to determine the function of a non-magical item. This prayer will only reveal function for which the item was designed. For example, if the prayer was cast on a coat hanger, it would not list breaking into cars as a function, although people often use them for that purpose.

*ZOE:* one item; *Range:* touch; *Duration:* momentary; *ST:* none

**Analyze Magic:** It reveals the presence of all prayers, items, and prayers, with a level-vs-level battle against Concealed prayers. It completely analyzes all detected mage spells, telling base spells and modifiers. It also analyzes prayers per *Analyze Prayer* (see page 58) Finally, in Breath Phase, the caster learns what mage base spells and morphic spells are being prepared in that round.

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

**Analyze Prayer:** As *Observe Prayer* (see page 77) but it tells what the detected prayers actually are.

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

**Analyze Structure:** This prayer reveals the internal structure of a non-magical item or mechanism. It could be used to reveal internal working of traps and locks, the ingredients in mixtures or alloys, or flaws or weaknesses in a structure. Scouts will receive a +20% bonus to their open locks or find/remove traps rolls if the structure of the lock or trap is described to them by a cleric who has cast this prayer. The item may not have a volume greater than than 6xL cubic feet.

*ZOE:* one item; *Range:* touch; *Duration:* momentary; *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 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 mage 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 the mage spell *Anti-Magic Shell* (see page 40)

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

**Arrow of Carrunos:** This prayer must be cast on a real, nonmagical arrow or quarrel. It lasts until the arrow is fired, or for standard duration, whichever comes first. The arrow will become pure black, seemingly carved of obsidian, with head, shaft, and fletching all of one integral piece. The arrow gains no bonuses to hit, though it will be capable of hitting any being; that is, it should be considered a magical weapon of infinitely high plus for establishing what targets it is capable of hitting.

Any target struck by the arrow immediately loses all hit points, falling unconscious at zero hit points. The arrow shatters after one use, whether it hits or misses. If the prayer duration lapses and the arrow has not been used, the arrow vanishes and the cleric who cast the prayer takes damage equal to half his current hit points.

*ZOE: One arrow; Range: touch (to cast), per bow (to use); Duration: standard; ST: none*

**Arrow of the Hunter N:** When this prayer is cast, a magical bow and arrow appear in the Cleric's hands. If the Cleric has a real bow out, a magical arrow appears in the bow, nocked and ready to fire. This prayer cannot be cast if the Cleric is carrying anything other than a shortbow or longbow in his hands. The arrow may be fired on the Missile Phase of the subsequent round, or delayed per normal missile weapon use. It need not be fired immediately, but it must be held ready in the hands at all times or the missile vanishes with no effect. The Cleric may not cast any other prayers, nor wield any other weapons, while holding an Arrow of the Hunter ready to fire. The cleric *can* move at full speed, and damage to the Cleric does not cause the Arrow to vanish once it has successfully been cast.

The Arrow may be fired at a single target; the to-hit chance is per the Cleric's normal missile attack against AC9. Any class, race, or magical bonuses to the target's Spiritual saving throw will reduce the chance to hit accordingly. The Arrow does Nd6 damage on a successful hit.

*ZOE: Arrow attacks 1 target; Range: 12"; Duration: until used or cancelled; 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: L x 100 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

**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

**Berserk N:** This will increase the level of the recipient by N for purposes of save and to hit. It will increase damage for melee combat by  $1/2 \times N$  rounded down. Recipients will always do the equivalent of a Fighter's "great swing" (-10 TACO, +4 damage, -3 AC). Recipients will not take prisoners, negotiate, cast spells, or use missile weapons. Note: followers of Carrunos do not get a saving throw versus this prayer.

*ZOE:* one creature; *Range:* contact; *Duration:* 6+L rounds; *ST:* Spiritual

**Binding:** This prayer may be used to mend or strengthen any inorganic structure. It will not render the structure water-tight.

*ZOE:* 2" by 2"; *Range:* touch; *Duration:* 6 x L hours; *ST:* none

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

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

**Bless N:** Cast on one humanoid not in combat, this prayer increases his level (for attack purposes only) by N. It also increases the recipient's damage bonus by  $1/2N$  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 prayers. (see page 57)

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

**Bloodcure:** By drinking the blood of a killed animal, the recipient will be cured of 2d6 damage. It can only be cast on followers of Carrunos.

*ZOE:* one target; *Range:* touch; *Duration:* momentary; *ST:* none

**Bloodhound:** The recipient will have a greatly increased sense of smell. He will be able to detect many poisons, the presence of nearby creatures and be able to track at +40% if smell is important to the tracking.

*ZOE:* one target; *Range:* touch; *Duration:* standard; *ST:* none

**Bloodscent N:** This prayer will cause one creature to smell of fresh blood, arousing the interest of any carnivore who scents them or their trail, the equivalent of dripping blood. The cleric must affect the victim within 6 rounds of casting. The victim will be unaware of the prayer. Bloodscent I has a range of touch and a duration of L hours. Bloodscent II has a range of 6" and a duration of L days.

*ZOE:* one creature; *Range:* see above; *Duration:* see above; *ST:* spiritual

**Brittle:** This prayer allows the cleric to make one inorganic, solid object brittle and easy to break. Magic items are unaffected, but non-magical ones will be brittle as ice. Armor and weapons will have a chance of breaking upon a sharp blow of  $5xD\%$  where D is the damage done by the blow.

*ZOE:* up to 10 x L pounds; *Range:* touch; *Duration:* standard; *ST:* none

**Cat's Eye:** This prayer enhances vision in the absence of a strong light. Some light is still required, but it may be as weak as starshine or the moon on a cloudy night. Sources such as these will allow vision out to 6"; brighter sources allow the caster to see further. It will detect creatures hidden in shadows of this nature. Note

that this will not negate the effects of the complete dark of an underground dungeon setting nor those of a magical darkness. There is no penalty for moving from a darkened area to a well lit one.

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

**Cauldron of Life:** The Cleric spends 1 full turn brewing herbs in a large cauldron. At the end of this time, aromatic steam rises from the cauldron, enveloping an L" radius. All living beings enveloped by the mist regain full hit points and are cured of all diseases, poison effects, and afflictions (as defined under Cure Affliction). All poisons exposed to the mist, whether currently working in someone or not, are neutralized. Any undead beings exposed must win a level-vs-level battle against the caster or be totally disintegrated; even if successful, they take Ld6 damage with no saving throw allowed. Dead bodies are not resurrected, but, if Raise Dead or Raise Dead Fully has not been cast on them, any such prayer will automatically succeed if cast within 1 week no matter how long the body has been dead; if such a spell has been cast and failed, the failure is "erased" and the prayer may be attempted again, within normal limits.

*ZOE:* L" sphere; *Range:* zero; *Duration:* 1 week or special; *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:* momentary; *ST:* spiritual/special

**Cause All:** Generic spell type *Cause* (p.61). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and render him unconscious.

**Cause Wounds N:** Generic spell type *Cause* (p.61). 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 battle 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:* 6 x L turns; *ST:* mental

**Charm Plants:** This prayer will allow the cleric to control the actions of L hit dice of plants. The plants must be naturally occurring and non-sentient. This would include mutations if the strain is common and self-perpetuating in the area (i.e. not the creation of the neighborhood mad wizard). Otherwise as Charm Animal.

**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

**Cleric's 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

**Color Change:** Per the MU spell *Color Change* (see page 26), but L objects are affected.

*ZOE:* L objects; *Range:* 1"; *Duration:* momentary; *ST:* none

**Command Elements N:** The Cleric can exert limited control of the weather with this prayer. One casting can accomplish any of the following feats:

- Slow down an existing wind by up to 10xN mph.
- Replace an existing wind of no more than 10xN mph with a new wind of no more than 10xN mph in any desired direction.
- Redirect (but not intensify) an existing wind of no more than 20xN mph by up to 45 degrees.
- Intensify (without changing direction) an existing wind by up to 5xN mph.
- Summon fog, sufficient to reduce visibility to 200/(2xN) yards, and impose a 10% penalty to missile fire beyond half the visibility range.
- Summon or disperse clouds by N steps along the following schedule: Clear, Partly Cloudy, Light Overcast, Heavy Overcast, Sky Like Lead.
- Summon rain, sufficient to reduce visibility per fog, and impose a further 5%xN penalty to missile fire, provided the sky is overcast. This should be considered N/5 inches per hour of rainfall. Rain at more than 1/4 inch per hour will usually be accompanied by lightning and thunder as a bonus, though these have no game effects.
- Stop existing rain of up to N/2 inches per hour.
- Summon or stop snow per rain (1" rain = 6" snow), with the same visibility parameters.
- Raise or lower temperature by up to 5xN degrees Fahrenheit.

