



**Phases:**

1. Declaration Phase
2. Breath Phase
3. Missile Phase
4. Melee Phase
5. Grappling Phase
6. Clerical Prayer Phase
7. Mage Spell Phase
8. Item Phase
9. Movement Phase
10. Haste Phase

Combat Maneuver Chart				
Level	Maneuver	TACO	Damage	AC
2	Defensive Blow	-5%	-1	+2
	Dodge*	NA	NA	+4
4	Aimed Strike	+10%	-2	+0
	Offensive Blow	-10%	+2	+0
	Parry*	NA	NA	+3
	Block*	+0%	+0	+1
6	Great Swing	-10	+4	-3
	Sweep	-30	-3	+0
	Disarm	-30	NA	-2

**The GM May Always Prevent Absurdities.**

Missile Weapon Chart																		
Weapon	Notes	Length	Useable By												Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Carrunos	Dagilr	Danu	Hermit	Janda	Leo		Sam	Point Blank	Short
Dagger		1'	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	D4	0'	20'	60'
Hand Axe		2'	Y	Y		Y	Y		Y	Y	Y	Y	Y	Y	D6	0'	20'	60'
Heavy Crossbow		3'	Y	Y			Y		Y						D10	60'	120'	360'
Light Crossbow		2'	Y	Y		Y	Y		Y	Y		Y	Y		D6	60'	120'	240'
Long Bow	OS	5-6'	Y				Y		Y		Y				D8	60'	120'	360'
Short Bow		3'	Y	Y	Y	Y	Y		Y		Y				D6	60'	120'	240'
Sling	OS	4'	Y	Y	Y	Y	Y		Y		Y	Y	Y		d4	0'	60'	180'
Spear		6'	Y	[-]	Y	Y	Y		Y		Y				d6	0'	20'	60'
Stone		2"r	Y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	N	d4	10'	25'	50'
War Hammer		3'	Y	Y		Y	Y		Y		Y	Y	Y		d6	0'	20'	60'

Melee Weapon Chart																	
Weapon	Notes	Length	Useable By												Damage		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Carrunos	Dagilr	Danu	Hermit	Janda	Leo		Sam	
Natural Weapons			-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Battle Axe	2S, 2H	5'	Y	Y			Y					Y	Y	Y	Y	Y	d10
Club		3'	Y	Y		2H	Y	Y				Y	Y	Y	Y	Y	d6
Dagger		1'	Y	Y		Y	Y	Y		Y		Y	Y	Y	Y	Y	d4
Flail	2S, 2H	6'	Y					Y				Y		Y	Y	Y	d8
Halberd	2S, 2H	7'	Y					Y						Y	Y	Y	d10
Hand Axe		2'	Y	Y			Y	Y			Y	Y	Y	Y	Y	Y	d6
Long Sword		4'	Y	2H			2H	Y							Y		d8
Mace		3'	Y	[-]			2H	Y			Y		Y	Y	Y		d6
Mattock	2S, 2H	4'	[-]	Y				Y			Y						d10
Morning Star	2S	6'	Y					Y			Y		Y	Y	Y		d8
Mounted Lance	OS	8'	Y					Y									d10
Pike	OS	9'	Y					Y									d8
Pole Arms	OS	7'	Y					Y									d8
Short Sword		3'	Y	Y		2H	Y	Y							Y		d6
Spear	2D	6'	Y	[-]	2H [-]	2H [-]	Y	Y			Y		Y				d6
Staff	2H	5'	Y					Y	Y	Y	Y	Y	Y	Y	Y	Y	d4
2 Handed Sword	2S, 2H	6'	Y					Y									d10
War Hammer		3'	Y	Y			Y	Y			Y		Y	Y	Y		d6
Unarmed	TD		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	d3-1

**To Hit Probabilities**

Heroes & Guardians	4 x L + 5 x AC	Clerics	3 x L + 5 x AC
Mages	2 x L + 5 x AC	Monsters (natural weapons +12%)	4 x HD + 5 x AC

Armor Chart					
	Platemail	Chainmail	Leather	Robes	Pack *
<b>Armor Class</b>	1, 0 w shield	4, 3 w shield	7, 6 w shield	10, 9 w shield	N/A
<b>Armor Weight</b>					
Human	100 lbs.	50 lbs.	25 lbs.	10 lbs.	35 lbs.
Elf / Dwarf	80 lbs.	40 lbs.	20 lbs.	10 lbs.	35 lbs.
Hobbit	50 lbs.	25 lbs.	10 lbs.	5 lbs.	20 lbs.
Fey	N/A	N/A	8 lbs.	3 lbs.	10 lbs.
<b>Movement Rates</b>					<b>No Pack</b>
Fey Flying: (Round / Minute)	Falling	Falling	120' / 1200	180' / 1800'	+60' / +600'
Running: (Round / Minute)	60' / 600'	90' / 900'	120' / 1200'	120' / 1200'	+30' / +300'
Running Speed	6.8 MPH	10.2 MPH	13.7 MPH	13.7 MPH	+3.3 MPH
Walking: Minute	180 feet	270 feet	360 feet	360 feet	+90 feet
Walking / Hour	2 miles	3 miles	4 miles	4 miles	+1 miles
<b>Swimming Rates</b>					<b>With Pack</b>
Human / Elf (Round / Minute)	sink 50'	sink 30'	10'	20'	-10'
Dwarf	sink 50'	sink 30'	5'	10'	-10'
Fey	sink 50'	sink 30'	20'	40'	-10'
Hobbit	sink 50'	sink 30'	5'	10'	-10'
<b>Usable By</b>					<b>Shield</b>
Fey	No	No	Yes	Yes	Yes
Heroes	Yes	Yes	Yes	Yes	Yes
Guardians	No	Yes	Yes	Yes	Yes
Mages	No	No	No	Yes	No
Sam Clerics	No	No	No	Yes	No
Daglir Clerics	Yes	Yes	Yes	Yes	No
Leo, Janda, Hermit Clerics	No	Yes	Yes	Yes	No
Carrunos Clerics	No	No	Yes	Yes	No
Danu Clerics	No	No	Yes	Yes	Wooden
<b>Notes:</b> * The "Pack" column gives the effect of carrying, or not carrying, a pack and weapons.					

Contests			Saving Throws		Requisite Effects					
Difference	Ability / Level	Skill	Level	Base	Requisite	Save Bonus	Strength Melee	Strength Damage	Dex. Missile	Dex AC Bonus
-10		0%	0	20	3	-12	-12	-1	-12	-1
-9		1%	1	24	4	-10	-10	-1	-10	-1
-8		2%	2	28	5	-8	-8	-1	-8	-1
-7	0%	4%	3	32	6	-6	-6	0	-6	0
-6	1%	8%	4	36	7	-4	-4	0	-4	0
-5	2%	12%	5	40	8	-2	-2	0	-2	0
-4	5%	18%	6	44	9	0	0	0	0	0
-3	10%	24%	7	48	10	0	0	0	0	0
-2	20%	32%	8	51	11	0	0	0	0	0
-1	35%	40%	9	54	12	0	0	0	0	0
0	50%	50%	10	57	13	+3	+2	+1	+2	+1
1	65%	60%	11	60	14	+6	+4	+1	+4	+1
2	80%	68%	12	64	15	+9	+6	+2	+6	+2
3	90%	76%	13	66	16	+12	+8	+2	+8	+2
4	95%	82%	14	68	17	+15	+10	+3	+10	+3
5	98%	88%	15	70	18	+18	+12	+3	+12	+3
6	99%	92%	16	72	19	+21	+14	+4	+14	+4
7	100%	96%	17	74	20	+24	+16	+4	+16	+4
8		98%	18	76	21	+27	+18	+5	+18	+5
9		99%	19	78	22	+30	+20	+5	+20	+5
10		100%	+1	+2	+1	+3	+2			

## A Brief History of Lentria

Condensed from Lentria Through the Ages, third order of Hione, His Majesty's Year 271.

Lentria, like any other kingdom, was founded on conquest. The first King inherited the title posthumously - he was born a miller and died a general. But his sons carried on his battle, and Lentria grew from a town and a road to an enclave to a protectorate to a Kingdom. At its height, the Lentrian Legion was renown from the Great Eastern Empire to the Waste, and its dominance stood unchallenged. Generations of Lentrian sons could aspire to nothing more than to lead the mighty Legion into battle.

Eventually, of course, the Lentrian border was firmly established: the Empire to the east, the sea and the Elven Forest to the south, the Worlds Edge mountains (and the Waste) to the west, and the Ironfist Free States to the north. The Empire is a slumbering behemoth; though fairly unconcerned with developments outside its own borders, it would be an enemy beyond belief if provoked. The Forest is all but impenetrable to man. The mountains admit no passage to an army. And the Ironfist Free States are layered like barbs on a porcupine - it's not hard to get past any one, but taken together, it's much more profitable to trade than to conquer.

Thus, the second great age of Lentria was borne on the backs of merchants, not soldiers. It's been decades since the last serious threat to the Kingdom. The eastern border is fortified, but more out of habit than of necessity. The northern border is still quite active, but everyone knows it's just for fun; the boys need to keep in practice. Instead, Lentrian trade reaches farther than the Legion ever did, through the Free States, the Empire, the Forest, and even in rare cases across the sea.

With the borders relatively peaceable, it was inevitable that Lentrions would learn of the Waste. Mountain Men, trappers, and rogues were drawn to the Worlds Edge like swords to a Legionnaire, and any number of shady camps and trading posts sprung up. Eventually, word filtered back of a land beyond, but it was hot, barren, and deadly. Compared to the mountains, in any case, where the dangers were well known.

Danger is a little barrier to greed, of course, and shortly merchants were pressing through the Worlds Edge, with trade goods best described as "miscellaneous". They swapped stories of lands of spice, ivory, and silks, but found instead only barbarism. The few natives they located dressed not in silks, but in bones, feathers, and war paint. And their idea of a bargain was to release you with your life and a single bag of water. In time, it became clear that the barbarians were divided into tribes, and a man's life depended on which tribe he found. But few were anything short of hostile, and none offered valuable goods for trade. Instead, it seemed their life was dominated by bloody battles between tribes, futile though they may be. Even within a tribe, no barbarian trusted another, and any long-term leadership was doomed before it began.

**Steve Caruso**



## Current Events

Dispatch from His Majesty's Outpost Briar Woods North

From: Cpt. Samuel Keeler, commanding officer, Briar Woods North  
To: Gen. Nathan Brown, commanding officer, capital garrison

Nathan,

You've known me since I was a child, and you know I wouldn't break the chain of command like this unless it were a subject most dire indeed. Believe me, I have never seen anything so grim. It was of little concern when we lost communication with the outposts to the west. They're mostly frequented by unpleasant sorts anyway, and trade's laughable at best. I mean, you know what it's like here, and they're further out than we are! It's inconceivable that the barbarians could stand together long enough to dine, much less to attack, and there's no way across the mountains anyway.

I know, I know, why belabor the obvious? Well, this is why: because it's all right out the door. They've attacked. I've seen it with my own eyes. A tide of men, covered head to toe in bones, blood, and worse. And they're unstoppable. I don't mean they fight, or they fight well, I mean they're unstoppable. We threw a division against them, and they tossed back the pieces. I can't even begin to describe what happened. It's like our swords were forged from butter. No - worse. We fight, we wound, they ignore. I saw a barbarian dancing with three swords in his chest! He pulled them out and threw them over the three corpses at his feet! They still die, but it's twenty of ours for each of theirs, at the best.

You know Briar Woods; I'm lucky to have a healer, much less a Mage. So I can't begin to guess what's happened here. But I've never heard the like in legend, much less in war. I'm sending the reports, but they'll be ignored, and you know it. Just another crazy western outpost. Well, my best man is going to you, and I beg you, bring him to the king. I don't know how, but find a way. He's seen the tide, at my side, and his story needs to be told. More lives than my own depend on this. I beg you, if you've ever believed me, believe me now! And... tell Marie I love her. They're coming this way.

Signed,  
Sam

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## Welcome to Princecon XXVI.

Before you begin your travels, you will need to define your character by filling out the Character Preference form you received with this book. You should submit it to someone at the Front Desk by 5PM so that the first adventures may begin! They will continue nonstop until 3PM Sunday, to be followed by the awards ceremony back here at 4.

### The Kahn's Chosen War Lords

Aaron Mulder  
Erin Mulder  
Kate Oliver  
Tim Oliver  
Shant Saha

Keeper of the Dead  
Priestess of the Sacred Runes  
Herald of Doom  
Master of Treachery and Dirty Tricks  
Shaper of the World

## What's New

### Mages get Magic Foci and new spells: Mages must now use a magic focus to cast most magic.

Magic Foci:	Objects that has been attuned by a magician.
Attune:	Morphic spell that bonds the mage to an object making the object a magical focus.
Summon:	Teleports an attuned object to the mage.
Veil:	Morphic spell that protects against various magical detections.
Prot Locates:	Replaced by Veil.
Prot Detects:	Replaced by Veil

### Clerics:

Detect Disease:	Upgraded to include detect types 3 and 4, and to include detection of lycanthropes.
Detect Poisoning:	Integrated into Detect Poison.
Detect Were:	Replaced by detect disease.

### Daglir clerics get new prayers:

Consecrate Stone:	Makes stone weapons do +1d6 to undead, demons, etc.
Create Weapon:	Creates any mundane weapon on the list from raw materials.
Daglir's Eyes:	Enchants gems to act as remote eyes.
Daglir's Ears:	Enchants stones to act as remote ears.
Daglir's Hammer:	Like Hammer Hands but plus N damage.
Daglir's Skin:	Skin acts as Plate and Shield.
Detect Altitude:	Replaces Detect Depth.
Detect Location:	Tells the cleric exactly where he is relative to a known consecrated stone.
Detect Size:	Detect Thickness has been upgraded to Detect Size.
Doom of Stone:	Entombs then crushes its hapless victims.
Float Stone:	Levitates and slowly move large stone objects. to do construction.
Hammer Hand:	Hands act as a war hammer.
Hurl Boulder:	Hurls a boulder as if it were an arrow. Sticks and stones will break your bones, but a boulder will smash you flat.
Quarry Stone:	Removes large pieces of stone from the earth.
Stonewall:	Builds a stonewall from raw materials.
Soap Stone:	Blesses a stone object such that it cleanses and purifies.
Speak with Stone:	Allows the cleric to talk to stone.
Stone Doll:	Creates a miniature stone golem.
Throwing Stones:	Create a bag of stone missile weapons comparable to arrows.

### Hione cleric changes:

Detect Depth:	This prayer was deleted because they get Detect Altitude at 1 <sup>st</sup> level.
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### Janda cleric changes:

Detect Oath breaker:	Upgraded to include detect types III and IV, and there is no save for oaths sworn on Janda.
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## Best Player Awards

This year, every GM will judge the characters that participate in his scenario by three criteria:

- 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.
- Role-playing** 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 Player (not character) in each category: strategy, tactics, role-playing, and overall. All characters played by a given Player will be included in the scoring. Please be aware that players who run more than twice with any one Game Master will not be eligible for awards.

Yes, the player awards are gold leaf engraved into solid marble. Its not hard with a Daglir cleric on staff.

## A Note to All Participants

Please respect the Hireling Hall building and classrooms used during the Convention. We are guests, and if the facilities are abused, we will not be able to hold Princecon here in the future. Please dispose of litter and soda cans in the containers provided.

## Acknowledgements

We would like to take this opportunity to thank the many people who have made this convention possible.

- Aaron Mulder for your organizational efforts and writing and maintaining the convention programs.
- Erin Mulder for developing the GMs web pages, the players web pages and the con software web pages.
- Nayla Oliver and Erin Mulder for bringing together the artwork and T-shirts
- Tim Oliver for maintaining and revising the Con Book
- Aaron, Erin, Tim, Kate for pulling it out of the fire at the last minute.
- and all the GMs for answering the call.

We would also like to thank the following fine establishments for supporting our convention and fine gaming.:

- The Gamer's Realm:** Princeton Arms Center 2025 Old Trenton Road, West Windsor NJ 08550.  
(609) 426-9339 [www.gamersrealm.com](http://www.gamersrealm.com)
- The Game Room:** Woodbridge Mall
- Wizards of the Coast** Bridgewater Mall, Woodbridge Mall
- Knight's Dream** Above the Burger King on Nassau street Princeton.
- Pearl Art Supply:** for their invaluable advice on graphic arts and constructing the awards.  
Pearl Art Supply is simply an amazing store.  
Across route 1 from the Woodbridge mall next to Buy Rite.

## Artwork Credits

The following artists have contributed their work to make this convention more enjoyable:

- Ming Flannery Contributed the front cover of this conbook. Ming is a budding artist and student at Rutgers Preparatory School.
- Steve and Liz Caruso Contributed the Princecon XXVI Logo and other works.
- Steven Brescia and the Beans Contributed the t-shirt art and several pictures inside the conbook.

## Future Events

Announcement concerning future events and conventions will be posted on <<http://www.princetongames.org/>>

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## Player Characters

### Character Generation

To generate a character, you must make selections from the following:

**Demihuman Races:** See Demihuman Races on page 11 for details.

- Human: Tall, robust, strong. Lives in cities.
- Elf: Shorter than Humans, slender. Lives in forests.
- Dwarf: Shorter than Elves, stocky, strong. Lives under ground
- Hobbit: Smaller than Dwarves, stocky, nimble. Lives in small villages.
- Fey: Smaller than Hobbits, slender, winged. Lives in tree houses and on cliffs.

**Demihuman Classes:** See Demihuman Classes on page 13 for details.

- Hero: Master of combat and stealth.
  - Mage: Master of powerful and flexible magic but poor at combat.
  - Cleric: Master of prayer and more capable at combat than mages.
  - Guardian: Capable of both magic and combat.
- Heroes: Select a requisite priority for strength, dexterity and constitution  
(see Rollup Procedure on page 11)  
(see Requisites on page 20)  
Select a Hero Ability  
(see Hero Abilities on page 26)  
Select a Specialty.  
(See Specialties on page 30)

**Demihuman Racial Restrictions on Class:**

- Heroes: All races.
- Mages: Humans, Elves, Fey
- Clerics: All races
- Fighter Mages: Elves.

**Demihuman Religions:** See Religions on page 13 for details.

- Pantheist: Worships all gods, each in their own sphere. Not allowed for clerics.
- Sam: Apostles of Peace, the most powerful healers.
- Daglir: Brethren of Stone, some curing, offensive and defensive combat, stonework.
- Leo: Chosen Warriors of Leo, love battle for the sheer joy of it, few cures.
- Janda: Knights of Justice, punishers of wrongdoers, protectors of the innocent.
- Hione: Order of the Sage, acquire and preserve knowledge, some combat, some cures.
- Carrunos: Masters of the Hunt, hunter, transforms to animals.
- Danu: Keepers of Nature, herbal cures, outdoor survival.

**Pack:** See Packs on page 19 for details.

- Pack A: 1 weapon but the maximum amount of other equipment.
- Pack B: 2 weapons but still a lot of other equipment.
- Pack C: 3 weapons and your basic equipment.
- Pack D: 4 weapons and just enough equipment to survive.

**Armor:** See Armor on page 19 and the Armor Chart on page 3)

**Weapons:** See Weapons on page 20 and Clerics on page 70 if you are a cleric.

**Rollup Procedure**

Once the character’s design choices are made, the computer then generates the character. Each requisite is generated from a distribution appropriate to the character's race and class (and religion, if a cleric). In particular, each class (and religion, for a cleric) has a primary requisite that averages 16, a secondary requisite that averages 13.5, and a tertiary requisite that averages 10.4. The racial modifiers then modify these results. Moreover, each time a character increases in level, two randomly determined requisites will be increased by one point each.

Requisite Order			
Class / Religion	Primary	Secondary	Tertiary
Hero	STR, DEX, CON, as ordered by player.		
Mage	INT	DEX	CON
Guardian	INT	STR	DEX
Cleric, Carrunos	WIS	DEX	CON
Cleric, Daglir	WIS	CON	STR
Cleric, Danu	WIS	DEX	CHA
Cleric, Hermit	WIS	INT	STR
Cleric, Janda	WIS	STR	CHA
Cleric, Leo	WIS	STR	CON
Cleric, Samwise	WIS	CON	CHA

**Demihuman Races**

**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.

Human civilization is the most widely and densely spread. Human adaptability and high breeding rate have enabled them to settle vast regions that the other races either could not adapt to or simply did not have the people to settle. War between the Humans and the other races often leads to far heavier losses on the Human’s side, but they replenish their ranks in a single generation where the other race may never recover.

**Elves:** Elves are usually shorter and always more slender than humans. They average about 5' tall and weigh about 100 pounds. At a distance, an Elf could easily be mistaken for a Human, but closer up, their pointed ears, high cheek bones, long supple fingers, thin bone structure, narrow lips and fair complexion, give them away. Elves can live to be hundreds of years old and they are generally very resistant to disease if their environment does not stress them.

Elves 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, +1½ for clerics and mages) but slightly weak constitutions (-½).

Elven civilization is much older than Human civilization. Many advances that Humans have were taught to them by the Elves. Elves live long enough to see the lasting effects that civilization can have on the environment. They have learned to live in harmony with the environment and this has greatly shaped their civilization. Elves prefer to live in the woods where they are surrounded by renewable resources.

**Hobbits:** Hobbits are a short, man-like people, about 3'-4' tall. They are typically chubby, weighing about 80 pounds, but are nimble and dexterous nevertheless. They rarely wear shoes or boots, because of their hair-covered feet and leathery soles. They are exceptionally good at moving quietly and hiding. Hobbit strength reflects their small size (-1), but they have tough constitutions (+1½) and a higher charisma (+1½) because of their reliance on wit rather than force.

Hobbits live small communities of holes and usually avoid contact with other races. Occasionally, a rare Hobbit will be consumed with a desire to have an adventure.

**Dwarves:** Dwarves are shorter and more muscular than humans or elves. They average about 4½ feet tall and weigh about 150 pounds. Their bone and muscle tissue is denser than the other races making them very strong for their size but limiting their ability to swim. Their short limbs hinder their ability to run compared to the fleetier Humans and Elves but their iron grip makes them able climbers. All Dwarves, even females, are capable of growing beards. In Dwarven society, much is made of the size and quality of one's beard. Clean shaven Humans and genetically incapable Elves are viewed with suspicion.

Dwarves are fierce in battle and skilled with their hands. They have infravision and are generally knowledgeable about craftsmanship, stonework, construction, and underground areas. They can recognize and evaluate Mithral, gems, and jewelry. Dwarves are strong (+2 for fighters, +1½ for others), and have a high constitution (generally +1½).

Dwarven civilization is subterranean. Their small size and great strength give the Dwarves an advantage in cutting tunnels into rock. The taller races are incapable of effective combat while crouched or bent over in short Dwarven tunnels. Further, the Elves and Humans disdain life underground and so are not apt to try to fight the Dwarves for it. To a Dwarf, bedrock is a secure home, safety, a storehouse of wondrous gems, minerals, ores and a wide variety of stone that can be shaped and worked.

**Fey:** Fey are very short slender, winged faeries. They average 3' tall and weigh only 30 pounds. Fey have an amazingly high metabolism, requiring them to eat half their body weight a day at minimum. Flying consumes so many calories that a Fey who flies all needs to eat their body weight in food. Fey have many of the same features as Elves, including pointed ears, light bone structure, fair complexion and slenderness. Although some Fey are live to extreme age, most die younger than Humans due to wearing themselves out. Fey are extremely industrious, and they need to be to gather enough food to survive. Although they are usually hard at work they are good-natured, playful, mischievous and they love a good prank.

Fey can fly naturally so long as they are wearing no armor heavier than leather. There is no Fey sized metal armor because Fey consider flight a better defense. They may carry up to 30 lbs. load in addition to their armor. This flight is like a hummingbird's: they can move in any direction, stop, reverse, or hover, as they see fit. Climbing counts double for effective movement distance, diving counts half. Fey wings are dragonfly-like in appearance but tough and leathery; while armor never covers their wings, a blow to a wing will simply bat it aside rather than causing damage to the character. (In other words, the wings do not affect AC either positively or negatively). Fey have -1 Strength, +2 Dexterity, -1 Constitution. Fey have restrictions on the weapons they can use, due to their small size. **Being airborne, for a Fey, counts as a movement action, so Fey may neither fire missile weapons nor cast spells while flying, even if hovering in place.** Airborne Fey *can* engage in melee, with the "combat step" distance appropriate to their character class and flying movement rate. A Fey in flight produces a steady fluttering noise and a considerable downdraft, which may be quite noticeable in close quarters when stealth is a concern. Fey cannot glide. Fey can use their wings to "fly" though water, making them excellent swimmers.

Fey usually live in small groups in elaborate houses high in trees or on cliff sides. They hunt squirrels, rabbits and other small animals, and they gather fruits and nuts. Fey often co-inhabit a region with Elves and more rarely can be found near Human settlements.



**Demihuman Classes**

There are four character classes available:

<b>Demihuman Class Chart</b>		
<b>Class</b>	<b>Page</b>	<b>Description</b>
Hero	22	Master of combat and stealth.
Mage	34	Master of powerful and flexible magic but poor at combat.
Cleric	70	Master of prayer and more capable at combat than mages.
Guardian	33	Capable of both magic and combat.

**Religions**

Any Demihuman may worship one of the seven religions of Carrunos, Dagleir, Danu, Hione, Isaiah Samwise, Janda, or Leo. Alternatively, non-cleric characters may worship all of the gods as a Pantheist. A cleric must pick a single religion. Details of the precepts of these religions may be found in the description of clerics.

Princecon uses a system of religions to reflect the variety of beliefs and spheres in the world. Most people in the world of Princecon 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 is a pantheist. A pantheist gains no benefits but incurs no duties. Such a player may choose to follow a particular god at any time, even in the middle of battle, but such a choice is irreversible 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 that 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.

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.

**Special Senses:**

- Infravision**      Infravision is the ability to see into the infrared range of the light spectrum. It allows one to differentiate temperature and to use hot objects as sources of illumination. Normal colors cannot be seen unless there is visible light and images are not as sharp as in normal vision. Hot objects can be seen far away, but using reflected heat is ineffective beyond 60-120'.
  
- Sonar:**              Sonar is the ability to sense one's surrounding by emitting high frequency pings and listening to the returning echoes. Sonar allows creatures to "see" in total darkness without any kind of external illumination. Creatures with sonar will hear the pinging of any other creatures in the area that are using sonar. Sonar can be used to sense objects out to a range of 300' under normal circumstances. Extreme quiet increases this range to as much as double. Loud noise and or high winds reduces this range by as little as 50%. Sonar using creatures can passively detect creatures pinging at twice the range that sonar works. Use of sonar is voluntary.
  
- Ultraviolet Vision**      Ultraviolet vision is the ability to see into the ultraviolet range of the light spectrum. It allows one to see clearly even in total darkness outdoors, and to navigate by the sun regardless of cloud cover.

## Requisites

- Strength:** Strength is a measure of the amount of force a character can exert with their muscles. It affects their probability of hitting their target 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 Chart* meaning success.
- Intelligence:** Intelligence is a measure of a character's mental discipline. It determines a mage's spell points and it affects Mental saving throws.
- Wisdom:** Wisdom is a measure of a character's spiritual strength. It determines a cleric's prayer points. It affects Spiritual saving throws and defends against charisma-based attacks.
- Dexterity:** Dexterity is a measure of a character's control over their muscles. It gives a bonus to hit with missile weapons as well as an AC bonus.
- Constitution:** Constitution is a measure of a character's metabolic strength. It 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. It affects Physical saving throws.
- Charisma:** Charisma is a measure of an individual's force of will. It affects a character's response to people he fears, his success at negotiation, and the performance of troops under his command. In a given situation a GM may assign a certain roll (on 2d6) needed to convince a non-player character or friendly character to do an action. Charisma modifies this roll: +1 for a 13 or 14, +2 for a 15 or 16, and +3 for a 17 or 18 charisma.

Princecon XXVI

Requisite Effects Chart								
Requisite	Strength			Dexterity		Constitution		Int, Wis, Con
	Melee Hit Bonus %	Damage Bonus	Open Door Probability	Missile Hit Bonus %	AC Bonus	System Shock	Hit Dice Bonus	Saving Throw Bonus
3	-12	-1	2	-12	-1	35	-1	-12
4	-10	-1	4	-10	-1	40	-1	-10
5	-8	-1	6	-8	-1	45	-1	-8
6	-6	0	9	-6	0	50	0	-6
7	-4	0	12	-4	0	55	0	-4
8	-2	0	16	-2	0	60	0	-2
9	0	0	20	0	0	65	0	0
10	0	0	25	0	0	70	0	0
11	0	0	30	0	0	75	0	0
12	0	0	36	0	0	80	0	0
13	+2	+1	42	+2	+1	85	+1	+3
14	+4	+1	49	+4	+1	90	+1	+6
15	+6	+2	56	+6	+2	94	+2	+9
16	+8	+2	64	+8	+2	97	+2	+12
17	+10	+3	72	+10	+3	99	+3	+15
18	+12	+3	81	+12	+3	99	+3	+18
19	+14	+4	90	+14	+4	99	+4	+21
20	+16	+4	99	+16	+4	99	+4	+24
21	+18	+5	**10	+18	+5	99	+5	+27
*22	+20	+5	**20	+20	+5	99	+5	+30
23	+22	+6	**30	+22	+6	99	+6	+33
24	+24	+6	**40	+24	+6	99	+6	+36
25	+26	+7	**50	+26	+7	99	+7	+39
26	+28	+7	**60	+28	+7	99	+7	+42
27	+30	+8	**70	+30	+8	99	+8	+45
28	+32	+8	**80	+32	+8	99	+8	+48
29	+34	+9	**90	+34	+9	99	+9	+51
30	+36	+9	**90	+36	+9	99	+9	+54

\* = Maximum strength for humanoids and from *Strength* spells.  
 \*\* = For strength > 20, the chance to open a door is 100%. The number listed is the chance to open a wizard-locked door, held portals.

**Experience Points**

Characters begin with 20,000 experience points. If a character dies, the next character will get a fraction of 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	*
Hero	2	4	8	16	32	64	128	256	512	2
Mage	2.5	5	10	20	40	80	160	320	640	2
Cleric	2	4	8	16	32	64	128	256	512	2
Guardian	4.5	9	18	36	72	144	288	576	1152	2

\* = multiply by this amount for each level thereafter.

## Hit Points

All first-level characters are given hit points equal to the maximum of the hit die of their character. Hence, 1<sup>st</sup> level Heroes 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 0 hit points is unconscious. A character that 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 0 or negative and any remaining actions for that round are lost. Thus, a hero who dies in melee phase while holding a missile attack can not be cured in Clerical Spell phase, or shoot as a final action. Unconscious characters may be cured; they will then be immediately aware and able to communicate, but they may not act until the following round.

Wounded characters recover 1 hit point for every 8 hours of uninterrupted sleep. All damage, level drains, and most other effects will be restored automatically when you return to Hireling Hall; however, Raise Dead is not available.

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## Saving Throws

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

Saving Throws are divided into three types:

- Physical: Fire, electricity, paralysis, poison, breath, magic of a physical nature, etc.
- Mental: ESP, suggestion, sleep, Harpy's lure, magic of a mental nature, etc.
- Spiritual: Temptation, Finger of Death, Cures / Causes, Quests, Curses, magic of a spiritual nature, etc.

Physical saves are modified by Constitution, Mental saves by Intelligence, and Spiritual saves by Wisdom.

<b>Level</b>	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+1
<b>Base</b>	20	24	28	32	36	40	44	48	51	54	57	60	63	66	68	70	+2
<b>Requisite</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	+1
<b>Bonus</b>	-12	-10	-8	-6	-4	-2	0	0	0	0	+3	+6	+9	+12	+15	+18	+3

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

A character has the option of dropping all saving throws for a 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.

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### Contests

Conflicts between magic power, attributes, and sometimes skills are resolved using the Contest of Abilities Chart. The outcome depends upon the difference in ability between the opponents. This chance may rarely be modified, but if the ability difference is more than 6, there is no chance for the lesser opponent to prevail.

