

Princecon 27 Cover Page

Ideas:

1. Pin spell or Dagleir prayer, pins an opponents feet to the ground or to stone.
2. Change Shape Morphic to "Morph"
3. Shock spell, Electrifies a metal weapon so that the victim must save or drop it.
4. Snip from NI system
5. Taser: does Nd6 stun damage, can only knock out, not kill.

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 | Aru | Mavors | Daglir | Gaia | | Point Blank | Short | Long |
| Dagger | | 1' | Y | Y | Y | Y | Y | Y | | | Y | Y | D4 | 0' | 20' | 60' |
| Hand Axe | | 2' | Y | Y | Y | Y | Y | | | | Y | Y | D6 | 0' | 20' | 60' |
| Heavy Crossbow | | 3' | Y | Y | | | Y | | | | | | D10 | 60' | 120' | 360' |
| Light Crossbow | | 2' | Y | Y | | Y | Y | | | | Y | Y | D6 | 60' | 120' | 240' |
| Long Bow | OS | 5-6' | Y | | | | Y | | | | | | D8 | 60' | 120' | 360' |
| Short Bow | | 3' | Y | Y | Y | Y | Y | | | | | Y | D6 | 60' | 120' | 240' |
| Sling | OS | 4' | Y | Y | Y | Y | Y | | | | Y | Y | d4 | 0' | 60' | 180' |
| Spear | | 6' | Y | [-] | Y | Y | Y | | | | | Y | d6 | 0' | 20' | 60' |
| Stone | | 2"r | Y | Y | Y | Y | Y | | | | Y | Y | d4 | 10' | 25' | 50' |
| War Hammer | | 3' | 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 | Aru | Mavors | Daglir | Gaia | | |
| Battle Axe | 2S, 2H | 5' | Y | Y | | | Y | | | | | | | d10 |
| Club | | 3' | Y | Y | 2H | Y | Y | | | | Y | Y | Y | d6 |
| Dagger | | 1' | Y | Y | Y | Y | Y | Y | | | Y | Y | Y | d4 |
| Flail | 2S, 2H | 6' | Y | | | | Y | | | | Y | Y | | d8 |
| Halberd | 2S, 2H | 7' | Y | | | | Y | | | | | | | d10 |
| Hand Axe | | 2' | Y | Y | | | Y | Y | | | Y | Y | Y | d6 |
| Long Sword | | 4' | Y | 2H | | | 2H | Y | | | Y | | | d8 |
| Mace | | 3' | Y | [-] | | | 2H | Y | | | Y | Y | | d6 |
| Mattock | 2S, 2H | 4' | [-] | Y | | | Y | | | | Y | | | d10 |
| Morning Star | 2S | 6' | 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 | d6 |
| Staff | 2H | 5' | Y | | | | Y | Y | | | Y | Y | | d4 |
| 2 Handed Sword | 2S, 2H | 6' | Y | | | | Y | | | | | | | d10 |
| War Hammer | | 3' | Y | Y | | Y | Y | | | | Y | Y | | d6 |
| Unarmed | TD | | 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 * |
| Armor Class | 1, 0 w shield | 4, 3 w shield | 7, 6 w shield | 10, 9 w shield | N/A |
| Armor Weight | | | | | |
| 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. |
| Movement Rates | | | | | No Pack |
| 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 |
| Swimming Rates | | | | | With Pack |
| Human / Elf | 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' |
| Usable By | | | | | Shield |
| Fey | No | No | Yes | Yes | Yes |
| Heroes | Yes | Yes | Yes | Yes | Yes |
| Guardians | No | Yes | Yes | Yes | Yes |
| Mages | No | No | No | Yes | No |
| Aru Clerics | No | Yes | Yes | Preferred | No |
| Mavors Clerics | No | Yes | Yes | Yes | No |
| Daglir Clerics | Yes | Yes | Yes | Yes | No |
| Gaia Clerics | No | No | Yes | Yes | Wooden |
| Notes: * 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 | 63 | 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 | | | |

The Tale of the Endless Winter

λορδ βλυε ισ δαρκ λορδ

Glorious sun rays break over the horizon, bathing the hillside in life-giving light. Twelve hooded initiates throw back their cowls, raise their arms, and welcome the day, praising Gaia for the passing of Winter and the coming warmth of Spring.

It is the Equinox -- that holy time where night and day stand in perfect balance. Villagers crowded the mound to receive Gaia's blessings, anxious for the coming feast. And yet as the sun rises into the sky, the air grows colder... as it has every day for a fortnight. The fierce chill of the air gives lie to the promise of Spring.

An old woman pushes forward and pelts the gathered clerics with snow. "Hypocrites! Ye've angered the Gods! Even now Our Lady punishes your blasphemy!" Will this cursed winter never end?

A kingdom away, in the Sacred Grove, the Handmaiden answers. "Brave adventurers, I call you here today to promise you that Gaia has not forsaken her children. Yet be warned. A sinister force stirs in our midst, a terrible power which will not rest until every warm breath is stolen from the land. Seek out the source of this evil. Seek it out and destroy it, ere this bitter winter consume us all."

βλυε ισ επιλ

For twenty-seven years, Pangaea was at war. The forces of evil, under the command of the Dark Lord, Imbefuin, plagued the Land with war, famine, pestilence, and death. The War Council of the Free Peoples of Pangaea barely held off the darkness. Despite their power and wisdom, Queen Althea of the Elves, Mayor Heather Appledore of the Hobbits, King Ragnar Stonebender of the Dwarves, Champion Hawkeye Duskwind of the Fey, and the wizard Lord Othnal of the Humans, could not pierce the veil of Shadow. Then Othnal fell in the Battle of Lachrymosa, our darkest hour. Lord Blue, his lieutenant, was appointed to the Council in his place.

What can be said of Lord Blue? It was as if he were heaven-sent. Before he came into our counsels, all our efforts were uncoordinated and futile. But Lord Blue gave us order and discipline, and at once the war began to go better for the side of life. He divined the enemy's dark designs in time for our forces to thwart them. Finally, last autumn we faced the undead legions of the Dark Lord in one great battle, and we had the mastery. The Dark Lord fell, his forces were defeated and scattered. We celebrated the Solstice with new hope, that a new year and would bring an end to our long twilight, a spring to our long winter.

But it is now long past the Equinox, and Spring has yet to rear her fair head. The bulbs still lie dormant in the soil, the trees have not come into new leaf, and the world is getting colder. Snow is falling, the glaciers are expanding, and creatures of the far north are drifting into settled lands. Is this one final design of Imbefuin, his last cold laugh at the peoples who defeated him? Are we who have escaped the chill hand of the Dark Lord now to endure a winter without end?

Lord Blue, leader of the War Council, has summoned us. We who have soldiered in the wars, battle-hardened Adventurers, are now gathered in Hireling Hall, to essay one more campaign, one errand of mercy, to save our world from the perpetual snow. Will we fail in this last test?

λεασε ισ δεατη

Welcome to Princecon XXVII

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.

War Counsel Officials

Shant Saha
Aaron Mulder
Erin Mulder
Tim Oliver

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

What's New

Requisites:

Charisma has been changed to Will.
Strength used to open doors is now a Contest of Strength.

Saving Throws:

A new Will based saving throw has been added to the system.

Mages:

Mages no longer need to use a magic focus to cast most magic.
Mages become more focused on direct effects and Clerics become more focused on working through followers.
Combat Haste, Movement Haste and Strength moved to clerics under other names.
The Locate Morphic expanded to include most of the former Hione detect prayers.

Clerics:

New Pantheon:

The pantheon of religions have been revised. (see Clerics page 67)
Clerics get Might (Strength replacement)
Clerics get Panther Reflexes (Combat Haste replacement)
Clerics get Swiftness (Movement Haste replacement)

Distributed some Hione Prayers to other religions as follows:

Analyze Magic to Daglir level 2
Clairaudience is gone, Daglir can use Daglir' Ears to similar effect
Clairvoyance is gone, Daglir can use Daglir' Eyes to similar effect
Comprehend Languages gone, Aru and Mavors have Command Language
Detect Level is gone
Detect Library is gone
Detect North to Gaia
Detect Protection is gone
Divine Audience is gone
Ear of the Hermit is gone, Daglir's Ear has similar effect
Eidetic Memory is gone
Extended Detect is gone
Eye of the Hermit is gone, similar to Daglir's Eyes
Foresight is gone.
Hermit Writing is gone
Interpret Tongues is gone
Lore is gone.
Memory Enhancer is gone
Message is gone, Daglir, Gaia have other message prayers
Mind Speech is gone
Oracle is gone

Prophecy is gone
Range Booster is gone
Read Magic is gone
Restore Memory to Aru level 4
Restore Writing to Mavors level 5
Retroscope is gone
Reveal Magic is gone
Reveal the Truth to Mavors level 6
Speak in Tongues is gone
Speak with books is gone
Speak with Dead to Mavors level 2
Speed Reading is gone
Total Recall is gone
Trace Sending is gone, Mages have this
Trace Teleport is gone
View Future is gone
View Past is gone
Withstand Charm is gone
Write Magic is gone

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.

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.
And for bringing together the artwork and T-shirts
Tim Oliver for maintaining and revising the Con Book
Shant Saha for agreeing to be our con director
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
- The Game Room:** Woodbridge Mall
- Wizards of the Coast** Bridgewater Mall, Woodbridge Mall
- Knight's Dream** Above the Burger King on Nassau street Princeton.

Artwork Credits

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

- Steven Brescia 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, intelligence and constitution
(see Rollup Procedure on page 11)
(see Requisites on page 19)
Select two Specialties..
(See Specialties on page 25)

Demihuman Religions: See Religions on page 13 for details.

- Pantheist: Worships all gods, each in their own sphere. Not allowed for clerics.
- Aru: Apostles of Life.
- Mavors: Oblates of the Sword.
- Daglir: Brethren of Stone.
- Gaia: Keepers of Nature.

Pack: See Packs on page 18 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 18 and the Armor Chart on page 3

Weapons: See Weapons on page 19 and Clerics on page 67 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 remaining three requisites average 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, Dagleir | 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 Humans’ 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 good dexterity, but less strength and constitutions than humans.

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 but they have a tough constitutions and a strong will.

Hobbits live in 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, stockier and more muscular than humans. They average 4½ feet tall and 150 pounds. Their dense bones and muscles make them strong for their size but limit their swimming. Their short limbs hinder their ability to run but their iron grip makes them able climbers. All Dwarves, even females, can grow 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 mithril, gems, and jewelry. Dwarves have great strength and a high constitution but their intelligence, dexterity and will are less than a human's.