*ZOE:* N mile radius, does not move with caster; *Range:* zero; *Duration:* L hours; *ST:* none (Radius and duration may be reduced, but not increased, at caster's option at time of casting.)

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

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

**Comprehend Languages:** The caster gains the ability to read, write, speak, and understand one language as would a native. Hermit clerics will gain a scholarly understanding. Some ancient or arcane languages may not be accessible by this spell, and not all languages will have both written and spoken forms. This prayer will not affect codes. The caster must be specific about the language he wishes to comprehend.

*ZOE:* self; *Range:* none; *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 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 Servant:** By means of this prayer, the cleric summons an immensely powerful servant of his religion 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. The form and powers of the servant depend upon the religion. For example, a Good Samaritan would summon an Angel, while a Leo might summon a great hero from the distant past. Such powerful beings must be integrated into a campaign or scenario carefully, and we therefore hesitate to put forth a complete system of servants. In general, more powerful clerics can summon

more powerful minions. The servant will remain until the caster dismisses it or dies or until the prayer duration runs out. In any of these events, the servant is free to stay or go.

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

**Consecrate Blood:** Identical to *Consecrate Water* (see page 63) but the medium is blood, which has already been removed from its owner. Once consecrated, blood will not clot. This prayer takes one hour to cast. Clerics of Leo require that the blood be from one who died honorably in combat.

*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 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 prayer requires one hour to cast.

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

**Consecration N:** This prayer dedicates a room, temple, grove, alley, 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 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, they cancel in the overlapping area.

*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, they cancel in the overlapping area.

*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*

**Controlled Empathic Cure:** Exactly like *Empathic Cure* (see page 69) 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 Weapon:** 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 weapon's ego, the weapon's ego is increased by one and the weapon is amenable to conversion. If not, the ego is increased by two, and the weapon is not amenable to conversion. The second success converts the weapon.

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

**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*: 6 x L"; *Duration*: permanent; *ST*: none

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

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

**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

**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 prayer 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*: momentary; *ST*: special

**Cure Affliction:** Cleric may cure blindness, deafness, paralysis, or insanity *if* they are the result of supernatural causes: a Cause prayer, a mage prayer, or a magical power of some creature or item. It will not cure naturally occurring afflictions. It may be cast over multiple rounds to reduce or eliminate the save, per standard Cure prayer.

*ZOE*: One patient; *Range*: 6"; *Duration*: momentary; *ST*: spiritual

**Cure All Wounds:** Generic spell type *Cure* (p.64). This will cure all damage off a patient of the caster's religion, and two-thirds of it, rounded up, otherwise.

**Cure Blindness:** Generic spell type *Cure* (p.64). 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 prayer survival roll will allow the patient to regain the percentage of sight rolled.

**Cure Deafness:** Generic spell type *Cure* (p.64). If major structural parts of the ear are missing, see *Cure Blindness* (above).

**Cure Disease:** Generic spell type *Cure* (p.64). 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.

**Cure Feeblemind:** Generic spell type *Cure* (p.64). This will reverse a MU *Feeblemind* (see page 38) spell.

**Cure Insanity:** Generic spell type *Cure* (p.64).

**Cure Lycanthropy:** Generic spell type *Cure* (p.64). This prayer will prevent the disease Lycanthropy from occurring in one who has been bitten by a were-creature. If a *Speed Lycanthropy* (see page 84) has been cast, a level vs. level battle results.

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

**Cure Paralysis:** Generic spell type *Cure* (p.64).

**Cure with Herbs:** It requires 10 minutes to cast. Casting this prayer creates a healing poultice that must be eaten or applied to a wound to take effect. It will cure D6+L hit points, regardless of the species or religion of the beneficiary. Multiple poultices may be brewed simultaneously for the sum of the prayer point costs, taking no extra time. If not used, a poultice will keep up to 2xL days, but the Cleric must maintain the unused poultice each sunrise by voluntarily not regaining the prayer point cost of the poultice. This maintenance can be performed regardless of separation between Cleric and poultice: the Cleric will know at sunrise whether any unused poultices are out there to be maintained, and will have the option of preserving or dropping each one individually.

*ZOE:* one poultice; *Range:* zero; *Duration:* unlimited (maintain); *ST:* 2xL days

*ZOE:* (when used) one patient; *Range:* touch; *Duration:* momentary; *ST:* none

**Cure Wounds N:** Generic spell type *Cure* (p.64). Cures ND6 points of damage off the recipient. If the recipient is of the caster's religion modify by +1/die.

**Danu's Mantle N:** This prayer increases the recipient's level by N for purposes of saving throws and hit points (only). Any damage suffered during the prayer duration comes out of the "extra" hit points first, although the prayer does not heal any existing damage on the character. Recipient may voluntarily delay the start of the prayer duration for up to 1 turn after casting. This is a Bless-type prayer. Followers of Danu gain bonuses as though N were N+1.

*ZOE:* one creature; *Range:* touch; *Duration:* 6+L rounds plus delay; *ST:* none

**Darkness:** This prayer, cast upon some object, causes it to emanate darkness as a torch does light. The darkness will be total for about 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 75) spell will negate Darkness in the overlapping area and vice-versa.

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

**Dawn:** This prayer is identical to a *Continual Light* (see page 63) 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 prayer. The lowest levels will be affected first, until N+1 creatures have been affected. Those of N hit dice and less do not get a saving throw, otherwise it is spiritual.

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

**Detect:** These prayers allow the caster to perceive objects hidden or distant, or to ascertain some quantity or fact. There are four different modes, and each of the Detect prayers will specify which mode it can use. Some give the caster a choice.

Type I: Reveals information about the location of the recipient.

*ZOE:* one creature; *Range:* touch; *Duration:* standard; *ST:* none

Type II: Must be cast on a specific target, who gets a spiritual save. A successful save seems the same as if there were nothing to detect.

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

Type III: The caster picks a center for the ZOE (not necessarily in LOS) and gets a yes/no answer to the question, "Is X in the ZOE". There is no save. The ZOE is a sphere of up to 3" radius.

*ZOE*: see above; *Range*: 36"; *Duration*: momentary; *ST*: none

**Type IV:** The caster learns the direction to all sources of X within range, and also learns the direction to the largest source, if applicable. There is no save.

*ZOE*: self; *Range*: 6"; *Duration*: momentary; *ST*: none

**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. If a Detect has multiple modes, each recipient may choose which he wishes to use.

**Detect Altitude:** Generic spell type *Detect* (p.65). Tells the caster the elevation above sea level at his present location. Type I. Outdoors only.

**Detect Animal:** Generic spell type *Detect* (p.65). The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Types III or IV.

**Detect Battle:** A Detect type prayer. Gives the caster the direction to the nearest melee.

*ZOE*: self; *Range*: 24"; *Duration*: momentary; *ST*: none

**Detect Curse:** Generic spell type *Detect* (p.65). 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. Type II, but can also be cast on objects or places.

**Detect Depth:** Tells the cleric the depth below ground level at his present position. Type I. Indoors only.

**Detect Disease:** Generic spell type *Detect* (p.65). Tells the cleric about the presence of disease in a person, and the nature of and prognosis for the disease. Type II. Only unwilling victims get a save.