Contest of Abilities Chart													
Ability Difference	-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

### Level Contest

When two spells are in conflict, the outcome often depends upon the difference in levels between the casters. A level contest is used to resolve the conflict. 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.

### Skill Contest

Skill Contests occur when two creatures are using their skills in direct opposition to each other. Many skill rolls are just skill versus a GM assigned difficulty number.

Example: Dumbra, an orc guard is on duty to protect the back entrance to his master's lair.. Dumbra's Awareness is 2 and his intelligence is 6 so he effective Awareness is 8. Callisto a hero is trying to sneak up on him quietly. Callisto has a Move Quietly skill of 4 and a Dex of 15 so his effective Move Quietly is 19. Since Callisto's effective skill is more then 6 greater then Dumbra's awareness it would seem he has no chance of failing, but the GM has ruled that dry leaves in the area and Dumbra's keen sense of smell give Dumbra a bonus of 8 so the effective difference is only 3 and Callisto's chances are 90%.

### Requisite Contest

Conflicts between creatures using their requisites, rather than weapons or magic, are resolved by taking the difference of the relevant requisites and using the Contest of Abilities Chart above. For example, a victim may attempt to break out of a hero's grip by contesting its Strength against that of the hero. If the former were 14 and the latter 16, the victim would have a 20% chance of success.

Contests normally occur in the Breath Phase unless all parties choose to hold the contest in a later phase.. Creatures may make a half move only if it is necessary to be in position to engage in a contest, but this delays the contest to the grappling phase. I.e. you can rush forward to shove an opponent or to grab a magic item. If some creatures have to move and others don't, the GM may give a bonus to those already in position.

Engaging in a contest implies that one is ignoring all other attacks.

Engaging in a contest is an action and it precludes making other attacks, casting spell, invoking prayers or other movement. Exception, creatures may resist a Strength contest with some of their strength and still act, as described under strength contests.

**Strength Contest:**

A strength contest occurs when two or more opposing creatures are attempting to use their strength in opposition to each other.

If more than one creature is on one side of the contest, add 1 to the effective strength of the strongest creature on the side for each ally.

Creatures preparing spells have an effective strength of 3.

Creatures invoking prayers or firing missile weapons have 1/3 their normal strength.

Creatures engaging in melee or just moving may use 1/2 their normal strength to resist in a strength contest and still engage in melee.

Losing a strength contest disrupts spell casting and missile fire, but does not disrupt prayers or melee attacks.

Example 1: An anti-hero is trying to push a hero off a cliff. The Anti-hero's strength is 16 and the Hero's strength is 17. The Anti-hero has a 35% chance of succeeding. The GM may rule that each success moves the hero 5 feet closer to the edge, while each failure moves 5 feet farther from the edge.

Example 2: Two Anti-heroes are trying to try to push a hero out of a doorway so they can attack the townspeople who are escaping behind him. The anti-heroes' strengths are 14 and 16, and the lone hero's strength is 17. The Anti-heroes have a 50% chance of dislodging the hero.

Example 3: A Hero is attempting to interpose between a monster and the helpless Sam cleric it is about to finish off. The monster's strength is 20 and the hero's strength is 16. The monster decides that it will melee whoever is available but it would prefer the cleric, so it resists the hero with 1/2 its strength. The Hero has +6 strength vs. the monster's 20/2 strength so he has a 99% chance of succeeding. If the Hero succeeds, the monster may attack the Hero, who is ignoring its attack.

**Dexterity Contest:**

A "Dex" Contest occurs whenever two or more opposing creatures are attempting to use their dexterity in opposition to each other.

If more than 2 creatures are involved, each rolls against the creature with the lowest dex and the creature that wins by the most wins the contest. If none of them win, the low dex creature wins. If 2 or more creatures have the same low dex, randomly choose one and proceed as above.

Example 1: Blamo the mage has just bought it and dropped his fireball wand right between opposing lines. Each side's mage decides to dive and grab for it. The good mage Kindra has a dex of 12 and the evil mage Kruila has a dex of 14. Kindra only has a 20% chance of grabbing the wand before Kruila.

## Equipment

Under normal adventuring conditions, characters can carry a limited amount of equipment. Using pack animals or boats greatly increases the amount of gear characters can bring along but assuming that they will be carrying their equipment, the following restrictions apply. Characters are able to carry from 1-4 weapons depending on the pack they choose. Some of these weapons may be silvered or magical. Magic weapons count against the limit of weapons a character may carry. Other magic items carried are in addition to this equipment. Only one suit of armor is allowed in any case. A bow as a weapon choice includes a quiver. You need not keep count of non-magical arrows or quarrels. Weapons that require open spaces (except bows and slings) must be carried in hand.



Drawing by Steven Brescia

## Packs

Standard packs are used to speed play during conventions.

Pack Chart			
Pack A	Pack B	Pack C	Pack D
1 Weapon	2 Weapons	3 Weapons	4 Weapons
3 flasks of oil	3' brass rod	50' rope	Knapsack
Grappling hook	10' bamboo pole	6 torches	1 week's rations
Wine skin	12 hardened bronze spikes	Tinderbox	Water skin
Lantern	Mallet	3 large sacks	
Each pack includes all items, except weapons, in the packs listed to the right of it; thus, Pack A includes all items.			

## Magic Items

When you find 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 GM's expedition sheet.

Most items are described in the Princecon Item Book, available for purchase at Hireling Hall, 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 give the item card to the GM before you leave Hireling Hall. 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  $\leq$  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.

### Magic Item Saving Throws

On rare occasions, magic items need to make saving throws. For these occasions the following saves apply:

1. Non-weapon magic items have a save of 50% + 10% x the level of the item.
2. Magic weapons have a save of 50% +5% x the plus of the weapon +5% for each additional power.

## Armor

In the Princecon system, armor protects by making the character more difficult to hit. A character's choice of armor is limited by race, class and, for clerics, religion. The Armor Chart (placed inside front cover for easy reference) shows the armor choices that are available. It is assumed that metal armor includes a functional under-layer of leather armor; heroes may at times wish to leave behind the metal layer so as to maximize their scouting abilities. The leather under-layer counts as leather armor when it is worn without metal armor over it, It takes at least one minute to don or doff a layer of armor.

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## Weapons

Weapons are used by creatures to damage their opponents. Damage is measured in hit points. Weapons normally cause a random distribution of hit points, which is determined by rolling the dice indicated in the damage column of the weapons charts.

**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.

### Notes on the weapons charts:

1. The first column gives the weapon's name.
2. The second column gives notes about the weapon as follows:
  - 2D: Indicates that the weapon does double damage when set vs. a charge.
  - 2H: Indicates that the weapon must be used two handed, therefore no shield.
  - 2S: Indicates that the weapon requires two spaces in line.
  - OS: Indicates that the weapon requires opens spaces to use.
  - TD: Indicates that the attacker takes damage, 1 hit, if the attack roll is 00.
3. A character's choice of weapons is limited by race, class and, for clerics, religion. The weapon charts show the weapon choices that are available to each race and class. The restrictions for clerics are immediately broken down by religion. A weapon must be allowed by each of race, class, and religion (clerics only) to be usable.
  - Y: Usable by this race or class.
  - 2H: Usable, but only two-handed.
  - [-]: Usable, but at a 10% to hit penalty and -1 to damage.

Special tactics (such as dismounting a rider with a pole arm) are at individual GM discretion.

**Missile weapons** are weapons that can be used at range. The missile weapons that are available in the Princecon system are listed in the Missile Weapon Chart (inside front cover for easy reference).

Missile weapons have a short range and long range, bows and crossbows also have a point blank range. There are point blank, short range and long-range columns, which specify the effective ranges for the weapon. If the target is within point blank range, the target takes +1 damage if hit. If the target is within short range, there is no penalty to the chance to hit. If the target is between short and long range, there is a 20% or -4 penalty to hit the target. If the target is farther away than long range, there is no chance to hit.

Bows, both long and short, require 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 (2 rounds to cock).

**Melee Weapons** are weapons that can be used in hand-to-hand combat. The melee weapons that are available in the Princecon system are listed in the Melee Weapon Chart (see inside front cover for easy reference).

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## **Odds and Ends**

### **Walking and Running**

Movement rates are dependent on the character's encumbrance as described in the Armor Chart (inside front cover). Most creatures can only run at full speed for a mile or so and then must slow down until they are walking. Extended travel requires periodic rest and so is slower on average. Rough terrain also reduces movement rates and may even make movement impossible for heavily encumbered characters.

### **Swimming**

All characters know how to swim and can move at the movement rates specified in the Armor Chart for their level of encumbrance. Trying to carry or pull a pack while swimming will decrease a character's movement rate. Negative movement rates indicate the character is sinking. Should anyone wear metal armor into the water, he will sink, but can use his unencumbered swimming rate 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**

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.

### **Drowning and Suffocating**

A character that takes a deep breath can hold it for Constitution rounds. Less well-prepared characters can hold their breath for Constitution \* 2/3 rounds. After this, the character will start to drown. Drowning is treated as asphyxiation (see below).

Characters in a confined space use up the oxygen in about a cubic foot of air a minute. Sitting perfectly still, or meditating can reduce air consumption by half. Vigorous exercise will typically double air consumption. Once the air is used up, the character will begin to suffocate. Suffocating is treated as asphyxiation (see below).

### **Asphyxiation**

Asphyxiation occurs when your lungs cannot exchange enough carbon dioxide for oxygen to supply your body's needs. Asphyxiation is not the same as strangulation AKA throttling, which occurs when the blood supply to your brain is directly cut off. An asphyxiating creature will generally take temporary damage of 1/10<sup>th</sup> of their total hit points every round in the breath phase. Each round the creature must win a contest of constitution against a difficulty of 10 plus the number of rounds they have been asphyxiating \* 4 to remain conscious. If the creature loses the contest, they also lose consciousness. If the creature receives a supply of air, the temporary damage is removed at the same rate it occurred. If the creature's hit points are reduced below zero by normal plus temporary damage, the temporary damage becomes normal damage and they die.

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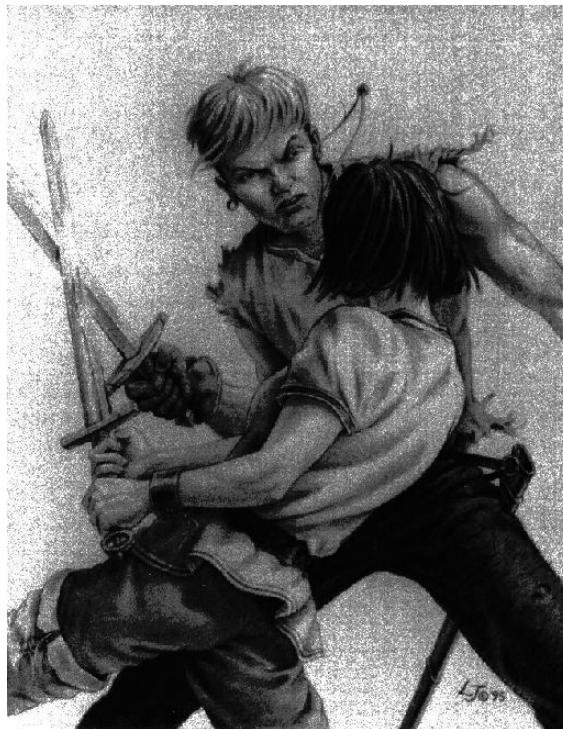
## Combat

Combat takes place in melee rounds, also called simply rounds. Although rounds average six seconds in length, or ten rounds per minute, a melee round is a pure formalism that represents one significant action per character.

### Phases

Rounds are divided into ten phases. Each phase is reserved for a specific activity. Phases are not intervals of time, but represent the fact that certain actions are likely to interrupt other actions. 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), the Dodge maneuver, 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. takes place.
- III. **Missile Phase** - Resolve all attacks by missile and thrown weapons.
- IV. **Melee Phase** - First, those entering melee combat may take a combat step of up 10' (or 1/3<sup>rd</sup> movement for heroes and guardians). Second, all targets and maneuvers 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 Prayer Phase** - Clerical prayers take effect in order of increasing cost. \*\*\*
- VII. **Mage Spell Phase** - Modifiers and targets are declared; 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.
- \*\* Heroes and guardians can change weapons in item phase as a free action. A mount and his rider may both act in the same round. Some flying creatures can make a limited 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 from 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.

Some magical items and spells modify the above rules. The GM may adapt the system to prevent absurdities.

### To Hit Probabilities

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" = 100 and always misses).

Heroes & Guardians	4 x L + 5 x AC
Clerics	3 x L + 5 x AC
Mages	2 x L + 5 x AC

Princecon combat maneuvers 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. Each plus / minus equals +5% / -5% respectively. See the *Armor Chart* for more details.

### Combat Maneuvers

Even at first level, a hero or guardian has the following advantages in combat:

1. During item phase, a hero or guardian 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.
2. During melee phase, a hero or guardian may take a "combat step" of 1/3<sup>rd</sup> of their normal movement. Other classes can only move 10'. Combat steps may **only** be used with subsequent melee attacks.

At higher levels, a hero or guardian will learn other combat maneuvers:

Combat Maneuver Chart				
Level	Maneuver	TACO	Damage	AC
2	Defensive Blow	-5%	-1	+2
2	Dodge*	NA	NA	+4
4	Aimed Strike	+10%	-2	+0
4	Offensive Blow	-10%	+2	+0
4	Parry*	NA	NA	+3
4	Block*	+0%	+0	+1
6	Great Swing	-10	+4	-3
6	Sweep	-30	-3	+0
6	Disarm	-30	NA	-2


**Dodge**, unlike other combat maneuvers, can be announced in the missile phase, or even in declaration if so desired. On the other hand a character can perfectly decide to start dodging only when it gets down to the Melee phase, if so inclined. Dodge, once declared, applies its AC bonus to all attacks including missile attacks. A character may move up to 30' while Dodging. A character that is Dodging is assumed to be moving about and giving ground, so a character cannot (for example) keep enemies out of a door or hold a line of battle while Dodging; enemies can move past a Dodging character without being engaged.

One can **Parry** or **Block**, however, while defending a fixed position. Parry means you are using your weapon only to stop attacks; Block requires a shield, and means that you are concentrating on using your shield (although you still get a normal attack for unmodified TACO and damage). One can both Parry and Block at the same time.

The AC bonus for Parry or Block applies only to melee attacks and only from the front of the character. As with any maneuver, the AC modifiers are in addition to all AC effects from armor, magical bonuses, Dexterity, etc. Any magical bonus on the weapon will add to the AC bonus of the Parry.

**Sweep** allows attacks on up to 3 targets. All targets must be in melee range and in the 180° facing the hero.

**Disarm** allows the attacker to remove a weapon from the defender’s grasp. It requires a successful hit **and** the defender must fail a physical save. Both the defender’s magical weapon bonus and strength damage bonus will add +5% per plus to the save. Using a two-handed weapon adds +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.

<b>Combat Modifiers Chart</b>	
Bonus / Penalty	Situation
+10%	Target is surprised
+20%	Target is prone, grappled or ignoring the attack
+20%	Target is blind or unaware, attacker is invisible.
-10%	Only half of target is exposed (missile attacks only)
-20%	Only head of target is exposed (missile attacks only)
-30%	Target is invisible.
-40%	Attacker is blind.
	Firing missiles into close melee is likely to hit the wrong target.
	It is almost impossible to draw or cock a bow while under melee attack.
	Other situations will be arbitrated by the GM

### Monster Combat

A monster's chance to hit is  $4 \times \text{HD} + 5 \times \text{AC}$ . If a creature is attacking with natural weaponry, such as teeth, claws, etc. it gets an additional +12% bonus. Hero shapeshifters do not get this bonus. Certain creatures receive additional bonuses to hit or do damage. A creature of  $X + Y$  hit dice hits as an  $X$  hit die creature with a  $Y\%$  bonus.



## 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 a natural weapon attack, (minimum d3 damage) upon the held victim.

### Grappling Value:

<b>Base</b>		<b>Species</b>	
Character	5 x level or hit dice	Human	0
Hero	6 x level	Dwarf / Elf / Hobbit	-10
Cleric	4 x level *	Fey	-20
Mage	3 x level *		
* Casting or stunned opponents count as zero level.		Creatures without Strength / Dexterity:	
		Each Foot or 50 lbs. above man-sized	+5
<b>Defender Only:</b>		<b>Other Modifiers:</b>	
Has weapon or natural weapon	+30	Strength To Hit Bonus	x2
More than 2 legs	+20	Dexterity To Hit Bonus	x1
<b>Attacker Only:</b>		Wearing Platemail / Chainmail	-20 / -10
Rear Attack	+20	Hasted / Slowed	+20 / -20
Surprise Attack	+20	Prone	-20
Being grappled by one other than defender	-30		
Paws only	-20		
No limbs at all	impossible		
** 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.

## Heroes

Hero characters are the fighters, scouts, spies and sometimes thieves of the world. They are always proficient at combat and have abilities, specialties and skills that further enhance and differentiate them as characters. Hero abilities are fantastic and magical in nature. They have D8 hit dice and receive 4% per level TACO. They gain a progressive ability in Scout Skills (see below) that gives them a substantial advantage over non-heroes in stealth and related tasks. Heroes can use any armor and wield any weapons, although some armor may impede the practice of some scouting abilities.

As they advance in level, heroes gain special combat maneuvers and hero specialties according to the following progression. The details of these advantages are described on the following pages.

Level	Ability
2	Learn 2nd Level Combat Maneuvers (see below)
3	Gain 1 Basic Specialty
4	Learn 4th Level Combat Maneuvers
5	Gain 1 Basic Specialty
6	Learn 6th Level Combat Maneuvers
7	Gain 1 Basic or Advanced Specialty
8	--
9	Gain 1 Basic or Advanced Specialty

## Hero Abilities

Heroes choose one special ability from the following list at character creation. Many of the following abilities list a certain number of uses per day; the reset condition for these is that each "charge" recovers 24 hours after it is used.

**Strength:** L times per day, for 1 round of combat or 1 minute of non-combat activity (e.g. hauling loads), the character may increase STR by 10 (or to a minimum of 22, whichever is greater). This choice of delta and minimum means that the combat effect is always +20% TACO and +5 damage. In combat, using STR increase is declared in the Declaration phase but does not count as an action.

**Speed:** L times per day, the character may take an action in the Haste Phase of a melee round. This does not need to be declared in advance: the character decides, when the Haste phase comes up, whether to take one of his extra actions. Alternatively, the character may expend one use of this ability to simply double movement rate (any and all movement modes in use) for one hour.

**Disguise:** The character may totally revise their appearance as per the Disguise spell, plus altering the sound of his or her voice as per Ventriloquism. (However, this does not grant the ability to *throw* your voice, only to make it sound different.) The user of this power can impersonate specific individuals, even of other races, provided the individual has been observed closely. Disguise does not alter the clothes one is wearing or the objects one is holding. Appearance can be switched L times per day and will remain in the switched state indefinitely;

**Enchantment:** The character, by tending his personal armor and weapons, can imbue them with magic. He has a total of  $+L/2$  (round up) points of magical bonus that can be distributed between armor and weapons as he sees fit, so long as no more than half of this bonus (round up) is applied to any one item. This distribution requires at least 1 day of cleaning, polishing, sharpening, etc. to rearrange (i.e. at Princecon, it only changes between scenarios). This plus only applies to the armor or weapons when they are worn or wielded by him. Bonuses are applied only to specific weapons: if a character with this power wants a +1 bow and a +1 sword, that's 2 points of his bonus that he's allocated. Note that this means enchanting an arrow gets you *one* enchanted arrow. These bonuses can be added to the enchantment already extant on an innately magical weapon or armor.

**Healing:** L times per day, the character may heal 1d6 hits on himself or another character he is touching. This takes place in the breath phase, does not count as an action, and can be done multiple times in a single round. The effect of this power is halved when healing damage from iron.

**Flying:** The character may fly, at a movement rate 50% greater (round down) than the ground movement appropriate to his encumbrance level. This works like the Fly Self spell except as noted here:

1. Flying has an altitude ceiling of 15,000 feet due to air too thin to carry weight and not enough oxygen.
2. Maximum climb rate is always 1/4 of flying move.
3. The maximum load is 50 lbs in addition to the character's armor weight (armor effects have already been taken into account in the movement rate).
4. To fly does not require casting a spell or any other kind of preparation. One simply takes to the air on any movement phase (or combat step). The character can spend at most L hours per day airborne, but only total flying time matters; any number of takeoffs and landings are allowed.
5. Since this is, of course, an innate ability and not a spell, no spell-effect modifiers can be employed.

**Truthsayer:** The character instantly and automatically knows a lie when he hears it. A speaker who is aware that a Truthsayer is listening to him may attempt a level contest to conceal the lie, but the Truthsayer has a +3 level bonus. The Truthsayer will not, however, detect mistaken characters as lying: he detects whether the speaker believes what he says, not whether the statement is factual in an absolute sense.

**Shapeshifting:** The character takes the form of a Heart-beast, a special animal to which he/she has an affinity. A character choosing this power must choose one Heart-beast from the list of options below; this choice is permanent for that character. When in animal form, the character can still speak any language he/she knows (albeit with an accent), but can also communicate normally as a member of the apparent species. Clothing, armor, and other "worn" items, provided they are not magical, disappear when the character shifts and reappear when the character resumes demihuman form. Armor offers no special protection; the animal form retains its own AC, modified only by the character's Dexterity bonus if any.

Magical items of any sort will not be included in the new shape, nor objects whether magical or mundane that are carried (whether in backpacks, belt pouches, or hands). If the animal form wishes to transport such equipment, it must arrange to carry them as best it may or trust a friend to carry them on its behalf. The animal form can *use* items, provided that this is physically feasible --- for the most part this limits animal forms to drinking potions, as long as they are not too small to consume the bottle nor too large to be affected by the dose.

The shapeshifter retains his or her own TACO, hit points, and dex adjustments to AC. The form determines movement ability, senses, attacks, and intrinsic Armor Class. Unless otherwise specified, the character's "combat step" in animal form is 1/6 of movement rate. Unless otherwise specified an animal form leaves visual acuity unaltered, and grants Enhanced Hearing (as per spell) and a sense of smell keen enough to recognize individuals and follow scent trails less than (INT) hours old.

Shapeshifting takes place in the Breath Phase and *does* count as an action for the round. The character can make a total of L switches per day but can spend as much time in animal form as he pleases.

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### List of Heart-Beasts

Every Heart-Beast has just one attack, which is assumed to include all multiple options from natural weaponry. This attack does get Strength bonuses to hit and damage but gets no extra "natural weapon" bonus.

**Move** lists move in feet. Running move is always given first, with other movement types following slashes: "c" for climbing and walking (can stick to vertical surfaces), "f" for flying, "s" for swimming.

**AC** lists natural AC. A \* marking means that the AC derives mostly from small size rather than toughness.

**Attack** gives the animal's attack damage, if any. A "P" means a poison detailed below.

**Size** gives the animal's approximate length in English units.

**Notes** summarize any further special abilities.

Heart-Beasts											
Animal	Move	AC	Attack	Size	Notes	Animal	Move	AC	Attack	Size	Notes
Spider	30c	-2*	P1	5"	UF, UV, DD, P1	Mouse	60	0*	--	2"	UF, CC, DD
Wasp	30c/180f	0*	P2	2"	UF, UV, DD, P2	Cat	120	2*	1 hit	1'	CC
Bat	60/180f	0*	1 hit	6"	SN	Lynx	180	4*	d6	3'	CC
Songbird	60/300f	2*	--	4"	GS	Wolf	180	4	d10	4'	ST, PT
Falcon	30/360f	2*	d6	1'	TS, DA	Puma	200	4	d10	5'	CC
Raven	60/300f	3*	d4	2'	TS, CIS	Horse	240	6	d6	8'	EC
Hawk	30/360f	4*	d8	2'	TS, DA	Bear	150	2	2d6	8'	BH, EC
Eagle	30/480f	4	d12	4'	TS, DA	Tiger	240	3	2d6	7'	
Small Fish	0/120s	5	1 hit	1'	BW, CIS	Viper	90	5	P3	5'	JR, P3
Dolphin	0/240s	3	d12	6'	SN, RM, HB	Python	90/60s	4	2d6	15'	CS
Shark	0/180s	2	d12	6'	BW	Crocodile	60/90s	0	2d8	10'	HB, SP, CIS



Wolf by Liz Caruso

<b>Notes Key</b>	
<b>Code</b>	<b>Description</b>
UF	Unlimited Fall; the creature is small enough that its terminal velocity in air is too low to do significant damage.
UV	Ultraviolet Vision; creature sees in total darkness outdoors, and navigate by the sun (see Ultraviolet Vision on page 13)
DD	Double Damage; due to its tiny size, creature takes double damage from any attack that connects.
CC	Claw Climbing; Less effective than sticking to walls like an insect, the creature can sink its claws into anything with the consistency of wood or softer and climb around on it at 1/3 running rate.
ST	Superior Tracking; this animal's superb sense of smell extends the scent-trailing period to days instead of hours.
PT	Pack Tactics; this animal gets +5% to hit for every friendly character in melee with the same target.
GS	Glamour Song; the naturally beautiful song of this bird can mesmerize. On a successful Level-Contest, the character can cause anyone within hearing range of its song, <i>who is not doing anything urgent or concentrating on any specific task</i> , to become lost in the birdsong and be unaware of the passage of time. Any interruption or distraction will snap the victim out of this entrancement, but otherwise it lasts as long as the character sings.
TS	Telescopic Vision; x10 relative to human.
CIS	Cast Iron Stomach; this animal can digest anything not actively poisonous, no matter how decayed or repellent.
DA	Dive Attack: This type of bird has a vertical <i>downward</i> Combat Step equal to its full movement! If it has enough altitude advantage to dive at least 1/3 of its full move, the attack does double damage and is +20% to hit.
IR	Infravision (see Infravision on page 13)
BH	Bear Hug; on a to-hit roll of 01-15, the character has enfolded the target with a crushing embrace and does an extra d6.
EC	Extra Carrying Capacity: While the Strength score does not change, this animal is much larger than man size and can carry much heavier loads than a man of the same nominal Strength. (Precise extra is up to the GM.) The reason for not altering the STR score is that the animal's extra bulk and strength has already been factored into its attack damage.
SN	Sonar; character can "see" in total darkness without any kind of external illumination (see Sonar on page 13).
RM	Ram; this animal gets +5% to hit and +1 damage for every 10' of combat step it takes before attacking
HB	Hold Breath; This animal can hold its breath for (CON) minutes without difficulty, and can double that time with a physical saving throw.
BW	Breathe Water; this animal can breathe underwater naturally. However, it will start drowning at normal rates whenever it is not in water.
SP	Sprint; This animal can triple its ground movement for not more than 3 consecutive melee rounds, once per hour.
CS	Constrict; once this animal has hit in melee, it is considered to have wrapped one or more loops of its body around the target. The target cannot move away unless it is strong enough to carry the attacker, in which case it brings the constrictor along. As long as the constrictor continues to attack the same target it automatically hits for normal damage.
Poison 1	A spider can be as deadly as a black widow, but that still doesn't mean much in combat. On a failed saving throw the victim of a spider bite takes 1 hit of damage immediately, and continues to take 1 hit per hour, checking saving throw again every 24 hours. Slow poison and neutralize poison act normally.
Poison 2	Wasp stings are less likely to be lethal than spider bites, but are more unpleasant in the short run. On a failed saving throw the victim takes 1d3 hits and is at -5% to TACO due to discomfort. The TACO penalty lasts (20 - CON) hours and is cumulative to a maximum of -30%.
Poison 3	This is good old "standard" poison. On a failed save the target takes 1d6 hits immediately and 1/round thereafter (in the Breath Phase of each round, and yes, this will distract a spell caster). New saving throws every 10 rounds.

## Hero Specialties

Heroes (and not guardians) develop Specialties indicating individual areas of interest and special training. A Hero gets one specialty at every odd-numbered level after 1st. Basic Specialties are available as of 3rd level, while Advanced Specialties cannot be chosen before 7th level. In addition, every Advanced Specialty has a prerequisite, a Basic Specialty that the character must have in order to take that Advanced Specialty.

<b>Basic Specialties</b>	
Warrior	+5% TACO, +1 Damage with ALL melee combat.
Archer	+10% TACO, +2 Damage with ALL missile weapons.
Ranger	The character counts as 3 levels higher for determining scouting ability.
Running	Increase move by 30' (and combat step by 10') at all encumbrance levels; thus, the character moves 90' in plate, 120' in chain, 150' in leather or less.
Toughness	Character takes 1 less hit of damage from any damage-doing attack. This applies to all combat, spells, traps, etc. A poison that does damage over time is considered one attack per saving throw attempt.
Half move	The character may move up to half normal distance in the Movement Phase after firing in the Missile Phase of the same round.

<b>Advanced Specialties</b>	
Berserker	(Prerequisite: Warrior) The character can go berserk at will when in combat, or in an appropriate non-combat situation. While berserk, the character gains an extra +10% to hit and +2 damage on all melee attacks. The character must attack, using the combat maneuver with highest damage potential, if an enemy is within reach; if no target is in reach, the character must move toward the nearest enemy at top speed. While berserk, the character may remain alive and active down to -15 hits; however, if the berserk period ends while the character is at negative hits, the character instantly dies or goes unconscious. The Berserk hero will keep fighting as long as any enemy is functional; the character may attempt a Spiritual save to end the berserk after his current opponent falls. After all opponents fall, the Berserk automatically ends. While Berserk, the character is completely immune to Fear, Confusion, and related effects.
Blind Fighting	(Prerequisite: Warrior) The character takes no penalties in melee for being unable to see an opponent. He may attack at full normal chances regardless of lack of light, darkness spells, or invisibility of the target. Blind Fighting gives no bonuses in ranged combat.
Sharpshooter	(Prerequisite: Archer) The character may spend 1 combat action aiming at a specific target: this will grant +20% to hit that target on the next shot, provided the Sharpshooter does not take damage or move before firing. The Sharpshooter may also ignore long-range penalties, with or without taking time to aim at a specific target.
Double Fire	(Prerequisite: Archer) The hero may fire twice per round with any self-bow (not crossbows or slings). Each shot takes a -20% penalty to hit. If the hero is also a Sharpshooter, he does not receive sharpshooter bonuses when double-firing. Double-fire is resolved during Missile phase and is considered simultaneous with all other missile fire; the hero is simply shooting two arrows. The hero may fire at two different targets provided they are within 60 degrees of each other as seen from the archer's position. The character must declare both targets before resolving either.
Sixth Sense	(Prerequisite: Ranger) The hero becomes aware of attacks and other threats an instant before they happen. This character can never be surprised in combat and always gets a full combat action in response to any attack, no matter how sudden or unexpected. Attacks from behind get no bonus to hit this character. A character with Sixth Sense may also choose to drop saving throws selectively according to the source of the effect, rather than dropping all saving throws.
Double strike	(Prerequisite: Warrior) The character can attack twice in melee with a single weapon. Both attacks take a -20% penalty to hit. The character may attack two different opponents, but this must be declared before either attack is resolved. Both attacks must take the same combat maneuver, which may be any maneuver EXCEPT Sweep. A maneuver's TACO modifier applies to each swing; its AC modifier applies only once to the character's AC.

## Hero Skills

Hero skills include a variety of stealth, manipulation, and awareness abilities. All characters can attempt such tasks, but heroes are much more talented at them. All characters have a numerical skill rating in each of the hero skills. The chance of succeeding at a certain task is computed by comparing this skill rating to the numerical difficulty of the attempted task. Compute the difference between the character and task ratings and consult the following chart, using the first row if the difference is positive and the second if it is negative:

Difficulty	0	1	2	3	4	5	6	7	8	9	10 or more
+	50	60	68	76	82	88	92	96	98	99	100
-	50	40	32	24	18	12	8	4	2	1	None

## Character Skill Ratings

A hero has a base skill rating equal to his level, with a +3 bonus if he has the Ranger specialty. Non-heroes (including guardians) have a base rating of 0. Individual skill ratings are modified by race, attributes, and armor. Elves have no racial modifiers.