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 short, slender, winged faeries. They average 3' tall and weigh only 30 pounds. Their amazingly high metabolism, requires them to eat at least half their body weight a day at minimum. Fey have many of the same features as Elves, including pointed ears, light bone structure, fair complexion and slenderness. Although some Fey 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 restrictions on the weapons they can use, due to their small size. **Being airborne, for a Fey, counts as a movement action, so Fey can't 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 are quite noticeable. Stealth is -3 while flying. Fey cannot glide. Flight is very tiring for so large a creature. Fey may only fly for L/3 hours before resting and a total of L hours per day. While resting from flight weariness, Fey have only 1/3 their normal ground movement rate. Fey can use their wings to "fly" through 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 gather fruits and nuts. Fey often co-inhabit a region with Elves and sometimes are found near Human settlements.

Demihuman Classes

There are four character classes available:

| Demihuman Class Chart | | |
|-----------------------|------|---|
| Class | Page | Description |
| Hero | 21 | Master of combat and stealth. |
| Mage | 30 | Master of powerful and flexible magic but poor at combat. |
| Cleric | 67 | Master of prayer and more capable at combat than mages. |
| Guardian | 29 | Capable of both magic and combat. |

Religions

Any Demihuman may worship any of the Princecon religions. 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 one temple when a son is ill or pray to another deity 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 prayers 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 surroundings 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 much as 50%. Sonar-using creatures can passively detect (hear without emitting pings) other sonar-using creature's pinging at twice the range that their own 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 force a character exerts with their muscles. It affects their chance of hitting a target and the amount of damage done.
- 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.
- 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.
- Will:** Will measures an individual's force of will. It affects a character's response to fear, his ability to negotiate, and the performance of troops he commands. It also modifies Will saving throws.

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

* = Maximum strength for humanoids and from *Strength* spells.

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 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Experience | 0 | 2 | 4 | 8 | 16 | 32 | 64 | 128 | 256 | 512 |
| Double the amount of experience needed for each level above 10 th level. | | | | | | | | | | |

Hit Points

All first-level characters are given hit points equal to the maximum of the hit die of their character. Hence, 1st 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.

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 four types:

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

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

See Saving Throws Table and Requisite Effects Table on page 3.

An individual that successfully saves will know that he saved against something, but only the general type of saving throw involved (Physical, Mental, Spiritual or Will). If an individual fails to save, he will be unaware that he ever 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.

Contests

Ability Contest

Conflicts between magic power, attributes, and sometimes skills are resolved using the Contest of Abilities Chart (See Page 3). 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.

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 Skill is 8. Callisto, a hero is trying to sneak up on him quietly. Callisto has a Move Quietly skill of 19. Since Callisto's skill is more than 6 greater than 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. Therefore, 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 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 a helpless Aru 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.

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

A hypnotist and his subject engage in a contest of wills to determine who gets control of the subject's mind.

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 $50\% + 10\% \times$ the level of the item.
2. Magic weapons have a save of $50\% + 5\% \times$ 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.

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 (see page 2).

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).

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 can not cast spells, 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 does 1d6 hits / round, but half the damage taken will cure itself if the character regains an air source.

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. Suffocation does 1d6 hits / round, but half the damage taken will cure itself if the character regains an air source.

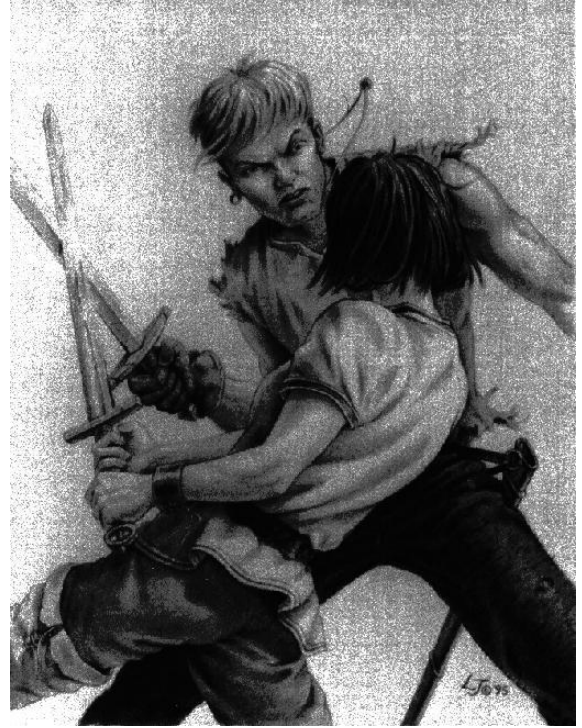
Combat

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 1/3rd 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 Swiftess prayer (see page 111) 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 1/3rd 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 any phase. 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.

Combat Modifiers

| Combat Modifiers Chart | |
|------------------------|---|
| Bonus / Penalty | Situation |
| +10% | Target is surprised |
| +20% | Target is prone (melee attacks only), 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% | Target is prone (missile attacks only) |
| -20% | Only head of target is exposed (missile attacks only) |
| -30% | Target is invisible. |
| -40% | Attacker is blind. |
| | It is almost impossible to draw or cock a bow while under melee attack. |
| | Other situations will be arbitrated by the GM |



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

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. 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:

| Base | | Species | |
|--|-----------------------|---|-----------|
| 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 |
| Defender Only: | | Other Modifiers: | |
| Has weapon or natural weapon | +30 | Strength To Hit Bonus | x2 |
| More than 2 legs | +20 | Dexterity To Hit Bonus | x1 |
| Attacker Only: | | 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 Hero 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 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.

| Basic Specialties | |
|-------------------|---|
| 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. |

Advanced Specialties

| | |
|----------------|---|
| 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 Contests Chart (see page 3), using the first row if the difference is positive and the second if it is negative:

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. Humans 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. |

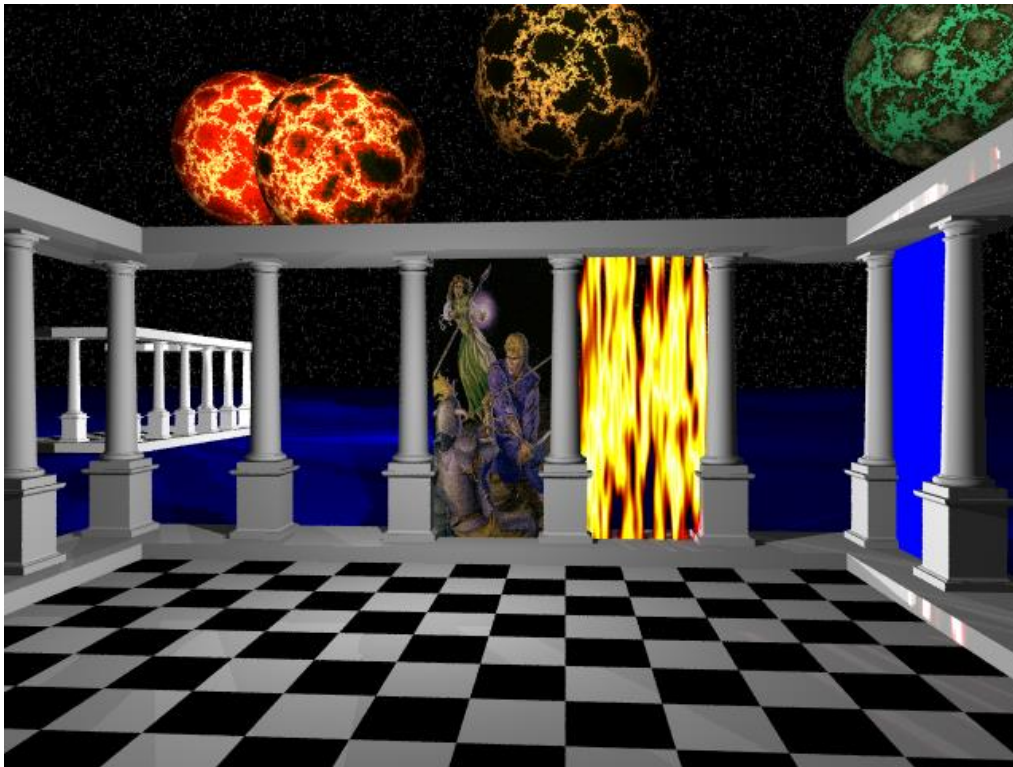
For some tasks -- sneaking past a guard, defusing a trap, etc. -- the character is in direct competition with another character (the guard, the trap setter, etc.) In this case, the task difficulty is simply the skill rating of the opposing character. The GM will modify the difficulty for circumstances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

Guardians

The Guardians are an ancient and secretive order of Heroes, dedicated to preserving law, order, peace and the higher accomplishments of civilization. The origins of the Guardians are clouded in mystery, but there is a legend that they were once the personal guard of a powerful and just wizard king. As the king's guardians, they were sworn to uphold law, order and peace in the kingdom. Hundreds of years of prosperity passed as the king slowly aged. During this time, the ancient Guardians discovered the secret of using magic while encumbered with heavy metal weapons and armor. This secret gave them great advantage over the rogues and felons they encountered in the line of duty. This secret is protected by an oath so great that no Guardian has ever revealed it. One day the king left orders not to be disturbed because he was so weary and he retired to his inner chambers. The king never emerged and to this day, the guardians stand guard over the chamber in some lost tower. Over the ages, the kingdom has broken into smaller kingdoms and some territory has become unknown to most men. Only Guardians still wander those lost places. The guardians still keep their sacred vows to the wizard king, ever ready for his return.

Entry into this elite order is restricted to only the smartest, strongest and bravest of youth. Years are spent in training to become proficient at both combat and magic. 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 -1. 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 Hero Skills.



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

Mages

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.

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)th round following. If the caster prefers, he may specify that the effect will start in the Declaration Phase of the round after casting, and end at the conclusion of the Nth round after casting. Note that, no matter what, spell 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.

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 1 day 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 Extra Duration is +2.