**Detect Evil:** Generic spell type *Detect* (p.65). Type II, III, or IV. This will identify a target as evil or reveal the presence of evil. Evil will always include demons and undead, and is as defined by the religion. For example, a Good Sam will detect creatures of violence as evil, while Jandas will detect illusions as evil. However, the prayer will only detect magical effects. A bunch of angry orcs, however unfortunate for the lone Good Sam, are not evil unless somehow enchanted.

**Detect Food:** Generic spell type *Detect* (p.65). Type III or IV.

**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. Type II.

**Detect Hostility:** This will reveal if a creature is willing to engage in combat at the time. It will not reveal with whom the creature wishes to fight. Creatures acting defensively are not generally hostile. Type II.

**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. Type III.

**Detect Intent:** Generic spell type *Detect* (p.65). This will reveal if a being has a strong purpose at the moment, and if so, the general nature thereof. Type II.

**Detect Level:** Generic spell type *Detect* (p.65). This will reveal the level or hit dice of one creature in LOS. Type II.

**Detect Library:** A Detect-type prayer. It gives the direction to the nearest collection of books, scrolls, or other documents within range.

*ZOE*: self; *Range*: 24"; *Duration*: momentary; *ST*: none

**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. Type II.

**Detect Magic:** Detects magic in effect within range in LOS, be it prayer or item or prayers. It does not detect Concealed Magic. Magic simply glows; the prayer offers no analysis, although it will tell prayers from prayers and items, and will reveal the religion of detected prayers.

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

**Detect Metal:** Generic spell type *Detect* (p.65). The cleric must specify any one type of metal (e.g. Iron, Copper, Aluminum). Alloys may not be selected, but their component parts may. Enchanted metal will only be detected if the cleric wins a level-vs-level battle with the enchanter. Type III or IV.

**Detect Mineral:** Generic spell type *Detect* (p.65). The cleric must specify any one type of gem, mineral, or stone (e.g. Diamond, Granite, Marble, Ferrite). Type III or IV.

**Detect North:** The true direction of North is revealed. Type I.

**Detect Oathbreaker:** Generic spell type *Detect* (p.65). 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%. Type II.

**Detect Person:** Generic spell type *Detect* (p.65). This will detect living humanoids. Type III or IV.

**Detect Plants:** Generic spell type *Detect* (p.65). Identical to Detect Animals (above) but detects plants instead. Type III or IV.

**Detect Poison:** Generic spell type *Detect* (p.65). This will reveal the presence of toxic substances not in a living being. Type III or IV.

**Detect Poisoning:** Generic spell type *Detect* (p.65). This will reveal if a living being is suffering from poison. Type II. Only unwilling victims get a save.

**Detect Possession:** Generic spell type *Detect* (p.65). This will reveal a second personality or influence in living being. Examples are Demonic Possession, Magic Jar, Charm, etc. Type II. The possessing being gets the saving throw, at -20%.

**Detect Prayer:** Detects prayers and clerically summoned beings in effect within range in LOS. It does not detect Concealed prayers. Prayers simply glow; the prayer offers no analysis, save that it will reveal the religion of detected prayers.

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

**Detect Protection:** It will reveal all protection or resistance items or prayers presently in effect. Type II, but can also be cast on objects.

**Detect Religion:** Generic spell type *Detect* (p.65). This will reveal the subject's god. Type II.

**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. Type IV.

**Detect Substance:** Generic spell type *Detect* (p.65). The caster may pick one non-magical, non-living substance to detect. For example, one could look for wine, salt, meat, iron, rubies, or tin. One could not look for jewelry, living flesh, or an artifact. Type III or IV.

**Detect Thickness:** This tells the cleric the thickness of the object touched, up to 6".

*ZOE: one object; Range: touch; Duration: momentary; ST: none*

**Detect Traps:** Generic spell type *Detect* (p.65). This will reveal the presence of the trap nearest to the center of the ZOE and its general nature. Type III or IV.

**Detect Undead:** Generic spell type *Detect* (p.65). Type III or IV. Type IV will also indicate the type of the detected undead.

**Detect Water:** A Detect-type prayer. It will reveal the presence of water per a Type III or IV detect. If used outdoors, it can be used to locate the nearest potable supply, and it then has a range of L miles.

*ZOE:* self; *Range:* see above; *Duration:* momentary; *ST:* none

**Detect Were:** Generic spell type *Detect* (p.65). 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. Type III or IV

**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 prayer only affects visual details. Ventriloquism may be used to imitate voices.

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

**Disintegrate:** This will disintegrate an inorganic or dead wooden object. Magical objects get a saving throw. The object must be less than 50 x L pounds.

*ZOE:* one object; *Range:* touch; *Duration:* instantaneous; *ST:* physical

**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. If the cleric could attempt Dispel Magic, Dispel Prayer or Remove Curse against the same enchantment, give +3 levels. Only one attempt may be made by any cleric to dispel one enchantment.

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

**Dispel Magic:** This permanently breaks magical prayers and prayers. It cannot be used on items. The chance of success is per a level-vs-level battle. Attempts against clerical prayers take a -3 penalty to the caster level. If the cleric fails to dispel a prayer, he does not get a second chance until higher level. This prayer will exorcise possessions by demons, spirits, etc., with the level of the possession being the level of the possessor +3.

*ZOE:* 10 foot or 1" sphere at caster option; *Range:* 6"; *Duration:* momentary; *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:* momentary; *ST:* level vs level

**Dispel Prayer:** This prayer will attempt to dispel all clerical prayers within the ZOE. Each prayer gets a level-vs-level battle. The caster has a -2 level penalty to dispel prayers of different religions.

*ZOE:* 10 foot or 1" sphere at caster option; *Range:* 6"; *Duration:* momentary; *ST:* level-vs-level

**Dispel Undead N:** This will destroy undead creatures of up to N-1 hit dice automatically and of N hit dice with a saving throw. At most 10 x (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:* momentary; *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 86) 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 62) , the caster may ask whether a course of action is advisable as stated. The gamesmaster should give a yes/no or a one word answer as appropriate, based on his full knowledge. "No answer" should be a rare event.

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

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

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

**Earthquake:** This prayer creates tremors over a wide area, which will measure 1/2L on the Richter scale. The central 6" x 6" 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 animal? 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

**Elemental Bolt:** Cleric can project a blast of fire, ice, or lightning at a single target. The blast hits any target per AC9; damage is d8+L. There is no saving throw, but the relevant Resistance provides complete protection. The prayer has no effect if the "to hit" roll fails, there is no collateral damage or mistargeting.

*ZOE:* One target; *Range:* (6+L)"; *Duration:* momentary; *ST:* none

**Empathic Cure:** Generic spell type *Cure* (p.64). Except that the range of this prayer 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 prayer phase can be cured.

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

**Enchant Armor N:** Makes one piece of armor magical and +N in all respects. May only be cast on leather, chain, or plate armor. It will not work on more than one piece of armor per person. It will not work on already enchanted armor. It will stack with Bless-type prayers.

*ZOE:* one piece of armor; *Range:* touch; *Duration:* 1 turn; *ST:* none

**Enchant Weapon N:** Makes one weapon magical and +N in all respects. It will not work on weapons which are already enchanted, nor on weapons which have had the mage spell *Flame Weapon* (see page 29) cast on them. This prayer will stack with Bless-type prayers.

*ZOE:* one weapon; *Range:* touch; *Duration:* 1 turn; *ST:* none

**Enhance Gem:** By polishing, finishing, and removing flaws, this prayer will double a gem's value. It may only be cast on a gem once ever. GM's option whether a given stone has already been enhanced or not. The prayer has no effect on gems which are magical or are already perfect.

*ZOE:* one gem; *Range:* touch; *Duration:* momentary; *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 ZOE to grow and attempt to grab those within. 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 one victim per round, in the Clerical Spell Phase as long as the caster concentrates. A physical save must be rolled for each attempt. If the save is failed, the victim is immobilized and must be cut free or attempt to break free per opening a door with strength. The latter may be attempted once per round. Verbal prayers will

not be disrupted. Damage to the caster negates the prayer.