Hero Skills							
Skill	Dwarf	Elf	Hobbit	Fey	Attribute	Chain	Plate
Awareness	-1	+1	-0	-0	Int	-2H	-4H
Climbing	-2	+1	-2	-2	Dex	-2	-4
Conceal Item	+1	+0	-1	-1	Dex		
Disguise	+0	+0	+0	+0	Cha		
Forage	-2	+0	+0	+0	Int		
Hide	+0	-1	+1	+1	Wis	-2*	-4*
Move Quietly	-3	+0	+0	+0	Dex	-3	-5
Open Lock	+3	+0	+0	+0	Dex		
Track	-2	+1	-1	-1	Wis	-1H	-2H
Traps	+3	+0	+1	+1	Dex		

The Attribute column shows the governing attribute for the skill. The attribute bonus is the same as the Dexterity bonus to AC, i.e. +1 per 2 points or fraction thereof above 12 and -1 if below 6.

The Chain and Plate columns give the penalties for wearing the stated type of armor. The penalties to the Hide skill can be halved if the character deliberately dulls the polish of metallic armor or rubs dirt over it; this takes approximately 10 minutes if it has not been done in advance. An H means that the penalty comes from the helm. This can be canceled by removing the helm, but wearing armor without the helm weakens AC by 1.

It takes several minutes to switch between metal and leather armor; however, a hero could do this in the course of an adventure. It is assumed that chain and plate mail contain an undergarment that can function as leather armor, but of course the metal outer layer must still be carried along somehow!

## Skill Descriptions

**Awareness:** This allows the hero 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 hero has a specific idea.

If the hero is making no active attempt, he will take a -5 penalty to his Awareness roll to detect something anyway. For example, an ambush could be detected even if the hero was not actively searching for one. Such a roll could be allowed to avoid surprise.

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

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

**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 hero will find the objects to make him appear a foot shorter. The GM may modify the chance of success as appropriate to the situation.

**Forage:** This is the ability to scrounge for food from the terrain.

**Hide:** A successful roll allows the hero to move at half speed while remaining hidden. Standing completely still is of course easier. The hero 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 hero may attempt this roll while moving at half speed in cover to allow him to make better use of the cover. If the hero makes the roll, then he gains the normal cover bonus that would apply to a creature hiding motionless in the cover.

**Move Quietly:** Heroes have the ability to move through an area without making any undue noise. To pass unnoticed, a hero must win a contest of skill using his Move Quietly skill against possible observer's Awareness skills. Make this roll every round. If there are multiple potential observers in the area, the Hero need only beat the most likely of observers, i.e. the GM does not need to roll for all 20 guards, just the closest ones.

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

**Tracking:** Heroes 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.

**Traps:** This includes Finding, Removing, and Setting Traps. If a hero 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 hero take a -3 penalty to set up.

### Using the Ratings

The character skill rating must be compared to a task difficulty rating. General guidelines for these are:

Task Difficulties		
Rating	Name	Description
-10	Trivial	Only the incompetent can fail.
-5	Very Easy	Even the untrained usually succeed.
0	Easy	The untrained have a fair chance, the competent have no worries.
5	Moderate	Professional skill is advisable.
10	Challenging	Only experts do this reliably.
15	Hard	Even experts need to stretch.
20	Very Hard	You'd better have expertise and talent both.
25	Outrageous	The very best can imagine doing this.

For some tasks -- sneaking past a guard, defusing a trap, etc. -- the character is in direct competition with another character (the guard, the trap setter, etc.) In this case, the task difficulty is simply the skill rating of the opposing character. The GM will modify the difficulty for circumstances (e.g. it is harder to sneak in broad daylight).

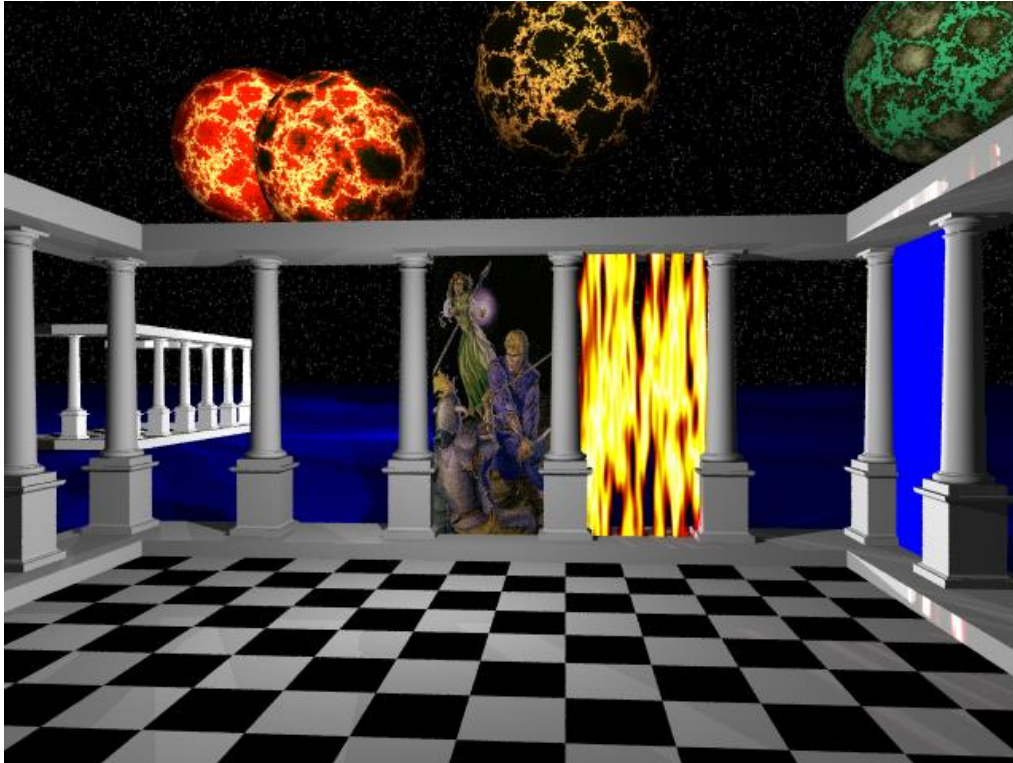


## Guardians

The Guardians are an ancient and elite Elven order of Heroes, dedicating to preserving not only nature, but law, order, peace and the higher accomplishments of civilization. Entry into this honorable order is restricted to only the smartest, strongest and bravest of Elven youth. These youths spend decades in training to become proficient at both combat and magic. Once their basic training is complete, they serve a long time as a squire to an more experienced Guardian and finally they serve an enlistment period that usually lasts for years. Many Guardians make the military a career and become their nation's military leaders. Others return to civilian life and settle down as honored and respected citizens, often leaders in their communities. A few crave the danger and excitement of life as an adventurer and leave the Elven kingdoms of their youth to freelance.

Guardians excel in both magic and combat. They get 4% per level TACO and d6 hit dice. They may use any weapon or shield but cannot wear armor heavier than chain mail. They cast spells as mages of their level. Guardians acquire the same combat maneuvers as heroes, including the free weapon switch and longer combat step. However, they do not get any Hero Specialties nor do they acquire Scout Skills as heroes.

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The Temples of Eternity and Infinity from Princecon 25, Tim Oliver

## Mages

Mages may be of any religion. Their hit dice are d4. They may not wear armor or use shields of any kind.

### 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, completely variable 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 ½.

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 1½ to the level of the spell, for a total of 4½, or a cost of 8 spell points. The Fireball now has a range of ¼ mile instead of the normal 120 feet.

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 spell points (up to his maximum) while sleeping. Mages regain 1 spell point per hour slept plus 1 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.

Mages require a magic focus in order to control the power used in casting spells. A magic focus is an object that the mage has attuned to for the purpose of focusing and controlling the power of the spells he casts. The more powerful the spell, the more powerful the attuned object must be to withstand the energies coursing through it. To cast a 1<sup>st</sup> base level spell requires only a small attuned quartz crystal to control the energies being used. To control a spell of 9<sup>th</sup> base level power requires an attuned Pure Mithral staff with large perfect gem. Of course, the staff can easily control a 1<sup>st</sup> base level spell. For more information see the Attune Morphic Spell.

Magic Foci Chart			
Spell Level	Required Focus	Spell Level	Required Focus
1 <sup>st</sup>	Small crystal usually quartz	6 <sup>th</sup>	Silver staff
2 <sup>nd</sup>	1 foot wooden rod usually oak	7 <sup>th</sup>	Silver staff with large precious gem
3 <sup>rd</sup>	1 foot silver wand	8 <sup>th</sup>	Silver and Mithral staff with large precious gem
4 <sup>th</sup>	Wooden staff	9 <sup>th</sup>	Pure Mithral staff with large perfect gem
5 <sup>th</sup>	Wooden staff with silver gilding	10 <sup>th</sup> +	Unique object.

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 states 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 rounds, it would normally take effect at the end of the phase in which cast, and end at the conclusion of the (N-1)<sup>th</sup> 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 N<sup>th</sup> round after casting. Note that, no matter what, spell duration ends at the conclusion of a 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 Chart																		
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 ½	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 ½	-	-	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 ½	-	-	-	-	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 ½	-	-	-	-	-	-	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 ½	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6 ½	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7 ½	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8 ½	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9 ½	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

### 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 satisfies 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 10' to have a range of 60'. This can then be extended with Extra Range. It cannot be used on spells with range of Always Zero. The default cost is +½.

**Extra / Reduced Range:** This can be applied to any spell with a range of 60' or more. Each increment of extra range doubles the range of the spell. For example, if the base range were 120', one increment would make the range 240', two increments would make it 480', and three increments would make it 960'. 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 above. The default cost is +½.

Many mage spells fall on one of the two following schedules:

30', 60', 120' 240', 480', ¼ mile, ½ mile, 1 mile.  
20', 40', 90', 180', 360', 720', ¼ mile, ½ mile, 1 mile.

**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 doubles the spells 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 +½.

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

6 rounds, 12 rounds, 24 rounds, 5 minutes, 10 minutes, 20 minutes,  
40 minutes 90 minutes, 3 hours, 6 hours, 12 hours, 1 day, 2 days, 4 days.

Spells with other durations may of course be extended also. There are 10 rounds in a minute.

**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 +½. . The default effect is that the ZOE is expanded (or reduced) by half the base ZOE per increment. So:

1. 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.
2. Spells whose ZOE's are characterized by a linear distance, such as 60' wall, or spells that affect an area or volume that is specified by a linear dimension, such as a 20' r sphere or a 30' square, can affect half the base linear distance again per increment. Thus, our 20' r sphere becomes 30' with one increment, 40' with two increments, and so on.
3. 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 as described in the spell description. The default cost is +½.

**Extra Damage:** This increases the damage of the spell as described in the spell description. The default cost is +½.

**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 48) 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 a long duration 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. The default cost is +2.

**General Notes:** If two spells, or the same spell cast twice, have similar effects, the more favorable will apply. If the spells have several sub-effects, each sub-effect should be reckoned separately. This does not apply to damage-causing spells or if stated otherwise in the spell description. This rule applies to Mage and Clerical spells with similar effects.

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

### Mage Spell List

Morphic Spells	Pg.	ST	ZOE	Range	Duration
Attune	42	none	1 object	touch	permanent
Illusion	43	none	20' r sphere	120'	10 minutes
Locate	43	none	self	480'*	10 minutes
Monster Summoning	44	none	1 being	none	12 rounds
Patterning	44	none	see description	touch	see description
Pyromancy	44	none	up to 10' square	60'	see description
Shaping	45	Phys. if living	1 target	none	see description
Skylore	46	none	120' r sphere	none	40 minutes
Veil	47	none	1 being / object*	touch	1 day

<b>Level I Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Cleanse	47	none	10 cubic feet	10'	momentary
Color Change	47	none	5 objects*	10'	momentary
Confuse	48	mental	1 being	60'	12 rounds
Detect Magic	48	none	self	as sight	10 minutes
Detect North	48	none	self	none	90 minutes
Displace Self	48	none	self	none	10 minutes
Enhance Hearing	48	none	1 target	10'	3 hours
Fire Lance	48	none	1 target	60'	momentary
Hold Portal	48	none	1 portal	10'	2d6 rounds
Ice Lance	48	none	1 target	60'	momentary
Lightning Lance	48	none	1 target	60'	momentary
Magic Missile	48	none	60° arc	60' PB, 120' S, 240' L	momentary
Message	49	none	1 person	240'	1 round
Range Loser	49	mental	1 target	180'	90 minutes
Read Magic	49	none	caster	as sight	90 minutes
Read / Write Languages	49	none	self	as reading	40 minutes
Shield	49	none	caster	none	10 minutes
Sleep	49	mental	60' cone	Always zero	see description
Swim	49	none	self	none	40 minutes
Telescopic Vision	49	none	self	as sight	3 hours
Trip	49	physical -15%	1 biped	120'	momentary
Ventriloquism	49	none	self	60'	40 minutes
<b>Level II Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Air Blast	50	physical	60' cone	always zero	momentary
ESP	50	mental	60' r sphere	120'	40 minutes
Faerie Fire	50	none	30' cube	60'	90 minutes
Faux Magic	50	none	Spell's ZOE	touch	1 day
Fire Bomb	50	physical	10' r sphere	60'	momentary
Flame Weapon	50	none	1 weapon	10'	40 minutes
Infravision	50	none	self	none	12 hours
Invisibility	50	none	10' cube	10'	90 minutes
Knock	51	none	1 portal*	10'	momentary
Levitate Self	51	none	self	none	90 minutes
Long Talk	51	none	special	5 miles	1 round
Magic Hand	51	none	special	10'	90 minutes
Magic Mouth	51	none	special	10'	until it speaks
Mini-Flash	51	physical	1 being	60'	momentary
Mirror Image	51	none	10' r circle	none	6 rounds
Observe Magic	51	none	self	60'	10 minutes
Pain	51	mental	1 target	120'	momentary
Prot / Enchanted Monster	52	none	self	none	90 minutes
Range Finder	52	none	self	20 miles	10 minutes
See Invisible	52	none	self	none	90 minutes
Strength	52	physical	1 person	60'	40 minutes
Weakness	52	physical	1 person	120'	40 minutes
Web	52	none	20' x 100' x ½'	10'	40 minutes
Wizard Lock	52	none	1 portal	10'	4 days

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<b>Level III Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Spell	52	none	self	60'	10 minutes
Clairsentience	53	mental	30' r sphere	240' no LOS	90 minutes
Combat Haste	53	physical	1 being	touch	6 rounds
Combat Slow	53	physical	1 being	touch	12 rounds
Cool Object	53	none	see description	120'	12 hours
Disguise	53	none	1 being	10'	1 day
Dispel Magic	53	level contest	10' r sphere	60'	momentary
Disrupt Spell	54	level contest	1 spell	60'	momentary
Explosive Runes	54	none	1 book or scroll	10'	until triggered
Fireball	54	physical	20' r sphere	120'	momentary
Fly Self	54	none	self	none	90 minutes
Heat Object	54	none	1 object*	120'	12 hours
Implosion	54	Phys. ½ damage	1 being	120'	momentary
Invisibility 10' r	54	none	10' r	none	6 hours
Lightning Bolt	54	physical	line 120' x 1'	120'	momentary
Movement Haste	55	physical	30' r sphere	120'	40 minutes
Movement Slow	55	physical	30' r sphere	120'	40 minutes
Prot / Normal Missiles	55	none	1 being	10'	90 minutes
Rope Trick	55	none	special	24'	3 hours
Second Sight	55	none	self	as sight	90 minutes
Snowball	55	physical	20' r sphere	120'	momentary
Suggestion	55	mental	1 being	120'	2 weeks
Velocity Finder	55	none	self	20 miles	10 minutes
Water Breathing	55	none	1 being	10'	90 minutes
<b>Level IV Base Spells</b>					
	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Blinding Flash	55	physical	10' r sphere	60'	2d6 rounds
Cold Cone	56	Phys. ½ damage	60' cone	always zero	momentary
Control Self	56	none	self	none	90 minutes
Dimension Door	56	none	special	240'	12 rounds
Fear	56	mental	60' cone	always zero	until saves
Growth Plants	56	none	up to 80' x 80'	120'	1 week
Hallucinatory Terrain	56	none	2000' square	120'	1 day
Ice Storm	56	none	60' cube	120'	instantaneous
Levitate 10' r	56	physical	10' r circle	none	90 minutes
Magic Bridge	57	none	120' x 10'	10'	40 minutes
Magical Trap	57	none	30' trigger range	10'	1 week
Massmorph	57	none	120' r circle	always zero	6 hours
Prot / Magical Missiles	57	none	1 being	10'	90 minutes
Size Change Self	57	none	self	none	90 minutes
Telepathy	58	none*	60' r sphere	240'	90 minutes
Temp. Bag of Holding	58	none	1 bag	contact	12 hours
Trace Summoning	58	none	1 being	120'*	4 days
Trace Warning	58	none	1 warning	unlimited	4 days
Wall of Electricity	58	see description	see description	60'	12 rounds
Wall of Fire	59	see description	see description	60'	12 rounds
Wall of Frost	59	see description	see description	60'	12 rounds
Wizard Eye	59	none	special	360'	1 minute

<b>Level V Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Charm Monster	59	mental	1 being	60'	concentration
Cloudkill	59	physical	40' r x 10' H	60'	12 rounds
Cone of Weakness	59	Phys. ½ damage	60' cone	always zero	instantaneous
Conjure Elemental	60	none	480' control	10' to summon	concentration
Contact Higher Plane	60	veracity roll	self	none	1 minute
Feeblemind	60	mental -15%	1 being	120'	permanent
Growth Animals	60	physical	90' cone	always zero	90 minutes
Hold Monster	60	mental	60' r sphere	60'	concentration
Immolate	60	none*	self	none	40 minutes
Mind Blast	60	mental	1 being	60'	12 rounds
Mind Link	61	none	1 being	unlimited	12 rounds
Mind Shield	61	none	self	none	3 hours
Misdirection	61	mental	30' r sphere	60'	12 rounds
Pass Wall	61	none	8'H x 6'W x 10'D	10'	12 rounds
Phase In	61	none	1 being	60'	20 rounds
Prot / Normal Weapons	61	none	1 being	10'	90 minutes
Stone Walking	61	none	1 being	10'	6 hours
Summon	61	mental	1 attuned object	480'	momentary
Telekinesis	61	none	1 object	60'	12 rounds
Teleport	62	none	self	unlimited	momentary
Trace Teleport	62	none	30' r	120'	4 days
Wall of Iron	62	none	3" x 500 feet <sup>2</sup>	60'	40 minutes
Wall of Stone	62	none	2' x 1000 feet <sup>2</sup>	60'	4 days

<b>Level VI Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Anti-Magic Shell	62	none	20' r sphere	always zero	90 minutes
Concentrate	62	none	caster	none	40 minutes
Death Spell	62	physical -30%	60' cube	120'	momentary
Flame Storm	63	Phys. ½ damage	120'x120'x40' H	180'	8 rounds
Geas	63	mental	1 being	touch	variable
Invisible Stalker	63	none	1 mission	none	1 week
Legend Lore	63	none	1 item	touch	momentary
Lower Water	63	none	10,000 feet <sup>2</sup>	240'	90 minutes
Magic Jar	63	mental*	1 object*	see description	see description
Move Earth	63	none	240' cube	240'	40 minutes
Part Water	64	none	300'x20'x30' D	60'	90 minutes
Power Word Pain	64	mental*	1 being	60'	2 rounds
Projected Image	64	none	self	120'	10 minutes
Prot / Magical Weapons	64	none	1 being	10'	90 minutes
See True Form	64	none	1 target	120'	instantaneous
Shield Of Protection	64	none	self	none	until destroyed
Teleport Attack	64	physical	1 being	60'	momentary
Tremor	64	physical*	360' square	480'	3 rounds

<b>Level VII Base Spells</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Damp Teleport	64	none	120' r sphere	none	1 hour
Mass Invisibility	65	none	120' square	60'	90 minutes
Permanent	65	none	1 spell	10'	permanent
Phase Door	65	none	6' W x 8' H *	10'	10 minutes
Power Word Blind	65	mental	1 being	60'	2d6 rounds
Reincarnate	65	none	1 body, 1 soul	none	momentary
Reverse Gravity	65	none	60' cube	120'	12 rounds
True Sight	65	none	self	as sight	90 minutes
Warning	65	none	self	none	1 day



Level VIII Base Spells	Pg.	ST	ZOE	Range	Duration
Power Word Stun	65	special	1 being	60'	4d6 rounds
Archmage Base Spells	Pg.	ST	ZOE	Range	Duration
Alter True Self	66	none	self	none	momentary
Astral Spell	66	none	self	1000 miles	6 hours
Avalanche	66	Phys. ½ damage	see description	240'	momentary
Clone	66	none	1 being	none	momentary
Cone of Feeblemind	66	mental -15%	60' cone	always zero	momentary
Great Barrier	66	none	see description	none	3 hours
Mass Suggestion	66	mental -15%	240' r sphere	always zero	1 day
Meteor Swarm	66	Phys. ½ damage	see description	240'	momentary
Mind Blank	66	none	self	none	1 day
Phase Shift	66	none	self	none	40 minutes
Power Word Kill	67	see description	1 being	60'	momentary
Repulsion	67	none	10' r sphere	self	10 minutes
Symbol	67	variable	1 symbol	touch	until triggered
Time Stop	67	none	60' cube	always zero	d4+2 rounds
Time Travel	67	none	self	none	undefined?*
Tsunami	67	none	see description	480 feet	d6 rounds

## 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.

**Abbreviations:** The following abbreviations are used in the spell list and spell descriptions:

B = Base Level: the level that the caster gets a spell	' = foot or feet, linear distance.
D = Deep or depth.	ST = Saving throw
H = Height.	T = Target's Level
L = Caster's Level	r = Radius
LOS = Line of Sight	W = Width
x = times or by, as in (10' x 20') is 10 foot by 20 foot.	ZOE = Zone of Effect

**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 ½ 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.

**Duration:** Most spells have a limit to how long they work. If the duration is given as "lasting", the spell will last per the Lasting 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 round, also known as a melee round, is defined as the correct amount of time for combat to make sense. Rounds average 6 seconds. There are 10 rounds in a minute.

**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.

## Morphic Spells

**Attune:** This spell attunes the mage to an object creating a magic bond between the mage and the object. The target of the spell may be a literal object, or a place or a person. If the object is a person, that person must either drop their saving throw or fail to save against mental twice for the attunement to work.

Once attuned to the object, the mage will have a certain degree of control over the object. The object gets only half its normal saving throw against spells cast by the mage.

Locate (see page 43) works better with attuned objects.

Message (see page 49) works at much greater range with attuned persons.

ESP (see page 50) works at greater range and effectiveness with attuned persons.

Clairsentience (see page 53) works at greater range and effectiveness with attuned persons.

Telepathy (see page 58) may be forced on attuned targets and used at greater range than normal.

Summon (see page 61) only works with attuned objects.

Teleport (see page 62) to distant locations only works with attuned places or objects.

Attuning to a literal object or a place is a 1<sup>st</sup> base level spell.

Attuning to a person is a 2<sup>nd</sup> base level spell.

Mages require a magic focus to control the power used in casting spells, as described in Magic System (see page 34). The base level of attuning to a magic focus is the maximum base level of spell that the focus can control. To attune to a new focus, the mage must use a focus of the next lowest level of power, except for first level, which does not require a focus. The creation of a new focus destroys the attunement of the preceding focus, so mages usually have only two foci, one for their current ability and a backup quartz crystal. A mage with no focus can cast only one spell, that spell is to attune to a small quartz crystal. Once attuned to the quartz crystal, the mage can attune to succeeding levels of foci in order, so long as he is high enough level himself to use those next levels.

It takes an hour to attune to an object. Mages may only attune to L objects. Attuning to another mage's focus breaks the other mage's bond to the object, but it requires a Level Contest with the previously attuned mage getting a 2 level bonus. Players should keep track of the foci their mages are attuned to on their character sheet. It is assumed that every mage is attuned to their casting focus, a spare crystal and either their home or hireling hall unless otherwise specified. We may not be able to accommodate teleporting into a GMs scenario from either Hireling hall or another GMs scenario so you must get the GMs permission before assuming you will be allowed to do this.

**ZOE:** 1 object; **Range:** touch; **Duration:** permanent; **ST:** none

**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.

The programmed modifier allows the mage to set a specific set of circumstances that would trigger the illusion. The illusion then will perform some prearranged 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.

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

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* (see page 53).

Cost: ½ 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:** 20' r sphere; **Range:** 120'; **Duration:** 10 minutes; **ST:** none

**Locate:** This spell is used to find the direction and distance to a specified target, if it is within range. The base spell will give the direction to the target, or the nearest target if it is not unique. The distance to the detected target may be known for +1 spell level. The possible targets are:

**Attuned object:** Base level 1 and base range ½ mile. The object may be a person, place or literal object.

**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 60 feet 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 described enough to distinguish it from all items that are not completely identical, or named in the case of named artifacts.

The range is 480' extendible along the following progression at the cost of +½ per step: 480', ¼ mile, ½ mile, 1 mile, 2 miles, 4 miles, doubling.

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:** 480'\*; **Duration:** 10 minutes; **ST:** none

**Monster Summoning:** This spell will summon a single being, which will appear next to the caster in the breath phase of the round after the spell is cast. The creature will be inclined to serve the caster, under conditions similar to those specified for the 3rd level spell *Suggestion* (see page 55).

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. The spell's duration begins when the monster appears, so the monster will return after 13 rounds.

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 Table* (see page 67) 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 the *Monster Summoning Table*. Modifiers: Extra Duration is +1.

**ZOE:** 1 being; **Range:** none; **Duration:** 12 rounds; **ST:** none

**Patterning:** This allows the mage to tighten or weaken the fabric of a substance. The base 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 Contest (see page 17). 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.

Substance	Base Level	Mode	Level
Fabric	1	Bind / Weaken	+0
Wood	2	Seal / Unseal	+½
Metal / Stone	3	Mend / Break	+1
Magic	5	Grand / Disintegration	+4

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

**ZOE:** see description; **Range:** touch; **Duration:** see description; **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 fuel more slowly, 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 10 minutes.

**ZOE:** up to 10' square; **Range:** 60'; **Duration:** see description; **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. An object of up to 1000 pounds and 25 cubic feet may be affected; this can be doubled for an additional +1.

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* (see page 57), 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 40 minutes, unless ended sooner. 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* (see page 53).

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, i.e. an eagle's eyes, bloodhound's nose, etc.

The Magical Abilities modifier allows the caster to use all abilities of the assumed form. These include poison, teleportation, breath weapon, phase shift, level drain, etc. Note that spell ability beyond the caster's level can never be gained, and that no spell casting is possible 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. Magic items can not be affected or 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:** 1 target; **Range:** none; **Duration:** see description; **ST:** Phys. 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. If the mage is attempting to control magical or sentient storms or weather controlled by another mage, he must win a Level Contest (see page 17).

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. The only exception to this is the casting of rain or lightning which only 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.

**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 equaling 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.

- 1 level: light snow or rain. Visibility is 200 feet.
- 2 levels: medium rain or snow. Visibility is 100 feet.
- 3 levels: hard rain or snow. Visibility is 50 feet.
- 4 levels: driving rain or blizzard. Visibility is 15 feet.
- 5 levels: torrential rain or whiteout. Visibility is 5 feet.

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 traveling 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. Traveling, 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:** 120' r sphere; **Range:** none; **Duration:** 40 minutes; **ST:** none

**Veil:** This spell veils the target from various magical means of detection. Once veiled, a target can only be affected by spells that it is veiled against, if the opposing caster wins a Level Contest (see page 17) against the adjusted level of the mage that cast the Veil. If the target has been Attuned (see page 42) by either the mage who cast the Veil, or the mage attempting to detect it, that mage receives a 3 level bonus for purposes of the Level Contest. Veil takes 10 rounds to cast and is automatically Concealed, so the spell only radiates magic only if two Level Contests are lost.

Target	Base Level	Protection	Cost
Self	1	Detect Magic, ESP, Infravision, Range Finder, See Invisible	+0
Other	2	Above + Locate, Clairsentience, Trace Summoning	+1
Object	2	Above + Summon, Teleport	+2
House	3	Attune	+2
Castle	4	Clerical Detects	+1
Space	3		
Focus	3		

**Targets are defined as follows:**

Self is the caster plus the casters non-magical possessions.

Other is another living animal or plant.

Object is one object or group of related objects weighing up to 1000 lbs. and of volume up to 1 cubic yard.

House is any house sized structure of up to 3000 square feet of internal space.

Castle is any structure larger then a house.

Space is an area of up to 3000 square feet.

Focus is any magic item or focus.

Related objects must be very similar, like a group of coins, or objects in a container, such as a pack full of gear.

Veiled structures and spaces do not protect occupants inside. They are just veiled from these spells themselves. So if a house was made Invisible and then veiled against See Invisible, it could not be detected by a see invisible but its invisible occupants could be unless they were also veiled against See Invisible.

**Protection is defined as follows:**

Detect Magic through Trace Sending: the target is Veiled from these spells.

Summon: A mage attempting to Summon the target must win a Level Contest first.

Teleport: A mage attempting to Teleport to an attuned object must win a Level Contest first.

Attune: the target is veiled against a mage attempting to attune to it. The mage attempting to Attune to such an object must first win a Level Contest against the Veil then overcome any defenses the target has as described in the Attune spell.

Clerical Detects: the target is veiled against all generic detect type prayers.

Modifiers: Protect a being's magic possessions as well as mundane items +1. Increase difficulty of penetrating the Veil by 1 level +1/2.

**ZOE:** 1 being / object\*; **Range:** touch; **Duration:** 1 day; **ST:** none

**Level I Base Spells**

**Cleanse:** This spell 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 cubic feet; **Range:** 10'; **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:** 10'; **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 round that the creature will not be able to decide what to do that 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 rounds. Modifiers: Extra Effect (+d10 duration), cannot take Extra Duration.

**ZOE:** 1 being; **Range:** 60'; **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:** 10 minutes; **ST:** none

**Detect North:** It lets the caster know which direction is true geographical North. Modifiers: Affects Others +½.

**ZOE:** self; **Range:** none; **Duration:** 90 minutes; **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:** 10 minutes; **ST:** none

**Enhance Hearing:** Adds +25% to Awareness for hearing rolls only.

**ZOE:** 1 target; **Range:** 10'; **Duration:** 3 hours; **ST:** none

**Fire Lance:** It does 3d4 points of fire damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Fire* (see page 122) provides complete protection. Modifiers: Extra Damage (+d4).

**ZOE:** 1 target; **Range:** 60'; **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:** 1 portal; **Range:** 10'; **Duration:** 2d6 rounds; **ST:** none

**Ice Lance:** It does 3d4 points of cold damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Cold* (see page 121) provides complete protection. Modifiers: Extra Damage (+d4).

**ZOE:** 1 target; **Range:** 60'; **Duration:** momentary; **ST:** none

**Lightning Lance:** It does 3d4 of electrical damage to the target, provided the caster hits AC 10 as with a missile weapon. It neither hits any other target, nor ricochets. *Resist Lightning* (see page 122) provides complete protection. Modifiers: Extra Damage (+d4).

**ZOE:** 1 target; **Range:** 60'; **Duration:** momentary; **ST:** none

**Magic Missile:** Magical missile(s) emanate from the caster's fingers. Each missile hits and does damage exactly as if the caster had fired a +1 heavy crossbow bolt (d10+3 out to 60', d10+1 out to 120', and d10+1 with a -20% chance to hit out to 360'). The Extra Range modifier affects all range breaks. 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* (see page 49) spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) +½.

**ZOE:** 60° arc; **Range:** 60' point blank, 120' short, 240' long; **Duration:** momentary; **ST:** none



**Message:** The Mage sends a telepathic message of up to 25 words per round to any recipient in range. There is no saving throw unless the recipient is trying to avoid the message. If the recipient is trying to avoid the message, the save is mental. The message cannot be overheard, and background noise and Silence have no effect on it, although they may prevent the spell itself. If the recipient is attuned by the mage their save is halved, and the base distance is ½ mile instead of 480'.