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 45) 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 | 38 | none | 1 object | touch | permanent |
| Illusion | 39 | none | 20' r sphere | 120' | 10 minutes |
| Locate | 40 | none | self | 480'* | 10 minutes |
| Monster Summoning | 40 | none | 1 being | none | 12 rounds |
| Patterning | 41 | none | see description | touch | see description |
| Pyromancy | 41 | none | up to 10' square | 60' | see description |
| Shaping | 42 | Phys. if living | 1 target | none | see description |
| Skylore | 43 | none | 120' r sphere | none | 40 minutes |
| Veil | 44 | none | 1 being / object* | touch | 1 day |
| Level I Base Spells | Pg. | ST | ZOE | Range | Duration |
| Cleanse | 44 | none | 10 cubic feet | 10' | momentary |
| Color Change | 44 | none | 5 objects* | 10' | momentary |
| Confuse | 45 | mental | 1 being | 60' | 12 rounds |
| Detect Magic | 45 | none | self | as sight | 10 minutes |
| Detect North | 45 | none | self | none | 90 minutes |
| Displace Self | 45 | none | self | none | 10 minutes |
| Enhance Hearing | 45 | none | 1 target | 10' | 3 hours |
| Fire Lance | 45 | none | 1 target | 60' | momentary |
| Hold Portal | 45 | none | 1 portal | 10' | 2d6 rounds |
| Ice Lance | 45 | none | 1 target | 60' | momentary |
| Lightning Lance | 45 | none | 1 target | 60' | momentary |
| Magic Missile | 45 | none | 60° arc | 60' PB, 120' S, 240' L | momentary |
| Message | 46 | none | 1 person | 240' | 1 round |
| Range Loser | 46 | mental | 1 target | 180' | 90 minutes |
| Read / Write Languages | 46 | none | self | as reading | 40 minutes |
| Read Magic | 46 | none | caster | as sight | 90 minutes |
| Shield | 46 | none | caster | none | 10 minutes |
| Sleep | 46 | mental | 60' cone | Always zero | see description |
| Swim | 46 | none | self | none | 40 minutes |
| Telescopic Vision | 46 | none | self | as sight | 3 hours |
| Trip | 46 | physical -15% | 1 biped | 120' | momentary |
| Ventriloquism | 46 | none | self | 60' | 40 minutes |
| Level II Base Spells | Pg. | ST | ZOE | Range | Duration |
| Air Blast | 47 | physical | 60' cone | always zero | momentary |
| ESP | 47 | mental | 60' r sphere | 120' | 40 minutes |
| Faerie Fire | 47 | none | 30' cube | 60' | 90 minutes |
| Faux Magic | 47 | none | Spell's ZOE | touch | 1 day |
| Fire Bomb | 47 | physical | 10' r sphere | 60' | momentary |
| Flame Weapon | 47 | none | 1 weapon | 10' | 40 minutes |
| Infravision | 47 | none | self | none | 12 hours |
| Invisibility | 47 | none | 10' cube | 10' | 90 minutes |
| Knock | 48 | none | 1 portal* | 10' | momentary |
| Levitate Self | 48 | none | self | none | 90 minutes |
| Long Talk | 48 | none | special | 5 miles | 1 round |
| Magic Hand | 48 | none | special | 10' | 90 minutes |
| Magic Mouth | 48 | none | special | 10' | until it speaks |
| Mini-Flash | 48 | physical | 1 being | 60' | momentary |
| Mirror Image | 48 | none | 10' r circle | none | 6 rounds |
| Observe Magic | 48 | none | self | 60' | 10 minutes |
| Pain | 48 | mental | 1 target | 120' | momentary |
| Prot / Enchanted Monster | 49 | none | self | none | 90 minutes |

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| | | | | | |
|---------------|----|----------|-------------------|----------|------------|
| Range Finder | 49 | none | self | 20 miles | 10 minutes |
| See Invisible | 49 | none | self | none | 90 minutes |
| Weakness | 49 | physical | 1 person | 120' | 40 minutes |
| Web | 49 | none | 20' x 100' x 1/2' | 10' | 40 minutes |
| Wizard Lock | 49 | none | 1 portal | 10' | 4 days |

| Level III Base Spells | Pg. | ST | ZOE | Range | Duration |
|------------------------------|------------|------------------|------------------|--------------|-----------------|
| Analyze Spell | 49 | none | self | 60' | 10 minutes |
| Clairsentience | 49 | mental | 30' r sphere | 240' no LOS | 90 minutes |
| Combat Slow | 50 | physical | 1 being | touch | 12 rounds |
| Cool Object | 50 | none | see description | 120' | 12 hours |
| Disguise | 50 | none | 1 being | 10' | 1 day |
| Dispel Magic | 50 | level contest | 10' r sphere | 60' | momentary |
| Disrupt Spell | 50 | level contest | 1 spell | 60' | momentary |
| Explosive Runes | 50 | none | 1 book or scroll | 10' | until triggered |
| Fireball | 50 | physical | 20' r sphere | 120' | momentary |
| Fly Self | 51 | none | self | none | 90 minutes |
| Heat Object | 51 | none | 1 object* | 120' | 12 hours |
| Implosion | 51 | Phys. 1/2 damage | 1 being | 120' | momentary |
| Invisibility 10' r | 51 | none | 10' r | none | 6 hours |
| Lightning Bolt | 51 | physical | line 120' x 1' | 120' | momentary |
| Movement Slow | 51 | physical | 30' r sphere | 120' | 40 minutes |
| Prot / Normal Missiles | 51 | none | 1 being | 10' | 90 minutes |
| Rope Trick | 51 | none | special | 24' | 3 hours |
| Second Sight | 51 | none | self | as sight | 90 minutes |
| Snowball | 51 | physical | 20' r sphere | 120' | momentary |
| Suggestion | 52 | mental | 1 being | 120' | 2 weeks |
| Velocity Finder | 52 | none | self | 20 miles | 10 minutes |
| Water Breathing | 52 | none | 1 being | 10' | 90 minutes |

| Level IV Base Spells | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|------------------|-------------------|--------------|-----------------|
| Blinding Flash | 52 | physical | 10' r sphere | 60' | 2d6 rounds |
| Cold Cone | 52 | Phys. 1/2 damage | 60' cone | always zero | momentary |
| Control Self | 52 | none | self | none | 90 minutes |
| Dimension Door | 52 | none | special | 240' | 12 rounds |
| Fear | 52 | mental | 60' cone | always zero | until saves |
| Growth Plants | 53 | none | up to 80' x 80' | 120' | 1 week |
| Hallucinatory Terrain | 53 | none | 2000' square | 120' | 1 day |
| Ice Storm | 53 | none | 60' cube | 120' | instantaneous |
| Levitate 10' r | 53 | physical | 10' r circle | none | 90 minutes |
| Magic Bridge | 53 | none | 120' x 10' | 10' | 40 minutes |
| Magical Trap | 53 | none | 30' trigger range | 10' | 1 week |
| Massmorph | 53 | none | 120' r circle | always zero | 6 hours |
| Prot / Magical Missiles | 54 | none | 1 being | 10' | 90 minutes |
| Size Change Self | 54 | none | self | none | 90 minutes |
| Telepathy | 54 | none* | 60' r sphere | 240' | 90 minutes |
| Temp. Bag of Holding | 54 | none | 1 bag | contact | 12 hours |
| Trace Summoning | 54 | none | 1 being | 120'* | 4 days |
| Trace Warning | 55 | none | 1 warning | unlimited | 4 days |
| Wall of Electricity | 55 | see description | see description | 60' | 12 rounds |
| Wall of Fire | 55 | see description | see description | 60' | 12 rounds |
| Wall of Frost | 55 | see description | see description | 60' | 12 rounds |
| Wizard Eye | 55 | none | special | 360' | 1 minute |

| Level V Base Spells | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|-----------|------------|--------------|-----------------|
| Charm Monster | 56 | mental | 1 being | 60' | concentration |

| | | | | | |
|-----------------------|----|----------------|-----------------------------|---------------|---------------|
| Cloudkill | 56 | physical | 40' r x 10' H | 60' | 12 rounds |
| Cone of Weakness | 56 | Phys. ½ damage | 60' cone | always zero | instantaneous |
| Conjure Elemental | 56 | none | 480' control | 10' to summon | concentration |
| Contact Higher Plane | 56 | veracity roll | self | none | 1 minute |
| Feeblemind | 56 | mental -15% | 1 being | 120' | permanent |
| Growth Animals | 56 | physical | 90' cone | always zero | 90 minutes |
| Hold Monster | 57 | mental | 60' r sphere | 60' | concentration |
| Immolate | 57 | none* | self | none | 40 minutes |
| Mind Blast | 57 | mental | 1 being | 60' | 12 rounds |
| Mind Link | 57 | none | 1 being | unlimited | 12 rounds |
| Mind Shield | 57 | none | self | none | 3 hours |
| Misdirection | 57 | mental | 30' r sphere | 60' | 12 rounds |
| Pass Wall | 57 | none | 8'H x 6'W x 10'D | 10' | 12 rounds |
| Phase In | 57 | none | 1 being | 60' | 20 rounds |
| Prot / Normal Weapons | 57 | none | 1 being | 10' | 90 minutes |
| Stone Walking | 57 | none | 1 being | 10' | 6 hours |
| Summon | 58 | mental | 1 attuned object | 480' | momentary |
| Telekinesis | 58 | none | 1 object | 60' | 12 rounds |
| Teleport | 58 | none | self | unlimited | momentary |
| Trace Teleport | 58 | none | 30' r | 120' | 4 days |
| Wall of Iron | 58 | none | 3" x 500 feet ² | 60' | 40 minutes |
| Wall of Stone | 58 | none | 2' x 1000 feet ² | 60' | 4 days |

| Level VI Base Spells | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|----------------|--------------------------|-----------------|-----------------|
| Anti-Magic Shell | 59 | none | 20' r sphere | always zero | 90 minutes |
| Concentrate | 59 | none | caster | none | 40 minutes |
| Death Spell | 59 | physical -30% | 60' cube | 120' | momentary |
| Flame Storm | 59 | Phys. ½ damage | 120'x120'x40' H | 180' | 8 rounds |
| Geas | 59 | mental | 1 being | touch | variable |
| Invisible Stalker | 59 | none | 1 mission | none | 1 week |
| Legend Lore | 59 | none | 1 item | touch | momentary |
| Lower Water | 59 | none | 10,000 feet ² | 240' | 90 minutes |
| Magic Jar | 60 | mental* | 1 object* | see description | see description |
| Move Earth | 60 | none | 240' cube | 240' | 40 minutes |
| Part Water | 60 | none | 300'x20'x30' D | 60' | 90 minutes |
| Power Word Pain | 60 | mental* | 1 being | 60' | 2 rounds |
| Projected Image | 60 | none | self | 120' | 10 minutes |
| Prot / Magical Weapons | 60 | none | 1 being | 10' | 90 minutes |
| See True Form | 60 | none | 1 target | 120' | instantaneous |
| Shield Of Protection | 61 | none | self | none | until destroyed |
| Teleport Attack | 61 | physical | 1 being | 60' | momentary |
| Tremor | 61 | physical* | 360' square | 480' | 3 rounds |

| Level VII Base Spells | Pg. | ST | ZOE | Range | Duration |
|------------------------------|------------|-----------|----------------|--------------|-----------------|
| Damp Teleport | 61 | none | 120' r sphere | none | 1 hour |
| Mass Invisibility | 61 | none | 120' square | 60' | 90 minutes |
| Permanent | 61 | none | 1 spell | 10' | permanent |
| Phase Door | 61 | none | 6' W x 8' H * | 10' | 10 minutes |
| Power Word Blind | 61 | mental | 1 being | 60' | 2d6 rounds |
| Reincarnate | 61 | none | 1 body, 1 soul | none | momentary |
| Reverse Gravity | 61 | none | 60' cube | 120' | 12 rounds |
| True Sight | 62 | none | self | as sight | 90 minutes |
| Warning | 62 | none | self | none | 1 day |

| Level VIII Base Spells | Pg. | ST | ZOE | Range | Duration |
|-------------------------------|------------|-----------|------------|--------------|-----------------|
| Power Word Stun | 62 | special | 1 being | 60' | 4d6 rounds |

| Level IX Base Spells | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|-----------------|-----------------|--------------|-----------------|
| Alter True Self | 62 | none | self | none | momentary |
| Astral Spell | 62 | none | self | 1000 miles | 6 hours |
| Avalanche | 62 | Phys. ½ damage | see description | 240' | momentary |
| Clone | 62 | none | 1 being | none | momentary |
| Cone of Feeblemind | 62 | mental -15% | 60' cone | always zero | momentary |
| Great Barrier | 62 | none | see description | none | 3 hours |
| Mass Suggestion | 63 | mental -15% | 240' r sphere | always zero | 1 day |
| Meteor Swarm | 63 | Phys. ½ damage | see description | 240' | momentary |
| Mind Blank | 63 | none | self | none | 1 day |
| Phase Shift | 63 | none | self | none | 40 minutes |
| Power Word Kill | 63 | see description | 1 being | 60' | momentary |
| Repulsion | 63 | none | 10' r sphere | self | 10 minutes |
| Symbol | 63 | variable | 1 symbol | touch | until triggered |
| Time Stop | 63 | none | 60' cube | always zero | d4+2 rounds |
| Time Travel | 63 | none | self | none | undefined?* |
| Tsunami | 63 | 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 40) works better with attuned objects.