*ZOE*: 5' radius circle; *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 an Alhazien cleric of higher level. Only one cleric may enter a given plant at a time. Other Alhazien clerics who have this prayer will notice when this prayer 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

**ESP:** 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.

*ZOE*: one target; *Range*: 12"; *Duration*: standard; *ST*: spiritual

**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.

**Eye of the Hermit:** Identical to *Ear of the Hermit* (see page 69) , except that sight is involved. The cleric must choose the eye's orientation.

**Eyes:** This prayer allows the caster to see from the position of the target. If the target is animate, then the caster can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the caster can see from the object in all directions as well as the caster can see. The target must be in range at the time of casting; afterwards the caster may move as far away as he wishes. The caster must decide each round whether he is seeing out of his own eyes or using the vision of the prayer.

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

**Eyes of Animals:** Generic spell type *Eyes* (p.70). The caster can see through the eyes of an animal.

**Eyes of Stone:** Generic spell type *Eyes* (p.70). The caster can designate a point in a stone that he will be able to see out of. However, the caster may only use the sight when he is touching stone that is connected to the ZOE.

*ZOE*: one point of stone; *Range*: touch; *Duration*: standard; *ST*: none

**Eyes of Trees:** Generic spell type *Eyes* (p.70). The caster may pick a tree to see from. He gains vision in all directions.

**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 Cure Wounds* (see page 81) and *Resist Cause Wounds* (see page 81) 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 Animals:** As Fear Foes, but only non-sentient animals (not monsters) are affected.

**Fear Foes:** All those of level L 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/T melee rounds, where T is the target's 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. 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.

*ZOE:* 6" cone; *Range:* none; *Duration:* until a successful save; *ST:* Mental

**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 prayer 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

**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 Herbs:** A Cleric normally can gather enough herbs in one hour to supply a full day's casting of herb-dependent prayers, and preserve them such that they will keep indefinitely. About 7 days' worth of herbs can usually be carried without becoming a burden (i.e. affecting pack limits.) Normally, unless traveling in a desert, deprived of personal belongings, or making very heavy use of herb-dependent prayers, a Cleric will be able to renew supplies as they are used without the need of careful bookkeeping.

This prayer also allows rapid gathering if circumstances requires such. The recipient, if not a Danu Cleric, will be able to collect herbs per a cleric of level L. If a Danu Cleric, the recipient will collect herbs at L+1 times the usual rate. The recipient will be led to the nearest, heaviest concentrations of sacred plants regardless of obstacles or magical or mundane concealment, and the plants harvested will all grow back within 24 hours unless completely uprooted (which recipients of the prayer will instinctively avoid.)

*ZOE:* one person; *Range:* touch; *Duration:* until recipient stops collecting; *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:* momentary; *ST:* Spiritual

**Flesh to Stone:** This prayer allows the cleric to turn a single living creature into stone. Larger than man-sized creatures get a  $+10\%$  to their save.

*ZOE:* one creature; *Range:* touch; *Duration:* momentary; *ST:* Physical

**Fog Weave:** This prayer creates a dense, damp cloud of fog that obscures vision, reducing visibility to 3'.

*ZOE:* 20 foot cube; *Range:* 3"; *Duration:* standard; *ST:* none

**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 prayer may not be used in concert with any type of divination prayer.

*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

**Full Hand of Death:** This prayer is simply very powerful. The cleric waves goodbye at a number of people. They die. Victims must win a level versus level battle to get a chance to save.

*ZOE:* 3" radius; *Range:* 12"; *Duration:* instantaneous; *ST:* special spiritual

**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.

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



**Grand Patterning:** This gives an object a permanent magical enchantment. The affected object cannot be broken by normal force, nor can it be affected by those prayers which do not affect magical objects. This prayer is necessary but not sufficient for enchanting magic items. Only 10 x L pounds may be affected, although multiple castings of this prayer can be used to enchant a larger object. The large object will only become enchanted when all the necessary prayers have been cast.

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

**Great Protection:** As *Protection* (see page 79), except that all creatures designated, regardless of hit dice, will be affected. The caster will be immune from all attacks from such creatures.

*ZOE:* 1" r; *Range:* none; *Duration:* standard; *ST:* none

**Growth Animals:** It causes up to six ordinary animals (examples: cats, dogs, wolves, horses, weasels, 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 prayer ends.

*ZOE:* 6" 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 prayer.

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

**Harden Metal:** Per *Harden Stone*, but it only affects metal instead. It protects against spells that affect metal. The minimum thickness of the ZOE is 3 inches.

*ZOE:* L cubic feet; *Range:* touch; *Duration:* permanent; *ST:* none

**Harden Stone:** This prayer makes stone harder to break. More importantly, it makes the stone partially resistant to prayers that only affect non-magical stone. Spells such as *Manipulate Stone* (see page 75), *Brittle* (see page 60), or *Stone Window* (see page 85) must win a level-vs-level battle to succeed. The prayer affects up to L cubic feet of stone per casting, with a minimum thickness of 1 foot.

*ZOE:* L cubic feet; *Range:* touch; *Duration:* permanent; *ST:* none

**Heal with Herbs:** Cleric creates a poultice; brewing, maintenance, etc exactly as described under *Cure with Herbs*. However, the effect of this poultice will be to cure all damage to the recipient, however severe.

*ZOE:* (when cast) 1one pot; *Range:* touch; *Duration:* 2xL days; *ST:* none

*ZOE:* (when used) 1L" sphere; *Range:* centered on pot; *Duration:* momentary; *ST:* spiritual

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

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

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

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

**Hold Person:** The prayer will affect D4 persons in the ZOE, immobilizing them for as long as the cleric continues to concentrate. Should the caster take damage, the prayer will be negated. Should a target take damage, he will be released from the prayer. Alternatively, it may be thrown on a single target who suffers a 10% penalty to his saving throw. A Cleric of Isaiah Samwise 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

**Hunter's Blessing N:** This prayer grants the recipient bonuses to abilities relevant to hunting, and its duration depends on how they are used. Its maximum duration is L hours; however, once a recipient of the prayer starts using any of the combat-related abilities, the prayer will lapse after 6+L melee rounds. Followers of Carrunos gain benefits from this prayer as though N were actually N+1.

**Basic abilities:** The recipient's movement rate is increased by N"; recipient gains +10N% to Awareness. In wilderness, similar bonuses are gained for Hide, Move Quietly, Traps, and Tracking. Hide and Move Quietly are still impossible for characters in chain or plate armor.

**Combat related abilities:** The recipient's level is increased by N, for attack purposes only. Recipient does +N/2 (round down) extra damage with all missile attacks. Recipient may aim missiles at specific targets in a melee without risk of hitting other participants in the melee. The N" of bonus movement may be taken in the movement phase even in rounds when the recipient uses missile fire; in the case of elven fighters the extra movement is added to their natural half-move ability.

When this prayer is used simply to hunt for food, the recipient can bring down enough game to feed N people for L/3 days (round up). (Thus, three hours' hunting feeds N people for one day.) This is a Bless-type prayer.

*ZOE:* One creature; *Range:* touch; *Duration:* special; *ST:* none

**Hunting Blind:** This prayer enables the recipient to hide, unseen, unheard and unsmelt, in merely token cover. At the time of casting, the caster selects the blind, which must be opaque, within arm's reach of the recipient, and anchored or non-portable. It may be one or more objects. The cover need not be actually sufficient to hide the character: a stand of leafless shrubs or a sapling will do. If the "blind" hides any part of the recipient's body from an observer, the recipient is invisible, inaudible and unsmellable to that observer. See Invisible and similar spells will work, as will detects and locates. The prayer ends if the "blind" is moved. It also ends if the recipient moves more than arm's length away or takes action that would break an Invisibility.

*ZOE:* One recipient in suitable surroundings; *Range:* touch; *Duration:* L hours; *ST:* none

**Hunting Pack N:** This is the Mass Spell version of Hunter's Blessing, described above. *Mass* (see page NA) for details. This is a Bless-type prayer.

**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

**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 *Resist Fire* (see page 81) against one immolating opponent if the first magical fire was immolation.