**ZOE:** 1 person; **Range:** 240'; **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 120 feet. The effects of mistargeting a spell are left to GM discretion. This spell is cancelled by *Range Finder* (see page 52) or *Velocity Finder* (see page 49). Modifiers: Extra Effect (-10% more to both ranges).

**ZOE:** 1 target; **Range:** 180'; **Duration:** 90 minutes; **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:** 90 minutes; **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:** 40 minutes; **ST:** none

**Shield:** It gives the mage complete protection from the *Magic Missile* spell (see page 48), partial protection from the *Ice Storm* spell (see page 56), AC 2 vs. other missiles, and AC 4 vs. melee attacks. The AC given by this spell does not sum with any other protections.

**ZOE:** caster; **Range:** none; **Duration:** 10 minutes; **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. Creatures that fail their save will be wakeable by non-magical means after 10 rounds. If they are not disturbed they will sleep for 2 hours. Modifiers: Extra Duration (+5 non-awakeable rounds, +1 hour normal sleep), Extra Damage (+d4).

**ZOE:** 60' cone; **Range:** Always zero; **Duration:** see description; **ST:** mental

**Swim:** This spell allows the caster to swim at 60' per round. The caster may stay afloat or stay under water as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+30' / round) +½.

**ZOE:** self; **Range:** none; **Duration:** 40 minutes; **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: Affects Others +½, 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:** 1 biped; **Range:** 120'; **Duration:** momentary; **ST:** physical -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* (see page 51), *Long Talk*, (see page 51) or *Disguise* (see page 53).

**ZOE:** self; **Range:** 60'; **Duration:** 40 minutes; **ST:** none

## Level II 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 man-sized. If they hit an obstacle in this distance, they take full damage. Modifiers: Extra Damage (+d6).

**ZOE:** 60' cone; **Range:** always zero; **Duration:** momentary; **ST:** physical

**ESP:** ESP 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 or attuned individual, or at the ZOE.

If *ESP* is targeted at a visible person the saving throw is 20% worse for the victim.

If *ESP* is targeted at a person attuned by the mage their saving throw is halved and the base range is 480'.

If *ESP* is targeted at the ZOE, the ZOE does not need to be in sight. A single victim is chosen at random from among any possible victims.

The range limit applies only at casting time; the spell continues if the target wanders out of range. This is a Detect-type spell.

**ZOE:** 60' r sphere; **Range:** 120'; **Duration:** 40 minutes; **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. Creatures and objects continue to glow if they leave the ZOE.

**ZOE:** 30' cube; **Range:** 60'; **Duration:** 90 minutes; **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 Magic* (see page 48), *Observe Magic* (see page 51) and *Analyze Spell* (see page 52). A Level Contest (see page 17) is needed to see the truth. If the *Faux Magic* is concealed, then the 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. Targeting a *Dispel Magic* (see page 53) against the spell the *Faux Magic* appears to be, rather than the *Faux Magic* will always result in failure.

**ZOE:** Spell's ZOE; **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 *Resist Fire* (see page 122) gives complete protection. Modifiers: Extra Damage (+d6).

**ZOE:** 10' r sphere; **Range:** 60'; **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:** 1 weapon; **Range:** 10'; **Duration:** 40 minutes; **ST:** none

**Infravision:** It allows the caster to see infrared light rays.

**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. Extended periods of invisibility (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:** 10' cube; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

**Knock:** It opens a magically held door, without breaking the spell. Normally, no Level Contest (see page 17) is required. It will open mechanically locked objects but will not affect barred doors or portcullises.

**ZOE:** 1 portal, chest, etc.; **Range:** 10'; **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 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 round. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') +½, Extra Speed (+60' / round, cannot cause damage) +½.

**ZOE:** self; **Range:** none; **Duration:** 90 minutes; **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:** 10'; **Duration:** 90 minutes; **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 long per round. 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:** 10'; **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 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:** 1 being; **Range:** 60'; **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:** 10' r circle; **Range:** none; **Duration:** 6 rounds; **ST:** none

**Observe Magic:** Per *Detect Magic* (see page 48), but it forces a Level Contest (see page 17) 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:** 60'; **Duration:** 10 minutes; **ST:** none

**Pain:** This spell inflicts wracking pains, causing 3d6 points of damage unless the victim saves vs. mental. Modifiers: Extra Damage (+d6).

**ZOE:** 1 target; **Range:** 120'; **Duration:** momentary; **ST:** mental

**Prot / Enchanted Monster:** Gives the mage +20% on defense (both vs. attacks and on saving throws) against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinns, Efreet, Homunculi, Salamanders, Summoned Demons, Angels, Simulacra, and undead.) It will add to other kinds of protection. Modifiers: Extra Effect (+5% protection).  
**ZOE:** self; **Range:** none; **Duration:** 90 minutes; **ST:** none

**Range Finder:** The caster will know the precise range (but not velocity) of all objects which he can see. This gives +10% on missile fire and targeting chances. This cancels a Range Loser.  
**ZOE:** self; **Range:** 20 miles; **Duration:** 10 minutes; **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:** 90 minutes; **ST:** none

**Strength:** Increases the requisite Strength of one individual: 2d3 +2 for a Heroes and Guardians, d6+2 for other classes. If 10 rounds are taken to throw the spell there is no saving throw. This spell will not raise the strength of a demihuman above 22. A character may not receive a second Strength while a Strength type enchantment is in effect.  
**ZOE:** 1 person; **Range:** 60'; **Duration:** 40 minutes; **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:** 1 person; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

**Web:** It creates a barrier of sticky strands (if there is something to anchor it to) which are difficult to sever, but are subject to flame. Hill Giants and similarly large creatures can break through in 1d4 rounds. Man size creatures take 2d4 rounds. Fire or flaming sword would slash through in a single round. Modifiers: Extra ZOE does not make it thicker. Extra Effect (thicker: time to struggle free extended by the base amount) +1.  
**ZOE:** a wall 20' x 100' x ½'; **Range:** 10'; **Duration:** 40 minutes; **ST:** none

**Wizard Lock:** Wizard Lock 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 Contest) +2, Extra People (+1 person can enter freely) +½.  
**ZOE:** 1 portal; **Range:** 10'; **Duration:** 4 days; **ST:** none

### Level III Base Spells

**Analyze Spell:** Analyze Spell reveals the presence of all spells, prayers, and items per Observe Magic (see page 51). A Level Contest (see page 17) is required to analyze a spell cast with 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:** 60'; **Duration:** 10 minutes; **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. It may be targeted on a single visible or attuned individual, or at the ZOE.

If it is targeted at a visible person the saving throw is normal for the target.

If it is targeted at a person attuned by the mage their saving throw is halved and the base range is ½ mile.

If it is targeted at the ZOE, the ZOE does not need to be in sight. A single victim is chosen at random from among any possible targets.

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. Clairsentience 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:** 30' r sphere; **Range:** 240' no LOS; **Duration:** 90 minutes; **ST:** mental

**Combat Haste:** *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 round unto itself. Non-hasted characters may hold actions until the Haste Phase. Heroes 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 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. *Combat Haste* supercedes *Movement Haste* until the *Combat Haste* is over. A successful *Combat Haste* will negate a *Combat Slow* (see page 53). Modifiers: Extra Duration +1.

**ZOE:** 1 being; **Range:** touch; **Duration:** 6 rounds; **ST:** physical

**Combat Slow:** *Combat Slow* prevents the affected creature from acting in consecutive rounds. If 10 rounds are taken to cast this spell, there is no saving throw. A successful *Combat Haste* (see page 53) will negate a *Combat Slow*.

**ZOE:** 1 being; **Range:** touch; **Duration:** 12 rounds; **ST:** physical

**Cool Object:** It takes 10 rounds to cast and then begins cooling one solid object to about 30° 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 round that it will stick to his skin, doing d8 hit points when it is removed. Modifiers: Extra ZOE will affect the mass of the object or water affected.

**ZOE:** see description; **Range:** 120'; **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* (see page 49) may be used to imitate voices.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 1 day; **ST:** none

**Dispel Magic:** This spell 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 determine success by a level contest. Attempts against prayers take a -3 penalty to the caster's level in this contest. If the mage fails to dispel a continuing enchantment, he does not get a second chance he makes his next level. The spell will exorcise possessions by demons, *Magic Jar*, etc., but it takes a -3 level penalty.

**ZOE:** 10' r sphere; **Range:** 60'; **Duration:** momentary; **ST:** level contest

**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 contest, 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, a level contest still applies, and the other mage is charged spell points for the spell he cast.

**ZOE:** 1 spell; **Range:** 60'; **Duration:** momentary; **ST:** level contest

**Explosive Runes:** The mage inscribes a scroll or book with protective runes to keep 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 Hione or Magus Cleric only if they declare they are searching for explosive runes and they win a Level Contest (see page 17) against the caster. Modifiers: Extra Damage (+d6), Concealment +2.

**ZOE:** 1 book or scroll; **Range:** 10'; **Duration:** until triggered; **ST:** none

**Fireball:** This creates a 20' r explosion of magical fire. 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 10' it is -1 / die, and from 10' to 20' it is -2 / die. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. If cast in a confined space, the spell is volume filling.

Modifiers: Extra Damage (+3d6) +1.

**ZOE:** 20' r sphere; **Range:** 120'; **Duration:** momentary; **ST:** physical

**Fly Self:** It allows the caster to fly through the air. Maximum speed is 120' / round, of which 30' can be vertical. The caster can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same concentration as walking. Hovering allows casting. Combat moves are 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 (+60' / round, +15' vertical) +½, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') +½.

**ZOE:** self; **Range:** none; **Duration:** 90 minutes; **ST:** none

**Heat Object:** It takes 10 rounds to cast. It then begins heating one solid non-living object to about 200° 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:** 1 object\*; **Range:** 120'; **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:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** Phys. ½ damage

**Invisibility 10' r:** An expanded version of *Invisibility* (see page 50) 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. (If you move outside of the 10' r moving back inside does not help).

**ZOE:** 10' r; **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 120' x 1'; **Range:** 120'; **Duration:** momentary; **ST:** physical

**Movement Haste:** All beings in the ZOE who fail their saving throws have their movement rate doubled. *Combat Haste* (see page 53) supercedes *Movement Haste* while they are both in effect. A successful *Movement Haste* negates a *Movement Slow* (see page 55).

**ZOE:** 30' r sphere; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

**Movement Slow:** All beings in the ZOE who fail their saving throws have their movement rate halved. *Combat Slow* (see page 53) supercedes *Movement Slow* while they are both in effect. A successful *Movement Haste* (see page 55) negates a *Movement Slow*.

**ZOE:** 30' r sphere; **Range:** 120'; **Duration:** 40 minutes; **ST:** physical

**Protection from 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:** 1 being; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

**Rope Trick:** The spell enables the caster to throw a rope (of length 6' to 24') 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 4 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'; **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:** 90 minutes; **ST:** none

**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:** 20' r sphere; **Range:** 120'; **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 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:** 1 being; **Range:** 120'; **Duration:** 2 weeks; **ST:** mental

**Velocity Finder:** The caster will know the precise range and velocity of all objects that he can see. This gives +20% on missile fire and targeting chances. It will cancel a *Range Loser* (see page 49).

**ZOE:** self; **Range:** 20 miles; **Duration:** 10 minutes; **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 but does allow speech.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

### Level IV 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:** 10' r sphere; **Range:** 60'; **Duration:** 2d6 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:** 60' cone; **Range:** always zero; **Duration:** momentary; **ST:** Phys. ½ 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:** 90 minutes; **ST:** none

**Dimension Door:** The mage creates a pair of opaque vertical doors 6' wide and 8' tall. The mage must designate one of the doors as the origin and the other as the destination. Creatures or objects that enter the origin door immediately come out the destination door. If part of the destination door is blocked, that part of the origin door is also blocked. Once part of the creature or object is through the rest will be drawn through as well. Objects that can not fit through the unblocked portions of the doors will bounce back out of the origin door. One of the doors must be within 10' of the mage at the time of casting and 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:** 240'; **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 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:** 60' cone; **Range:** always zero; **Duration:** until saves; **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 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 80' x 80'; **Range:** 120'; **Duration:** 1 week; **ST:** none

**Hallucinatory Terrain:** It may be cast only outdoors, creating an illusion that 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:** 2000' square; **Range:** 120'; **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* (see page 55) will give complete protection (as will *Protection from Magical Missiles* (see page 57), etc.). *Resist Cold* (see page 121) 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 (see page 49). A *Fireball* (see page 54) would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).

**ZOE:** 60' cube; **Range:** 120'; **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') +½, Extra Speed (+60', cannot cause damage) +½, At Range may only be bought with Affects Others.

**ZOE:** 10' r circle; **Range:** none; **Duration:** 90 minutes; **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* (see page 53) 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) +½.

**ZOE:** 120' x 10'; **Range:** 10'; **Duration:** 40 minutes; **ST:** none

**Magical Trap:** This spell 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 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:** 30' trigger range; **Range:** 10'; **Duration:** 1 week; **ST:** none

**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* (see page 48) 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 50) will no longer be concealed by this spell. Unwilling or moving recipients are not affected by this spell. Modifiers: Extra Effect (+50 people).

**ZOE:** 120' r circle; **Range:** always zero; **Duration:** 6 hours; **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* (see page 48) 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 55). Modifiers: Extra Effect (raise level by 2 for maximum protection), Extra Plus (add +1 to maximum weapon plus) +1.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

**Size Change Self:** The caster may freely vary his size anywhere from 4 times his normal size to ¼ 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* (see page 52) 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 x¼) +1.

Height	Move	Effective STR	Defense
x 1/8	x 1/8	-6	-25%
x ¼	x ¼	-4	-15%
x ½	x ½	-2	-5%
x 1	x 1	0	0%
x 2	x 2	+1	+5%
x 4	x 4	+3	+15%
x 6	x 6	+5	+25%
x 8	x 8	+7	+35%
x 10	x10	+9	+45%

**ZOE:** self; **Range:** none; **Duration:** 90 minutes; **ST:** none

**Telepathy:** Telepathy allows full two way communication. It may be targeted on a single visible or attuned individual, or at the ZOE.

If it is targeted at a visible person there is no saving throw, but use is optional for the recipient.

If it is targeted at a person attuned by the mage the recipient gets a mental saving throw to resist and the base range is 480'.

If it is targeted at the ZOE, the ZOE does not need to be in sight. A single recipient is chosen at random from among any possible targets.

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).

**ZOE:** 60' r sphere; **Range:** 240'; **Duration:** 90 minutes; **ST:** none\*

**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' x +1' x +1') +1.

**ZOE:** 1 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. The range of the spell is the maximum distance between the caster and the summoned creature. If the summoning was cast with the Concealment, then a successful Level Contest 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:** 1 being; **Range:** 120'\*; **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:** 1 warning; **Range:** unlimited; **Duration:** 4 days; **ST:** none

**Wall of Electricity:** It creates a wall of magical electricity, with *Resist Lightning* (see page 122) providing half protection. The shape of the wall is either a 20' r hemisphere, or a plane up to 60' long, and 20' high. The wall is completely transparent. Thus it will not be visible, but those who stand very near it or approach it very cautiously will feel something (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° every 20', as a smooth curve or as a corner) +1.

**ZOE:** see description; **Range:** 60'; **Duration:** 12 rounds; **ST:** see description

**Wall of Fire:** It creates a wall of magical fire, from which *Resist Fire* (see page 122) provides half protection. The shape of the wall is either a 20' r hemisphere or a plane up to 60' long and 20' high. The wall is opaque, which will make it impossible for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Anyone attempting to pass through the wall 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° every 20', as a smooth curve or as a corner) +1.

**ZOE:** see description; **Range:** 60'; **Duration:** 12 rounds; **ST:** see description

**Wall of Frost:** It creates a wall of magical frost, from which *Resist Cold* (see page 121) provides half protection. The shape of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 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 through 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° every 20 feet, as a smooth curve or as a corner) +1.

**ZOE:** see description; **Range:** 60'; **Duration:** 12 rounds; **ST:** see description

**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 but it can be detected by *See Invisible* (see page 52). It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 360' / round. Modifiers: Extra Speed (+360' / round) +½.

**ZOE:** special; **Range:** 360'; **Duration:** 1 minute; **ST:** none

### Level V Base Spells

**Charm Monster:** This spell will charm targets that fail a mental saving throw. The charmed victim then obey the mage's commands, but 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 6 / T hours, where T is its level. Mindless creatures are immune to this spell.

**ZOE:** 1 being; **Range:** 60'; **Duration:** concentration; **ST:** mental

**Cloudkill:** It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 20' / 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 hits per round, until a saving throw is made. Larger than man-sized creatures get a chance to save every d10 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 (+20' / round) +½, Extra Damage (+1d6 surge, +1 continuing damage) +1½.

**ZOE:** 40' r x 10' H; **Range:** 60'; **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:** 60' cone; **Range:** always zero; **Duration:** instantaneous; **ST:** Phys. ½ damage

**Conjure Elemental:** This spell conjures 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 10 feet 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:** 480' control; **Range:** 10' 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:** 1 minute; **ST:** veracity roll

**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:** 1 being; **Range:** 120'; **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:** 90' cone; **Range:** always zero; **Duration:** 90 minutes; **ST:** physical

**Hold Monster:** This 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:** 60' r sphere; **Range:** 60'; **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 *Resist Fire* (see page 122) gives complete protection. Creatures in melee with the caster who hit AC 10 are presumed to have touched the caster, as are those who grapple him or whom he grapples. Those who hit AC 10 with natural weapons take full damage, those who hit AC 10 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* while immolating.

**ZOE:** self; **Range:** none; **Duration:** 40 minutes; **ST:** none\*

**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:** 1 being; **Range:** 60'; **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 Scrying spell / item. The link is automatically established. Either side can attempt to break the spell, but if the other party is unwilling, a Level Contest 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:** 1 being; **Range:** unlimited; **Duration:** 12 rounds; **ST:** none

**Mind Shield:** This spell fortifies the caster's mind against mental attacks or possession attempts. It gives +30% on saves and +3 on Level Contest 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:** 30' r sphere; **Range:** 60'; **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' wide, 8' high, and 10' 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') +½, Extra Length (+10') +½.  
**ZOE:** 8'H x 6'W x 10'D; **Range:** 10'; **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 30' r sphere) +1.  
**ZOE:** 1 being; **Range:** 60'; **Duration:** 20 rounds; **ST:** none

**Protection from 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 55). Modifiers: Extra Effect (raise level by 2 for maximum protection).  
**ZOE:** 1 being; **Range:** 10'; **Duration:** 90 minutes; **ST:** none

**Stone Walking:** It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is up to 10' / 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' / hour speed).  
**ZOE:** 1 being; **Range:** 10'; **Duration:** 6 hours; **ST:** none

**Summon:** This spell is used to summon attuned objects to the mage. When this spell is cast, the attuned object is teleported directly to the mages reach. The object may be a literal object, which gets no saving throw, or a person, who gets a mental saving throw only if they wish to resist. Although the mage can be attuned to a place, the place can not be summoned. Attempting to summon a place is the teleport spell (see page 62). The mage need not know the location of the object to summon it. If the object is out of range, the spell points are wasted. Damp Teleport (see page 64), automatically blocks a summon. If another mage is holding the target object and resists the summon, a Level Contest ensues, with a +2 level bonus to either mage that is attuned to the object. The range is 480' extendible along the following progression at the cost of +½ per step:  
 480', ¼ mile, ½ mile, 1 mile, 2 miles, 4 miles, doubling.  
**ZOE:** 1 attuned object; **Range:** 480'; **Duration:** momentary; **ST:** mental

**Telekinesis:** This spell allows the caster to move an object at a distance by use of mental force. Maximum weight is 250 pounds. The maximum speed is 30' / round, and the motion occurs in movement phase. Modifiers: Extra Weight (+250 pounds) +½, Extra Speed (+30' / round, can only be bought 3 times) +½.  
**ZOE:** 1 object; **Range:** 60'; **Duration:** 12 rounds; **ST:** none

**Teleport:** This spell 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). The destination must be in sight or given in relation to the mages current location or the mage must be attuned to it. An attuned destination could be a place the mage is attuned to or the location of a person or object the mage is attuned to. The mage will arrive at the chosen destination without error, however this is no guarantee of survival. If the destination is filled with solid matter the result is death through explosion, destroying all traces of bodies and items carried. Generally, the spell is forgiving, trying to place the mage in any available space at the destination. If one teleports into a room full of people, one will arrive at any space large enough to accommodate one's self and load. If one teleports into a room full of stone, one dies. The mage is assumed to be attuned to Hireling Hall unless otherwise specified./p Modifiers: Affects Others (the recipient teleports and controls the destination, although the caster can lend his attuned 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 Level Contest is required to trace. Modifiers: Extra Initial Duration (+10 rounds to trace) +1.

**ZOE:** 30' r; **Range:** 120'; **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 (+30 feet) +½, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

**ZOE:** 3" thick x 500 feet<sup>2</sup>; **Range:** 60'; **Duration:** 40 minutes; **ST:** none

**Wall of Stone:** It creates a stone wall two feet thick. The maximum area is 1000 square feet, and the wall must lie within a plane perpendicular to the ground. It may be battered down as one would a normal stone wall.

Otherwise it will last until dispelled or the duration ends. Modifiers: Extra Thickness (+2' thick) +½, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

**ZOE:** 2' thick x 1000 feet<sup>2</sup>; **Range:** 60'; **Duration:** 4 days; **ST:** none

### Level VI Base Spells

**Anti-Magic Shell:** Creates a 20' radius sphere centered on caster which inhibits magical spells or items. All magic will only function with a successful Level Contest, 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 Contest needed) +3, Immobile Shell (shell will be centered on the caster initially) +2.

**ZOE:** 20' r sphere; **Range:** always zero; **Duration:** 90 minutes; **ST:** none

**Concentrate:** Caster is immune from distraction due to physical damage and from mental attacks as with the spell *Control Self* (see page 56). The caster will still be distracted by a successful grapple. This spell can **never** take Affects Others.

**ZOE:** caster; **Range:** none; **Duration:** 40 minutes; **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) +½.

**ZOE:** 60' cube; **Range:** 120'; **Duration:** momentary; **ST:** physical -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. *Resist Fire* (see page 122) 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:** 120' x 120' x 40' H; **Range:** 180'; **Duration:** 8 rounds; **ST:** Phys. ½ damage

**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:** 1 being; **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:** 1 mission; **Range:** none; **Duration:** 1 week; **ST:** none

**Legend Lore:** Through this spell, the mage may gain some knowledge of a legendary item etc. 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:** 1 item; **Range:** touch; **Duration:** momentary; **ST:** none

**Lower Water:** This spell will lower a 10,000 foot<sup>2</sup> section of a body of water by 100'. Modifiers: Extra Effect (another 100') +1.

**ZOE:** 10,000 feet<sup>2</sup>; **Range:** 240'; **Duration:** 90 minutes; **ST:** none

**Magic Jar:** This spell allows the caster to house his life in an inanimate, non-magical object, the so-called "Soul Gem". The Soul Gem must be within 30 feet 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 Soul Gem must weigh at least 1 pound. The caster may then try to possess the body of any living creature that passes within 120 feet of his Soul Gem. 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 Soul Gem 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 Soul Gem at will. He may return from the Soul Gem to his body at will, thus ending the spell, provided it is within 30 feet of the Gem. From the Soul Gem he may attempt new possessions. If the Soul Gem is destroyed, the caster is totally annihilated (whether he is in the Gem or in a possessed body). If his body is destroyed while he is in the Soul Gem 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:** 1 object\*; **Range:** see description; **Duration:** see description; **ST:** mental\*

**Move Earth:** Usable only outdoors, the spell can move a hill or ridge 5' per minute for up to 40 minutes. The spell takes 10 minutes to cast. The mage may have to move to keep the ZOE in range. The resulting terrain does not radiate magic. Moving earth is quite destructive; only the strongest structures can survive even the base spell.

**ZOE:** 240' cube; **Range:** 240'; **Duration:** 40 minutes; **ST:** none

**Part Water:** This will part a body of water, allowing dry passage. The passage can be no longer than 100 feet long or 30' deep. The mage cannot end the spell at will. Modifiers: Extra Length (+50 feet) +½, Extra Depth (+15' deep) +½.

**ZOE:** 300' x 20' x 30' D; **Range:** 60'; **Duration:** 90 minutes; **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:** 1 being; **Range:** 60'; **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:** 120'; **Duration:** 10 minutes; **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 57). Modifiers: Extra Effect (raise level by 2 for maximum protection). Extra Plus (add +1 to maximum weapon plus) +1.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 90 minutes; **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:** 120'; **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:** 1 being; **Range:** 60'; **Duration:** momentary; **ST:** physical

**Tremor:** This spell causes an earthquake. The main ZOE is 360 feet 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:** 360' square; **Range:** 480'; **Duration:** 3 rounds; **ST:** physical\*

### Level VII Base Spells

**Damp Teleport:** No *Teleport*, *Dimension Door*, or similar spell may depart nor arrive within the ZOE. No Level Contest will be required.

**ZOE:** 120' r sphere; **Range:** none; **Duration:** 1 hour; **ST:** none



**Mass Invisibility:** This spell 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 50). All must be in the initial ZOE, but can leave it invisibly.

**ZOE:** 120' square; **Range:** 60'; **Duration:** 90 minutes; **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:** 1 spell; **Range:** 10'; **Duration:** permanent; **ST:** none

**Phase Door:** This spell is similar to *Pass Wall* (see page 61) 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 60 feet thick. It lasts for 7 uses, and may be dispelled by the caster at will. Modifiers: Extra Length (+30 feet thickness) +½.

**ZOE:** 6' W x 8' H \*; **Range:** 10'; **Duration:** 10 minutes; **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:** 1 being; **Range:** 60'; **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:** 1 body, 1 soul; **Range:** none; **Duration:** momentary; **ST:** none

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

**ZOE:** 60' cube; **Range:** 120'; **Duration:** 12 rounds; **ST:** none

**True Sight:** The caster sees all things as their true selves, including invisible, disguised, polymorphed, illusions etc.

**ZOE:** self; **Range:** as sight; **Duration:** 90 minutes; **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 120 feet 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

### Level VIII Base Spells

**Power Word Stun:** 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:** 1 being; **Range:** 60'; **Duration:** 4d6 rounds; **ST:** special

## Archmage Base Spells

**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 spell 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 20 feet apart. Each is like the spell *Snowball* (see page 55) with ½ damage if physical saving throw is made.

**ZOE:** see description; **Range:** 240'; **Duration:** momentary; **ST:** Phys. ½ damage

**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:** 1 being; **Range:** none; **Duration:** momentary; **ST:** none

**Cone of Feeblemind:** All within cone, mages and non-mages alike, are subject to a *Feeblemind* spell (see page 60).

**ZOE:** 60' 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 *Scrying* spells, and the enclosed area will be under the effect of a *Damp Teleport* spell. Only *Dispel Magic* (see page 53) can bring down the barrier, and even on this, the caster gains a +4 level bonus in the Level Contest 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 description; **Range:** none; **Duration:** 3 hours; **ST:** none

**Mass Suggestion:** The mage speaks a suggestion per the spell *Suggestion* (see page 55) which affects all who can hear him. All saves are at -15%.

**ZOE:** 240' r sphere; **Range:** always zero; **Duration:** 1 day; **ST:** mental -15%

**Meteor Swarm:** This produces four 20d6 fireballs in a square pattern with centers 20 feet apart. Each is per the spell *Fireball* (see page 54) with ½ damage if physical saving throw is made.

**ZOE:** see description; **Range:** 240'; **Duration:** momentary; **ST:** Phys. ½ damage

**Mind Blank:** This spell protects the caster against all mental spells, without requiring a Level Contest 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* (see page 61). *Dispel Magic* will not affect an out-of-phase mage. The mage moves at 120 feet 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:** 40 minutes; **ST:** none

**Power Word Kill:** This kills 1 being 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:** 1 being; **Range:** 60'; **Duration:** momentary; **ST:** see description

**Repulsion:** This spell creates a 10' r 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:** 10' r sphere; **Range:** self; **Duration:** 10 minutes; **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:** 1 symbol; **Range:** touch; **Duration:** until triggered; **ST:** variable

**Time Stop:** Time is stopped in a 60' cube around the caster. The caster may move freely, but cannot leave the ZOE. The caster should not know the exact duration.

**ZOE:** 60' 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; **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 720' long and will generally affect up to 540' inland. The effects of the wave at the shore line are disastrous, but they lessen as they move inland. Only the stoutest of castle walls can 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, +180' to inland effect region, power goes as square of height) +1.

**ZOE:** see description; **Range:** 480 feet; **Duration:** d6 rounds; **ST:** none

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### Monster Summoning Tables

The Monster Summoning morphic spell can only summon characters 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 characters as appropriate to his scenario and the terrain where cast and may grant requests for unlisted characters 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 characters are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a character that is not available, the results are unpredictable and depend on why the indicated character is not available. If one summoned a pack of Dire Wolves in a Cretaceous scenario, one 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 character (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).

Special abilities have been omitted in the interest of space. The GM can supply such information upon request. The "Move" column gives per round movement rates for Flying / Running / Swimming.

Level 1					
Name	AC	Hit dice	TACO	Attacks	Move
Alligator *	7	1d8	10	Bite 1d8	0'/30'/60'
Cave Grub *	9	1d8	16	Burrow 1d4	0'/50'/0'
Eagle *	5	1d8	16	Bite 1d4 25% blind eye, Claws 1d2, 1d2	240'/10'/0'
Great White Owl *	6	1d6	15	Claws 1d3, 1d3	180'/10'/0'
Hound *	7	1d8	16	Bite 1d6 80% hang on for next round.	0'/180'/20'
Monkey *	6	1d6	15	Bite 1d3 or throw stone 1d3	40'/90'/10'
Pig *	8	2d8	20	Bite 1d2	0'/120'/10'
Rats, 2 *	8	1 hp	13	Bite 1 hp	0'/15'/5'

Level 2					
Name	AC	Hit dice	TACO	Attacks	Move
Boar *	5	3d8	24	Tusks 1d6, 1d6	0'/150'/10'
Bugbear	4	3d8	24	Battle Axe 1d10	0'/100'/10'
Electric Eel *	7	1d8	16	Bite 1d4, in water touch shock 2d6 Phys.	0'/10'/80'
Giant Bat *	7	2d8	20	Claws 1d4, 1d4 or Bite/suck 1d8	150'/1'/0'
Grey Ooze	9	2d8	20	Touch 2d6	0'/30'/30'
Medium Horse *	7	3d8	24	Kick 1d6	0'/180'/10'
Pit Viper *	7	1d8	16	Bite 1d4 + standard poison	0'/50'/10'
Wolf *	5	2d8	20	Bite 1d10 80% hang on for next round.	0'/180'/20'

Level 3					
Name	AC	Hit dice	TACO	Attacks	Move
Banshee	9*	2d8	0	Magic and Scream	120'/120'/0'
Barracuda *	5	4d8	28	Bite 1d12	0'/0'/120'
Brown Bear *	4	5d8	32	Bite 2d4, Claws 1d4, 1d4, Hug 1d8	0'/180'/20'
Carrion Crawler	4	4d8	28	4 tentacles 1 hit & paralyzation 1d4 rounds	0'/90'/0'
Dire Wolf *	4	5d8	32	Bite 1d12 80% hang on for next round.	0'/180'/20'
Gelatinous Cube	9	4d8	28	Phys. Save or paralyzed 1d4 rounds	0'/30'/30'
Giant Lizard *	9	4d8	28	Bite 1d12, swallow	0'/120'/20'
Jub Jub Bird *	5	4d8	28	Beak 2d6, 25% blind eyes	240'/10'/0'
Panther *	6	4d8	28	Bite 1d8, Claws 1d4, 1d4	0'/200'/10'
Pegasus	6	4d8	28	Kicks 1d4, 1d4	360'/240'/10'
War Horse *	5	5d8	32	Kicks 1d6, 1d6	0'/180'/10'

Level 4					
Name	AC	Hit dice	TACO	Attacks	Move
Anaconda *	9	10d8	52	Crush for 2d8 after first round	0'/60'/30'
Arctic Wolf *	6	6d8	28	Bite 2d6, cold breath 1d4 in a cone	0'/180'/20'
Cockatrice	6	4d8	28	1d3 & Phys. Save or turned to stone	150'/60'/0'
Giant Crocodile *	4	8d8	44 / 24	Bite 2d12, surprise bonus in marshy water	0'/40'/180'
Giant Spider *	8/2	6d8	36	Bite 1d6 & standard poison or suck 2d6	0'/120'/0'
Griffon	4	7d8	40	Bite 1d10, Claws 1d4, 1d4, 25% blind eyes	280'/90'/10'
Hydra (6d6).	5	18+3/hd	30	6 Bites 1d6	0'/90'/0'
Siberian Tiger *	4	7d8	40	Bite 2d6, Claws 1d6, 1d6, surprise bonus	0'/200'/20'
Troll	6	7d8	40	Bite 1d4+1, Claws 1d6, 1d6, regenerate	0'/90'/60'
Yeti	5	7d8	40	Claws 1d8, 1d8, hug 1d10	0'/90'/0'

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Level 5					
Name	AC	Hit dice	TACO	Attacks	Move
Bull Shark *	4	11d8	56	Bite 3d10, swallow	0'/0'/100'
Cave Bear *	2	9d8	48	Bite 2d6, claws 1d8, 1d8, hug 2d10	0'/140'/20'
Cyclops	5	10d8	52 / 62	2 fists 2d8 or 1 weapon	0'/120'/10'
Elephant *	4	12d8	60	Tusks 2d6, 2d6, trample	0'/150'/10'
Fire Giant	3	10d8	40	Gigantic sword 4d6, pyromancy	0'/120'/10'
Hot Salamander	4	7d8	36	2 Claws 1d6 + 1d6 fire damage	0'/120'/0'
Hydra (8d8)	5	32 hits	44	8 Bites 1d6	0'/90'/0'
Jabberwock	3	10d8	52	Bite 1d10, claws 1d8, 1d8, toss	0'/180'/0'
Phase Spider	-4*	8d8	36	Bite 2d6	0'/90'/0'
Rhino *	1	10d8	52	Horn 2d8, trample	0'/140'/10'
Wyvern	5	9d8	48	Bite 2d8, sting 1d6 & standard poison	180'/60'/0'

Level 6					
Name	AC	Hit dice	TACO	Attacks	Move
Basilisk					
Black Pudding					
Chimera					
Djinn					
Efreet					
Frost Giant					
Great White Shark *					
Great Worm *					
Will-o-Wisp					
Wyrm					

Level 7					
Name	AC	Hit dice	TACO	Attacks	Move
Bull of Minos					
Colossus					
Juggernaut					
Lesser Dragon					
Oliphant *					
Roc *					

Level 8					
Name	AC	Hit dice	TACO	Attacks	Move
Balrog					
Beholder					
Greater Dragon					
Whale *					

Level 9					
Name	AC	Hit dice	TACO	Attacks	Move
Bob West					
Cerberus					
Mists of the Arena					
Tiny Iron Golem					
Titan					

\* 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 and use shields as appropriate to their religion.