Message (see page 46) works at much greater range with attuned persons.

ESP (see page 47) works at greater range and effectiveness with attuned persons.

Clairsentience (see page 49) works at greater range and effectiveness with attuned persons.

Telepathy (see page 54) may be forced on attuned targets and used at greater range than normal.

Summon (see page 58) only works with attuned objects.

Teleport (see page 58) to distant locations only works with attuned places or objects.

Attuning to a literal object or a place is a 1st base level spell.

Attuning to a person is a 2nd base level spell.

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 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 50).

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.

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.

Any Object of a Specific Type: Base level 1. A specific type of object is targeted. The type must be described in terms of its current physical state, i.e. described so that an ordinary person who could see, touch, hear and smell the object where it currently is could answer the question, "Is this the object?" based solely on the description given, without resort to unusual senses, skill or expertise.. The description may not include past or future locations or conditions. The description may not include properties such as ownership, purpose, good or evil. The description may include references to other co-located objects, i.e. "a sword in a red sheath laying on an alter". The type can be as broad or narrow as the caster wants. The caster could locate a collection of books, i.e. a library. The caster could locate a book with a specific word in its title. The caster can not select a type of object that they are unfamiliar with. For instance, if the caster heard of a left handed smoke shifter, and tried to locate one, the locate would fail. The caster can not locate a type of object that requires information they do not have. For instance, the objects that were taken from this room could not be located unless the caster knew what they were. For the same reason, a caster could not locate something like a clue that we have overlooked.

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.

Extra Effect +1: Range is reduced to 60' but all targets in range are located. Range may be doubled for +½.

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 52).

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 64) 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 16). 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 54), 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 50).

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 16).

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 16) against the adjusted level of the mage that cast the Veil. If the target has been Attuned (see page 38) 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 +½.

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 107) provides complete protection. Modifiers: Extra Damage (+d4).

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

Hold Portal :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. Forcing the door open by brute strength requires a strength contest against a difficulty representing the strength of the doors construction. This difficulty is usually 25 for dungeon and castle doors but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it.

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 107) 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 107) 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 46) 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 49) or *Velocity Finder* (see page 46). Modifiers: Extra Effect (-10% more to both ranges).

ZOE: 1 target; **Range:** 180'; **Duration:** 90 minutes; **ST:** mental

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

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

Shield :It gives the mage complete protection from the *Magic Missile* spell (see page 45), partial protection from the *Ice Storm* spell (see page 53), 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 48), *Long Talk*, (see page 48) or *Disguise* (see page 50).

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 45), *Observe Magic* (see page 48) and *Analyze Spell* (see page 49). A Level Contest (see page 16) 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 50) 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 107) 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 16) 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 45), but it forces a Level Contest (see page 16) 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

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, chest, drawer, 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. Forcing the door open by brute strength requires a strength contest against a difficulty representing the strength of the door's construction. This difficulty is usually 25 for dungeon and castle doors but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it.

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 48). A Level Contest (see page 16) 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 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) 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 46) 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 16) 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 47) 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 Slow :All beings in the ZOE who fail their saving throws have their movement rate halved. *Combat Slow* (see page 50) supercedes *Movement Slow* while they are both in effect. A successful *Movement Haste* (see page) 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 46).

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) will give complete protection (as will *Protection from Magical Missiles* (see page 54), etc.). *Resist Cold* (see page 107) 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 46). A *Fireball* (see page 50) 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 50) 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 45) 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 47) 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 45) 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). 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) spell, 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 107) 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 107) 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 107) 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 throw to do so, failure to save results in the subject bouncing off the wall. If someone succeeds in making it through the wall alive, a hole is left through which others may attempt to pass (1 / round). To pass through a hole requires a saving throw to avoid touching the wall. When touching or breaking through the wall, fire-based creatures take 4d6 damage, all others take 2d6 damage. The wall remains where it is cast for the duration, unless dispelled. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. It prevents the passage of fire based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° 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 49). 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) +½.
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 107) 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). 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 58). 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 61), 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 base level of Summoning is limited to object of up to 250 lbs. 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. Modifiers: Extra Effect +250 lbs. +½.
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.

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 feet²; **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 feet²; **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 52). 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 107) 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 foot² section of a body of water by 100'. Modifiers: Extra Effect (another 100') +1.

ZOE: 10,000 feet²; **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 54). 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 47). 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 57) 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

Level IX 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 51) 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 56).
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 50) 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 52) 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 50) 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 57). *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

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' |

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| 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' |

| 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

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 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.

| Prayer Point Costs Chart | | | | | | | | | | | | | | | | | | |
|--------------------------|-----------------|----|---|----|---|----|---|----|---|----|----|----|----|----|----|----|----|----|
| 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 a cleric, means that cleric can cast a cure 1 as a first level prayer or “Mass Cure Wounds I” as a 3rd 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.

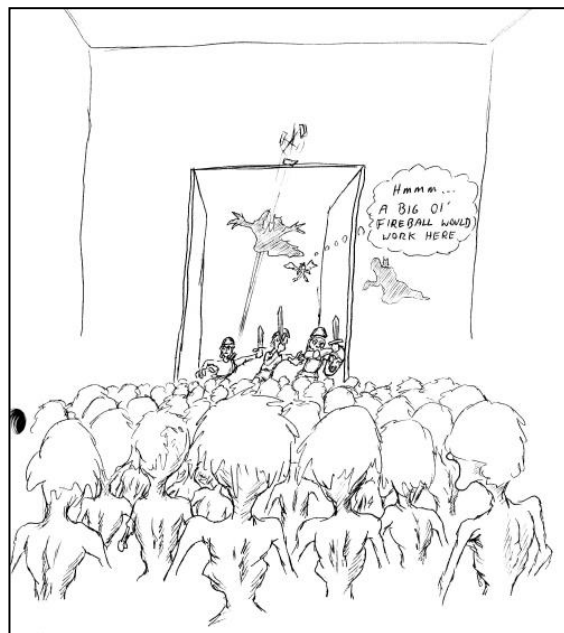
Mass prayers have a casting cost 2 levels higher than the mundane version of the prayer. The designation for a mass prayer option is the letter "M" in brackets after the mundane prayer name, example "Cure Wounds I [M]". If there is a different additional cost it will follow the "M" in the brackets.

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. 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 and the cost to renew it would be 3.

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. Drawings by Steven Brescia



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.



Mavors clerics do not hesitate to punish evildoers on the spot. They are the Oblates of the Sword and are devoted to the cause of honor, truth, the preservation of oaths, and the protection of the innocent.

Drawing by Steven Brescia

Garbonzo Greet's the Milkman

Gaia clerics seek to preserve the natural order. They loath unnatural creatures, undead and the wanton destruction of natural spaces by the speaking people.



Drawing by Steven Brescia



Aru clerics revere life and health. They abhor senseless violence. If you're having a bad day like this guy, an Aru cleric is just what you need. Not only are Aru clerics the ultimate healers of the Pantheon's clerics, they are the preeminent banishers of demons and dispellers of undead. However, they are about as useful as this guy's buddies when it comes to fighting.

Drawing by Steven Brescia

Apostles of Life

God: Aru
Clerics: Healers
Principle: Life, Health, Peace
Symbol: Heart
Armor: Chain, but robes are preferred
Weapons: None

Beliefs : The Apostles of Life believe that life and health are the gift of Aru and our greatest possessions. Who would not give any amount of riches to preserve their life or their health. It is the holy work of clerics of Aru to be stewards of the life and health of all good people. They are especially proficient in the art of healing.

All followers of Aru abhor senseless violence, and many, especially the clerics, take the Hippocratic oath. The Hippocratic oath is an oath to "Cause no harm". It means that the oath taker may never willfully harm another person, even to save their own life. The oath taker is also sworn to treat, to the best of their ability, any and all sick or injured people. This applies even to evil people provided they are not actively engaged in harming others. Oath takers will display the holy symbol of a Caduceus superimposed over a heart. Other members of the order will display a holy symbol consisting of just a heart. Breaking the Hippocratic Oath, or displaying the Caduceus if one has not taken the Hippocratic Oath is a felony and will tend to attract the attention of followers of Mavors. Attacking or willfully harming someone displaying a Caduceus, unless one is certain that it is a fraud, is also a felony. Doing so is perilous because Mavors are extremely protective of Healers. Even evil lords may be reluctant to harm an Aru cleric.

Not all followers of Aru take the Hippocratic Oath. These followers may engage in combat for just causes but still abhor meaningless violence and destruction. Healers and Mavors are strong allies. The Mavors protect the Healers, who so often need protection because they tend to go where the trouble is. The Healers treat all the injuries the Mavors sustain while they are defending the innocent. Defending the innocent is completely in line with the Healers belief in the sanctity of life and health. Without the Mavors to protect the innocent many more injuries and deaths would occur.

Cleric's 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.