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

**Immunity to Magic:** This prayer is the most powerful version of *Magic Resistance* (see page 75) It provides 100% protection.

*ZOE:* one creature; *Range:* touch; *Duration:* standard; *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

**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 prayers 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 causes great discomfort, although no actual damage, to those 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 may only be cast outdoors.

*ZOE:* cloud 12" 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

**Interrogate Dead:** As *Empathy with Dead* (see page NA), except that questions must be answered in full and truthfully.

*ZOE:* one dead body; *Range:* 1"; *Duration:* 10 minutes; *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

**Invoke Elemental:** Caster calls forth an elemental; a natural source of its element must be in the vicinity. Air elementals cannot be invoked underground or under water, even if the caster has air to breathe. Earth elementals cannot be invoked unless the caster is touching natural soil or rock (not worked architectural stone or brick). Water elementals require at least a small creek, and fire elementals a free-burning fire. The elemental that appears will range from 8 to 16 HD depending on how dominant its element is in the environment. Air elementals will be strongest high in the air, Wind Walking or Flying or on a windblown mountain summit; Earth Elementals will be strongest far underground, Water when far out to sea, etc. Unlike the mage spell *Conjure Elemental*, the elemental is NOT under the invoker's control; however, it is no worse than neutrally disposed toward the invoker and can usually be persuaded to perform some not-too-onerous task. Elementals will be more kindly disposed to invocers who can provide things they covet: rare or magical stones for Earth; pure water, preferably consecrated, from sacred springs for Water; flowers and scents gathered from consecrated groves for Air; abundant fuel or rich incense for Fire. No concentration is required, as the elemental is not under outside control. Multiple invocations within 24 hours will tend to annoy an elemental. This prayer requires only normal casting time: the elemental will arrive after 1d6 rounds, and subsequent bargaining may take a while. Elementals responding to this prayer are considered followers of Danu for clerical prayer effects. Note: this prayer *can* be cast from within a Protection from Elementals circle, and doing so is *not* considered insulting by the invokee -- indeed, it is commonly regarded as simple prudence.

*ZOE:* One elemental; *Range:* will appear within 1"; *Duration:* negotiable; *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, 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%

**Life Force:** This enables a "cure in advance" to be cast on one recipient. This means that while casting this prayer, the cleric simultaneously casts a cure, which is later used by the recipient. (Note: the cleric uses up the necessary prayer points for the cure as well as the Life Force.) 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:* until dawn or used; *ST:* none

**Life Sense:** This prayer allows the recipient to sense any living being within 6" and swing at them with no penalty for darkness or invisibility.

*ZOE:* one being; *Range:* none; *Duration:* L hours; *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

**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 prayer will have any effect.

*ZOE:* self; *Range:* 1/2L 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:* 6 x L"; *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:* 1/2L 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 prayer. 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

**Magic Resistance N:** This prayer makes the recipient resistant to magic. All magic that would affect him will fail 10 x N% of the time. Spells, either beneficial, harmful, or incidental, that are cast upon the recipient must make this roll to take effect. Spells that are of longer duration and that aren't focused on the recipient must make the roll every round in order to affect him that round. Magic items, either those of the recipient or another, must typically make the roll every round. The GM may opt, for his convenience, to make the rolls less frequent. Thus, an *Invisibility* spell cast upon the recipient would make the roll once and for all, an *Invisibility 10'r* would cause the recipient to blink in and out, while the recipient's magic armor would be rolled for each round. All magic, save perhaps divine magic, will be subject to this prayer, including *Enchant Armor* and *Enchant Weapon*.

*ZOE:* one creature; *Range:* touch; *Duration:* standard; *ST:* none

**Manipulate Metal:** Per *Manipulate Stone* but the caster may shape metal instead.

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

**Manipulate Stone:** When the cleric casts this prayer, he may shape stone which comes in contact with his bare hands as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

*ZOE:* self; *Range:* touch; *Duration:* standard; *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 to the center of the ZOE are always affected first, with ties broken randomly. The caster has two choices for placing the ZOE. 1) He may center it on himself. The radius of the prayer is chosen by the caster with no limitations. The caster may affect himself or not as he wishes. 2) The ZOE may be placed anywhere up to the range of the original spell. The ZOE is then a sphere of up to 3" radius. The caster cannot choose to be unaffected.

*ZOE:* see above; *Range:* see above; *Duration:* as prayer; *ST:* as prayer

**Mass Bless:** Generic prayer type *Mass*. This prayer may only be centered on the caster, per choice 1 of the generic 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

**Meld Metal:** Per *Meld Stone*, but the cleric may shape metal instead.

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

**Meld Stone:** When the cleric casts this prayer, he may shape stone which comes in contact with his bare hands to a depth of 1/2 inch from its original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

*ZOE:* self; *Range:* touch; *Duration:* standard; *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 Metal:** The caster touches a metal surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of metal connected to that touched by the caster in an unbroken circuit of metal, he will hear the message in the cleric's voice.

*ZOE:* special; *Range:* L<sup>2</sup> miles; *Duration:* until delivered; *ST:* none

**Message via Stone:** The caster touches a stone surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of stone connected to that touched by the caster in an unbroken circuit of stone, he will hear the message in the cleric's voice.

*ZOE:* special; *Range:* L<sup>2</sup> miles; *Duration:* until delivered; *ST:* none

**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

**Metal Window:** Per *Stone Window* but the caster makes a volume of metal transparent instead. Stone in the ZOE will remain opaque.

*ZOE:* 4 x L cubic feet; *Range:* touch; *Duration:* standard; *ST:* none

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

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

**Move Earth:** This prayer allows the caster to slowly move great quantities of earth. Hills and ridges may be moved up to 3" per turn for 6 turns. Only protrusions of earth may be affected. Solid stone may only be moved half as fast. The resulting formations cannot be dispelled and do not detect as magical.

*ZOE:* 12" cube; *Range:* 12"; *Duration:* 6 turns; *ST:* none

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

specified, a weapon saves as a fighter of its greatest plus squared.

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

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

*ZOE:* one person; *Range:* contact; *Duration:* momentary; *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 prayers. This prayer is +5 levels for level-vs-level purposes.

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

**Observe Prayer:** As *Detect Prayer* (see page 67) but it gets a level-vs-level chance to detect Concealed Prayers.

*ZOE:* self; *Range:* 6"; *Duration:* 6+L 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

**Pack Scent:** The recipient takes on the smell of a specific pack of animals or an animal that identifies its friends and foes primarily by smell. He will be treated as friendly, but may only communicate with the animals by actions. This prayer may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* Spiritual

**Panther Senses:** Gives the recipient the combination of *Enhance Hearing* (see page NA), *Cat's Eye* (see page 60), and *Bloodhound* (see page 60).

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* none

**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

**Pass Freely:** Allows the recipient to move at full speed through natural obstructions such as heavy forest, underbrush, or swamps.

*ZOE:* one creature; *Range:* touch; *Duration:* standard; *ST:* none

**Pass Wall:** This prayer will open a hole in non-magical wood, stone, or earth. The hole is 6 feet wide by 8 feet high and is 10 + (5 x (L-B)) feet long. At the end of the prayer, the hole closes from the center first, so there is a chance to jump out either side. The prayer will not work on metal.

*ZOE:* see above; *Range:* touch; *Duration:* 6+L rounds; *ST:* none

**Pathfinder:** Allows the recipient to move through confusing terrain without getting lost. He will keep his bearings, have a general idea of time, know which way is north, and be able to find objectives if he knows where they are. This prayer is of reduced effectiveness against magically confusing terrain and *Misdirection* prayers.

*ZOE:* one creature; *Range:* touch; *Duration:* standard; *ST:* none

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

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

**Permanent:** This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be thrown on any creature save the caster, and then only one may be in effect at any one time. A permanent prayer is twice the caster's level for all level-vs-level battles.

**Petrify:** This prayer allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This prayer will affect a mass of wood of 10 x L pounds or less. Living creatures made of wood get a spiritual save for no effect.