### Clerical System

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 that 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.

### Casting of Clerical Prayers

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.

<b>Prayer Point Costs Chart</b>																		
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 GM 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.

### Prayer Option Descriptions

Some prayers have options that can be used by the cleric for a greater level of casting. Prayer options are not as flexible as Mage spell modifiers but they give the cleric some choice and versatility. Prayers that have options will have the option noted in the cleric’s prayer list in brackets appended to the prayer’s name or duration. For example, “Cure Wounds I [M]” appearing on the first level list of Sam, means that Sam clerics can cast a cure 1 as a first level prayer or “Mass Cure Wounds I” as a 3<sup>rd</sup> level prayer.

**Mass Prayer Option:** 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 three 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 30' radius. The caster cannot choose to be unaffected.
- 3) 10' r. These prayers extend the effect of the mundane version of the prayer to everyone within ten feet of the caster at the time of casting. The recipients need not remain within the 10' r. The prayer ceases to function if the caster dies.

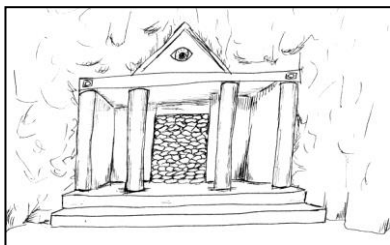
Mass prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a mass prayer option is the letter "M" in brackets after the mundane prayer name, example "Cure Wounds I [M]". If there is a different additional cost it will follow the "M" in the brackets.

**Renewable Duration Prayer Option:** These prayers may be extended to renewable duration by expending double the normal prayer points when casting. This means that the prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious (see page 92).

Renewable duration prayers have a casting cost of twice the prayer points than the mundane version of the prayer. The designation for a Renewable prayer option is the letter "R" in brackets after the prayer duration. Example: "Detect Evil [R]" would mean the cleric could cast the renewable version of Detect Evil; if the normal prayer costs 3 prayer points then the renewable version would cost 6 prayer points.

**Touch Prayer Option:** These prayers act exactly like their more mundane counterparts, but they allow the caster to bestow the specified prayer onto the first L creatures that he touches within 6 rounds.

Touch prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a touch prayer option is the letter "T" in brackets after the mundane prayer name. Example: "Cure Wounds I [T]" would mean the cleric could cast the touch version of Cure Wounds I at a cost 2 levels higher.



A temple of undead is encountered by the legendary "Beans"; Princecon XXV.



## Orders of Clerics

Each religion has a corresponding order of clerics responsible for leading the faithful in the worship and service of the god. All gods in the Pantheon are united in their opposition to evil, although they may disagree on the fine points of what is evil and of how to deal with it. The pantheon of gods expects their clerics to work together, cooperating on opposing evil wherever it occurs and in repairing the damage done by the evil.



**Sage** clerics believe that knowledge and learning are the cure to the world's problems, so they seek to gain and preserve truth. They would rather read and write than fight, but in a pinch, this guy is carrying a weapon.

Drawing by Steven Brescia

**Leo** clerics, on the other hand believe that combat is the ultimate test of one's spiritual worth. Leos must be the most virtuous of religions, they go to see their god in person much more than any other religion. Still, if there is going to be a fight, its always good to have a troop of Leos around.



Drawing by Steven Brescia



**Janda** clerics do not hesitate to punish evildoers on the spot. They are the knights of justice and are devoted to the cause of truth, the preservation of oaths, and the protection of the innocent.

Drawing by Steven Brescia

**Carrunos** clerics worship Carrunos the Hunter, who personifies the necessary process by which life feeds on life. They are (usually) the hunters and preservers of the wild order.



Drawing by Steven Brescia



If you're having a bad day like this guy, a Sam cleric is just what you need. Not only are **Sam** clerics are the ultimate healers of the Pantheon's clerics, they are the preminent banishers of demons and dispellers of undead. However, they are about as useful as this guys buddies when it comes to fighting.

Drawing by Steven Brescia



## Apostles of Peace

**Beliefs:** 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 even the heroes restrict their selection of weapons for self-defense to staves. They regard all wanton violence as evil.

**God:** Isaiah Samwise  
**Principle:** Life, Peace  
**Symbol:** Cross  
**Armor:** Chain  
**Weapons:** Only staff is 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.

Level I	Pg.	ST	ZOE	Range	Duration
Consecrate Object	100	none	1 object	touch	permanent*
Cure Wounds I [M]	103	spiritual*	1 being	120'	momentary
De-were I	107	spiritual*	60' cone	none	6 + L rounds
Detect (2,3,4) Disease [M]	104	varies	varies	varies	momentary
Detect (2,3,4) Evil	104	varies	varies	varies	momentary
Detect (2,3,4) Poison [M]	106	none	varies	varies	momentary
Detect (2) Possession [M]	106	spiritual*	1 being	120' LOS	momentary
Detect (4*) Prayer [M]	106	none	self	120' LOS	momentary
Detect (3,4*) Undead [M]	106	none	varies	480'   120'	momentary
Detect (3,4*) Water	106	none	varies	480'   120'*	momentary
Dispel Undead I	107	spiritual*	60' r sphere	120'	momentary
Protection from Evil I	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Purify Food and Water	120	none	10L lbs.*	touch	momentary
Sanctuary	123	spiritual	self	n/a	60 + 10L minutes [R]*
Sleep of Healing	124	none	L beings	touch	8 hours
Sterilize	125	spiritual*	1 being*	touch	permanent
<b>Level II</b>					
Consecrate Water	101	none	L pints	touch	1 day [R]
Cure Deafness [M]	102	spiritual*	1 being	120'	momentary
Cure Paralysis [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds II [M]	103	spiritual*	1 being	120'	momentary
De-were II	107	spiritual*	60' cone	none	6 + L rounds
Detect (2,3,4) Hostility [M]	104	spiritual	1 being	120' LOS	momentary
Dispel Undead II	107	spiritual*	60' r sphere	120'	momentary
Hold Person	112	spiritual	30' r sphere	240'	concentration
Light	115	none	40' illumination	120'	60 + 10L minutes [R]
Protection from Evil II	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Resist Cause Wounds [M]	121	none	1 being or object	10'	60 + 10L minutes [R]
Resist Poison [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Slow Disease [M]	124	none	1 being	touch	1 day

<b>Level III</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Continual Light	101	none	20' r sphere	360'	1 day [R]
Cure Blindness [M]	102	spiritual*	1 being	120'	momentary
Cure Disease [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds III [M]	103	spiritual*	1 being	120'	momentary
De-were III	107	spiritual*	60' cone	none	6 + L rounds
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Dispel Undead III	107	spiritual*	60' r sphere	120'	momentary
Empathic Cure	108	spiritual*	1 being	touch	momentary
Life Force [M]	115	none	1 person	120'	until dawn*
Cure Wounds N [M]	103	spiritual*	1 being	120'	momentary
Neutralize Poison [M]	117	none	1 being	touch	momentary
Observe Prayer [M]	117	none	self	120' LOS	6 + L rounds
Protection from Evil III	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Silence 15'r	124	none	15' r moving sphere*	zero	60 + 10L minutes [R]
Suspend Animation	126	voluntary only	1 being	60'	L days
Withstand Disease [M]	129	none	1 being	10'	60 + 10L minutes [R]
Withstand Paralysis [M]	129	none	1 being	10'	60 + 10L minutes [R]
Word of Command I	130	special	self	LOS	60 + 10L minutes [R]*

<b>Level IV</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Prayer	96	none	self	120' LOS	6 + L rounds
Create Water	102	none	vicinity	60'	permanent
Cure Lycanthropy [M]	102	spiritual*	1 being	touch	momentary
Cure All Wounds [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds IV [M]	103	spiritual*	1 being	120'	momentary
Detect (3,4) Food [M]	104	none	varies	480'   120'	momentary
De-were V	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead IV	107	spiritual*	60' r sphere	120'	momentary
Golden Rule	111	spiritual*	self	none	60 + 10L minutes [R]
Preservation	119	none	20L Lbs.*	10'	½ L days
Protection from Evil IV	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Remove Curse [M]	121	level contest	1 curse	240'	permanent
Resuscitate [M]	122	system shock	1 body	120'	6 + L after death
Withstand Causes [M]	129	none	1 being	10'	60 + 10L minutes [R]
Withstand Lvl Drain [M]	129	none	1 being	10'	60 + 10L minutes [R]

<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Commune I	99	none	self	see description	L minutes
Controlled Empathic Cure	101	special	1 patient	touch	momentary
Create Food	102	none	Vicinity	60L'	permanent
Cure Insanity [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds V [M]	103	spiritual*	1 being	120'	momentary
De-were VII	107	spiritual*	60' cone	none	6 + L rounds
Dispel Evil	107	level contest	1 object, being*	120'	momentary
Dispel Undead V	107	spiritual*	60' r sphere	120'	momentary
Immunity to Poison [M]	113	none	1 being	touch	1 day
Protection from Evil V	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Raise Dead	120	resurrection roll	1 dead being	10'	permanent
Toll	127	none	(L - 8)/2 miles	none	momentary
Word of Command II	130	special	self	LOS	60 + 10L minutes [R]*

<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Consecration I	101	none	see description	touch	permanent*
Create Air	101	none	vicinity	120'	permanent
Cure Feeblemind [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds VI [M]	103	spiritual*	1 being	120'	momentary
De-were IX	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead VI	107	spiritual*	60' r sphere	120'	momentary
Protection from Evil VI	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Quest	120	spiritual	1 being	touch	until fulfilled
Restoration [M]	122	special	1 being	120'	momentary
Swords to Plowshares	127	special	1 weapon	touch	permanent*
Word of Recall	130	none	self	infinite	instantaneous

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<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Commune II	99	none	self	see description	L minutes
De-were XII	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead VII	107	spiritual*	60' r sphere	120'	momentary
Pax	118	spiritual	10L' r sphere	10 x L'	1 day
Protection from Evil VII	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Raise Dead Fully	120	resurrection roll	1 body	10'	permanent
<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Aerial Servant	95	none	1 Aerial Servant	10'	see description
Consecration II	101	none	see description	touch	permanent*
De-were XV	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead VIII	107	spiritual*	60' r sphere	120'	momentary
Protection from Evil VIII	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Wind Walk [M]	129	none	self	none	up to 1 day
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Astral Spell [M]	97	none	self	100L miles	L hours [R]
De-were XX	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead IX	107	spiritual*	60' r sphere	120'	momentary
Permanent	118	none	same	same	Permanent
Protection from Evil IX	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]

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## Brethren of Stone

**Beliefs:** The Brethren of Stone are Dwarves who have achieved a holy level of proficiency at creating items and molding metal and stone. 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 Dwarves will begin. They worship Daglir Firsthammer, who created Dwarves out of stone in his own image.

**God:** Daglir Firsthammer  
**Principle:** Stonework  
**Symbol:** Hammer and anvil  
**Armor:** Plate  
**Weapons:** Standard clerical

**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>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Binding	97	none	20' x 20'	touch	6 x L hours
Color Change	99	none	L objects	10'	momentary
Consecrate Object	100	none	1 object	touch	permanent*
Consecrate Stone	100	none	1 group of stones	none	L days or perm.
Create Weapon	102	none	1 weapon	none	Permanent
Daglir's Skin [M]	103	voluntary	1 follower	touch	L hours
Detect (1,2) Altitude [M]	104	none	1 being	touch   120' LOS	varies
Detect (4*) Magic [M]	105	none	self	120' LOS	momentary
Detect (1*) Size	106	none	1 object	touch	momentary
Enchant Armor I [T]	108	none	1 piece of armor	touch	10 minutes
Enchant Weapon I [T]	109	none	1 weapon	touch	10 minutes
Hammer Hand	112	none	1 pair of hands	none	L hours
Magic Resistance I [T]	115	none	1 being	touch	60 + 10L minutes [R]
Meld Stone	116	none	self	touch	60 + 10L minutes [R]
Stonewall	126	none	1 wall	touch	permanent
Sealing	123	none	1 structure*	touch	L days
Throwing Stones	127	none	20 stones	none	1 day [R]

<b>Level II</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Item	95	none	1 item	touch	momentary
Cure Wounds I [M]	103	spiritual*	1 being	120'	momentary
Daglir's Fist I	103	none	1 follower	touch	L hours
Detect (1*) Location	105	none	self	1 continent	momentary
Detect (3,4) Metal	105	none	varies	480'   120'	momentary
Detect (1) Secret Doors [M]	106	none	self	touch	60 + 10L minutes
Detect (3*,4*) Trap [M]	106	none	varies	480'   120'	momentary
Enchant Armor II [T]	108	none	1 piece of armor	touch	10 minutes
Enchant Weapon II [T]	109	none	1 weapon	touch	10 minutes
Magic Resistance II [T]	115	none	1 being	touch	60 + 10L minutes [R]
Resist Cold [M]	121	none	1 being or object	10'	60 + 10L minutes [R]
Resist Crushing [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Resist Fire [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Shape Stone	124	none	self	none	60 + 10L minutes [R]
Soap Stone	124	none	1 stone	none	lasting

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<b>Level III</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Structure	96	none	1 item	touch	momentary
Cure Wounds II [M]	103	spiritual*	1 being	120'	momentary
Daglir's Eyes	103	none	2 gems or crystals	touch	60 + 10L minutes [R]
Daglir's Ears	103	none	2 flat stones	touch	60 + 10L minutes [R]
Daglir's Fist II	103	none	1 follower	touch	L hours
Dispel Magic	107	level contest	10' r sphere	120'	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Enchant Armor III [T]	108	none	1 piece of armor	touch	10 minutes
Enchant Weapon III [T]	109	none	1 weapon	touch	10 minutes
Float Stone	111	none	self	none	60 + 10L minutes [R]
Hurl Boulder	113	none	1 boulder	touch	momentary
Magic Resistance III [T]	115	none	1 being	touch	60 + 10L minutes [R]
Meld Metal	116	none	self	touch	60 + 10L minutes [R]
Message via Stone [M]	116	none	special	L <sup>2</sup> miles	until delivered
Purify Metal	120	none	≤ 10L lbs. of ore	touch	instantaneous
Resist Poison [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Speak with Stone [M]	125	none	1 stone	as speech	60 + 10L minutes [R]
Stone Window	126	none	4L cubic feet	touch	60 + 10L minutes [R]
<b>Level IV</b>					
<b>Level IV</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Brittle	98	none	1 object ≤ 10L lbs	touch	60 + 10L minutes [R]
Cure Wounds III [M]	103	spiritual*	1 being	120'	momentary
Daglir's Fist III	103	none	1 follower	touch	L hours
Enchant Armor IV [T]	108	none	1 piece of armor	touch	10 minutes
Enchant Weapon IV [T]	109	none	1 weapon	touch	10 minutes
Enhance Gem [T]	109	none	1 gem	touch	momentary
Magic Resistance IV [T]	115	none	1 being	touch	60 + 10L minutes [R]
Manipulate Stone	116	none	self	touch	60 + 10L minutes [R]
Message via Metal [M]	116	none	special	L <sup>2</sup> miles	until delivered
Metal Window	116	none	4L cubic feet	touch	60 + 10L minutes [R]
Petrify [T]	118	see description	1 object	touch	instantaneous
Quary Stone	120	none	1 stone	none	Permanent
Shape Metal	124	none	self	none	60 + 10L minutes [R]
Stone Doll	126	none	1 stone doll	touch	60 + 10L minutes [R]
<b>Level V</b>					
<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Cure Wounds IV [M]	103	spiritual*	1 being	120'	momentary
Daglir's Fist IV	103	none	1 follower	touch	L hours
Doom of Stone	108	none	1 space	60'	L rounds [R]
Enchant Armor V [T]	108	none	1 piece of armor	touch	10 minutes
Enchant Weapon V [T]	109	none	1 weapon	touch	10 minutes
Harden Stone	112	none	1 cubic feet	touch	permanent
Magic Resistance V [T]	115	none	1 being	touch	60 + 10L minutes [R]
Manipulate Metal	115	none	self	touch	60 + 10L minutes [R]
Pass Wall	118	none	see description	touch	6 + L rounds
Shatter	124	none	1 object	touch	instantaneous
Stone to Mud	126	none	up to a 30' cube	touch	60 + 10L minutes [R]
<b>Level VI</b>					
<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Assay Item	97	Spiritual	1 item	touch	momentary
Cure Wounds V [M]	103	spiritual*	1 being	120'	momentary
Daglir's Fist V	103	none	1 follower	touch	L hours
Disintegrate	107	physical	1 object	touch	instantaneous
Flesh to Stone [M]	110	physical	1 being	touch	momentary
Harden Metal	112	none	L cubic feet	touch	permanent
Magic Resistance VI [T]	115	none	1 being	touch	60 + 10L minutes [R]
Move Earth	117	none	120' cube	240'	60 + 10L minutes [R]
<b>Level VII</b>					
<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Anti-Magic Shell	96	none	30' r sphere	none	60 + 10L minutes [R]
Daglir's Fist VI	103	none	1 follower	touch	L hours
Inhibit Magic	114	spiritual	30' r sphere*	120'	60 + 10L minutes [R]
Magic Resistance VII [T]	115	none	1 being	touch	60 + 10L minutes [R]

<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Daglir's Fist VII	103	none	1 follower	touch	L hours
Grand Patterning	111	none	1 object	touch	permanent
Magic Resistance VIII [T]	115	none	1 being	touch	60 + 10L minutes [R]
Work Enchanted Object	130	level contest	see description	touch	L hours [R]
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Daglir's Fist VIII	103	none	1 follower	touch	L hours
Earthquake	108	none	L square miles	480' to epicenter	1 minute
Immunity to Magic [M]	113	none	1 being	touch	60 + 10L minutes [R]

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## Chosen Warriors of Leo

**Beliefs:** 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.

**God:** Leo  
**Principle:** Glory of Combat  
**Symbol:** Flaming Sword  
**Armor:** Chain  
**Weapons:** Clerical + 1 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.

Level I	Pg.	ST	ZOE	Range	Duration
Bless I [M]	97	none	1 person	contact	6 + L + delay rounds
Consecrate Object	100	none	1 object	touch	permanent*
Create Weapons	102	none	vicinity	60'	60 + 10L minutes [R]
Cure Wounds I [M]	103	spiritual*	1 being	120'	momentary
Detect (3,4) Battle	104	none	varies	480'   120'	momentary
Detect (2,3,4) Evil	104	varies	varies	varies	momentary
Detect (4*) Prayer [M]	106	none	self	120' LOS	momentary
Enhance Weapon I	109	none	10' r sphere	zero	60 + 10L minutes [R]
Fight Like a Lion I	110	none	1 Leo	touch	1 battle
Toughness	127	none	self	none	L hours [R]
Level II	Pg.	ST	ZOE	Range	Duration
Bless II [M]	97	none	1 person	contact	6 + L + delay rounds
Cleric's Shield	99	none	self	none	L hours [R]
Consecrate Blood	100	none	L pints	touch	1 day [R]
Cure Wounds II [M]	103	spiritual*	1 being	120'	momentary
Enhance Weapon II	109	none	10' r sphere	zero	60 + 10L minutes [R]
Fight Like a Lion II	110	none	1 Leo	touch	1 battle
Resist Cause Wounds [M]	121	none	1 being or object	10'	60 + 10L minutes [R]
Resist Crushing [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Resist Cure Wounds [M]	122	spiritual	1 victim	60'	60 + 10L minutes [R]
Resist Poison [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Withstand Fear [M]	129	none	1 being	120'	60 + 10L minutes [R]
Word of Command I	130	special	self	LOS	60 + 10L minutes [R]*
Level III	Pg.	ST	ZOE	Range	Duration
Bless III [M]	97	none	1 person	contact	6 + L + delay rounds
Cure Wounds III [M]	103	spiritual*	1 being	120'	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Enhance Weapon III	109	none	10' r sphere	zero	60 + 10L minutes [R]
Fight Like a Lion III	110	none	1 Leo	touch	1 battle
Fight Like a Pride I	110	none	10 rounds of Leos	touch	1 battle
See Invisible [M]	123	none	self	as sight	L hours [R]
Withstand Paralysis [M]	129	none	1 being	10'	60 + 10L minutes [R]
Level IV	Pg.	ST	ZOE	Range	Duration
Bless IV [M]	97	none	1 person	contact	6 + L + delay rounds
Cure Paralysis [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds IV [M]	103	spiritual*	1 being	120'	momentary
Enhance Weapon IV	109	none	10' r sphere	zero	60 + 10L minutes [R]
Fair Fight	110	none	50' r sphere*	zero	1 battle
Fight Like a Lion IV	110	none	1 Leo	touch	1 battle
Fight Like a Pride II	110	none	10 rounds of Leos	touch	1 battle
Neutralize Poison [M]	117	none	1 being	touch	momentary
Withstand Causes [M]	129	none	1 being	10'	60 + 10L minutes [R]
Withstand Cures [M]	129	spiritual	1 being	60'	60 + 10L minutes [R]
Word of Command II	130	special	self	LOS	60 + 10L minutes [R]*

<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless V [M]	97	none	1 person	contact	6 + L + delay rounds
Cure Wounds V [M]	103	spiritual*	1 being	120'	momentary
Dispel Evil	107	level contest	1 object, being*	120'	momentary
Enhance Weapon V	109	none	10' r sphere	zero	60 + 10L minutes [R]
Fight Like a Lion V	110	none	1 Leo	touch	1 battle
Fight Like a Pride III	110	none	10 rounds of Leos	touch	1 battle
Negate Weapon Plus	117	physical	1 weapon	120'	60 + 10L minutes [R]
Remove Curse [M]	121	level contest	1 curse	240'	permanent
<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Blade Barrier	97	none	15' r circle	120'	60 + 10L minutes [R]
Bless VI [M]	97	none	1 person	contact	6 + L + delay rounds
Convert Weapon	101	special	1 weapon	touch	1 day / permanent
Cure All Wounds [M]	102	spiritual*	1 being	120'	momentary
Fight Like a Lion VI	110	none	1 Leo	touch	1 battle
Fight Like a Pride IV	110	none	10 rounds of Leos	touch	1 battle
Quest	120	spiritual	1 being	touch	until fulfilled
Word of Command III	130	special	self	LOS	60 + 10L minutes [R]*
<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless VII [M]	97	none	1 person	contact	6 + L + delay rounds
Fight Like a Lion VII	110	none	1 Leo	touch	1 battle
Fight Like a Pride V	110	none	10 rounds of Leos	touch	1 battle
Inhibit Magic	114	spiritual	30' r sphere*	120'	60 + 10L minutes [R]
<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless VIII [M]	97	none	1 person	contact	6 + L + delay rounds
Convert	101	level contest +3	1 being	60'	permanent*
Fight Like a Lion VIII	110	none	1 Leo	touch	1 battle
Fight Like a Pride VI	110	none	10 rounds of Leos	touch	1 battle
Word of Command IV	130	special	self	LOS	60 + 10L minutes [R]*
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless IX [M]	97	none	1 person	contact	6 + L + delay rounds
Fight Like a Lion IX	110	none	1 Leo	touch	1 battle
Fight Like a Pride VII	110	none	10 rounds of Leos	touch	1 battle



## Knights of Justice

**Beliefs:** Knights of Justice 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.

**God:** Janda  
**Principle:** Truth, Justice  
**Symbol:** White rose  
**Armor:** Chain  
**Weapons:** Standard clerical

**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>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Augury	97	spiritual	self	none	none
Bless I [M]	97	none	1 person	contact	6 + L + delay rounds
Cause Wounds I [M]	98	spiritual*	1 being	120'	momentary
Consecrate Object	100	none	1 object	touch	permanent*
Cure Wounds I [M]	103	spiritual*	1 being	120'	momentary
Detect (2,3,4) Evil	104	varies	varies	varies	momentary
Detect (2,3,4) Guilt [M]	104	spiritual	1 being	120' LOS	momentary
Detect (2*) Illusion [M]	105	none*	1 object	120' LOS	momentary
Detect (2*) Lie [M]	105	spiritual	1 being or statement	120' LOS	momentary
Detect (2,3,4) Oathbreaker [M]	105	varies	varies	varies	momentary
Detect (4*) Prayer [M]	106	none	self	120' LOS	momentary
Detect (2) Religion [M]	106	spiritual	1 being	120' LOS	momentary
Protection from Evil I	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Read Languages [M]	121	none	self	as sight	60 + 10L minutes [R]
<b>Level II</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless II [M]	97	none	1 person	contact	6 + L + delay rounds
Cause Wounds II [M]	98	spiritual*	1 being	120'	momentary
Cure Wounds II [M]	103	spiritual*	1 being	120'	momentary
Detect (2) Intent [M]	105	spiritual	1 being	120' LOS	momentary
Detect (1) Secret Doors [M]	106	none	self	touch	60 + 10L minutes
Detect (3,4*) Undead [M]	106	none	varies	480'   120'	momentary
Dispel Undead I	107	spiritual*	60' r sphere	120'	momentary
Light	115	none	40' illumination	120'	60 + 10L minutes [R]
Locate Stolen Object	115	none	self	60L'	10 Min.
Observe Prayer [M]	117	none	self	120' LOS	6 + L rounds
Protection from Evil II	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
See Illusion [M]	123	none	1 being	10'	60 + 10L minutes [R]
Testify [M]	127	spiritual	1 being	30'	60 + 10L minutes [R]
Understand Speech [M]	128	none	self	as hearing	L hours [R]
Word of Command I	130	special	self	LOS	60 + 10L minutes [R]*

<b>Level III</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless III [M]	97	none	1 person	contact	6 + L + delay rounds
Cause Wounds III [M]	98	spiritual*	1 being	120'	momentary
Cure Wounds III [M]	103	spiritual*	1 being	120'	momentary
Detect (2*) Curse [M]	104	spiritual	1 being, etc. *	120' LOS	momentary
Dispel Illusion	107	level contest	1 object, being*	240'	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Dispel Undead II	107	spiritual*	60' r sphere	120'	momentary
ESP	109	spiritual	1 being	240**	60 + 10L minutes [R]
Inquisition	114	spiritual	1 being	10'	6 + L rounds
Locate Oathbreaker	115	none	self	½L miles	L hours [R]
Locate Object	115	none	self	60L'	10 Min.
Protection from Evil III	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Question Dead	120	none	1 dead body	10'	10 minutes
Resist Cause Wounds [M]	121	none	1 being or object	10'	60 + 10L minutes [R]
Withstand Charm [M]	129	none	1 being	10'	60 + 10L minutes [R]
Withstand Fear [M]	129	none	1 being	120'	60 + 10L minutes [R]
Write Languages [M]	130	none	self	as sight	60 + 10L minutes [R]

<b>Level IV</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Prayer	96	none	self	120' LOS	6 + L rounds
Bless IV [M]	97	none	1 person	contact	6 + L + delay rounds
Cause Wounds IV [M]	98	spiritual*	1 being	120'	momentary
Cure Wounds IV [M]	103	spiritual*	1 being	120'	momentary
Detect (2,3,4) Poison [M]	106	none	varies	varies	momentary
Dispel Undead III	107	spiritual*	60' r sphere	120'	momentary
Hold Person	112	spiritual	30' r sphere	240'	concentration
Locate Person	115	spiritual	self	½L miles	L hours [R]
Neutralize Poison [M]	117	none	1 being	touch	momentary
Oath	117	voluntary only	1 being	touch	1 year
Protection from Evil IV	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Remove Curse [M]	121	level contest	1 curse	240'	permanent
Repent [M]	121	see description	1 being	360'	lasting
See Invisible [M]	123	none	self	as sight	L hours [R]
Speak Languages [M]	125	none	self	as speech	60 + 10L minutes [R]
Word of Command II	130	special	self	LOS	60 + 10L minutes [R]*

<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless V [M]	97	none	1 person	contact	6 + L + delay rounds
Cause Wounds V [M]	98	spiritual*	1 being	120'	momentary
Commune I	99	none	self	see description	L minutes
Cure Wounds V [M]	103	spiritual*	1 being	120'	momentary
Dispel Evil	107	level contest	1 object, being*	120'	momentary
Dispel Undead IV	107	spiritual*	60' r sphere	120'	momentary
Investigation	114	mental	vicinity	zero	1 hour
Lex Talionis	114	spiritual - 20%	1 being	120'	1 day
Protection from Evil V	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Quest	120	spiritual	1 being	touch	until fulfilled
Sacred Room	123	Spirit & mental*	1 room*	touch	L days
Toll	127	none	(L - 8)/2 miles	none	momentary
Track Oathbreaker	127	none	the witness	touch	½ L days

<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Bless VI [M]	97	none	1 person	contact	6 + L + delay rounds
Cause All [M]	98	spiritual*	1 being	120'	momentary
Consecration I	101	none	see description	touch	permanent*
Cure All Wounds [M]	102	spiritual*	1 being	120'	momentary
Dispel Undead V	107	spiritual*	60' r sphere	120'	momentary
Finger of Death	110	spiritual	1 being	120'	momentary
Hypnosis [M]	113	spiritual	1 being	120'	60 + 10L minutes [R]
Portal of Justice	118	none	20' x 20' max.	touch	60 + 10L Min.
Protection from Evil VI	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Speak with Monsters [M]	125	none	self	as speech	60 + 10L minutes [R]
True Sight	128	none	self	as senses	60 + 10L minutes [R]
Word of Command III	130	special	self	LOS	60 + 10L minutes [R]*