Follower's Special Powers and Restrictions: All followers of Aru, including clerics may perform First Aid on a wounded victim. It takes one hour to treat a victim and treatment will cure one hit point of damage. During treatment, the victim must be kept still in sheltered area or the benefit of treatment is lost. GMs will rule on the possibility of treating a victim in a given situation.

| Level: N | Pg. | ST | ZOE | Range | Duration |
|------------------------|------------|------------|--------------|--------------|----------------------|
| Cure Wounds N [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Dispel Undead N | 95 | spiritual* | 60' r sphere | 120' | momentary |
| Protection from Evil N | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Ward Undead N [M] | 112 | none | 1 person | 60' | 60 + 10L minutes[R] |

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| Level: I | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|--------------|------------|--------------|-----------------------|
| Consecrate Object | 89 | none | 1 object | touch | permanent* |
| Detect (2,3,4) Disease [M] | 93 | varies | varies | varies | momentary |
| Detect (2,3,4) Evil | 93 | varies | varies | varies | momentary |
| Detect (2,3,4) Poison [M] | 94 | none | varies | varies | momentary |
| Detect (2) Possession [M] | 94 | spiritual* | 1 being | 120' LOS | momentary |
| Detect (4*) Prayer [M] | 94 | none | self | 120' LOS | momentary |
| Detect (3,4*) Undead [M] | 94 | none | varies | 480' 120' | momentary |
| Detect (3,4*) Water | 94 | none | varies | 480' 120** | momentary |
| De-were I | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Purify Food and Water | 105 | none | 10L lbs.* | touch | momentary |
| Sanctuary | 108 | spiritual | self | n/a | 60 + 10L minutes [R]* |
| Sleep of Healing | 109 | none | L beings | touch | 8 hours |
| Sterilize | 110 | spiritual* | 1 being* | touch | permanent |
| Swiftess [M] | 111 | spiritual[C] | 1 being | 60' | 60 + 10L minutes[R] |

| Level: II | Pg. | ST | ZOE | Range | Duration |
|------------------------------|------------|------------|-------------------|--------------|----------------------|
| Consecrate Water | 90 | none | L pints | touch | 1 day [R] |
| Cure Deafness [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Cure Paralysis [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Detect (2,3,4) Hostility [M] | 93 | spiritual | 1 being | 120' LOS | momentary |
| De-were II | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Hold Person | 100 | spiritual | 30' r sphere | 240' | concentration |
| Light | 102 | none | 40' illumination | 120' | 60 + 10L minutes [R] |
| Resist Cause Wounds [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Poison [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Slow Disease [M] | 109 | none | 1 being | touch | 1 day |

| Level: III | Pg. | ST | ZOE | Range | Duration |
|-------------------------|------------|----------------|----------------------|--------------|-----------------------|
| Continual Light | 90 | none | 20' r sphere | 360' | 1 day [R] |
| Cure Blindness [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Cure Disease [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Cure Wounds N [M] | 91 | spiritual* | 1 being | 120' | momentary |
| De-were III | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Dispel Prayer | 95 | level contest | 10' r sphere | 60' | momentary |
| Empathic Cure | 96 | spiritual* | 1 being | touch | momentary |
| Life Force [M] | 101 | none | 1 person | 120' | until dawn* |
| Neutralize Poison [M] | 103 | none | 1 being | touch | momentary |
| Observe Prayer [M] | 103 | none | self | 120' LOS | 6 + L rounds |
| Silence 15'r | 109 | none | 15' r moving sphere* | zero | 60 + 10L minutes [R] |
| Suspend Animation | 111 | voluntary only | 1 being | 60' | L days |
| Withstand Disease [M] | 112 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Withstand Paralysis [M] | 112 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Word of Command I | 112 | special | self | LOS | 60 + 10L minutes [R]* |

| Level: IV | Pg. | ST | ZOE | Range | Duration |
|-------------------------|------------|-----------------------|------------|--------------|----------------------|
| Analyze Prayer | 86 | none | self | 120' LOS | 6 + L rounds |
| Command Language [M] | 89 | none | self | none | L hours [R] |
| Create Water | 91 | none | vicinity | 60' | permanent |
| Cure All Wounds [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Cure Lycanthropy [M] | 91 | spiritual* | 1 being | touch | momentary |
| Detect (3,4) Food [M] | 93 | none | varies | 480' 120' | momentary |
| De-were V | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Golden Rule | 99 | spiritual* | self | none | 60 + 10L minutes [R] |
| Preservation | 105 | none | 20L Lbs.* | 10' | ½ L days |
| Remove Curse [M] | 107 | level contest | 1 curse | 240' | permanent |
| Restore Memory [M] | 107 | none or level contest | 1 being | touch | special |
| Resuscitate [M] | 108 | system shock | 1 body | 120' | 6 + L after death |
| Withstand Causes [M] | 112 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Withstand Lvl Drain [M] | 112 | none | 1 being | 10' | 60 + 10L minutes [R] |

| Level: V | Pg. | ST | ZOE | Range | Duration |
|--------------------------|------------|-------------------|------------------|-----------------|-----------------------|
| Commune I | 89 | none | self | see description | L minutes |
| Controlled Empathic Cure | 90 | special | 1 patient | touch | momentary |
| Create Food | 90 | none | Vicinity | 60L' | permanent |
| Cure Insanity [M] | 91 | spiritual* | 1 being | 120' | momentary |
| De-were VII | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Dispel Evil | 95 | level contest | 1 object, being* | 120' | momentary |
| Immunity to Poison [M] | 100 | none | 1 being | touch | 1 day |
| Raise Dead | 106 | resurrection roll | 1 dead being | 10' | permanent |
| Toll | 111 | none | (L - 8)/2 miles | none | momentary |
| Word of Command II | 112 | special | self | LOS | 60 + 10L minutes [R]* |

| Level: VI | Pg. | ST | ZOE | Range | Duration |
|----------------------|------------|------------|-----------------|--------------|-----------------|
| Consecration I | 90 | none | see description | touch | permanent* |
| Create Air | 90 | none | vicinity | 120' | permanent |
| Cure Feeblemind [M] | 91 | spiritual* | 1 being | 120' | momentary |
| De-were IX | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Quest | 106 | spiritual | 1 being | touch | until fulfilled |
| Restoration [M] | 107 | special | 1 being | 120' | momentary |
| Swords to Plowshares | 111 | special | 1 weapon | touch | permanent* |
| Word of Recall | 112 | none | self | infinite | instantaneous |

| Level: VII | Pg. | ST | ZOE | Range | Duration |
|-------------------|------------|-------------------|---------------|-----------------|-----------------|
| Commune II | 89 | none | self | see description | L minutes |
| De-were XII | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Pax | 104 | spiritual | 10L' r sphere | 10 x L' | 1 day |
| Raise Dead Fully | 106 | resurrection roll | 1 body | 10' | permanent |

| Level: VIII | Pg. | ST | ZOE | Range | Duration |
|--------------------|------------|------------|------------------|--------------|-----------------|
| Aerial Servant | 85 | none | 1 Aerial Servant | 10' | see description |
| Consecration II | 90 | none | see description | touch | permanent* |
| De-were XV | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Wind Walk [M] | 112 | none | self | none | up to 1 day |

| Level: IX | Pg. | ST | ZOE | Range | Duration |
|------------------|------------|------------|------------|--------------|-----------------|
| Astral Spell [M] | 87 | none | self | 100L miles | L hours [R] |
| De-were XX | 94 | spiritual* | 60' cone | none | 6 + L rounds |
| Permanent | 104 | none | same | same | Permanent |

Oblates of the Sword

| |
|--|
| <p>God: Mavors Clerics: Judges Principle: Honor Symbol: Red Swords Armor: Chain Weapons: See Chart</p> |
|--|

Beliefs : Oblates of the Sword are the sworn defenders of **Honor, Justice** and the **Innocent**.

Courage, loyalty, truthfulness, discipline and compassion are honorable. Dishonorable conduct includes cowardice, lying, betrayal, cruelty, and oath breaking. Oblates may act secretly, and withhold information; mere stealth is not dishonorable. Betrayal includes abandoning your party - or anyone who has reason to trust in your fidelity- in combat. Choosing not to fight to avoid unnecessary killing is an entirely honorable action. There is disagreement within the faith about several points, including the use of ambushes and intentional ambiguity.

Justice is the principle that we each have rights, that it is a crime to violate these rights, and that the violator must be punished and / or make restitution as fit for their crime. We all have a right to life and health and to take our life or to injure our health is a crime. We have a right of ownership of our possessions and to take or destroy our possessions is also a crime.

The innocent are those who can not defend themselves against dishonorable or unjust treatment. The innocent need to be defended against those who are dishonorable or criminal.

Oblates of the Sword use their weapons only as a last resort. A felon who surrenders peacefully and accepts their punishment may never be injured beyond the just demands of their punishment.

Many followers of Mavors, especially clerics, take the truth sayer oath. This is a sacred oath to never lie or deceive. Truth Sayers must always display their holy symbol. They may never engage in intentional ambiguity or ambushes. Truth Sayers may withhold information only if not withholding it would be dishonorable or unjust. For instance, a Truth Sayer can swear not to tell someone something and withhold that information without breaking their oath, but they would have to state that they can not answer. The Truth Savers holy symbol is a vertical red sword superimposed over sealed lips. Wearing a Truth Sayer holy symbol if one has not taken the oath, or breaking the oath is a felony and will attract the attention of other Mavors. The advantage to displaying a Truth Sayer holy symbol is that people believe you.

Cleric's Special Powers and Restrictions: Mavor's prayers may fail to work if the cleric, or the recipient, has committed a serious act of dishonor, or taken a dishonorable and consistent course. Lying is dishonorable for Clerics of Mavors, who are sworn to speak truth; it is widely held that followers **may** lie if so doing accomplishes only honorable purposes. Clerics of Mavors receive an additional will bonus to saves against illusion and have a wisdom% chance to hear any lie as one. Oblates dress in red, and build red temples. Their temples are to the north side of towns, near the courthouse, the drill-ground, and -often- the lord's palace. Hobbits and Fey particularly worship Mavors. The first war was fought between them, and the first pact sworn to Mavors was to end it. The name of his sword is Justice.