*ZOE:* one object; *Range:* touch; *Duration:* instantaneous; *ST:* see above

**Polymorph to Animal:** The cleric may take the form of any nonmagical animal he chooses which is native to the region, although his mass cannot increase. 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 prayers. The cleric must make system shock roll to return to human form, with at most one such attempt per day.

*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 prayer at any time.

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

**Possess:** The caster attempts to take control of the target's body. If he succeeds in a level versus level battle, he will gain control of the body, including access to all memories. The victim will be fully aware but unable to do anything. The caster may not use spell abilities of the victim, but may use his own, providing the host body has appropriate hands and speech ability. If the host body dies, the caster will return to his own body if it is within 10 miles. If not, then the caster will suffer a normal death. The caster may end the prayer at will.

*ZOE:* one humanoid; *Range:* 12"; *Duration:* indefinite; *ST:* level versus level

**Possess Animal:** Per *Possess* but it only affects animals.

*ZOE:* one animal; *Range:* 12"; *Duration:* indefinite; *ST:* level versus level

**Portal of Justice:** This prayer affects a doorway or gate so that it will indicate, by glowing red, when the person passing through is evil. The standards of the cleric's religion will be used to determine "evil" for this purpose. Unlike a *Detect Evil* (see page 66) this can mean an unexpiated history of evil actions or a significant evil intent, as well as being subject to an evil enchantment. This prayer may not be made permanent.

*ZOE:* 2" x 2" max.; *Range:* contact; *Duration:* 1/2L hours; *ST:* none

**Pounce:** The recipient of the prayer gains the ability to leap up to 3" as a combat step, including up to 1" of vertical movement, attacking at the end of the move. The attack after the pounce is at +10% to hit and +2 damage. No bonus is gained when continuing combat against the same opponent, only when using the pounce to enter engagement with an opponent. The prayer ends after the recipient has pounced L times. Unused pounces are lost if the duration expires.

*ZOE:* one creature; *Range:* touch; *Duration:* standard or L pounces; *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:* 5 x L mi; *Duration:* 6 x L 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 80) 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: 20 x L pounds in a mass; Range: 1"; Duration: 1/2L days; ST: none*

**Prophecy:** This allows the caster to receive visions of the fate of nations and races. The event foretold is under the complete discretion of the Gamesmaster, who should use the opportunity to give out information. If at a loss, the result can be something unintelligible, which will be made clear in time (when the GM figures it out.) The Gamesmaster should not feel compelled to give out any information which he would rather keep to himself, nor to speak on any particular subject. The character could easily foresee the fall of a kingdom which is a thousand miles away. Predictions should have a purpose, however. For example, the above mentioned kingdom may be able to repent and save itself. Generally, a prophecy entails an obligation to do something about it (e.g. to prophesy to the sinners). If this obligation is ignored, there is a 5% cumulative chance for each time that prophesy is used that the character will lose all clerical abilities until he meets it. Frequent use of this prayer 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*

**Protection N:** This prayer allows the cleric to create a non-movable 1" radius circular zone of protection, centered on the caster. The specified creatures may not enter the zone if they have N or fewer hit dice. If they have N+1 or N+2 hit dice, they may enter if they make a spiritual save, and those of greater than N+2 hit dice may enter freely. Protected creatures get +5 x (N/2)% to all saves vs. attacks from the specified creatures. All creatures engaging in melee with protected beings attack at -5 x (N/2)% to hit. Note that no protection is extended vs. missile weapons or magical attacks initiated from devices.

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

**Protection from Animals N:** Generic spell type *Protection* (p.79). 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. It does not include lycanthropes.

**Protection from Elementals:** Generic spell type *Protection* (p.79). Elementals include all creatures that are completely made from one of the elements and which draw their power from the element.

**Protection from Evil N:** Generic spell type *Protection* (p.79). Evil is as defined by religion, although demons and undead are usually evil. Good Sams will see violence and death as evil while Jandas will see illusions and traitors as evil. However, the evil must involve magic for the protection to function.

**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 or salt 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 will it render things edible which are intrinsically inedible.

*ZOE: 10 x L pounds of food and water combined; Range: contact; Duration: momentary; ST: none*

**Purify Metal:** This prayer will separate an ore into its elemental components. Up to 10 x L pounds of ore can be affected. The prayer will not work on magical ore or metal that has already been worked.

*ZOE: up to 10 x L lbs of ore; Range: touch; Duration: instantaneous; ST: none*

**Quest:** The victim of this prayer 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*

**Question Dead:** As *Speak with Dead* (see page 84), except that any one word may be answered.

*ZOE: one dead body; Range: 1"; Duration: 10 minutes; ST: none*



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

*ZOE:* L mi radius; *Range:* 1/2L 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 61) 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 with first level abilities and hit points, but with zero hit points remaining. The patient will regain one level per day for all purposes until back 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 prayers within a week of one another.

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

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

**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 prayer. This does not give the ability to write or speak the tongue.

*ZOE:* self; *Range:* as sight; *Duration:* 10 x 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 prayer to cast from a scroll, but it is necessary to know what prayer the scroll contains. Without the use of this prayer, True Speech will appear as meaningless blue waving lines.

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

**Refresh with Herbs:** Cleric brews a powerful aromatic preparation: casting time, maintenance, etc. exactly as described under Cure with Herbs. However, the preparation must be sealed into an airtight earthenware container (a small flask or pot will do nicely). Whenever the container is next opened, all living beings within L" will immediately be healed of 1d6 points of damage, unless they save vs. spiritual.

*ZOE:* (when cast) 'one pot; *Range:* touch; *Duration:* 2xL days; *ST:* none

*ZOE:* (when used) 'L" sphere; *Range:* centered on pot; *Duration:* momentary; *ST:* spiritual

**Regrowth:** Allows one recipient to regenerate one lost, crippled, or otherwise nonfunctional limb or organ. The cleric must gather new-fallen wood and carve or assemble it into a facsimile of the part to be regrown; this is then "grafted" onto or into the recipient's body at the appropriate location. Over the course of 1 day per level or hit die of the recipient, the wood will be replaced by living flesh and the body part will become functional. Gathering and shaping the replacement part will take from 1 turn to 1 full day, depending on the size of the part, the availability of wood, and the GM's judgement. Once the preparation is complete, the prayer takes 1 turn to cast. This prayer cannot be cast unless the recipient holds still for the Cleric to graft on the new part, which may involving cutting the recipient open with a knife; however, the grafting operation is always painless and non-damaging, no matter where the replacement organ is to be inserted.

*ZOE:* One living being; *Range:* touch; *Duration:* permanent; *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

**Resist:** These prayers give protection from some force (e.g. fire). Protected individuals will take half damage from extraordinary or magical manifestations of the force (e.g. fireball, lava, red dragon breath, wall of fire) and no damage from normal manifestations.

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

**Resist 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 prayer ceases to function if the caster dies.

**Resist Acid:** Generic spell type *Resist* (p.81). Purple Worm digestion and certain extremely noxious substances qualify as magical acid.

**Resist Cause Wounds:** Generic spell type *Resist* (p.81). This prayer protects against Cause Wounds and Cause All prayers.

**Resist Cold:** Generic spell type *Resist* (p.81).

**Resist Crushing:** Generic spell type *Resist* (p.81). Crushing includes being buried alive, constriction, bearhugs, implosions, etc. It does not include blunt weapons.

**Resist Cure Wounds:** Generic spell type *Resist* (p.81). Anyone affected by this prayer will be +10% to save and take -1/die from Cures Wounds and +10% to save against Cure All.

*ZOE:* one victim; *Range:* 6"; *Duration:* standard; *ST:* spiritual

**Resist Elements:** Generic spell type *Resist* (p.81) Combines the effects of Resist Cold, Fire and Lightning.

**Resist Elements 10'r:** Generic spell type *Resist* (p.81) Combines the effects of Resist Cold, Fire and Lightning 10'r. *Resist Lightning* (see page 81)

**Resist Fire:** Generic spell type *Resist* (p.81).

**Resist Lightning:** Generic spell type *Resist* (p.81).

**Resist Poison:** The recipient gets an extra chance to save against all poisons. If there would normally be no saving throw, the subject gets the base saving throw for their level. It has no effect against poisons already in the target's body.