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<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Aerial Servant	95	none	1 Aerial Servant	10'	see description
Blade Barrier	97	none	15' r circle	120'	60 + 10L minutes [R]
Bless VII [M]	97	none	1 person	contact	6 + L + delay rounds
Commune II	99	none	self	see description	L minutes
Convert Weapon	101	special	1 weapon	touch	1 day / permanent
Dispel Undead VI	107	spiritual*	60' r sphere	120'	momentary
Oath of Janda [M]	117	voluntary only	1 being	touch	permanent
Protection from Evil VII	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Word of Recall	130	none	self	infinite	instantaneous
<b>Level VIII</b>					
<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Banish Demon	97	level contest	1 demonic being	240'	variable
Consecration II	101	none	see description	touch	permanent*
Convert	101	level contest +3	1 being	60'	permanent*
Dispel Undead VII	107	spiritual*	60' r sphere	120'	momentary
Protection from Evil VIII	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Word of Command IV	130	special	self	LOS	60 + 10L minutes [R]*
<b>Level IX</b>					
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Conjure Servant	100	none	GM discretion	proximity	L hours [R]
Dispel Undead VIII	107	spiritual*	60' r sphere	120'	momentary
Divine Guidance	107	none	1 question	N/A	10 Min.
Full Finger of Death	111	spiritual*	1 being	120'	instant
Permanent	118	none	same	same	Permanent
Protection from Evil IX	120	spiritual*	10' r sphere	zero	60 + 10L minutes [R]

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## Order of the Sage

**Beliefs:** 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.

**God:** Hione the Hermit  
**Principle:** Knowledge  
**Symbol:** Lamp  
**Armor:** Chain  
**Weapons:** Standard clerical

**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* (see page 63), but without spending the time.

<b>Level I</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Augury	97	spiritual	self	none	none
Consecrate Object	100	none	1 object	touch	permanent*
Cure Wounds I [M]	103	spiritual*	1 being	120'	momentary
Detect (1,2) Altitude [M]	104	none	1 being	touch   120' LOS	varies
Detect (2,3,4) Disease [M]	104	varies	varies	varies	momentary
Detect (4*) Magic [M]	105	none	self	120' LOS	momentary
Detect (1) North [M]	105	none	1 being	touch	60 + 10L minutes [R]
Detect (2) Religion [M]	106	spiritual	1 being	120' LOS	momentary
Detect (3,4*) Water	106	none	varies	480'   120'*	momentary
Hermit Writing	112	none	any surface	touch	L days*
Light	115	none	40' illumination	120'	60 + 10L minutes [R]
Lore	115	none	self	none	60 + 10L minutes [R]
Memory Enhancer [M]	116	none	1 being	touch	60 + 10L minutes [R]
Predict Weather	119	none	self	5L miles	6L hours
Read Languages [M]	121	none	self	as sight	60 + 10L minutes [R]
Understand Speech [M]	128	none	self	as hearing	L hours [R]

<b>Level II</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Consecrate Water	101	none	L pints	touch	1 day [R]
Cure Wounds II [M]	103	spiritual*	1 being	120'	momentary
Detect (3,4) Food [M]	104	none	varies	480'   120'	momentary
Detect (2) Intent [M]	105	spiritual	1 being	120' LOS	momentary
Detect (2*) Lie [M]	105	spiritual	1 being or statement	120' LOS	momentary
Detect (2,3,4) Poison [M]	106	none	varies	varies	momentary
Detect (2) Possession [M]	106	spiritual*	1 being	120' LOS	momentary
Detect (1) Secret Doors [M]	106	none	self	touch	60 + 10L minutes
Detect (3,4) Substance [M]	106	none	varies	480'   120'	momentary
Detect (3*,4*) Trap [M]	106	none	varies	480'   120'	momentary
Detect (3,4*) Undead [M]	106	none	varies	480'   120'	momentary
Locate Object	115	none	self	60L'	10 Min.
Message	116	mental	1 being	240' r	1 round
Observe Prayer [M]	117	none	self	120' LOS	6 + L rounds
Read Magic	121	none	self	as sight	60 + 10L Min.
Silence 15'r	124	none	15' r moving sphere*	zero	60 + 10L minutes [R]
Speak with Animals [M]	125	none	self	as speech	60 + 10L minutes [R]
Speak with Dead	125	none	1 dead body	10'	10 minutes
Write Languages [M]	130	none	self	as sight	60 + 10L minutes [R]

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<b>Level III</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Prayer	96	none	self	120' LOS	6 + L rounds
Continual Light	101	none	20' r sphere	360'	1 day [R]
Cure Wounds III [M]	103	spiritual*	1 being	120'	momentary
Detect (2*) Curse [M]	104	spiritual	1 being, etc. *	120' LOS	momentary
Detect (2*) Illusion [M]	105	none*	1 object	120' LOS	momentary
Detect (2) Level [M]	105	spiritual	1 being	120' LOS	momentary
Detect (3,4) Library [M]	105	none	varies	480'   120'	momentary
Detect (2*) Protection [M]	106	spiritual	1 being or object	120' LOS	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Ear of the Hermit	108	none	earshot	touch	1 month
Eidetic Memory	108	none	self	as senses	L minutes
Eye of the Hermit	109	none	LOS	touch	1 month
Mind Speech [M]	116	none	1 being	1 mile LOS*	60 + 10L minutes [R]
Question Dead	120	none	1 dead body	10'	10 minutes
Remove Curse [M]	121	level contest	1 curse	240'	permanent
See Invisible [M]	123	none	self	as sight	L hours [R]
Speak Languages [M]	125	none	self	as speech	60 + 10L minutes [R]
Speak with Books [M]	125	none	self, 1 book	as speech	60 + 10L minutes [R]
Withstand Charm [M]	129	none	1 being	10'	60 + 10L minutes [R]
<b>Level IV</b>					
<b>Level IV</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Analyze Magic	95	none	self	120' LOS	6 + L rounds
Commune I	99	none	self	see description	L minutes
Comprehend Languages [M]	99	none	self	none	L hours [R]
Cure Wounds IV [M]	103	spiritual*	1 being	120'	momentary
Detect (2,3,4) Poison [M]	106	none	varies	varies	momentary
Dispel Illusion	107	level contest	1 object, being*	240'	momentary
ESP	109	spiritual	1 being	240*	60 + 10L minutes [R]
Infravision [M]	113	none	self	LOS	L hours [R]
Locate Person	115	spiritual	self	½L miles	L hours [R]
Preservation	119	none	20L Lbs.*	10'	½ L days
Restore Memory [M]	122	none or level contest	1 being	touch	special
Retroscope	123	none*	1 object	10'	60 + 10L minutes [R]
Speak in Tongues [M]	124	none	self	as speech	60 + 10L minutes [R]
Speak with Plants [M]	125	none	self	as speech	60 + 10L minutes [R]
Testify [M]	127	spiritual	1 being	30'	60 + 10L minutes [R]
Trace Sending	127	none	1 sending	240'	½ L days
<b>Level V</b>					
<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Clairaudience	98	mental	30' r sphere	240' no LOS	60 + 10L minutes [R]
Clairvoyance	99	mental	30' r sphere	240' no LOS	60 + 10L minutes [R]
Commune II	99	none	self	see description	L minutes
Cure Feeblemind [M]	102	spiritual*	1 being	120'	momentary
Cure Wounds V [M]	103	spiritual*	1 being	120'	momentary
Dispel Evil	107	level contest	1 object, being*	120'	momentary
Interpret Tongues [M]	114	none	self	hearing	60 + 10L minutes [R]
Restore Writing	122	none	see description	touch	special
Speak with Monsters [M]	125	none	self	as speech	60 + 10L minutes [R]
Speak with Rocks [M]	125	none	self	as speech	60 + 10L minutes [R]
True Sight	128	none	self	as senses	60 + 10L minutes [R]
Write Magic	130	none	self	as sight	10L minutes
<b>Level VI</b>					
<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Assay Item	97	Spiritual	1 item	touch	momentary
Cure All Wounds [M]	102	spiritual*	1 being	120'	momentary
Inquisition	114	spiritual	1 being	10'	6 + L rounds
Prophecy	119	none	self	special	10 minutes
Reveal Magic	123	level contest*	120' r	240'	60 + 10L minutes [R]
Speed Reading	125	none	self	as sight	5 minutes
Total Recall [M]	127	none	1 being	touch	permanent
Trace Teleport	127	none	30' r	240'	½ L days
Word of Recall	130	none	self	infinite	instantaneous

<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Divine Guidance	107	none	1 question	N/A	10 Min.
Extended Detect	109	as detect	as detect	as detect	1 day
Foresight	111	none	self	zero	60 + 10L minutes [R]
View Past	128	none	self	as sight	6 hours*
<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Oracle	117	none	self	n/a	10 minutes
Range Booster	121	none	self*	none	same
Reveal the Truth	123	level contest*	10 x L' r	zero	60 + 10L minutes [R]
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Divine Audience	107	none	1 cleric and deity	unlimited	1 Min.
Permanent	118	none	same	same	Permanent
View Future	128	none	self	as sight	60 + 10L minutes [R]

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## Masters of the Hunt

**Beliefs:** 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.**

**God:** Carrunos the Hunter  
**Principle:** Hunt  
**Symbol:** Rearing Stag  
**Armor:** Leather  
**Weapons:** 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 heroes 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>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Arrow of the Hunter I	96	none	1 target*	240'	until used*
Cat's Eye [M]	98	none	self	none	60 + 10L minutes [R]
Consecrate Object	100	none	1 object	touch	permanent*
Detect (3,4) Animal	104	none	varies	480'   120'	momentary
Detect (2,3,4) Disease [M]	104	varies	varies	varies	momentary
Detect (3,4) Food [M]	104	none	varies	480'   120'	momentary
Detect (4*) Prayer [M]	106	none	self	120' LOS	momentary
Detect (3,4*) Water	106	none	varies	480'   120'*	momentary
Hunter's Blessing I [M]	113	none	1 being	touch	L hours [R]*
Pack Scent [M]	117	spiritual	1 being	10'	60 + 10L minutes [R]
Protection from Animals I	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Purify Food and Water	120	none	10L lbs.*	touch	momentary
Speak with Animals [M]	125	none	self	as speech	60 + 10L minutes [R]
Summon Animal I	126	none	1 being	10'	12 rounds
Transformation I [M]	128	none	1 being	touch	special
<b>Level II</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Arrow of the Hunter II	96	none	1 target*	240'	until used*
Bloodcure	97	none	1 target	touch	momentary
Bloodhound [M]	97	none	1 target	touch	60 + 10L minutes [R]
Bloodscent I [M]	97	spiritual	1 being	see description	see description
Consecrate Blood	100	none	L pints	touch	1 day [R]
Darkness	103	none	10' r sphere	120'	60 + 10L minutes [R]
Hunter's Blessing II [M]	113	none	1 being	touch	L hours [R]*
Hunting Blind [M]	113	none	1 being*	touch	L hours [R]
Infravision [M]	113	none	self	LOS	L hours [R]
Life Sense [M]	115	none	1 being	none	L hours [R]
Pass Freely [M]	118	none	1 being	touch	60 + 10L minutes [R]
Pathfinder [M]	118	none	1 being	touch	60 + 10L minutes [R]
Protection from Animals II	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Run Like the Wolf [M]	123	none	1 being	10'	60 + 10L minutes [R]
Summon Animal II	126	none	1 being	10'	12 rounds
Transformation II [M]	128	none	1 being	touch	special

<b>Level III</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Arrow of the Hunter III	96	none	1 target*	240'	until used*
Bloodscent II [M]	97	spiritual	1 being	see description	see description
Charm Animals	98	mental	30' r sphere	240'	60 + 10L minutes [R]
Continual Darkness	101	none	40' r sphere	360'	1 day [R]
Detect (2*) Curse [M]	104	spiritual	1 being, etc. *	120' LOS	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Fear Animals	110	mental	60' cone	none	until saves
Hunter's Blessing III [M]	113	none	1 being	touch	L hours [R]*
Locate Person	115	spiritual	self	½L miles	L hours [R]
Panther Senses [M]	117	none	1 being	10'	60 + 10L minutes [R]
Polymorph to Animal	118	none	self	none	variable
Protection from Animals III	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Ride Animal [M]	123	spiritual	1 animal	60'	60 + 10L minutes [R]
Summon Animal III	126	none	1 being	10'	12 rounds
Transformation III [M]	128	none	1 being	touch	special
<b>Level IV</b>					
Arrow of the Hunter IV	96	none	1 target*	240'	until used*
Eyes of Animals [M]	109	none	1 target	120'	60 + 10L minutes [R]
Fear Foes	110	mental	60' cone	none	until saves
Hunter's Blessing IV [M]	113	none	1 being	touch	L hours [R]*
Insect Plague	114	special	see description	480'	L hours [R]
Protection from Animals V	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Summon Animal IV	126	none	1 being	10'	12 rounds
Transformation IV [M]	128	none	1 being	touch	special
<b>Level V</b>					
Arrow of the Hunter V	96	none	1 target*	240'	until used*
Growth Animals	112	physical	60' cone	zero	60 + 10L minutes [R]
Hunter's Blessing V [M]	113	none	1 being	touch	L hours [R]*
Protection from Animals VII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Summon Animal V	126	none	1 being	10'	12 rounds
Transformation V [M]	128	none	1 being	touch	special
<b>Level VI</b>					
Arrow of Carrunos	96	none	1 arrow	per bow*	60 + 10L minutes [R]
Consecration I	101	none	see description	touch	permanent*
Hunter's Blessing VI [M]	113	none	1 being	touch	L hours [R]*
Possess Animal	119	level contest	1 animal	240'	indefinite
Protection from Animals IX	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Summon Animal VI	126	none	1 being	10'	12 rounds
<b>Level VII</b>					
Hunter's Blessing VII [M]	113	none	1 being	touch	L hours [R]*
Protection from Animals XII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Summon Animal VII	126	none	1 being	10'	12 rounds
<b>Level VIII</b>					
Consecration II	101	none	see description	touch	permanent*
Hunter's Blessing VIII [M]	113	none	1 being	touch	L hours [R]*
Protection from Animals XV	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Summon Animal VIII	126	none	1 being	10'	12 rounds
Wild Hunt	129	special	1 mile wide track	zero	until dawn
<b>Level IX</b>					
Conjure Servant	100	none	GM discretion	proximity	L hours [R]
Great Protection / Animals	111	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Hunter's Blessing IX [M]	113	none	1 being	touch	L hours [R]*
Summon Animal IX	126	none	1 being	10'	12 rounds



## Keepers of Nature

**Beliefs:** 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.

**God:** Danu  
**Principle:** Life of the World  
**Symbol:** Sun and Moon  
**Armor:** Leather, wooden shield  
**Weapons:** Hand axe, club, dagger, spear, short bow, sling

**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 detect the presence or approach of creatures and spot all traps (unless magical, or magically concealed) as a hero of their level. 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	Pg.	ST	ZOE	Range	Duration
Command Elements I	99	none	N mile r*	none	L hours [R]
Consecrate Object	100	none	1 object	touch	permanent*
Cure with Herbs	103	none	1 being*	touch	momentary*
Danu's Mantle I [M]	103	none	1 being	touch	6 + L rounds*
De-were I	107	spiritual*	60' cone	none	6 + L rounds
Detect (2,3,4) Disease [M]	104	varies	varies	varies	momentary
Detect (3,4) Food [M]	104	none	varies	480'   120'	momentary
Detect (4*) Magic [M]	105	none	self	120' LOS	momentary
Detect (1) North [M]	105	none	1 being	touch	60 + 10L minutes [R]
Detect (3,4) Plants	105	none	varies	480'   120'	momentary
Detect (3,4*) Undead [M]	106	none	varies	480'   120'	momentary
Detect (3,4*) Water	106	none	varies	480'   120'*	momentary
Dispel Undead I	107	spiritual*	60' r sphere	120'	momentary
Faerie Fire	110	none	30' r sphere	zero	60 + 10L minutes [R]
Find Herbs	110	none	1 being	touch	until done*
Predict Weather	119	none	self	5L miles	6L hours
Protection from Animals I	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals I	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Purify Food and Water	120	none	10L lbs.*	touch	momentary
Sleep of Healing	124	none	L beings	touch	8 hours
Speak with Animals [M]	125	none	self	as speech	60 + 10L minutes [R]

<b>Level II</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Command Elements II	99	none	N mile r*	none	L hours [R]
Consecrate Water	101	none	L pints	touch	1 day [R]
Danu's Mantle II [M]	103	none	1 being	touch	6 + L rounds*
De-were II	107	spiritual*	60' cone	none	6 + L rounds
Detect (3,4) Animal	104	none	varies	480'   120'	momentary
Detect (2,3,4) Poison [M]	106	none	varies	varies	momentary
Dispel Undead II	107	spiritual*	60' r sphere	120'	momentary
Elemental Bolt	108	none	1 target	(120 + 10L)'	momentary
Fog Weave	111	none	20' cube	60'	60 + 10L minutes [R]
Hide Among Plants	112	none	1 being	120'	60 + 10L minutes [R]
Light	115	none	40' illumination	120'	60 + 10L minutes [R]
Message via Trees [M]	116	none	special	L miles	until delivered
Pass Freely [M]	118	none	1 being	touch	60 + 10L minutes [R]
Protection from Animals II	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals II	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Resist Fire [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Resist Cold [M]	121	none	1 being or object	10'	60 + 10L minutes [R]
Resist Lightning [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Sanctuary	123	spiritual	self	n/a	60 + 10L minutes [R]*
Seeming Shapechange	124	none	self	none	60 + 10L minutes [R]
Silence 15'r	124	none	15' r moving sphere*	zero	60 + 10L minutes [R]
Slow Poison	124	none	1 being	touch	60 + 10L minutes [R]
<b>Level III</b>					
Charm Plants	98	mental	30' r sphere	240'	60 + 10L minutes [R]
Command Elements III	99	none	N mile r*	none	L hours [R]
Continual Light	101	none	20' r sphere	360'	1 day [R]
Create Water	102	none	vicinity	60'	permanent
Cure Disease [M]	102	spiritual*	1 being	120'	momentary
Danu's Mantle III [M]	103	none	1 being	touch	6 + L rounds*
De-were III	107	spiritual*	60' cone	none	6 + L rounds
Dispel Magic	107	level contest	10' r sphere	120'	momentary
Dispel Prayer	107	level contest	10' r sphere	60'	momentary
Dispel Undead III	107	spiritual*	60' r sphere	120'	momentary
Entangle	109	physical	5' r circle	240'	concentration
Polymorph to Animal	118	none	self	none	variable
Protection from Animals III	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals III	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Strength of Wood [M]	126	spiritual	1 target	touch	60 + 10L minutes [R]
Speak with Plants [M]	125	none	self	as speech	60 + 10L minutes [R]
Water Walking [M]	128	none	1 being	touch	60 + 10L minutes [R]
<b>Level IV</b>					
Charm Animals	98	mental	30' r sphere	240'	60 + 10L minutes [R]
Command Elements IV	99	none	N mile r*	none	L hours [R]
Cure Affliction [M]	102	spiritual*	1 being	120'	momentary
Danu's Mantle IV [M]	103	none	1 being	touch	6 + L rounds*
De-were V	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead V	107	spiritual*	60' r sphere	120'	momentary
Enter Plant	109	none	1 plant	touch	60 + 10L minutes [R]
Eyes of Trees [M]	109	none	1 tree	touch	60 + 10L minutes [R]
Growth Plant	112	none	up to 50' x 50'	240'	L days
Insect Plague	114	special	see description	480'	L hours [R]
Massmorph	116	none	120' r	zero	L hours [R]
Neutralize Poison [M]	117	none	1 being	touch	momentary
Preservation	119	none	20L Lbs.*	10'	½ L days
Protection from Animals V	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals V	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Refresh with Herbs	121	spiritual*	see description	see description	see description
Remove Curse [M]	121	level contest	1 curse	240'	permanent
Resist Elements [M]	122	none	1 being or object	10'	60 + 10L minutes [R]
Sticks to Snakes	126	none	1 group of sticks	touch	10 minutes

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<b>Level V</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Command Elements V	99	none	N mile r*	none	L hours [R]
Commune I	99	none	self	see description	L minutes
Create Air	101	none	vicinity	120'	permanent
Danu's Mantle V [M]	103	none	1 being	touch	6 + L rounds*
Dawn	103	none	20' r sphere	360'	1 day [R]
De-were VII	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead VII	107	spiritual*	60' r sphere	120'	momentary
Growth Animals	112	physical	60' cone	zero	60 + 10L minutes [R]
Immunity to Fire [M]	113	none	1 being	touch	1 day
Invoke Elemental	114	none	1 elemental	10'	negotiable
Polymorph to Plant	118	none	self	none	1 day
Protection from Animals VII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals VII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Regrowth	121	none	1 living being	touch	permanent
Toll	127	none	(L - 8)/2 miles	none	momentary
<b>Level VI</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Animate Plants	96	none	60' r sphere	120'	60 + 10L minutes [R]
Command Elements VI	99	none	N mile r*	none	L hours [R]
Consecration I	101	none	see description	touch	permanent*
Danu's Mantle VI [M]	103	none	1 being	touch	6 + L rounds*
De-were IX	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead IX	107	spiritual*	60' r sphere	120'	momentary
Heal with Herbs	112	spiritual	1 poultice/1 being	touch	momentary
Protection from Animals IX	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals IX	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Raise Dead	120	resurrection roll	1 dead being	10'	permanent
Speak with Rocks [M]	125	none	self	as speech	60 + 10L minutes [R]
<b>Level VII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Command Elements VII	99	none	N mile r*	none	L hours [R]
Commune II	99	none	self	see description	L minutes
Danu's Mantle VII [M]	103	none	1 being	touch	6 + L rounds*
De-were XII	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead XII	107	spiritual*	60' r sphere	120'	momentary
Earthquake	108	none	L square miles	480' to epicenter	1 minute
Part Water	118	none	1 body of water*	10 x L'	60 + 10L minutes [R]
Protection from Animals XII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals XII	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
<b>Level VIII</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Command Elements VIII	99	none	N mile r*	none	L hours [R]
Consecration II	101	none	see description	touch	permanent*
Control Volcano	101	none	1 volcano	L miles	1 day [R]
Danu's Mantle VIII [M]	103	none	1 being	touch	6 + L rounds*
De-were XV	107	spiritual*	60' cone	none	6 + L rounds
Dispel Undead XV	107	spiritual*	60' r sphere	120'	momentary
Protection from Animals XV	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Prot. / Elementals XV	119	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Wind Walk [M]	129	none	self	none	up to 1 day
<b>Level IX</b>	<b>Pg.</b>	<b>ST</b>	<b>ZOE</b>	<b>Range</b>	<b>Duration</b>
Cauldron of Life	98	none	10L' r sphere	touch	1 week or special
Command Elements IX	99	none	N mile r*	none	L hours [R]
Conjure Servant	100	none	GM discretion	proximity	L hours [R]
Danu's Mantle IX [M]	103	none	1 being	touch	6 + L rounds*
De-were XX	107	spiritual*	60' cone	none	6 + L rounds
Dispel Permanence	107	level contest	1 object, being*	120'	momentary
Dispel Undead XX	107	spiritual*	60' r sphere	120'	momentary
Great Protection / Animals	111	spiritual*	10' r sphere	zero	60 + 10L minutes [R]
Great Prot. / Elementals	111	spiritual*	10' r sphere	zero	60 + 10L minutes [R]

## Explanation of Clerical Prayer Descriptions

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 Prayers:** 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  $\frac{1}{2}$  the height. If a cube, the length of a side is given. If an indefinite word such as "vicinity" is used the caster has great freedom.

**Range:** All prayers have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. The range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. If the prayer primarily gives the caster an ability (detects), the range is the range of the ability. If a prayer must pass through stone, treat stone as 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.

**Duration:** Most prayers have a limit to how long they work. Prayers that have durations specified in 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. A prayer's duration ends at the end of a round, never in the middle. A prayer's duration may be deliberately limited by the invoking cleric when the prayer is made, but once made, the cleric may not cut it short.

**Lasting Duration:** the prayer will last for a very long time, although it may be dispelled sooner.

**Permanent Duration:** the prayer lasts until dispelled or countered. A creature may only have two prayers of lasting or permanent duration on it.

**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. Prayers with momentary duration can not be dispelled.

**Renewable Duration:** The prayer lasts until the cleric would next regain prayer points, at which point the cleric may opt to renew the prayer for another day by spending the casting cost again. This takes no time and does not require the cleric to be conscious.

**Saving Throws:** 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:** The following abbreviations are used in the prayer list and prayer descriptions:

B	= Base Level: the level that the caster gets a prayer	'	= foot or feet, linear distance.
D	= Deep or depth.	ST	= Saving throw
H	= Height.	T	= Target's Level
L	= Caster's Level	r	= Radius
LOS	= Line of Sight	W	= Width
x	= times or by, as in (10' x 20') is 10 foot by 20 foot.	ZOE	= Zone of Effect

### Caveats

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

1. 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.
2. 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 spell 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.
3. 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.
4. 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.

### Generic Prayer Descriptions

Certain sets of prayers have very similar mechanics. We have collected the common portions of the descriptions into the following generic prayers. Individual prayers will refer to a "generic prayer description" and then specify how they might differ from the generic prayer.

**Cause Prayers:** Generally, causes of all kinds are 100% effective only if 10 rounds are taken to cast the prayer. If less time 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:** 1 being, **Range:** 120', **Duration:** momentary, **ST:** spiritual

**Cure Prayers:** 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 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 shock survival roll will be needed to avoid permanent disability. If the disease was of an enchanted nature, a level contest may be needed to cure it. Ordinary *Causes* will not require such treatment, however.  
**ZOE:** 1 being, **Range:** 120', **Duration:** momentary, **ST:** spiritual

**Detect Prayers:** 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. The default ZOE, Range, Duration and Saving Throw are given below but some prayers will have different traits.

**Type 1:** Reveals information about the location of the recipient.

**ZOE:** 1 being, **Range:** touch, **Duration:** 60 + 10L minutes, **ST:** none.

**Type 2:** 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:** 1 being, **Range:** 120' LOS, **Duration:** momentary, **ST:** spiritual

**Type 3:** 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".

**ZOE:** ≤ 60' r sphere, **Range:** 480', **Duration:** momentary, **ST:** none.

**Type 4:** The caster learns the direction to all sources of X within range, and also learns the direction to the largest source, if applicable.

**ZOE:** self, **Range:** 120', **Duration:** momentary, **ST:** none.

**Eyes Prayers:** 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:** 1 being, **Range:** 120', **Duration:** 60 + 10L minutes, **ST:** none

**Great Protection Prayers:** These prayers allow the cleric to create a non-movable 10' r circular zone of protection, centered on the caster. The specified creatures may not enter the zone regardless of their hit dice. Those inside are immune to all attacks from such creatures.

**ZOE:** 10' r circle, **Range:** zero, **Duration:** 60 + 10L minutes, **ST:** none

**Protection N Prayers:** These prayers allow the cleric to create a non-movable 10' r 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 the creature has 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:** 10' r circle, **Range:** zero, **Duration:** 60 + 10L minutes, **ST:** spiritual

**Resist Prayers:** 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:** 1 being or object, **Range:** 10', **Duration:** 60 + 10L minutes, **ST:** none

**Rune Prayers:** These spells are runes inscribed on a solid surface. The runes carry a magical effect that will be released a single time when certain conditions are met. At the time of casting, the cleric must specify simple conditions under which the runes will be set off. These conditions must involve something (e.g., any animal, a particular person, or magic) touching or breaking the surface. The surface can involve multiple related objects, such as a door and its frame. Runes may not be set off by any melee action (by swinging, throwing, dropping, being hit in combat, etc.)

Rune spells have two modes. The first is cast in a single clerical spell phase. It spreads out instantly as glowing red runes, and lasts 6+L rounds or until broken. The second takes 10 minutes to cast, during which the caster must touch each part of the active area. These runes are invisible and magically concealed; they have duration lasting or until broken. Neither mode can be cast when the conditions to set off the spell are currently being met.  
**ZOE:** any shape  $\leq 5L'$ , **Range:** touch, **Duration:** 6+L rounds or lasting, **ST:** none, victims can save against effect.

**Speak Prayers:** 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:** 60 + 10L minutes, **ST:** none.

**Vulnerability Prayers:** This prayer type causes the target to be more vulnerable to the effects of certain types of offensive prayers. Normally, the victim's saving throw against the offensive prayer is reduced and the effect of the prayer is increased.  
**ZOE:** 1 being, **Range:** 120', **Duration:** 60 + 10L minutes, **ST:** spiritual.

**Withstand Prayers:** This prayer type protects the recipient from some phenomenon (e.g. 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 that normally have no saving throw.  
**ZOE:** 1 being, **Range:** 10', **Duration:** 60 + 10L minutes, **ST:** none.

### Clerical Prayer 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. and moves at 480' / round. Due to its transparency, characters have only  $\frac{1}{3}$ <sup>rd</sup> of their normal awareness roll versus Aerial Servants. 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:** 10'; **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 is cast on a coat hanger, it will not list breaking into cars as a function, although people often use them for that purpose.  
**ZOE:** 1 item; **Range:** touch; **Duration:** momentary; **ST:** none

**Analyze Magic:** The presence and nature of all spells, magic items, prayers, and clerically summoned creatures in the ZOE is made known to the caster. Concealed spells, enchantments and prayers require a successful level contest. The base spells and all modifiers of detected spells is revealed. It also reveals the base prayer, options and detect type of detected prayers. Finally, in Breath Phase, the caster learns what mage base spells and morphic spells are being prepared in the ZOE that round.  
**ZOE:** self; **Range:** 120' LOS; **Duration:** 6 + L rounds; **ST:** none

**Analyze Prayer:** The presence and nature of all prayers, clerically enchanted items and clerically summoned creatures in the ZOE is made known to the caster. Concealed enchantments and prayers require a successful level contest. It reveals the base prayer, options and detect type of detected prayers.

**ZOE:** self; **Range:** 120' LOS; **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. Characters 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 6L cubic feet.

**ZOE:** 1 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 feet<sup>3</sup>, 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:** 60' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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' / round, a small bush or a blade of grass 10' / round.

**ZOE:** 60' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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 62).

**ZOE:** 30' r sphere; **Range:** none; **Duration:** 60 + 10L minutes [R]; **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:** 1 arrow; **Range:** touch (to cast), per bow (to use); **Duration:** 60 + 10L minutes [R]; **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 AC 10. 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:** 240'; **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:** 1 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:** 100L miles; **Duration:** L hours [R]; **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 cleric succeeds in a level contest 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:** 1 demonic being; **Range:** 240'; **Duration:** variable; **ST:** level contest

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

**ZOE:** 20' x 20'; **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:** 15' r circle; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Bless N:** Cast on one humanoid not in melee combat, this prayer increases his level (for attack purposes only) by N. It also increases the recipient's damage bonus by ½. N rounded down. Duration begins in 10 minutes or the first round the recipient attacks, whichever comes first. This does not sum with other Bless-type prayers (see Caveats see page 93)

**ZOE:** 1 person; **Range:** contact; **Duration:** 6 + L + delay rounds; **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:** 1 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:** 1 target; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Bloodscent N:** This prayer will cause one being 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 60' and a duration of L days.

**ZOE:** 1 being; **Range:** see description; **Duration:** see description; **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 5D% where D is the damage done by the blow.

**ZOE:** 1 object ≤ 10L lbs; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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 60'; 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:** 60 + 10L minutes [R]; **ST:** none

**Cauldron of Life:** The Cleric spends 10 minutes brewing herbs in a large cauldron. At the end of this time, aromatic steam rises from the cauldron, enveloping an 10L' radius sphere. 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* (see page 102)). All poisons exposed to the mist, whether currently working in someone or not, are neutralized. Any undead beings exposed must win a level contest against the cleric 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* (see page 120) or *Raise Dead Fully* (see page 120) 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:** 10L' r sphere; **Range:** touch; **Duration:** 1 week or special; **ST:** none

**Cause All:** Generic prayer type *Cause* (see page 93). This is the most powerful version of Cause Wounds. It will reduce the victim to zero hit points and renders him unconscious.