Follower's Special Powers and Restrictions: All followers of Mavors, especially the clerics, have a social status as law enforcers. People tend to trust them, follow their orders and report crimes to them. Children are told that if they are in trouble or lost, seek a person with a Red Sword symbol. Followers may use their own judgment to settle minor disputes or crimes on the spot. They have been known to spank misbehaving children, etc..

| Level: N | Pg. | ST | ZOE | Range | Duration |
|---------------------------|------------|----------------|-------------------|--------------|-------------------------------------|
| Aim N [M] | 85 | none | 1 person | contact | 60 + 10L minutes [R] |
| Bane Felon N [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes |
| Courage N | 90 | voluntary | 1 person | touch | 60 + 10L minutes |
| Cure Wounds N [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Enhance Weapon N | 97 | none | 10' r sphere | zero | 60 + 10L minutes [R] |
| Might N [M] | 103 | voluntary | 1 person | touch | 60 + 10L minutes |
| Ward Undead N [M] | 112 | none | 1 person | 60' | 60 + 10L minutes[R] |
| Level: I | Pg. | ST | ZOE | Range | Duration |
| Augury | 87 | spiritual | self | none | none |
| Consecrate Sword | 89 | none | 1 sword | touch | 1 hour to cast, effect is permanent |
| Detect (2,3,4) Dishonor | 93 | varies | varies | varies | varies |
| Detect (2*) Illusion [M] | 93 | none* | 1 object | 120' LOS | momentary |
| Detect (4*) Prayer [M] | 94 | none | self | 120' LOS | momentary |
| Detect (2) Religion [M] | 94 | spiritual | 1 being | 120' LOS | momentary |
| Double Range | 96 | none | 1 weapon | touch | 10 minutes |
| Read Languages [M] | 106 | none | self | as sight | 60 + 10L minutes [R] |
| Level: II | Pg. | ST | ZOE | Range | Duration |
| Bane Undead I [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Cleric's Shield | 88 | none | self | none | L hours [R] |
| Detect (3,4*) Undead [M] | 94 | none | varies | 480' 120' | momentary |
| Find Deodand | 98 | none | self | ½L miles | L hours[R] |
| Light | 102 | none | 40' illumination | 120' | 60 + 10L minutes [R] |
| Observe Prayer [M] | 103 | none | self | 120' LOS | 6 + L rounds |
| Rally | 106 | none | 1 person | touch | momentary |
| Resist Poison [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| See Illusion [M] | 108 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Speak with Dead | 109 | none | 1 dead body | 10' | 10 minutes |
| Testimony [M] | 111 | spiritual | 1 being | 30' | 60 + 10L minutes [R] |
| Understand Speech [M] | 112 | none | self | as hearing | L hours [R] |
| Level: III | Pg. | ST | ZOE | Range | Duration |
| Analyze Dishonor | 86 | spiritual | self | 120' LOS | momentary |
| Bane Undead II [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Detect (2*) Curse [M] | 92 | spiritual | 1 being, etc. * | 120' LOS | momentary |
| Detect (2,3,4) Poison [M] | 94 | none | varies | varies | momentary |
| Dispel Illusion | 95 | level contest | 1 object, being* | 240' | momentary |
| Dispel Prayer | 95 | level contest | 10' r sphere | 60' | momentary |
| Divine Confession | 95 | none | self | none | momentary |
| FindFelon | 98 | spiritual | 1 person | ½L miles | L hours[R] |
| Question | 101 | spiritual | 1 being | 10' | 6 + L rounds |
| Panther Reflexes [T] | 103 | spiritual [C] | 1 being | touch | 6 + L rounds |
| Resist Paralysis [M] | 107 | none | 1 being | 10' | 60 + 10L minutes |
| Write Languages [M] | 112 | none | self | as sight | 60 + 10L minutes [R] |
| Level: IV | Pg. | ST | ZOE | Range | Duration |
| Analyze Prayer | 86 | none | self | 120' LOS | 6 + L rounds |
| Bane Undead III [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Command Language [M] | 89 | none | self | none | L hours [R] |
| Cure Paralysis [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Hold Person | 100 | spiritual | 30' r sphere | 240' | concentration |
| Neutralize Poison [M] | 103 | none | 1 being | touch | momentary |
| Oath | 103 | voluntary only | 1 being | touch | 1 year |
| Question Dead | 106 | none | 1 dead body | 10' | 10 minutes |
| Remove Curse [M] | 107 | level contest | 1 curse | 240' | permanent |
| Smite Illusion [M] | 109 | none | 1 being | touch | 60 + 10L minutes[R] |

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| Level: V | Pg. | ST | ZOE | Range | Duration |
|--------------------|------------|-----------|-----------------|-----------------|-----------------------|
| Bane Undead IV [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Commune I | 89 | none | self | see description | L minutes |
| Fairness | 97 | none | 30'r* | none | 60 + 10L minutes* |
| Investigation | 101 | mental | vicinity | zero | 1 hour |
| Purify | 105 | spiritual | 1 person | touch | momentary |
| Quest | 106 | spiritual | 1 being | touch | until fulfilled |
| Restore Writing | 108 | none | see description | touch | special |
| Toll | 111 | none | (L - 8)/2 miles | none | momentary |
| Track Felon | 111 | none | self | touch | 1/2L days |

| Level: VI | Pg. | ST | ZOE | Range | Duration |
|-------------------------|------------|----------------|-----------------|--------------|-----------------------|
| Bane Undead V [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Consecration I | 90 | none | see description | touch | permanent* |
| Convert Weapon | 90 | special | 1 weapon | touch | 1 day / permanent |
| Dueling Ground | 96 | none | 30'r* | none | 60 + 10L minutes* |
| Great Might | 99 | none | 1 person | touch | 6 + L rounds |
| Reveal the Truth | 108 | level contest* | 10 x L' r | zero | 60 + 10L minutes [R] |
| Speak with Monsters [M] | 109 | none | self | as speech | 60 + 10L minutes [R] |
| True Sight | 112 | none | self | as senses | 60 + 10L minutes [R] |
| Word of Recall | 112 | none | self | infinite | instantaneous |

| Level: VII | Pg. | ST | ZOE | Range | Duration |
|--------------------|------------|-----------|------------------|-----------------|-----------------------|
| Aerial Servant | 85 | none | 1 Aerial Servant | 10' | see description |
| Bane Undead VI [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Blade Barrier | 87 | none | 15' r circle | 120' | 60 + 10L minutes [R] |
| Commune II | 89 | none | self | see description | L minutes |
| Great Oath | 99 | voluntary | 1 person | touch | 1 year |

| Level: VIII | Pg. | ST | ZOE | Range | Duration |
|---------------------|------------|------------------|-----------------|--------------|-----------------------|
| Bane Undead VII [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Consecration II | 90 | none | see description | touch | permanent* |
| Convert | 90 | level contest +3 | 1 being | 60' | permanent* |
| Release | 107 | spiritual | 1 being | 60' | momentary |

| Level: IX | Pg. | ST | ZOE | Range | Duration |
|----------------------|------------|-----------|--------------------|--------------|-----------------------|
| Bane Undead VIII [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Conjure Servant | 89 | none | GM discretion | proximity | L hours [R] |
| Divine Audience | 95 | none | 1 cleric and deity | unlimited | 1 Min. |

Brethren of Stone

God: Daglir
Clerics: Craftman
Principle: Artisanhip
Symbol: Hammer and Anvil
Armor: Plate
Weapons: see chart

Beliefs : The Brethren of Stone are craftsman 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 prosperity will begin. They worship Daglir Firsthammer, the patron of craftsmen and the first to work metal and stone.

Originally, the Brethren of Stone was a Dwraven religion, but the worship of Daglir has expanded to all races of demi-human. The blessings of Daglir are many. They include stone construction, metal work and many of the other artifacts of civilization.

The Brethren of Stone are involved in a long term debate with the Keepers of Nature about the encroachment of civilization onto nature. In an effort to reach a middle ground on the issue, the Brethren are incorporating more space for plants into the structures they build and are building more of their dwellings underground where the impact on nature is minimized.

Cleric's Special Powers and Restrictions: The Brethren have a great knowledge of engineering. They are generally knowledgeable about construction, metal working, the design of devices and the value of mundane gems and jewelry.

| Level: N | Pg. | ST | ZOE | Range | Duration |
|------------------------|------------|------------|------------------|--------------|----------------------|
| Cure Wounds N [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Daglir's Fist N | 92 | none | 1 follower | touch | L hours |
| Enchant Armor N [T] | 96 | none | 1 piece of armor | touch | 10 minutes |
| Enchant Weapon N [T] | 96 | none | 1 weapon | touch | 10 minutes |
| Magic Resistance N [T] | 102 | none | 1 being | touch | 60 + 10L minutes [R] |
| Might N [M] | 103 | voluntary | 1 person | touch | 60 + 10L minutes |

| Level: I | Pg. | ST | ZOE | Range | Duration |
|---------------------------|------------|-----------|-------------------|------------------|----------------------|
| Binding | 87 | none | 20' x 20' | touch | 6 x L hours |
| Color Change | 88 | none | L objects | 10' | momentary |
| Consecrate Object | 89 | none | 1 object | touch | permanent* |
| Consecrate Stone | 89 | none | 1 group of stones | none | L days or perm. |
| Create Weapon | 91 | none | 1 weapon | none | Permanent |
| Daglir's Skin [M] | 92 | voluntary | 1 follower | touch | L hours |
| Detect (1,2) Altitude [M] | 92 | none | 1 being | touch 120' LOS | varies |
| Detect (4*) Magic [M] | 93 | none | self | 120' LOS | momentary |
| Detect (1*) Size | 94 | none | 1 object | touch | momentary |
| Meld Stone | 102 | none | self | touch | 60 + 10L minutes [R] |
| Sealing | 108 | none | 1 structure* | touch | L days |
| Stonewall | 110 | none | 1 wall | touch | permanent |
| Throwing Stones | 111 | none | 20 stones | none | 1 day [R] |

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| Level: II | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|-----------------|--------------------|----------------------|----------------------|
| Analyze Item | 86 | none | 1 item | touch | momentary |
| Analyze Magic | 86 | none | self | 120' LOS | 6 + L rounds |
| Detect (1*) Location | 93 | none | self | 1 continent | momentary |
| Detect (3,4) Metal | 93 | none | varies | 480' 120' | momentary |
| Detect (1) Secret Doors [M] | 94 | none | self | touch | 60 + 10L minutes |
| Detect (3*,4*) Trap [M] | 94 | none | varies | 480' 120' | momentary |
| Resist Cold [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Crushing [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Fire [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Shape Stone | 108 | none | self | none | 60 + 10L minutes [R] |
| Soap Stone | 109 | none | 1 stone | none | lasting |
| Level: III | Pg. | ST | ZOE | Range | Duration |
| Analyze Structure | 86 | none | 1 item | touch | momentary |
| Daglir's Ears | 92 | none | 2 flat stones | touch | 60 + 10L minutes [R] |
| Daglir's Eyes | 92 | none | 2 gems or crystals | touch | 60 + 10L minutes [R] |
| Dispel Magic | 95 | level contest | 10' r sphere | 120' | momentary |
| Dispel Prayer | 95 | level contest | 10' r sphere | 60' | momentary |
| Float Stone | 98 | none | self | none | 60 + 10L minutes [R] |
| Hurl Boulder | 100 | none | 1 boulder | touch | momentary |
| Meld Metal | 102 | none | self | touch | 60 + 10L minutes [R] |
| Message via Stone [M] | 102 | none | special | L ² miles | until delivered |
| Purify Metal | 105 | none | ≤ 10L lbs. of ore | touch | instantaneous |
| Resist Poison [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Speak with Stone [M] | 110 | none | 1 stone | as speech | 60 + 10L minutes [R] |
| Stone Window | 110 | none | 4L cubic feet | touch | 60 + 10L minutes [R] |
| Level: IV | Pg. | ST | ZOE | Range | Duration |
| Brittle | 87 | none | 1 object ≤ 10L lbs | touch | 60 + 10L minutes [R] |
| Enhance Gem [T] | 97 | none | 1 gem | touch | momentary |
| Manipulate Stone | 102 | none | self | touch | 60 + 10L minutes [R] |
| Message via Metal [M] | 102 | none | special | L ² miles | until delivered |
| Metal Window | 103 | none | 4L cubic feet | touch | 60 + 10L minutes [R] |
| Petrify [T] | 104 | see description | 1 object | touch | instantaneous |
| Quarry Stone | 105 | none | 1 stone | none | Permanent |
| Shape Metal | 108 | none | self | none | 60 + 10L minutes [R] |
| Stone Doll | 110 | none | 1 stone doll | touch | 60 + 10L minutes [R] |
| Level: V | Pg. | ST | ZOE | Range | Duration |
| Doom of Stone | 96 | none | 1 space | 60' | L rounds [R] |
| Harden Stone | 100 | none | 1 cubic feet | touch | permanent |
| Manipulate Metal | 102 | none | self | touch | 60 + 10L minutes [R] |
| Pass Wall | 104 | none | see description | touch | 6 + L rounds |
| Shatter | 109 | none | 1 object | touch | instantaneous |
| Stone to Mud | 110 | none | up to a 30' cube | touch | 60 + 10L minutes [R] |
| Level: VI | Pg. | ST | ZOE | Range | Duration |
| Assay Item | 86 | Spiritual | 1 item | touch | momentary |
| Disintegrate | 95 | physical | 1 object | touch | instantaneous |
| Flesh to Stone [M] | 98 | physical | 1 being | touch | momentary |
| Harden Metal | 99 | none | L cubic feet | touch | permanent |
| Move Earth | 103 | none | 120' cube | 240' | 60 + 10L minutes [R] |
| Level: VII | Pg. | ST | ZOE | Range | Duration |
| Anti-Magic Shell | 86 | none | 30' r sphere | none | 60 + 10L minutes [R] |
| Inhibit Magic | 101 | spiritual | 30' r sphere* | 120' | 60 + 10L minutes [R] |
| Level: VIII | Pg. | ST | ZOE | Range | Duration |
| Grand Patterning | 99 | none | 1 object | touch | permanent |
| Work Enchanted Object | 112 | level contest | see description | touch | L hours [R] |
| Level: IX | Pg. | ST | ZOE | Range | Duration |
| Earthquake | 96 | none | L square miles | 480' to epicenter | 1 minute |
| Immunity to Magic [M] | 100 | none | 1 being | touch | 60 + 10L minutes [R] |