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* none

**Restoration:** Generic spell type *Cure* (p.64). 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 prayers 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  $5^{(L-B+2)}$  years. If the writing was made at different times, the caster may choose the point to which to regress, but regressing beyond the date a writing was made causes the writing to vanish permanently. 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

**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 prayer ends. If hit points are less than or equal to zero at prayer 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:* System Shock Roll to succeed

**Retroscope:** The caster can see into the past in a limited way. One reasonably intact 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 or an inscription long faded would be seen. The cleric may not regress an object more than  $5^{(L-B+2)}$  years. Thus, at base level, the cleric may see the object 25 years ago. At one level higher, 125 years ago, two levels 625 years ago, etc. An object that has been worked with tools generally cannot be regressed beyond the point at which it was last worked.

*ZOE:* one object; *Range:* 1"; *Duration:* standard; *ST:* Spiritual, if a magic item

**Reveal the Truth:** This prayer dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Only illusions made permanent receive a level-vs-level chance to remain, and the caster uses  $2 \times L$  in such cases.

*ZOE:* L" radius; *Range:* zero; *Duration:* standard; *ST:* special

**Reveal Magic:** All objects in the ZOE are affected so that anyone in LOS will receive the same information as would be given by an *Observe Magic* (see page 30) 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

**Ride Animal:** This forces an animal to allow others to ride it. An unskilled rider will be able to ride in uneventful movement, but combat or difficult maneuvers require some skill at riding. The rider may control the animal. The animal must of course be able to bear the rider. The definition of an animal is per *Charm Animals* (see page 61)

*ZOE:* one animal; *Range:* 3"; *Duration:* standard; *ST:* spiritual

**Run Like the Wolf:** This prayer allows the recipient to move at double speed. This works for ground movement via legs only.

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* none

**Run Like the Wolf Pack:** This prayer is the Mass form of Run like the Wolf. *Mass Spells* (see page 75) for details.

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* none

**Sacred Room:** This must be cast in a substantial structure. Anyone who attempts to tell a lie within the ZOE must make a saving throw. If failed, the lie cannot be told and a second save must be rolled, this time vs Mental. If this is also failed, the would-be liar will blurt out the truth instead. No one is compelled to answer any questions.

*ZOE:* one room up to 400 sq ft.; *Range:* contact; *Duration:* L days; *ST:* first Spiritual, then Mental

**Sanctuary:** So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must save in order to attack to cleric with missile, melee, or targeted prayers. The caster is fully vulnerable to area prayers.

*ZOE:* self; *Range:* n/a; *Duration:* standard, or until first offensive action; *ST:* Spiritual

**Sealing:** This prayer will make an inorganic structure water and air tight, even against extremely high pressures. The structure must be in otherwise good shape before the prayer is cast. This prayer will not prevent sufficiently high pressure from buckling or destroying the material of which the structure is made, but the seals themselves will not break.

*ZOE:* one structure fitting within a 10' cube; *Range:* touch; *Duration:* L days; *ST:* none

**See Illusion:** This prayer will allow the recipient to detect all illusions within 6" LOS. This does not allow him to see through the illusion; he will merely know that it is false.

*ZOE:* one creature; *Range:* 1"; *Duration:* standard; *ST:* none

**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 prayer, all effect ceases.

*ZOE:* 1" radius moving w/caster; *Range:* zero; *Duration:* L hours; *ST:* none

**Seeming Shapechange:** Cleric will take on the appearance of a natural plant or animal not more than twice nor less than 1/4 her actual size. This is an illusion: caster's actual form and abilities are completely unchanged. The illusion will deceive sight, hearing, and smell, but not touch. While the prayer will turn the sounds of the Cleric's movement into the natural sounds (if any) of the creature's movement, and further allow the Cleric to imitate the natural calls or sounds (if any) of the creature, the Cleric retains the ability to speak in her own voice at will. The caster may end this prayer and resume her true appearance at any time. Taking actions that are impossible for the illusory shape (e.g. a rabbit turning a doorknob) do not dispel the illusion, but tend to raise suspicions anyway.

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

**Shape Metal:** Per *Shape Stone* but the caster may affect metal instead.

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

**Shape Stone:** When the cleric casts this prayer, he may shape stone which comes in contact with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Stone with any manner of permanent enchantment on it will not be affected by this prayer. Changes worked by the cleric during the prayer's duration are permanent.

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

**Shatter:** This prayer causes one inorganic, rigid, non-magical object to shatter into tiny pieces. The object must be less than 20 x L pounds.

*ZOE:* one object; *Range:* touch; *Duration:* instantaneous; *ST:* none

**Silence 15'r:** Suppresses all sound within or travelling through the ZOE. The caster may end the prayer early, and it will cease if he dies.

*ZOE:* 15' radius moving with caster; *Range:* zero; *Duration:* standard; *ST:* none

**Sleep of Healing:** Generic spell type *Cure* (p.64). 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 prayer. He is responsible for his charges' safety while asleep. Only willing recipients may be affected.

*ZOE:* L persons; *Range:* contact; *Duration:* 8 hours; *ST:* none

**Slow Disease:** Generic spell type *Cure* (p.64). 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

**Speak**: The cleric will be able to converse with any creature or thing as defined by the specific prayer. To others, the cleric will appear to be making unintelligible noises. Although the targets may often give the cleric a hearing, they are under no compulsion not to attack.

*ZOE*: self; *Range*: as speech; *Duration*: standard; *ST*: none

**Speak in Tongues**: The cleric will speak in his own language, but all hearers in the prayer range will hear him in their own native tongues. This is not an illusion.

*ZOE*: self; *Range*: 6"; *Duration*: standard; *ST*: none

**Speak Languages**: The caster may speak and understand (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**: Generic spell type *Speak* (p.84). The species of animals must be specified at the time of casting. Animal is as defined under *Charm Animals* (see page 61)). 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.

**Speak with Books**: Generic spell type *Speak* (p.84). 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 awakened.

**Speak with Dead**: The caster may ask L/3 questions of the dead. The deceased may only answer yes or no. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than  $(L-B)^2$  days, where B is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

*ZOE*: one dead body; *Range*: 1"; *Duration*: 10 minutes; *ST*: none

**Speak with Monsters**: Generic spell type *Speak* (p.84).

**Speak with Plants**: Generic spell type *Speak* (p.84). 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.

**Speak with Rocks**: Generic spell type *Speak* (p.84). 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.

**Speed Lycanthropy**: The prayer 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 prayer takes effect 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 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*: 1/4 standard; *ST*: none

**Sterilize**: Generic spell type *Cure* (p.64). This prayer 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

**Stone to Mud:** This prayer turns a large area of stone into mud. It will not affect magical stone. The resulting mud will not hold its old form for very long, although objects will not instantly sink into it.

*ZOE:* up to a 3" cube; *Range:* touch; *Duration:* standard; *ST:* none

**Stone Window:** This prayer makes a volume of stone of up to 4 cubic feet per level completely transparent. Metal in the ZOE will remain opaque. The shape of the affected volume may be chosen by the caster as long as it falls within the above volume limitation. Magical stone will not be affected.

*ZOE:* 4xL cubic feet; *Range:* touch; *Duration:* standard; *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

**Strength of Wood:** Target's Strength score increases by 1d6, 1d6+1 if a follower of Danu. This is equivalent to a mage's Strength spell for purposes of prayer interactions and stacking. There is a saving throw for this prayer: it may be cast over multiple rounds to reduce or eliminate the save per Cures and Causes.

*ZOE:* One target; *Range:* touch; *Duration:* standard; *ST:* spiritual.