**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*

**Cause Wounds N:** Generic prayer type *Cause* (see page 93). If effective, this prayer causes wounds to appear on the victim's body (or makes existing wounds worse). The damage is Nd6.

**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*

**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 that 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 Contest will ensue. Additional attempts may be made if an attempt fails, and multiple Level Contests may ensue.

**ZOE:** 30' r sphere; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **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 includes 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*.

**ZOE:** 30' r sphere; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** mental

**Clairaudience:** This prayer enables the caster to hear what another being is listening to. He will hear with the abilities of that being, but will not gain any control over what is being listened to. The ZOE will center on the intended target, if in LOS, or on a point in space otherwise. If the latter, a random being in the ZOE will be affected. The ZOE will center on the target thereafter, and the caster may switch to any other target within the ZOE. Of course, the new target gets a saving throw, which will end the prayer if successful. The caster's hearing will be almost nil while employing the prayer, but he may turn it off and on at will.

**ZOE:** 30' r sphere; **Range:** 240' no LOS; **Duration:** 60 + 10L minutes [R]; **ST:** mental

**Clairvoyance:** This prayer enables the caster to see what another being is looking at. He will see with the abilities of that being, but will not gain any control over what is being looking at. 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 sight will be almost nil while employing the prayer, but he may turn it off and on at will.

**ZOE:** 30' r sphere; **Range:** 240' no LOS; **Duration:** 60 + 10L minutes [R]; **ST:** mental

**Cleric's Shield:** Creates a shield that protects the cleric as if he were using a +1 shield. This shield will hover in front of the cleric, in the position a swordsman would hold a shield.

**ZOE:** self; **Range:** none; **Duration:** L hours [R]; **ST:** none

**Color Change:** The cleric can change the color of L objects small enough that each could be completely enclosed in his hand. The cleric can not change the weight, texture, etc. of the object.

**ZOE:** L objects; **Range:** 10'; **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. Repeated castings of the same effect do not sum; the most powerful applies.

- Slow down an existing wind by up to 5N mph.
- Replace an existing wind of no more than 10N mph with a new wind of no more than 10N mph in any desired direction.
- Redirect (but not intensify) an existing wind of no more than 20N mph by up to 45 degrees.
- Intensify (without changing direction) an existing wind by up to 5N mph.
- Summon fog, sufficient to reduce visibility to 200 / (2N) 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 5N% 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 5N° Fahrenheit.

(Radius and duration may be reduced, but not increased, at caster's option at time of casting. ).

**ZOE:** N mile r, does not move with caster; **Range:** none; **Duration:** L hours [R]; **ST:** none

**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 contest. 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:** 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 or ciphers. The caster must be specific about the language he wishes to comprehend.

**ZOE:** self; **Range:** none; **Duration:** L hours [R]; **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 [R]; **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 [R]; **ST:** none

**Consecrate Blood:** This prayer enables the cleric to create Consecrated Blood which is similar in effect to Holy Water but the medium is blood. The blood must have already been removed from its owner before the prayer is made. Once consecrated, blood will not clot. Consecrated Blood has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Blood hits all targets as AC 10, with missile modifiers. Clerics of Leo require that the blood be from one who died honorably in combat. All clerics will recognize Consecrated Blood. 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:** 1 day [R]; **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:** 1 object; **Range:** touch; **Duration:** 1 hour to cast, effect permanent; **ST:** none

**Consecrate Stone:** This prayer consecrates a collection of stones to Dagleir. Casting the prayer once causes the consecration to last L days. Casting it again, immediately, creates a permanent consecration. Consecrated stone causes great pain to undead and demons, forcing them to make a spiritual saving throw to continue contact. If the evil creature does save, the consecrated stone becomes soiled and is no longer consecrated. If the vile creature fails to save, it takes 2 hits and must either break contact or make a mental save to continue it. If the wretched creature does make its mental saving throw it may continue to stay in contact for that round and the next round repeat its spiritual saving throw in an attempt to soil the object or take more damage. All stone consecrated by the same prayer(s) lose their consecration if any of them are soiled. A single group of consecrated stone affects all vile creatures that come in contact until they are soiled, but affects each creature only once per round even if multiple stone are contacted.

Throwing Stones (see page 127) may also be consecrated with the Consecrate Stone prayer. Consecrated throwing stones do an extra 1d6 of damage to undead and demons. A throwing stone that hits a vile creature shatters and loses both its Consecration and its Throwing Stone enchantement. If more casual contact is made between a wretched creature and one or more throwing stones pain, damage and possible soiling are as described above. The group of throwing stones does not become soiled when a stone is shattered but will if one is soiled by casual contact.

A cleric may consecrate L<sup>2</sup> tons of stone or up to 20 throwing stones with a single prayer.

**ZOE:** 1 group of stones; **Range:** none; **Duration:** L days or perm.; **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 10, 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:** 1 day [R]; **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 non-followers have their saving throws reduced, while all followers have their saving throws improved. *Consecrate I* gives a 10% effect over an area of 1000 ft<sup>2</sup> to a height of 10'. *Consecrate II* gives a 20% effect in a volume of 100,000 ft<sup>3</sup>, but to a height of no more than 100'.

**ZOE:** see description; **Range:** touch; **Duration:** 1 day to cast, effect permanent; **ST:** none

**Continual Darkness:** This causes complete and utter darkness within 20' 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 20' r 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* (see page 101) come into contact, they cancel in the overlapping area.

**ZOE:** 40' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **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* (see page 101) and a *Continual Light* come into contact, they cancel in the overlapping area.

**ZOE:** 20' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **ST:** none

**Controlled Empathic Cure:** Generic prayer type *Cure* (see page 93) 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. The caster is able to select the number of points transferred. Only damage present on the target before the current clerical prayer phase can be cured.

**ZOE:** 1 patient; **Range:** touch; **Duration:** momentary; **ST:** special

**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 contest will ensue.

**ZOE:** 1 volcano; **Range:** L miles; **Duration:** 1 day [R]; **ST:** none

**Convert:** This may be thrown on any humanoid in an attempt to change his alignment and religion to that of the caster. This requires a Level Contest with the target having a 3 level bonus. 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:** 1 being; **Range:** 60'; **Duration:** 1 hour to cast, effect permanent; **ST:** level contest +3

**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. The weapon gets a saving throw as described under *Magic Items*. If the weapon fails to save, the weapon is amenable to conversion. If not, the weapon can not be converted.

**ZOE:** 1 weapon; **Range:** touch; **Duration:** 1 day to cast, effects permanent; **ST:** special

**Create Air:** Creates enough pure air for L man hours of breathing. One man hour is about 40 cubic feet. The air appears slowly and nonviolently at a point of the caster's choosing.

**ZOE:** vicinity; **Range:** 120'; **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:** Vicinity; **Range:** 60L'; **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:** vicinity; **Range:** 60'; **Duration:** permanent; **ST:** none
- Create Weapon:** This prayer enables the cleric to forge, fashion, or fletch a weapon from available materials in a single round. Any mundane weapon on the weapons chart may be manufactured provided there is suitable material. The GM will rule on the availability and suitability of material.  
**ZOE:** 1 weapon; **Range:** none; **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:** vicinity; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Cure Affliction:** Generic prayer type *Cure* (see page 93). 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.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure All Wounds:** Generic prayer type *Cure* (see page 93). This will cure all damage off a patient of the caster's religion, and two-thirds of it, rounded up, otherwise.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Blindness:** Generic prayer type *Cure* (see page 93). 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 shock survival roll will allow the patient to regain the percentage of sight rolled.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Deafness:** Generic prayer type *Cure* (see page 93). If major structural parts of the ear are missing, then the cleric must make his spiritual saving throw to attempt to regenerate it. A subsequent shock survival roll will allow the patient to regain the percentage of hearing rolled.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Disease:** Generic prayer type *Cure* (see page 93). This will cure all normal disease, and those Caused diseases that are not combined with a Curse, etc. If the patient had a terminal illness, and had lost over 50% of constitution, roll Shock 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.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Feeblemind:** Generic prayer type *Cure* (see page 93). This prayer will reverse a Mage *Feeblemind* spell (see page 60).  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Insanity:** Generic prayer type *Cure* (see page 93). This prayer will cure 1 form of insanity in the patient. If the patient has more than one form of insanity the most mild form will be cured.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*
- Cure Lycanthropy:** Generic prayer type *Cure* (see page 93). This prayer will prevent the disease Lycanthropy from occurring in one who has been bitten by a were-creature. If a *Speed Lycanthropy* prayer has been cast, a Level Contest results.  
**ZOE:** 1 being; **Range:** touch; **Duration:** momentary; **ST:** spiritual\*
- Cure Paralysis:** Generic prayer type *Cure* (see page 93). This prayer cures paralysis.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*

**Cure with Herbs:** Casting this prayer creates a healing poultice that must be eaten or applied to a wound to take effect. It requires 10 minutes to cast. It will cure  $d6 + L/2$  (round down) hit points, regardless of the species or religion of the beneficiary. Followers of Danu receive an extra +1. 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 2L 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:** 1 poultice / 1 being; **Range:** touch; **Duration:** momentary\*; **ST:** none

**Cure Wounds N:** Generic prayer type *Cure* (see page 93). Cures  $Nd6$  points of damage off the recipient. If the recipient is of the caster's religion modify by +1 / die.

**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*

**Daglir's Ears:** The cleric enchants two flat stones so that he can hear through them as if they were his own ears. For the duration of the spell, the cleric may choose, from round to round, which set of ears to hear through. If the cleric is listening through the stones he / she is completely unaware of sound in his / her own vicinity, thus the term stone deaf. The ears will give a good sense of direction to the source of sounds if they remain together and aligned. If they become misaligned, the cleric loses any sense of direction to sounds that he hears. If the ears are separated, the cleric will hear sound from both ears. Unlike Ear of the Hermit (see page 108), there is no play back capability and there is no control of where the ears go and there is no range limit.

**ZOE:** 2 flat stones; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Daglir's Eyes:** The cleric enchants two gems so that he can see through them as if they were his own eyes. For the duration of the spell, the cleric may choose, from round to round, which set of eyes to see through. Unlike Eye of the Hermit (see page 109) and Wizard Eye, the cleric gains binocular vision. However if the gems are separated or go out of alignment, the cleric will not be able to get a clear vision. Also, unlike Eye of the Hermit, there is no play back capability and unlike Wizard Eye, there is no control of where the eyes go and there is no range limit.

**ZOE:** 2 gems or crystals; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Daglir's Fist N:** This prayer acts as a +N to hit, +N to damage Hammer Hand prayer (see page 112).

**ZOE:** 1 follower; **Range:** touch; **Duration:** L hours; **ST:** none

**Daglir's Skin:** This prayer causes the recipient's skin to act like plate and shield armor. The skin remains flexible to the recipient, but it is as hard as iron to all that touch it. This does not combine with other armor and the skin can not be further enhanced or enchanted by spell or prayer. Non-armor magic items that add protection will work in conjunction with Daglir's Skin. Mages and Guardians can be blessed by this prayer but may not cast while this prayer is in effect on them.

**ZOE:** 1 follower; **Range:** touch; **Duration:** L hours; **ST:** voluntary

**Danu's Mantle N:** This prayer increases the recipient's hit points by  $Nd6$  and saving throws by N levels. 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 10 minutes after casting. This is a Bless-type prayer.

**ZOE:** 1 being; **Range:** touch; **Duration:** 6 + L rounds + 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 a 5' r, and then will thin out until it becomes only a greying effect at 10'. In the region of totality, it can only be negated by magical means. The caster cannot see in it. A *Light* spell or prayer will negate *Darkness* in the overlapping area and vice-versa.

**ZOE:** 10' r sphere; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Dawn:** This prayer is identical to a *Continual Light* (see page 101) but with all the attributes of full daylight.

**ZOE:** 20' r sphere; **Range:** 360'; **Duration:** 1 day [R]; **ST:** none

**Detect Altitude:** Generic prayer type *Detect* (see page 94). This prayer tells the recipient all of the following:

1. Current altitude above / below ground.
2. Current altitude above / below sea level.
3. Current altitude of the ground above sea level (just in case they can't subtract).

Types 1 and 2.

**ZOE:** 1 being; **Range:** touch | 120' LOS; **Duration:** 60 + 10L minutes [R] | momentary; **ST:** none

**Detect Animal:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of a specified type of animal. The caster may look for any particular kind of animal. He may select any taxon from species up to kingdom. Types 3 and 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Battle:** Generic prayer type *Detect* (see page 94). This prayer reveals the direction to the nearest melee(s). Types 3 and 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Curse:** Generic prayer type *Detect* (see page 94). This prayer reveals what, if any, curses lie upon a person, place or thing. Curses are routinely concealed. In this case a level contest is needed to determine if a curse exists, and a second to determine the curse. Type 2, but can also be cast on objects or places.

**ZOE:** 1 being, object or place; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Disease:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence and nature of disease. If invoked as a type 2 detect, the prognosis for the target's illness is also revealed. Prognosis includes life expectancy if not treated and how contagious the disease is. If invoked as a type 3 or type 4 detect the cleric may either choose a specific disease or all disease in the ZOE. Plant diseases may be detected as well as animal diseases and include insect infestation, etc.

Natural lycanthropes may be detected by this prayer whether or not they are in their were form. Creatures that have been temporarily transformed, via magic, into were creatures can only be detected in were form. Types 2, 3, 4.

**ZOE:** varies; **Range:** varies; **Duration:** momentary; **ST:** varies

**Detect Evil:** Generic prayer type *Detect* (see page 94). This prayer reveals if a target is evil or the presence of evil in the ZOE. 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. Types 2, 3, 4.

**ZOE:** varies; **Range:** varies; **Duration:** momentary; **ST:** varies

**Detect Food:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of edible food. The cleric may specify that the food to be detected be edible to some specific species. For example, the cleric could detect horse fodder. Types 3 and 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Guilt:** Generic prayer type *Detect* (see page 94). This prayer reveals if a being is guilty of a particular evil act or if the guilty being is in the ZOE. It will not work on a soulless or conscienceless beings. A successful saving throw is indistinguishable from a negative result. Once a being has saved, he will continue to save vs all subsequent detects on for the same crime. Types 2, 3, 4.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Hostility:** Generic prayer type *Detect* (see page 94). This prayer reveals if a being is hostile, or if hostile beings are in the ZOE. Hostile is defined as willing to cause harm at the time. The cleric may specify to detect only beings that are hostile to the cleric or that are hostile towards any beings at all. It does not reveal who the target wishes to fight. Creatures acting purely defensively are not generally hostile. Types 2, 3, 4.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual



**Detect Illusion:** Generic prayer type *Detect* (see page 94). This prayer reveals if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it gets a spiritual saving throw as the caster would have had at the time of casting. Type 2.

**ZOE:** 1 object; **Range:** 120' LOS; **Duration:** momentary; **ST:** none\*

**Detect Intent:** Generic prayer type *Detect* (see page 94). This prayer reveals if a being has a strong purpose at the moment, and if so, the general nature thereof. Type 2.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Level:** Generic prayer type *Detect* (see page 94). This prayer reveals the level or hit dice of one being. Type 2.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Library:** Generic prayer type *Detect* (see page 94). Collection(s) of books, scrolls, or other documents are revealed. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Lie:** Generic prayer type *Detect* (see page 94). This prayer reveals if a creature is telling a deliberate untruth, or if a written statement was a deliberate lie at the time it was written. It will not reveal errors, omissions, or clever half-truths. Written statements save as the author at the time the statement was written. A successful save is indistinguishable from a negative result. Once a saving throw is made, all further attempts by the same cleric will fail. Type 2.

**ZOE:** 1 being or statement; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Location:** This prayer tells the cleric the range and direction to either his home temple's bedrock or the location of a patch of bedrock that the cleric has consecrated. The cleric must be touching bedrock on the same tectonic plate as the consecrated stone. The cleric will know how far North / South and East / West the consecrated stone is from the current location. Type 1.

**ZOE:** self; **Range:** 1 continent; **Duration:** momentary; **ST:** none

**Detect Magic:** Generic prayer type *Detect* (see page 94). This prayer reveals the presense of magic in effect within range in LOS, be it spell or item or prayer. It does not detect Concealed Magic. The prayer offers no analysis, although it will tell spells from prayers and items, and will reveal the religion of detected prayers. Type 4.

**ZOE:** self; **Range:** 120' LOS; **Duration:** momentary; **ST:** none

**Detect Metal:** Generic prayer type *Detect* (see page 94). This prayer reveals the presense of metal. 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 Contest against the enchanter. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect North:** Generic prayer type *Detect* (see page 94). The true direction of North is revealed. Type 1.

**ZOE:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Detect Oathbreaker:** Generic prayer type *Detect* (see page 94). This prayer reveals 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%. If the oath was sworn on Janda, there is no saving throw. Types 2, 3, 4.

**ZOE:** varies; **Range:** varies; **Duration:** momentary; **ST:** varies

**Detect Plants:** Generic prayer type *Detect* (see page 94). Identical to Detect Animal (above) but detects plants instead. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Poison:** Generic prayer type *Detect* (see page 94). When cast as a type 2 detect, this prayer reveals if a living being is suffering from poison. This prayer will work on plants or animals.

When cast as a type 3 or 4 detect, this prayer reveals the presence of substances toxic to the cleric's race. It will not reveal poison already in a living being except poison that is normally part of the creature, i.e. it will detect a poisonous snake but not a poisoned snake. Types 2, 3, 4.

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

**Detect Possession:** Generic prayer type *Detect* (see page 94). This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, *Magic Jar* (see page 63), etc. The possessing being gets the saving throw, at -20%. Type 2.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual\*

**Detect Prayer:** Generic prayer type *Detect* (see page 94). This prayer reveals prayers in effect and clerically summoned beings. It does not detect Concealed prayers. This prayer offers no analysis, save that it will reveal the religion of detected prayers. Type 4.

**ZOE:** self; **Range:** 120' LOS; **Duration:** momentary; **ST:** none

**Detect Protection:** Generic prayer type *Detect* (see page 94). This prayer reveals all magical protection or resistance items or prayers presently in effect. Type 2, but can also be cast on objects.

**ZOE:** 1 being or object; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Religion:** Generic prayer type *Detect* (see page 94). This will reveal the subject's god. Type 2.

**ZOE:** 1 being; **Range:** 120' LOS; **Duration:** momentary; **ST:** spiritual

**Detect Secret Doors:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of secret doors and hidden spaces. If the cleric runs his hands over, steps on, or otherwise touches, a door or covering to a hidden space, room or compartment, it will become obvious to him and continue to be obvious thereafter. Hidden spaces includes secret pockets in garments, secret panels, etc. Type 1.

**ZOE:** self; **Range:** touch; **Duration:** 60 + 10L minutes; **ST:** none

**Detect Size:** Generic prayer type *Detect* (see page 94). This prayer reveals the height, breadth and thickness of the object touched, up to 60' in each dimension. It also reveals some idea of the general shape of the object, i.e. box, cube, sphere, cylinder or irregular. Type 1.

**ZOE:** 1 object; **Range:** touch; **Duration:** momentary; **ST:** none

**Detect Substance:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of one non-magical, non-living substance. For example, one could look for wine, salt, meat, iron, rubies, or tin. One could not look for jewelry, living flesh, or an artifact. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Trap:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence, location and general nature of the trap nearest to the center of the ZOE. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Undead:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of undead creatures. Type 4 also indicates the type of undead detected. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'; **Duration:** momentary; **ST:** none

**Detect Water:** Generic prayer type *Detect* (see page 94). This prayer reveals the presence of water. The cleric may choose to detect either potable water or any water. It will not detect water that is in living or dead beings. If invoked outdoors as a type 4 detect, it has a range of L miles. Types 3, 4.

**ZOE:** ≤ 60'r sphere | self; **Range:** 480' | 120'\*; **Duration:** momentary; **ST:** none

**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:** 60' cone; **Range:** none; **Duration:**  $6 + L$  rounds; **ST:** spiritual\*

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

**ZOE:** 1 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 resolved as a Level Contest. 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:** 1 object, being or enchantment; **Range:** 120'; **Duration:** momentary; **ST:** level contest

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

**ZOE:** 1 object, being or enchantment; **Range:** 240'; **Duration:** momentary; **ST:** level contest

**Dispel Magic:** This prayer permanently breaks magical prayers and spells. It cannot be used on items. Success requires a Level Contest. 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' r sphere; **Range:** 120'; **Duration:** momentary; **ST:** level contest

**Dispel Permanence:** This prayer negates the effect of a *Permanent* spell (see page 65). A level contest is fought without the level boost of the permanent.

**ZOE:** 1 object, being or enchantment; **Range:** 120'; **Duration:** momentary; **ST:** level contest

**Dispel Prayer:** This prayer will attempt to dispel all clerical prayers within the ZOE. Each prayer requires a successful Level Contest to dispel.

**ZOE:** 10' r sphere; **Range:** 60'; **Duration:** momentary; **ST:** level contest

**Dispel Undead N:** This prayer inflicts  $Nd6$  damage on all undead in the ZOE. The undead exceed level  $N$  to get a spiritual saving throw.

**ZOE:** 60' r sphere; **Range:** 120'; **Duration:** momentary; **ST:** spiritual\*

**Divine Audience:** The cleric 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 127) with ten times normal range, and be otherwise detectable.

**ZOE:** 1 cleric and deity; **Range:** unlimited; **Duration:** 1 Min.; **ST:** none

**Divine Guidance:** Similar to a *Commune* prayer (see page 99), 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:** 1 question; **Range:** N/A; **Duration:** 10 Min.; **ST:** none

**Doom of Stone:** This prayer causes the stone surrounding its victims to close in and crush them. The area affected must have two surfaces of stone, one on either side of the target(s). The surfaces must each be at least 20' long and can be up to 60' long. Usually these are walls, but they could be floor and ceiling or even a floor and a wall. At the end of the movement phase following the invoking of this prayer, the surfaces close together and begin crushing the targets. Victim(s) that have not acted that round may escape, assuming there is a path to escape.

Starting in the breath phase of each subsequent round, for as long as the prayer is running, the trapped victim(s) are crushed as follows. The victim(s) may attempt a contest of strength against strength 20 to avoid damage. If the victim(s) win the contest, none take damage. If they lose the contest or don't resist, they take 1d6 crushing damage.

The cleric must maintain the prayer on successive rounds to continue the constriction. This is the only action the cleric may take except to take a combat step. Once the stone has closed, the victims are inaccessible to the outside world and vice versa. Magic and or prayers that need a line of sight can not effect the victim(s), either to aid or harm them. While the victim(s) are being crushed, they will be able to use magic or pray only if they do not participate in resisting the surfaces with their strength and are not distracted by damage. It is not possible to attack the victim(s) with weapons because of the entombing stone.

After either L rounds or the cleric is distracted or ceases to concentrate, the surfaces return to their original positions. This prayer is renewable, so the cleric can extend its duration for another L rounds once it has run out.  
**ZOE:** 1 space; **Range:** 60'; **Duration:** L rounds [R]; **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:** touch; **Duration:** 1 month; **ST:** none

**Earthquake:** This prayer creates tremors over a wide area, which will measure  $\frac{1}{2}$  L on the Richter scale. The central 60' x 60' will be the epicenter, and such an area will develop cracks which will swallow 1 in 6 creatures under fourth level, and small buildings will be toppled. The rest of the ZOE will suffer glass breakage and a lot of scared animals and peasants. Underground complexes will be harder hit.  
**ZOE:** L square miles; **Range:** 480' to epicenter; **Duration:** 1 minute; **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:** This prayer allows the Cleric to project a blast of fire, ice, or lightning at a single target. The blast hits any target per AC 10; damage is d8 + L. There is no saving throw, but the relevant *Resist* provides complete protection. The prayer has no effect if the "to hit" roll fails, there is no collateral damage or mistargeting.  
**ZOE:** 1 target; **Range:** (120 + 10L)'; **Duration:** momentary; **ST:** none

**Empathic Cure:** Generic prayer type *Cure* (see page 93), 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:** 1 being; **Range:** touch; **Duration:** momentary; **ST:** spiritual\*

**Enchant Armor N:** This prayer 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:** 1 piece of armor; **Range:** touch; **Duration:** 10 minutes; **ST:** none

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

**ZOE:** 1 weapon; **Range:** touch; **Duration:** 10 minutes; **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 that are magical or are already perfect.

**ZOE:** 1 gem; **Range:** touch; **Duration:** momentary; **ST:** none

**Enhance Weapon N:** This prayer enhances all non-magical weapons in the ZOE so that the weapons can hit creatures that can not be hit by ordinary weapons. It does not add to a weapon's chance to hit, but it allows a weapon to hit creatures that could only be hit by +(N-2) magical weapons. (N=1 hits things vulnerable to non-magical silver weapons).

**ZOE:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **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 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' r circle; **Range:** 240'; **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 a nature cleric of higher level. Only one cleric may enter a given plant at a time. Other nature 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 Contest, unless the cleric in the plant concedes.

**ZOE:** 1 plant; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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. The range limit applies only at casting time.

**ZOE:** 1 being; **Range:** 240'\*; **Duration:** 60 + 10L minutes [R]; **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.

**ZOE:** as detect; **Range:** as detect; **Duration:** 1 day; **ST:** as detect

**Eye of the Hermit:** The caster touches a spot on a wall, floor, or object. The spot will see and record all that the caster could see if personally present. The eye 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 fast forward, rewind, etc.) The cleric must choose the eye's orientation.

**ZOE:** LOS; **Range:** touch; **Duration:** 1 month; **ST:** none

**Eyes of Animals:** Generic prayer type *Eyes* (see page 94). The caster can see through the eyes of an animal.

**ZOE:** 1 target; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Eyes of Trees:** Generic prayer type *Eyes* (see page 94). The caster may pick a tree to see from. He gains vision in all directions.

**ZOE:** 1 tree; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**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:** 30' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Fair Fight:** This prayer combines the effects of *Resist Cure Wounds* (see page 122) and *Resist Cause Wounds* (see page 121) throughout the ZOE. It must be cast before the cleric enters melee.

**ZOE:** 30' r sphere moving with caster; **Range:** zero; **Duration:** 1 battle; **ST:** none

**Fear Animals:** All non-sentient animals (not monsters) of hit dice 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 rounds, where T is the animals hit dice. Victims will use magical means of fleeing (e.g. teleport) if they are a natural ability of the animal. An animal controlled by an outside source gets a Level Contest against the controller's level for control in addition to a save.

**ZOE:** 60' cone; **Range:** none; **Duration:** until saves; **ST:** mental

**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 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 (e.g. a magical sword) is immune.

**ZOE:** 60' cone; **Range:** none; **Duration:** until saves; **ST:** mental

**Fight Like a Lion N:** This prayer can be cast only on Leo followers before they enter into melee combat. 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 +5N% to hit, +N damage, and +5% to all saving throws.

**ZOE:** 1 Leo; **Range:** touch; **Duration:** 1 battle; **ST:** none

**Fight Like a Pride N:** This prayer can be cast only on Leo followers before they enter into melee combat. 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 +5N% to hit, +N damage, and +5% to all saving throws.

**ZOE:** 10 rounds of Leos; **Range:** touch; **Duration:** 1 battle; **ST:** none

**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 require 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:** 1 being; **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:** 1 being; **Range:** 120'; **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:** 1 being; **Range:** touch; **Duration:** momentary; **ST:** physical

**Float Stone:** This prayer enables the cleric to lift and slowly move very heavy stone objects. The cleric must grasp the stone with both hands and meditate for a round. Once his meditation is complete, the stone becomes as light as a feather to the cleric for as long as he keeps his grasp. Although the stone is light, it can only be moved 3 feet per round. The cleric may lift stone weighing 1 ton / level. The typical densities of stone is 4. A 1 meter cube of stone weighs 4 metric tons. A 1 foot cube of stone weighs 250 lbs.

If the cleric loses his grip, or the prayer expires, the stone settles to the ground harmlessly, at the same speed. If the stone is on an inclined plane when the cleric lets go it will slowly descend the plane until it is at rest. The stone will not move over anything other than other stone or soil. The cleric can not slam the stone into anything with more strength than he possesses without this spell. The cleric can not move a stone that is in the middle of a wall or that is mortared down unless he has the strength to break the connection.

If he tries to push another creature with the stone, a contest of strength is rolled to decide which way the stone moves, but no matter the result, the stone can not be moved more than 3 feet per round. The cleric's allies may add their strength to help him push the stone. If a creature is pinned against a wall in such a contest, they will take 1d4 crushing damage.

**ZOE:** self; **Range:** none; **Duration:** 60 + 10L minutes [R]; **ST:** none

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

**ZOE:** 20' cube; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **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 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:** self; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **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 Contest to get a chance to save.

**ZOE:** 1 being; **Range:** 120'; **Duration:** instant; **ST:** 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 Contest to get a chance to save.

**ZOE:** 30' r sphere; **Range:** 120'; **Duration:** instantaneous; **ST:** 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:** 60 + 10L minutes [R]; **ST:** spiritual\*

**Grand Patterning:** This prayer gives an object a permanent magical enchantment. The affected object cannot be broken by normal force, nor can it be affected by those prayers that 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:** 1 object; **Range:** touch; **Duration:** permanent; **ST:** none

**Great Protection from Animals:** Generic prayer type *Great Protection* (see page 94). This prayer affects non-magic using, non-enchanted animals.

**ZOE:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual\*

**Great Protection from Elementals:** Generic prayer type *Great Protection* (see page 94). This prayer affects elementals including Djinni.

**ZOE:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual\*

**Growth Animals:** This prayer 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:** 60' cone; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** physical

**Growth Plant:** This prayer may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown (this takes only one 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 50' x 50'; **Range:** 240'; **Duration:** L days; **ST:** none

**Hammer Hand:** This prayer enables the recipient to use their hands as War Hammers. Using your hands as war hammers (see page 2) acts exactly like wielding a war hammer in combat except that you can not throw your hands like a war hammer. This prayer is great for having a concealed weapon or if you left your war hammer in your other suit of platemail.

**ZOE:** 1 pair of hands; **Range:** none; **Duration:** L hours; **ST:** none

**Harden Metal:** This prayer makes metal harder to break. More importantly, it makes the metal partially resistant to prayers that only affect non-magical metal. Spells such as *Manipulate Metal*, *Brittle*, or *Metal Window* must win a Level Contest to succeed. The prayer affects up to L cubic feet of metal per casting, with a minimum thickness of 1 inch.

**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*, *Brittle*, or *Stone Window* must win a Level Contest to succeed. The prayer affects up to L cubic feet of stone per casting, with a minimum thickness of 1 foot.

**ZOE:** 1 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* (see page 103). However, the effect of this poultice will be to cure **all** damage to the recipient, however severe. The pot of herbs will last, if not used, 2L days.

**ZOE:** 1 poultice/1 being; **Range:** touch; **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:** touch; **Duration:** L rounds to write, L days before writing fades; **ST:** none

**Hide Among Plants:** The recipient may hide in a thicket or woods with no normal chance to be spotted. If there is no thicket or woods available, he may hide anywhere there are any plants with only half the normal chance of being noticed.

**ZOE:** 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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 Contest determines which hold gains control.

**ZOE:** 30' r sphere; **Range:** 240'; **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 rounds.

Basic abilities: The recipient's movement rate is increased by  $N * 10'$  / round; 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  $N * 10'$  / round of bonus movement may be taken in the movement phase even in rounds when the recipient uses missile fire.

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:** 1 being; **Range:** touch; **Duration:** L hours [R]\*; **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 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:** 1 being in suitable surroundings; **Range:** touch; **Duration:** L hours [R]; **ST:** none

**Hurl Boulder:** This prayer hurls a boulder as if it were tossed by a titan. The boulder, which the prayer does not supply, must be about 1' in diameter. After invoking the prayer, the cleric grasps the boulder and throws it at target as if it were a throwing stone. The range of the boulder is equal to an arrow fired from a long bow. The damage is 6d6 at point blank range, 5d6 at medium range and 4d6 out to long range.