Gaia

Beliefs : Keepers worship the life force of the natural world, personified as the goddess Gaia. Keepers guard the natural order against waste and cruelty. They see "Speaking-Peoples" (humans, elves, dwarves, etc.) as part of the natural world, not a thing apart, and therefore endorse and bless the "natural" behaviors of such beings: hunting for food, making tools and crafts by one's own hands and skill, etc.

God: Gaia
Clerics: Keepers
Principle: Nature
Symbol: A green circle
Armor: Leather, wooden shield
Weapons: see chart

Cleric's Special Powers and Restrictions: Keepers have the Hero skill of Awareness at the same level as a Hero. In wilderness (non-urban, non-farm) terrain, they also Forage, Hide, Move Quietly, Track, and Trap as well as heroes of their level. ALL healing, enhancing, or Bless-type magic of the Keepers affects all living beings, not just humanoids. They have a 10% xL chance to know all pertinent facts (life cycle, diet, habitat, etc.) about any given natural plant or animal they encounter. Keepers will not sleep indoors or eat "enslaved" foods (crop plants or domestic animals) unless they have no choice in the matter. Keepers will not ride any animal or in any animal-drawn conveyance (carts, wagons, etc.) without the animal's permission (note that Speak with Animals is a first-level spell.) Keepers regain prayer points at sunset if they belong to a race with Infravision or Ultravision, at sunrise otherwise.

| Level: N | Pg. | ST | ZOE | Range | Duration |
|-------------------------|------------|------------|------------|--------------|-----------------------|
| Bane Undead N [M] | 87 | voluntary | 1 person | 60' | 60 + 10*L minutes [R] |
| Command Elements N | 88 | none | N mile r* | none | L hours [R] |
| Cure Wounds N [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Hunter's Blessing N [M] | 100 | none | 1 being | touch | L hours [R]* |
| Summon Animal N | 111 | none | 1 being | 10' | 12 rounds |
| Transformation N [M] | 112 | none | 1 being | touch | special |
| Ward Animals | 112 | none | 1 person | 60' | 60 + 10L minutes[R] |

| Level: I | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|--------------|--------------|--------------|----------------------|
| Cat's Eye [M] | 88 | none | self | none | 60 + 10L minutes [R] |
| Consecrate Object | 89 | none | 1 object | touch | permanent* |
| Detect (3,4) Animal | 92 | none | varies | 480' 120' | momentary |
| Detect (2,3,4) Disease [M] | 93 | varies | varies | varies | momentary |
| Detect (3,4) Food [M] | 93 | none | varies | 480' 120' | momentary |
| Detect (1) North [M] | 94 | none | 1 being | touch | 60 + 10L minutes [R] |
| Detect (3,4) Plants | 94 | none | varies | 480' 120' | momentary |
| Detect (3,4*) Undead [M] | 94 | none | varies | 480' 120' | momentary |
| Detect (3,4*) Water | 94 | none | varies | 480' 120'* | momentary |
| Friend of Elements [M] | 98 | none | 1 being | 60' | L hours[R] |
| Pack Scent [M] | 103 | spiritual | 1 being | 10' | 60 + 10L minutes [R] |
| Predict Weather | 104 | none | self | 5L miles | 6L hours |
| Protection from Animals I | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Purify Food and Water | 105 | none | 10L lbs.* | touch | momentary |
| Speak with Animals [M] | 109 | none | self | as speech | 60 + 10L minutes [R] |
| Swiftess [M] | 111 | spiritual[C] | 1 being | 60' | 60 + 10L minutes[R] |

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| Level: II | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|------------|----------------------|--------------|----------------------|
| Bloodhound [M] | 87 | none | 1 target | touch | 60 + 10L minutes [R] |
| Consecrate Water | 90 | none | L pints | touch | 1 day [R] |
| Darkness | 92 | none | 10' r sphere | 120' | 60 + 10L minutes [R] |
| Detect (2*) Curse [M] | 92 | spiritual | 1 being, etc. * | 120' LOS | momentary |
| Detect (4*) Magic [M] | 93 | none | self | 120' LOS | momentary |
| Detect (2,3,4) Poison [M] | 94 | none | varies | varies | momentary |
| Detect (4*) Prayer [M] | 94 | none | self | 120' LOS | momentary |
| Enemy of Nature [M] | 97 | spiritual | 1 being | 60' | L hours[R] |
| Hide Among Plants | 100 | none | 1 being | touch | 60 + 10L minutes[R] |
| Infravision [M] | 101 | none | self | LOS | L hours [R] |
| Life Sense [M] | 101 | none | 1 being | none | L hours [R] |
| Light | 102 | none | 40' illumination | 120' | 60 + 10L minutes [R] |
| Message via Trees [M] | 103 | none | special | L miles | until delivered |
| Pass Freely [M] | 103 | none | 1 being | touch | 60 + 10L minutes [R] |
| Pathfinder [M] | 104 | none | 1 being | touch | 60 + 10L minutes [R] |
| Protection from Animals II | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Resist Cold [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Fire [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Resist Lightning [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Seeming | 108 | none | self | none | 60 + 10L minutes [R] |
| Silence 15'r | 109 | none | 15' r moving sphere* | zero | 60 + 10L minutes [R] |
| Slow Poison | 109 | none | 1 being | touch | 60 + 10L minutes [R] |

| Level: III | Pg. | ST | ZOE | Range | Duration |
|---------------------------|------------|---------------|--------------|--------------|----------------------|
| Charm Animals | 88 | mental | 30' r sphere | 120' | 6L turns |
| Charm Plants | 88 | mental | 30' r sphere | 240' | 60 + 10L minutes [R] |
| Continual Darkness | 90 | none | 40' r sphere | 360' | 1 day [R] |
| Continual Light | 90 | none | 20' r sphere | 360' | 1 day [R] |
| Create Water | 91 | none | vicinity | 60' | permanent |
| Cure Disease [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Dispel Magic | 95 | level contest | 10' r sphere | 120' | momentary |
| Dispel Prayer | 95 | level contest | 10' r sphere | 60' | momentary |
| Entangle | 97 | physical | 5' r circle | 240' | concentration |
| Find Being | 97 | spiritual | 1 being | ½L miles | L hours |
| Free Elements | 98 | none | 1 E. being | touch | 60 + 10L minutes[R] |
| Panther Reflexes [T] | 103 | spiritual [C] | 1 being | touch | 6 + L rounds |
| Panther Senses [M] | 103 | none | 1 being | 10' | 60 + 10L minutes [R] |
| Polymorph to Animal | 104 | none | self | none | variable |
| Protection from Animals V | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Speak with Plants [M] | 109 | none | self | as speech | 60 + 10L minutes [R] |
| Water Walking [M] | 112 | none | 1 being | touch | 60 + 10L minutes [R] |

| Level: IV | Pg. | ST | ZOE | Range | Duration |
|---------------------------|------------|---------------|-------------------|--------------|----------------------|
| Cure Affliction [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Enter Plant | 97 | none | 1 plant | touch | 60 + 10L minutes [R] |
| Eyes of Animals [M] | 97 | none | 1 target | 120' | 60 + 10L minutes [R] |
| Eyes of Trees [M] | 97 | none | 1 tree | touch | 60 + 10L minutes [R] |
| Foresee Elements | 98 | none | L mile r | none | momentary |
| Growth Plant | 99 | none | up to 50' x 50' | 240' | L days |
| Insect Plague | 101 | special | see description | 480' | L hours [R] |
| Massmorph | 102 | none | 120' r | zero | L hours [R] |
| Neutralize Poison [M] | 103 | none | 1 being | touch | momentary |
| Preservation | 105 | none | 20L Lbs.* | 10' | ½ L days |
| Protection from Animals V | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Remove Curse [M] | 107 | level contest | 1 curse | 240' | permanent |
| Resist Elements [M] | 107 | none | 1 being or object | 10' | 60 + 10L minutes [R] |
| Sticks to Snakes | 110 | none | 1 group of sticks | touch | 10 minutes |

| Level: V | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|------------|-----------------|-----------------|----------------------|
| Commune I | 89 | none | self | see description | L minutes |
| Create Air | 90 | none | vicinity | 120' | permanent |
| Dawn | 92 | none | 20' r sphere | 360' | 1 day [R] |
| Growth Animals | 99 | physical | 60' cone | zero | 60 + 10L minutes [R] |
| Immunity to Fire [M] | 100 | none | 1 being | touch | 1 day |
| Invoke Elemental | 101 | none | 1 elemental | 10' | negotiable |
| Polymorph to Plant | 104 | none | self | none | 1 day |
| Protection from Animals VII | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Regrowth | 106 | none | 1 living being | touch | permanent |
| Toll | 111 | none | (L - 8)/2 miles | none | momentary |

| Level: VI | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|-------------------|--------------------|-----------------|----------------------|
| Animate Plants | 86 | none | 60' r sphere | 120' | 60 + 10L minutes [R] |
| Consecration I | 90 | none | see description | touch | permanent* |
| Cure All Wounds [M] | 91 | spiritual* | 1 being | 120' | momentary |
| Possess Animal | 104 | level contest | 1 animal | 240' | indefinite |
| Protection from Animals IX | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Raise Dead | 106 | resurrection roll | 1 dead being | 10' | permanent |
| Redirect Elements | 106 | none | 1 natural disaster | see description | Permanent |

| Level: VII | Pg. | ST | ZOE | Range | Duration |
|-----------------------------|------------|------------|------------------|-----------------|----------------------|
| Commune II | 89 | none | self | see description | L minutes |
| Part Water | 103 | none | 1 body of water* | 10 x L' | 60 + 10L minutes [R] |
| Protection from Animals XII | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |

| Level: VIII | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|------------|-----------------|--------------|----------------------|
| Calm Elements | 87 | none | L mile r | none | permanent |
| Consecration II | 90 | none | see description | touch | permanent* |
| Protection from Animals XV | 105 | spiritual* | 10' r sphere | zero | 60 + 10L minutes [R] |
| Wind Walk [M] | 112 | none | self | none | up to 1 day |

| Level: IX | Pg. | ST | ZOE | Range | Duration |
|----------------------------|------------|---------------|------------------|--------------|----------------------|
| Conjure Servant | 89 | none | GM discretion | proximity | L hours [R] |
| Dispel Permanence | 95 | level contest | 1 object, being* | 120' | momentary |
| Great Protection / Animals | 99 | 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 (see page 68).