**Summon Animal N:** This prayer summons animals from the mage *Monster Summoning Tables* (see page 46). Only those creatures marked as animals may be summoned from the lists. The caster may summon one Nth level animal, or may summon several lower level animals. The total number of levels of animals summoned cannot be more than N. For instance, a cleric casting Summon Animal V could summon a 5th level animal, or a 2nd and a 3rd, etc. The animals will appear due to their normal movement in Nd4 rounds. The caster may choose which animals are summoned, but only those animals appropriate to the terrain may be summoned. The animals have the equivalent of the mage spell *Suggestion* (see page 33) cast upon them, so will not do anything self-destructive. The animals will wander off at the end of the prayer.

*ZOE:* one creature; *Range:* 1"; *Duration:* 12 rounds; *ST:* none

**Suspend Animation:** This prayer will automatically counteract an *Animate Objects* (see page 58), 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 prayer duration. Only the cleric placing the prayer, or a cleric who knows the prayer 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 prayer operates exactly like a *Convert Weapon* (see page 64) spell, except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

**Testify:** The recipient of this prayer 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: e.g. humans, elves, lammasu, etc.) This prayer produces no compulsion to do anything.

**Total Recall:** This prayer is similar to a *Restore Memory* (see page 81) 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

**Touch:** This generic prayer allows the caster to bestow the specified prayer onto the first L creatures that he touches within 6 rounds.

*ZOE:* L creatures; *Range:* touch; *Duration:* as prayer; *ST:* as prayer

**Toughness:** A cleric who casts this prayer 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 prayer duration without range restriction.

*ZOE:* one sending; *Range:* 24"; *Duration:* 1/2L 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 prayer, prayer or item, which had destination (origin) within the ZOE within L melee rounds of casting the prayer. 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:* 1/2L 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 prayer must be cast within L years of the offense, and the prayer will cease to function if the guilt has been duly expiated in accordance with applicable law and custom.

*ZOE:* the witness; *Range:* contact; *Duration:* 1/2L days; *ST:* none

**Transformation N:** This prayer will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Carrunos. The subject takes on the form, attacks, abilities, and armor class of the animal. Chance to hit is the base for their class and level with a 12% bonus for natural weaponry. The target will also gain Nd4 hit points, which will be lost first. These hit points will disappear when the prayer ends, if any remain. Of course animals are incapable of casting prayers. The transformation lasts until sunset, but it may be terminated earlier by risking a prayer survival roll (Failure = death) The type of form assumed depends on the level of the prayer.

I Wolf, AC:6, 15", bite(d8)

II Boar, AC:4, 12", 2 tusks(d6)

III Panther, AC:4, 12", 2 claws(d4), bite (d10)

IV Tiger, AC:3, 15", 2 claws (d6), bite (d10)

IV Eagle, AC:5, 18" fly, 2 claws (d2), bite (d4)

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

V Shark, AC:4, 9" swim, bite (d12)

*ZOE:* one creature; *Range:* touch; *Duration:* special; *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: 2 x L hours; ST: none*

**View Future:** The caster may look into the future as seen from his present position. Only sight is granted, and the caster has only the faculties he would have if looking at an ordinary scene. As with all prayers of prognostication, the utmost GM discretion is required. If the future in question is fairly deterministic, then fine. The prayer 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 (snake-eyes). 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 *Resist* (see page 81) prayer, and corresponding prayers 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 prayer gives -10% on saves and +1 per die of damage.

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

**Water Walking:** The caster may grant the recipient 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 creature; Range: contact; Duration: standard; ST: none*

**Wild Hunt:** The Cleric conjures a supernatural force that, over the duration of the spell, moves from one end of the area of effect to the other, destroying all living or undead animals (or people) it encounters, except those that win a level-vs-level battle against the caster. The force manifests as a swarm of unstoppable hunting beasts; they devour their victims, leaving no trace. Accordingly, victims cannot be raised nor their items recovered.

The Wild Hunt may only be called between dusk and midnight, and lasts until dawn. The Wild Hunt will not enter the ZOE of a *Dawn* (see page NA) spell, but will pass around it. The approach of the Hunt is clearly audible, and followers of Carrunos will recognize what is coming (and the advisability of getting out of the way). Beings can leave the ZOE before the destructive effect sweeps over their current location without restriction, and re-enter the ZOE after the sweep without danger.

The Wild Hunt can be invoked either on a straight track or a trail. In either case, the ZOE starts at the Cleric's location and reaches the end of the ZOE precisely at dawn; the cleric has no control over the Wild Hunt once it has started. A straight-track ZOE is a rectangle 1 mile wide and 2xL miles long, in the direction specified by the caster. A trail ZOE requires that the Cleric be standing on the trail of some specific being(s) at the time of casting (and know the fact via successful Tracking roll). The ZOE will then sweep a 1-mile swath along that trail until it reaches the current location of the being(s) that made it; these beings will be included in the destruction.

The casting Cleric may opt to "ride" the destructive force, traveling along with it until the duration expires; this transports the Cleric but does not give him any control over the Hunt's actions. The casting Cleric is immune to the Hunt when calling it, and while riding it, but if he moves in front of the zone of destruction by some other means of travel, he is as vulnerable to it as any other living being. (He has a 50% chance of surviving the level-vs-level battle.)



Prayer points used to call the Wild Hunt are not regained for 1 week.

*ZOE*: 1 mile wide, variable length track; *Range*: zero; *Duration*: until dawn; *ST*: special

**Wind Bringer:** The cleric may summon a wind where there was none, or dismiss a wind where there was. Outdoors the breeze is Ld3 mph and is sufficient to drive a ship. Underground, the breeze is L mph.

*ZOE*: 1 mile radius; *Range*: zero; *Duration*: 4 x L 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 prayer will be able to produce any desired direction. This will be ineffective against controlled weather.

*ZOE*: 1 mile radius above ground; *Range*: zero; *Duration*: 4 x L 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 airtight 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

**Withstand:** This prayer type protects the recipient from some phenomenon (eg. paralysis, level drain, fear), giving one additional saving throw vs. the phenomenon's effects. Note that this will give the recipient a single save against things which normally have no saving throw.

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

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

**Withstand Causes:** Generic spell type *Withstand* (p.88). This prayer protects against all Cause prayers (e.g. Cause Wounds N, Cause Blindness, Cause Fear).

**Withstand Charm:** Generic spell type *Withstand* (p.88). This prayer protects against Charm, Hold, Hypnotism, Sleep, Suggestion, and Word of Command.

**Withstand Cures:** Generic spell type *Withstand* (p.88). This will protect against all Cure prayers (e.g. Cure Wounds, Cure Blindness, Cure Disease).

*ZOE*: one creature; *Range*: 6"; *Duration*: standard; *ST*: spiritual

**Withstand Curse:** Generic spell type *Withstand* (p.88).

**Withstand Disease:** Generic spell type *Withstand* (p.88).

**Withstand Fear:** Generic spell type *Withstand* (p.88).

**Withstand Level Drain:** Generic spell type *Withstand* (p.88).

**Withstand Paralysis:** Generic spell type *Withstand* (p.88).

**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 3 x N, 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 percentage chance is  $(C-W)^2$ , where C is the effective charisma of the cleric, and W is the wisdom of the person he is trying to command. Each person will get his own chance and roll. Once an attempt has been made, no further attempts on the same subject may be made that day. If obeyed, the command will be followed to the extent reason allows. Alternatively, the cleric may choose to use this prayer to rally adventurers under the influence of a fear prayer or the like. In this case, use the formula under *Fear* (see page 34).

*ZOE*: self; *Range*: LOS; *Duration*: standard or for one command; *ST*: special

**Word of Recall:** This is a flawless teleport prayer, 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

**Work Enchanted Object:** This prayer allows the cleric to work an object or section of stone or metal that has a permanent magical enchantment on it. The cleric must pick a certain object or area, the latter not to exceed 3" square, and win a level-vs-level battle with the original enchanter of the area. If successful, the cleric may then cast prayers such as *Manipulate Stone* (see page 75), *Stone Window* (see page 85), or *Shatter* (see page 83) on the object as if it were non-magical.

*ZOE:* see above; *Range:* touch; *Duration:* L hours; *ST:* level-vs-level

**Write Languages:** Per *Read Languages* spell (see page 80) but it gives the ability to write fluently in the language also.

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

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