**ZOE:** 1 boulder; **Range:** touch; **Duration:** momentary; **ST:** none

**Hypnosis:** This prayer places the victim in a 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:** 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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 122) against one immolating opponent if the first magical fire was immolation.

**ZOE:** 1 being; **Range:** touch; **Duration:** 1 day; **ST:** none

**Immunity to Magic:** This prayer is the most powerful version of *Magic Resistance N* (see page 115). It provides 100% protection.

**ZOE:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** touch; **Duration:** 1 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:** LOS; **Duration:** L hours [R]; **ST:** none

**Inhibit Magic:** Cast on a person or object, all MU spells cast from within the ZOE must win a Level Contest 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:** 30' r sphere about a person or object; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** 10'; **Duration:** 6 + L 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 30' 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 120' r, 60' high; **Range:** 480'; **Duration:** L hours [R]; **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:** 60 + 10L minutes [R]; **ST:** none

**Investigation:** Upon examining evidence of wrongdoing, the cleric will 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:** 1 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* (see page 60), 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 invokers 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 invoker --indeed, it is commonly regarded as simple prudence.

**ZOE:** 1 elemental; **Range:** 10'; **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:** 1 being; **Range:** 120'; **Duration:** 1 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:** 1 person; **Range:** 120'; **Duration:** until dawn or used; **ST:** none

**Life Sense:** This prayer allows the recipient to sense any living being within 60' and swing at them with no penalty for darkness or invisibility.

**ZOE:** 1 being; **Range:** none; **Duration:** L hours [R]; **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:** 40' illumination; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Locate Oathbreaker:** As *Locate Person* (see page 115), 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:** ½L miles; **Duration:** L hours [R]; **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:** 60L'; **Duration:** 10 Min.; **ST:** none

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

**ZOE:** self; **Range:** ½L miles; **Duration:** L hours [R]; **ST:** spiritual

**Locate Stolen Object:** This *Locate Object* (see page 115) can **only** be used on "hot goods".

**ZOE:** self; **Range:** 60L'; **Duration:** 10 Min.; **ST:** none

**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 that the character could not have found in a library somewhere.

**ZOE:** self; **Range:** none; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Manipulate Metal:** When the cleric casts this prayer, he may shape metal that comes in contact with his bare hands as if it were made of soft clay. Metal 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:** 60 + 10L minutes [R]; **ST:** none

**Manipulate Stone:** When the cleric casts this prayer, he may shape stone that 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:** 60 + 10L minutes [R]; **ST:** none

**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* (see pages 48, 105) will not work. Anyone taking any action that would break an *Invisibility* spell (see page 50) will no longer be concealed by this prayer. The persons to be concealed must remain within the ZOE.

**ZOE:** 120' r; **Range:** zero; **Duration:** L hours [R]; **ST:** none

**Meld Metal:** When the cleric casts this prayer, he may shape metal which comes in contact with his bare hands to a depth of ½ inch from its original surface as if it were made of soft clay. Metal 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:** 60 + 10L minutes [R]; **ST:** none

**Meld Stone:** When the cleric casts this prayer, he may shape stone with his bare hands to a depth of ½ 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:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** 240' r; **Duration:** 1 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. The mass version gives the same message to up to L people.

**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. The mass version gives the same message to up to L people.

**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. The mass version gives the same message to up to L people.

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

**Metal Window:** As *Stone Window* (see page 126) but the caster makes a volume of metal transparent instead. Stone in the ZOE will remain opaque.

**ZOE:** 4L cubic feet; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** 1 mile w / LOS at time of casting; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Move Earth:** This prayer allows the caster to slowly move great quantities of earth. Hills and ridges may be moved up to 5' per minute. 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:** 120' cube; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **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 save is based on the weapon's greatest plus as follows:

-n to +0: 20%

+1: 24%

+2: 36%

+3: 56%

+4: 84%

+5: 120%

**ZOE:** 1 weapon; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** touch; **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:** 1 being; **Range:** touch; **Duration:** 1 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 Contest purposes.

**ZOE:** 1 being; **Range:** touch; **Duration:** permanent; **ST:** voluntary only

**Observe Prayer:** Generic prayer type *Detect* (see page 94). Detects prayers and clerically summoned beings in effect within range in LOS. It will detect Concealed prayers with a successful Level Contest. The caster sees the prayers glow; this prayer offers no analysis, save that it will reveal the religion of detected prayers.

**ZOE:** self; **Range:** 120' LOS; **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:** 10 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:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

**Panther Senses:** Gives the recipient the combination of the Mage spell *Enhance Hearing* (see page 48), and the prayers *Cat's Eye* (see page 98), and *Bloodhound* (see page 97).

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **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:** 1 body of water  $\leq 10L'$  across and  $\leq (L - B + 1) \times 10'$  deep; **Range:** 10 x L'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Pass Freely:** Allows the recipient to move at full speed through natural obstructions such as heavy forest, underbrush, or swamps.

**ZOE:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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  $10 + (5 \times (L-B))$  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 description; **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:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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 a Level Contest against the controller.

**ZOE:** 10L' r sphere; **Range:** 10 x L'; **Duration:** 1 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 the caster's level +4 for all Level Contests.

**ZOE:** same; **Range:** same; **Duration:** Permanent; **ST:** none

**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 10L pounds or less. Living creatures made of wood get a spiritual save for no effect.

**ZOE:** 1 object; **Range:** touch; **Duration:** instantaneous; **ST:** see description

**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 and hit points. 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, as well as his hit points. The cleric may end the prayer at any time.

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

**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 104) 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:** 20' x 20' max.; **Range:** touch; **Duration:** 60 + 10L Min.; **ST:** none

**Possess:** The caster attempts to take control of the target's body. If he wins a Level Contest, he gains 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 suffers a normal death. The caster may end the prayer at will.

**ZOE:** 1 being; **Range:** 240'; **Duration:** indefinite; **ST:** level contest

**Possess Animal:** Per *possess* but it only affects animals.

**ZOE:** 1 animal; **Range:** 240'; **Duration:** indefinite; **ST:** level contest

**Predict Weather:** The caster will be able to make a weather forecast at the time of casting that 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:** 5L miles; **Duration:** 6L 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 120). 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:** 10'; **Duration:** ½ L 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 that 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:** 10 minutes; **ST:** none

**Protection from Animals N:** Generic prayer type *Protection* (see page 94). This prayer allows the cleric to create a non-movable 10' radius circular zone of protection, centered on the caster. Non-magic using, non-enchanted animals may not enter the zone if they have N or fewer hit dice. This includes giant species, provided the giant species is not the product of enchantment. It does not include lycanthropes. 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 beings get +5 x (N / 2)% to all saves vs. attacks from animals. 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:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual\*

**Protection from Elementals N:** Generic prayer type *Protection* (see page 94). This prayer allows the cleric to create a non-movable 10' radius circular zone of protection, centered on the caster. Elementals may not enter the zone if they have N or fewer hit dice. Elementals include all creatures that are completely made from one of the elements and which draw their power from the element, including Djinni. 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 beings get +5 x (N / 2)% to all saves vs. attacks from Elementals. 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:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual\*

**Protection from Evil N:** This prayer allows the cleric to create a non-movable 10' radius circular zone of protection, centered on the caster. Evil beings may not enter the zone if they have N or fewer hit dice. 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. 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 beings get + 5 x (N / 2)% to all saves vs. attacks from evil beings. 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:** 10' r sphere; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual\*

**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:** touch; **Duration:** momentary; **ST:** none

**Purify Metal:** This prayer will separate an ore into its elemental components. Up to 10L pounds of ore can be affected. The prayer will not work on magical ore or metal that has already been worked.

**ZOE:** ≤ 10L lbs. of ore; **Range:** touch; **Duration:** instantaneous ; **ST:** none

**Quarry Stone:** This prayer enables the cleric to remove a section of stone from bedrock. The cleric thanks the earth for its gifts and grasps the section of stone to be quarried. A thin (1 inch) margin of stone around the target piece turns to sand allowing the cleric to remove it. If the stone is large, the cleric may need to have a Float Stone prayer (see page 111) running to lift the stone from the earth. The shape of the stone is limited to 12 sides that can be either planes, conical sections, cylindrical sections or spherical sections. It is possible to quarry a stone in a shape such that it is trapped in the bedrock. For instance to quarry a sphere, one would have to first remove the stone from above the sphere or the quarried sphere would be trapped inside a nice spherical cavity. The cleric may quarry a stone weighing 1 ton / level. The quarried stone will have a rough surface.

**ZOE:** 1 stone; **Range:** none; **Duration:** Permanent; **ST:** none

**Quest:** The victim of this prayer must perform a task that 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:** 1 being; **Range:** touch; **Duration:** until fulfilled; **ST:** spiritual

**Question Dead:** The caster may ask L / 3 questions of the dead. The deceased may only answer with a single word. 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)<sup>2</sup> days, where B is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

**ZOE:** 1 dead body; **Range:** 10'; **Duration:** 10 minutes; **ST:** none

**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)<sup>2</sup> days of decay, or the attempt is doomed. No more than one attempt may be made per body.

**ZOE:** 1 dead being; **Range:** 10'; **Duration:** permanent; **ST:** resurrection roll

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

**ZOE:** 1 body; **Range:** 10'; **Duration:** permanent; **ST:** resurrection roll



**Range Booster:** This increases the range of any prayer of detection to 10 times 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.

**ZOE:** self\*; **Range:** none; **Duration:** same; **ST:** none

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

**ZOE:** self; **Range:** as sight; **Duration:** 60 + 10L minutes [R]; **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:** 60 + 10L Min.; **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 one airtight earthenware container (a small flask or pot will do nicely) by the caster, and used within 2L days. When the container is next opened, all living beings within 10L' will immediately be healed of 1d6 points of damage, unless they save vs. spiritual.

**ZOE:** see description; **Range:** see description; **Duration:** see description; **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 10 minutes 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 10 minutes to cast. This prayer cannot be cast unless the recipient holds still for the Cleric to graft on the new part, which may involve 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:** 1 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 Contest. 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:** 1 curse; **Range:** 240'; **Duration:** permanent; **ST:** level contest

**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 Contest is a good way to compare terrors.)

**ZOE:** 1 being; **Range:** 360'; **Duration:** lasting; **ST:** spiritual and / or mental

**Resist Cause Wounds:** Generic prayer type *Resist* (see page 94). This prayers protects against *Cause Wounds* and *Cause All* prayers.

**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Resist Cold:** Generic prayer type *Resist* (see page 94). This prayer gives resistance to magical and natural cold.

**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

- Resist Crushing:** Generic prayer type *Resist* (see page 94). Crushing includes being buried alive, constriction, bearhugs, implusions, etc. It does not include blunt weapons.  
**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Resist Cure Wounds:** Generic prayer type *Resist* (see page 94). Anyone affected by this prayer will be +10% to save and take -1 / die from *Cure Wounds* and +10% to save against *Cure All*.  
**ZOE:** 1 victim; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual
- Resist Elements:** Generic prayer type *Resist* (see page 94). This prayer gives resistance to magical and natural forms of Cold, Fire, Heat, Lightning and Electricity. It combines the effects of *Resist Cold*, *Resist Fire* and *Resist Lightning*.  
**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Resist Fire:** Generic prayer type *Resist* (see page 94). This prayer gives resistance to both magical and natural fire and heat.  
**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Resist Lightning:** Generic prayer type *Resist* (see page 94). This prayer gives resistance to both natural and magical lightning and electrical attacks.  
**ZOE:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Resist Poison:** Generic prayer type *Resist* (see page 94). 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:** 1 being or object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Restoration:** Generic prayer type *Cure* (see page 93). 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. It does not grant spell points.  
**ZOE:** 1 being; **Range:** 120'; **Duration:** momentary; **ST:** special
- Restore Memory:** This will automatically reverse prayers of *Forgetfulness*, subject to a Level Contest. 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:** 1 being; **Range:** touch; **Duration:** special; **ST:** none or level contest
- 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 10 or 20 minutes. If the inscription is carved in granite, the effect will be permanent.  
**ZOE:**  $(L-B+1)^2$  square feet; **Range:** touch; **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 GM 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:** 1 body; **Range:** 120'; **Duration:** until 6 + L rounds have transpired since death; **ST:** system shock

**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:** 1 object; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none, spiritual if a magic item

**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 51) cast on him. All Level Contest effects use the caster's level.

**ZOE:** 120' r; **Range:** 240'; **Duration:** 60 + 10L minutes [R]; **ST:** level contest if required

**Reveal the Truth:** This prayer dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Illusions made permanent require winning a level contest to dispell, but the cleric uses 2L in such cases.

**ZOE:** 10 x L' r; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** level contest\*

**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 be able to bear the rider. The definition of an animal is per *Charm Animals* (see page 98).

**ZOE:** 1 animal; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **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:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **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:** 1 room, up to 400 sq. ft.; **Range:** touch; **Duration:** L days; **ST:** 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:** 60 + 10L minutes [R], 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:** 1 structure fitting within a 100' cube; **Range:** touch; **Duration:** L days; **ST:** none

**See Illusion:** This prayer will allow the recipient to detect all illusions within 60' LOS. This does not allow him to see through the illusion; he will merely know that it is false.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **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 [R]; **ST:** none

**Seeming Shapechange:** The cleric takes on the appearance of a natural plant or animal not more than twice nor less than ¼ 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:** 60 + 10L minutes [R]; **ST:** none

**Shape Metal:** This prayer enables the cleric to shape metal with his bare hands to one hand's depth from the original surface as if it were made of soft clay. Metal 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:** 60 + 10L minutes [R]; **ST:** none

**Shape Stone:** This prayer enables the cleric to shape stone 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:** 60 + 10L minutes [R]; **ST:** none

**Shatter:** This prayer causes one inorganic, rigid, non-magical object to shatter into tiny pieces. The object must be less than 20L pounds.

**ZOE:** 1 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' r sphere moving with caster; **Range:** zero; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Sleep of Healing:** Generic prayer type *Cure* (see page 93). 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 beings; **Range:** touch; **Duration:** 8 hours; **ST:** none

**Slow Disease:** Generic prayer type *Cure* (see page 93). Any disease(s) that the recipient has will progress at half rate.

**ZOE:** 1 being; **Range:** touch; **Duration:** 1 day; **ST:** none

**Slow Poison:** Any poison in effect in the recipient's body will do half damage (i.e. 1 pt / 2 rounds using standard poison). Non-damage poisons will progress at half rate.

**ZOE:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Soap Stone:** This prayer enchants a stone object so that it purifies and cleanses material that comes into contact with it. It purifies food, water and poison as the Purify Food and Water Prayer (see page 120). It can also be used to clean fabric, armor, weapons and other surfaces by rubbing it over them. Unlike the Purify Food and Water Prayer, the blessed stone continues to purify until it has absorbed its limit of contagion. The stone can absorb the impurities from L<sup>2</sup> pounds of food, water or L<sup>2</sup> square feet of material. The stone can only absorb L doses of poison. Each time the soap stone absorbs a dose of poison it turns green for a round before returning to its normal color. When the stone is used up, it turns black permanently. A cleric may only consecrate one soap stone at a time. Consecrating a second Soap Stone while an earlier one is in effect cancels the consecration on the first one.

**ZOE:** 1 stone; **Range:** none; **Duration:** lasting; **ST:** none

**Speak in Tongues:** Generic prayer type *Speak* (see page 95). 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:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak Languages:** Generic prayer type *Speak* (see page 95). 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 speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Animals:** Generic prayer type *Speak* (see page 95). The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animal* (see page 98). The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. Add +2 to the caster's negotiation dice.

**ZOE:** self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Books:** Generic prayer type *Speak* (see page 95). The cleric will be able to converse with a book as if it were a sentient creature. Books take on the personality of the authorial voice used to write them. They are long on "book learning", basically their own contents, but are only minimally aware of what goes on around them when closed. When open, they are fully aware, although they may not wish to tell. Not all books like to be wakened.

**ZOE:** self, 1 book; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Dead:** The caster may ask  $\frac{1}{3}$  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:** 1 dead body; **Range:** 10'; **Duration:** 10 minutes; **ST:** none

**Speak with Monsters:** Generic prayer type *Speak* (see page 95). May not be used to speak with small children.

**ZOE:** self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Plants:** Generic prayer type *Speak* (see page 95). Plants tend not to be overly intelligent, and they tend not to notice a lot of things. Then again, they notice a lot that people miss.

**ZOE:** self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Rocks:** Generic prayer type *Speak* (see page 95). Yes, that's "Rocks". And you thought plants were dumb. The caster may speak with any form of unhewn stone. Rocks have a very long perspective on the world, and tend to learn things from the surrounding rocks by osmosis, as ground water seeps. Bedrock would be aware of more than a garden stone, but its knowledge may be a thousand years out of date.

**ZOE:** self; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Speak with Stone:** Generic prayer type *Speak* (see page 95). The cleric will be able to converse with stone as a sentient creature. Stones have an extremely long temporal frame of reference. Anything that has not stayed in the same place relative to the stone for years is just a fleeting glimpse to the stone. A simple stone found laying in a meadow will perceive the world rushing by as it races downhill, probably towards a stream then the ocean in just a few short millennia. To the stone that has just been affected by this prayer, it seems like time has stopped. Most stones have never seen a person sit still long enough to perceive until they die. Asking a stone if someone passed by last hour would be like asking a person if they saw that photon wander through. Stones can be useful sources of certain types of information. Many stones have been used for eons by Daglir clerics to leave information. Usually these are prominent carved stones or the key stones of arches or lintels. Most any stone can tell you about the rise and fall of local mountains, passes through the mountains, both over and under ground, the presense of buried ruins, people, treasure, etc.

**ZOE:** 1 stone; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

**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:** 5 minutes; **ST:** none

**Sterilize:** Generic prayer type *Cure* (see page 93). This prayer will immediately kill any germs in a wound and eliminate any other agents that might impede the process of healing. This can also be used to sterilize a surface.

**ZOE:** L wounds on 1 being; **Range:** touch; **Duration:** permanent; **ST:** spiritual\*

**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 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:** 1 group of sticks; **Range:** touch; **Duration:** 10 minutes; **ST:** none

**Stone Doll:** This prayer harks back to Daglir's creation of the Dwarven race. It creates a small (1 foot tall) stone doll with articulated limbs that is under the cleric's control. The cleric may add Daglir's Eyes and Daglir's Ears to the doll to give it remote sensing capability. The doll has a strength of 3, can run at 3, has an AC of 5 and takes 3 hits to destroy. It attacks as a 1 hit die creature and does 1d2 damage if it hits. It is immune to normal fire and it does not need to breathe. It does not have articulated fingers, so it has very limited grasping capabilities and it can not climb anything more difficult than stairs. The doll has no mind of its own and it can not respond to its environment or use initiative.  
**ZOE:** 1 stone doll; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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 30' cube; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Stonewall:** This prayer allows the cleric to build a stone wall from available materials in 1 hour. The wall will be 2 feet thick at the top and 1 foot thicker at the bottom for each 4 feet of height. The stone is set together expertly but is not mortared or mortised together. The wall can be broken through with a successful strength contest versus a strength of 20 (see page 15). The cleric may build 10 x L feet of wall up to 4 foot high or 6 x L feet of up to 6 feet high or 4 X L feet of up to 8 feet high or 2 x L feet of up to 10 feet high. The prayer does not provide material for constructing the wall. The cleric will need loose stone or some crumbling stone structure to scavenge for material. The GM will rule on the availability of material.  
**ZOE:** 1 wall; **Range:** touch; **Duration:** permanent; **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:** 4L cubic feet; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Strength of Wood:** Target's Strength score increases by 1d6 + 1, 1d6 + 2 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:** 1 target; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

**Summon Animal N:** This prayer summons animals from the mage *Monster Summoning Tables* (see page 67). 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 55) cast upon them, so will not do anything self-destructive. The animals will wander off at the end of the prayer.  
**ZOE:** 1 being; **Range:** 10'; **Duration:** 12 rounds; **ST:** none

**Suspend Animation:** This prayer will automatically counteract an *Animate Objects* (see page 96), 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 Contest, 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 Contest can awaken the subject.  
**ZOE:** 1 being; **Range:** 60'; **Duration:** L days; **ST:** voluntary only

**Swords to Plowshares:** This prayer operates exactly like a *Convert Weapon* spell (see page 101), except that the weapon will be physically transformed into a non-weapon magical item appropriate to its powers. Agricultural implements are preferred.

**ZOE:** 1 weapon; **Range:** touch; **Duration:** 1 day to cast, effects permanent; **ST:** special

**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:** 1 being; **Range:** 30'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

**Throwing Stones:** This prayer enchants a collection of baseball sized stones so that they can be hurled with the range, accuracy and damage of arrows fired from a long bow (see page 2). The enchantment on a stone is expended on impact. The stones are blunt weapons and as such can be used by any clerics (Apostles of Peace may only use these against undead or demons). Mages may not throw stones, but they have other ways to break your bones. Suitable stones may be easily fashioned using the Meld Stone prayer (see page 116), or found in most brooks. A collection of up to 10 stones may be carried as a weapon choice. Casting Consecrate Stone (see page 100), on a collection of Throwing Stones is especially useful for destroying undead or demons.

**ZOE:** 20 stones; **Range:** none; **Duration:** 1 day [R]; **ST:** none

**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 that 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.

**ZOE:** (L - 8)/2 miles; **Range:** none; **Duration:** momentary; **ST:** none

**Total Recall:** This prayer is similar to a *Restore Memory* (see page 122) 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:** 1 being; **Range:** touch; **Duration:** permanent; **ST:** none

**Toughness:** A cleric who casts this prayer adds 10% to his physical saving throw.

**ZOE:** self; **Range:** none; **Duration:** L hours [R]; **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 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:** 1 sending; **Range:** 240'; **Duration:** ½ L days; **ST:** none

**Trace Teleport:** This prayer will give the direction, without range restriction, to the origins (destinations) of all *teleports*, *Dimension Doors*, *Words of Recall*, etc. whether from a, prayer or item, which had destination (origin) within the ZOE within L 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:** 30' r; **Range:** 240'; **Duration:** ½ L days; **ST:** none

**Track Oathbreaker:** A cleric who has personally heard the swearing of a solemn oath, or who possesses some witness or an object upon which the oath was sworn may obtain the direction, without range restriction, to the breaker of said oath. The 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:** touch; **Duration:** ½ L 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 constitution system shock survival roll (Failure = death) The type of form assumed depends on the level of the prayer.

I	Wolf	AC: 6	run 240' / round	bite (d8)
II	Boar	AC: 4	run 200' / round	2 tusks (d6)
III	Panther	AC: 4	run 200' / round	2 claws (d4), bite (d10)
IV	Tiger	AC: 3	run 240' / round	2 claws (d6), bite (d10)
IV	Eagle	AC: 5	fly 360' / round	2 claws (d2), bite (d4)
V	Bear	AC: 2	run 180' / round	bite (2d6), 2 claws(d4) + hug 2d6 if both hit
V	Shark	AC: 4	swim 180' / round	bite (d12).

**ZOE:** 1 being; **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:** 60 + 10L minutes [R]; **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:** L hours [R]; **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:** 60 + 10L minutes [R]; **ST:** none

**View Past:** Similar to View Future (see page 128), 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\*; **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 *Resist Fire* prayer (see page 122).

**ZOE:** 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **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 Contest 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.

Prayer points used to call the *Wild Hunt* are not regained for 1 week.

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* prayer (see page 103), but will pass around it. The approach of the Hunt is clearly audible, and followers of Carrunnos 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 2L 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 Contest.)

**ZOE:** 1 mile wide, variable length track; **Range:** zero; **Duration:** until dawn; **ST:** special

**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 480' / round. 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 attacks, but cannot get through airtight seals. *Control Weather* requires winning a Level Contest to continue on their way.

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

**Withstand Causes:** Generic prayer type *Withstand* (see page 95). This prayer protects against all Cause prayers (e.g. *Cause Wounds N*, *Cause Blindness*, *Cause Fear*).

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Withstand Charm:** Generic prayer type *Withstand* (see page 95). This prayer protects against *Charm*, *Hold*, *Hypnotism*, *Sleep*, *Suggestion*, and *Word of Command*.

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Withstand Cures:** Generic prayer type *Withstand* (see page 95). This will protect against all Cure prayers (e.g. *Cure Wounds*, *Cure Blindness*, *Cure Disease*).

**ZOE:** 1 being; **Range:** 60'; **Duration:** 60 + 10L minutes [R]; **ST:** spiritual

**Withstand Disease:** Generic prayer type *Withstand* (see page 95).

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Withstand Fear:** Generic prayer type *Withstand* (see page 95). The recipient gains +10% on morale checks and an additional saving throws vs. Fear spells.

**ZOE:** 1 being; **Range:** 120'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Withstand Level Drain:** Generic prayer type *Withstand* (see page 95).

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Withstand Paralysis:** Generic prayer type *Withstand* (see page 95).

**ZOE:** 1 being; **Range:** 10'; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Word of Command N:** The cleric calls upon his god to grant him the leadership ability to guide the party through whatever straits it is in. It will raise his effective charisma by 3N, 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 56).

**ZOE:** self; **Range:** LOS; **Duration:** 60 + 10L minutes [R] or for 1 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 that 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 30' square, and win a Level Contest with the original enchanter of the area. If successful, the cleric may then cast prayers such as *Manipulate Stone* (see page 116), *Stone Window* (see page 126), or *Shatter* (see page 124) on the object as if it were non-magical.

**ZOE:** see description; **Range:** touch; **Duration:** L hours [R]; **ST:** level contest

**Write Languages:** Per *Read Languages* prayer (see page 121) but it gives the ability to write fluently in the language also.

**ZOE:** self; **Range:** as sight; **Duration:** 60 + 10L minutes [R]; **ST:** none

**Write Magic:** As *Write Languages* (see page 130), 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:** 10L minutes; **ST:** none

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Detect (3,4) Battle	104				1					Refresh with Herbs	121							4	
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Detect (2,3,4) Disease [M]	104		1				1	1	1	Remove Curse [M]	121	1	4		5	4	3	4	
Detect (2,3,4) Evil	104		1		1	1				Repent [M]	121				4				
Detect (3,4) Food [M]	104		4				2	1	1	Resist Cause Wounds [M]	121		2		2	3			
Detect (2,3,4) Guilt [M]	104					1				Resist Cold [M]	121			2				2	
Detect (2,3,4) Hostility [M]	104		2							Resist Crushing [M]	122			2	2				
Detect (2*) Illusion [M]	105					1	3			Resist Cure Wounds [M]	122				2				
Detect (2) Intent [M]	105					2	2			Resist Elements [M]	122							4	
Detect (2) Level [M]	105						3			Resist Fire [M]	122			2				2	
Detect (3,4) Library [M]	105						3			Resist Lightning [M]	122	1						2	
Detect (2*) Lie [M]	105					1	2			Resist Poison [M]	122		2	3	2				
Detect (1*) Location	105			2						Restoration [M]	122	1	6						
Detect (4*) Magic [M]	105			1			1		1	Restore Memory [M]	122	1					4		
Detect (3,4) Metal	105			2						Restore Writing	122						5		
Detect (1) North [M]	105						1		1	Resuscitate [M]	122	1	4						
Detect (2,3,4) Oathbreaker [M]	105					1				Retroscope	123						4		
Detect (3,4) Plants	105								1	Reveal Magic	123						6		
Detect (2,3,4) Poison [M]	106		1			4	4		2	Reveal the Truth	123						8		
Detect (2) Possession	106		1				2			Ride Animal [M]	123							3	

Princecon XXVI

Prayer Name	Pg.	Generic	Sam	Daqlir	Leo	Janda	Hione	Carrunos	Danu	Prayer Name	Pg.	Generic	Sam	Daqlir	Leo	Janda	Hione	Carrunos	Danu	
[M]																				
Detect (4*) Prayer [M]	106		1		1	1		1		Run Like the Wolf [M]	123									2
Detect (2*) Protection [M]	106						3			Sacred Room	123					5				
Detect (2) Religion [M]	106					1	1			Sanctuary	123		1							2
Detect (1) Secret Doors [M]	106			2		2	2			Sealing	123	1		1						
Detect (1*) Size	106			1						See Illusion [M]	123	1				2				
Detect (3,4) Substance [M]	106						2			See Invisible [M]	123	1			3	4	3			
Detect (3*,4*) Trap [M]	106			2			2			Seeming Shapechange	124									2
Detect (3,4*) Undead [M]	106		1			2	2		1	Shape Metal	124			4						
Detect (3,4*) Water	106		1				1	1	1	Shape Stone	124	1		2						
De-were N	107		9						9	Shatter	124			5						
Disintegrate	107			6						Silence 15'r	124	1	3				2			2
Dispel Evil	107		5		5	5	5			Sleep of Healing	124	1	1							1
Dispel Illusion	107					3	4			Slow Disease [M]	124		2							
Dispel Magic	107	1		3					3	Slow Poison	124	1								2
Dispel Permanence	107								9	Soap Stone	124			2						
Dispel Prayer	107	1	3	3	3	3	3	3	3	Speak in Tongues [M]	124						4			
Dispel Undead N	107	1	9			9			9	Speak Languages [M]	125	1				4	3			
Divine Audience	107						9			Speak with Animals [M]	125						2	1	1	
Divine Guidance	107					9	7			Speak with Books [M]	125						3			
Doom of Stone	108			5						Speak with Dead	125						2			
Ear of the Hermit	108						3			Speak with Monsters [M]	125					6	5			
Earthquake	108			9					7	Speak with Plants [M]	125						4			3
Eidetic Memory	108						3			Speak with Rocks [M]	125						5			6
Elemental Bolt	108								2	Speak with Stone [M]	125			3						
Empathic Cure	108		3							Speed Reading	125						6			
Enchant Armor N [T]	108	1		5						Sterilize	125	1	1							
Enchant Weapon N [T]	109			5						Sticks to Snakes	126									4
Enhance Gem [T]	109			4						Stone Doll	126			4						
Enhance Weapon N	109	1			5					Stone to Mud	126			5						
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Eyes of Animals [M]	109							4		Swords to Plowshares	127		6							
Eyes of Trees [M]	109								4	Testify [M]	127	1				2	4			
Faerie Fire	110								1	Throwing Stones	127			1						
Fair Fight	110				4					Toll	127	1	5			5				5
Fear Animals	110							3		Total Recall [M]	127						6			
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Fight Like a Pride N	110				9					Trace Teleport	127						6			
Find Herbs	110								1	Track Oathbreaker	127					5				
Finger of Death	110	1				6				Transformation N [M]	128									5
Flesh to Stone [M]	110			6						True Sight	128	1				6	5			
Float Stone	111			3						Understand Speech [M]	128	1				2	1			

Prayer Name	Pg.									Prayer Name	Pg.								
		Generic	Sam	Daqlir	Leo	Janda	Hione	Carrunos	Danu			Generic	Sam	Daqlir	Leo	Janda	Hione	Carrunos	Danu
Fog Weave	111								2	View Future	128	1					9		
Foresight	111							7		View Past	128					7			
Full Finger of Death	111	1				9				Water Walking [M]	128	1						3	
Full Hand of Death	111	1								Wild Hunt	129						8		
Golden Rule	111		4							Wind Walk [M]	129		8					8	
Grand Patterning	111			8						Withstand Causes [M]	129		4	4					
Great Protection / Animals	111						9	9		Withstand Charm [M]	129				3	3			
Great Prot. / Elementals	111							9		Withstand Cures [M]	129			4					
Growth Animals	112						5	5		Withstand Disease [M]	129		3						
Growth Plant	112							4		Withstand Fear [M]	129			2	3				
Hammer Hand	112			1						Withstand Lvl Drain [M]	129		4						
Harden Metal	112			6						Withstand Paralysis [M]	129		3	3					
Harden Stone	112			5						Word of Command N	130	1	5	8	8				
Heal with Herbs	112							6		Word of Recall	130		6			7	6		
Hermit Writing	112						1			Work Enchanted Object	130			8					
Hide Among Plants	112								2	Write Languages [M]	130	1				3	2		
Hold Person	112	1	2			4				Write Magic	130						5		
Hunter's Blessing N [M]	113							9											



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