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.

Bane Prayers: This prayer charges the recipient with energies highly inimical to creatures of the named [type]. A religion will have Bane prayers only for types of creatures that are utterly abominable in the eyes of the religion. Bane is *NOT* a Bless-type spell; it is more of a portable curse. Its effects are cumulative with those of Bless-type spells. These effects are:

1. Chance to hit [type] with any targeted attack is increased by 5N%. Any weapon (even unarmed attacks or natural weaponry) counts as +N for purposes of hitting targets invulnerable to normal weaponry.
2. Missile and Melee Damage to [type] creatures is increased by Nd6.
3. All damage inflicted on [type] is can not be regenerated..

ZOE: 1 person [M], **Range:** 60',. **Duration:** 60 + 10L minutes [R], **ST:** voluntary

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 prayers 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: Increases the target's vulnerability to the effects of certain types of 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.

Ward Prayers: Defends the target against creatures of [type]. Their chance to hit the target with any targeted attack is reduced by 5N%. The target's saving throw vs. any power or ability of a [type] creature is raised by 10N%.
ZOE: One recipient [M], **Range:** 60', **Duration:** 60 + 10L minutes [R]. **ST:** none.

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 $\frac{1}{3}$ rd 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

Aim N : Target(s) receive(s) +10*N% to missile chance.
ZOE: 1 person; **Range:** contact; **Duration:** 60 + 10L minutes [R]; **ST:** none

Analyze Dishonor :Describes what the target has done dishonorably. Only one dishonorable event will be described per casting, starting with the most dishonorable event. If the target fails to save, the cleric may cast this prayer again to analyze the next most serious offense, continuing until the target saves. Once the target saves, more castings by the same cleric on the same target have no additional effect. The description will be terse, not describing how the target did the deed, just what was done to who or what, generally where and when it was done. "Miss Scarlet killed Mr. Green in the conservatory with a wrench two days ago at 9:00 PM.", for example. The prayer will also reveal if the offense has been expiated. The cleric may choose to skip offenses that have been punished or expiated before casting.

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

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 feet³, 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 59).

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

Bane Felon N :Generic prayer type *Bane* (see page 83). A felon has (in fact) committed an act of dishonor for which he has not made up. Note that the concept of "felon" is defined in terms of Mavors' view of justice, not relative to the laws of any particular mortal nation

ZOE: 1 person; **Range:** 60'; **Duration:** 60 + 10*L minutes; **ST:** voluntary

Bane Undead N :Generic prayer type *Bane* (see page 83). Affects undead.

ZOE: 1 person; **Range:** 60'; **Duration:** 60 + 10*L minutes [R]; **ST:** voluntary

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 83)

ZOE: 1 person; **Range:** contact; **Duration:** 6 + L + delay rounds; **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

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

Calm Elements :The Cleric may call on furious natural forces to spread out into harmlessness, dissipating the force of a tectonic natural disaster. Earthquakes are transformed into imperceptibly slow shifts of released stress, volcanoes spread into magma seeps that gently warm an entire geothermal field, tsunamis diffract into chains of harmless surface waves. This prayer can stop a presently-occurring disaster in its tracks, or prevent an impending one detected via Foresee Elements.

ZOE: L mile r; **Range:** none; **Duration:** permanent; **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 star shine 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

Cause All :Generic prayer type *Cause* (see page 83). 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*

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:** 120'; **Duration:** 6L turns; **ST:** mental

Charm Plants :This prayer will allow the cleric to control the actions of L hit dice of plants. The plants must be naturally occurring and non-sentient. This 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

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

Command Language :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

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

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 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 Daglir. 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 111) 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 enchantment. 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 L² 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 Sword :Consecrates a sword or dagger. A Consecrated weapon must be so available as to count as a weapon choice.

ZOE: 1 sword; **Range:** touch; **Duration:** 1 hour to cast, effect is permanent; **ST:** none

Consecrate Water :This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain evil creatures, who suffer d6 damage when a pint is thrown upon them. Water hits all targets as AC 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 ft² to a height of 10'. *Consecrate II* gives a 20% effect in a volume of 100,000 ft³, 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 90) 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 90) 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 83) 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

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

Courage N :Adds ND4 to the will of followers of Mavors, ND3 to others. High will (in addition to affecting saving throws) improves your chance to persuade or lead others.

ZOE: 1 person; **Range:** touch; **Duration:** 60 + 10L minutes; **ST:** voluntary

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
- Cure Affliction** :Generic prayer type *Cure* (see page 83). 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 83). 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 83). 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 83). 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 83). 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 83). This prayer will reverse a Mage *Feeblemind* spell (see page 56).
ZOE: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual*
- Cure Insanity** :Generic prayer type *Cure* (see page 83). 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 83). 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 83). This prayer cures paralysis.
ZOE: 1 being; **Range:** 120'; **Duration:** momentary; **ST:** spiritual*
- Cure Wounds N** :Generic prayer type *Cure* (see page 83). 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), 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) 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 enables the recipient to use their hands as a +N to hit, +N to damage War Hammers. Using your hands as war hammers (see page) 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 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

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 graying 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 90) 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 84). 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 84). 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 Curse :Generic prayer type *Detect* (see page 84). This prayer reveal 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 84). This prayers 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 Dishonor :Generic prayer type *Detect* (see page 84). Detects the existance of dishonorable behavior in the target. Specifcally, it detects if the target is currently lying, betraying a trust, neglecting an honor bound duty, showing cowardice or abandoning a comrade.

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

Detect Evil :Generic prayer type *Detect* (see page 84). 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 84). 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 Hostility :Generic prayer type *Detect* (see page 84). 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 84). 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 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 84). This prayer reveals the presence 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 84). This prayer reveals the presence 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 84). The true direction of North is revealed. Type 1.
ZOE: 1 being; **Range:** touch; **Duration:** 60 + 10L minutes [R]; **ST:** none
- Detect Plants** :Generic prayer type *Detect* (see page 84). 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 84). 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 84). This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, *Magic Jar* (see page 60), 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 84). 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 Religion** :Generic prayer type *Detect* (see page 84). 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 84). 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 84). 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 Trap** :Generic prayer type *Detect* (see page 84). 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 84). 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 84). 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 61). 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. Only undead that exceed level N 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 111) with ten times normal range, and be otherwise detectable.

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

Divine Confession :Mavors will answer two questions: "What have I / we done dishonorably?" and "How can I / we make up for it". Obviously, any dishonor that has already been expiated will not be considered. Be prepared to do whatever Mavors commands to make up for the dishonor.

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

Double Range :Doubles all range increments on one Missile weapon. May be cast on a bow or crossbow do double the range of all missiles fired from the bow or crossbow.

ZOE: 1 weapon; **Range:** touch; **Duration:** 10 minutes; **ST:** none

Dueling Ground :As Fairness, but the area will also be surrounded by a translucent dome. Entering or leaving the Duelling Ground, or attempting to affect it from outside (or the outside from within) will require a level-v- level battle, in addition to the required saving throws. Caster may specify a condition to terminate the duel (e.g. first injury to a participant) which will end the spell; in this case, all present will know when and how it has ended.

ZOE: 30r*; **Range:** none; **Duration:** 60 + 10L minutes*; **ST:** none

Earthquake :This prayer creates tremors over a wide area, which will measure ½ 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

Empathic Cure :Generic prayer type *Cure* (see page 83), 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

Enemy of Nature :The target of this spell will attract hostile attention from all animals he or she encounters.

Animals will immediately notice the character as soon as they have any chance at all to perceive him. They will react emotionally as they would to a territorial challenge, or to an attacker threatening their young; while some may simply flee, large, aggressive herbivores (e.g. rhinos) are just as likely to attack as are predators.

ZOE: 1 being; **Range:** 60'; **Duration:** L hours[R]; **ST:** spiritual

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

Eyes of Animals :Generic prayer type *Eyes* (see page 84). 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 84). 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

Fairness :All in the area of effect (30' circle or consecrated area) must save perform a dishonorable action. A further mental save is required to avoid doing a corresponding honorable action. For example, If a liar fails both saving throws, he will blurt out the truth. 60+10L minutes; 6+L days on a consecrated area.

ZOE: 30r*; **Range:** none; **Duration:** 60 + 10L minutes*; **ST:** none

Find Being :This allows the cleric to know the direction to a single person, animal, or plant that the cleric knows as an individual (e.g. from having spoken to the being, or from a detailed and specific description). The ST is rolled once at the time of casting; if it is failed, the Cleric will know the direction to the target throughout the duration, so long as the target remains within range. The Cleric cannot distinguish a successful saving throw by the target from an out-of-range target.

ZOE: 1 being; **Range:** ½L miles; **Duration:** L hours; **ST:** spiritual

Find Deodand :Reveals the direction to the specified deodand. A deodand is the instrument of a serious dishonor. A stolen object or a murder weapon will qualify, and "the weapon with which X was murdered" is a sufficient description. If X was killed honorably, this prayer will give no result.

ZOE: self; **Range:** ½L miles; **Duration:** L hours[R]; **ST:** none

FindFelon :Reveals the direction to a specific felon provided the felon fails their save and is in range. The felon, or the felony must be named when the prayer is cast. For instance, "Find Black Bart" (a known murderer), or "Find the person who murdered Mr. Green." If the person named is not in fact a felon, or they have made up or been punished for their crime(s), the prayer fails. If the alleged felony is not in fact a felony, the prayer fails.

ZOE: 1 person; **Range:** ½L miles; **Duration:** L hours[R]; **ST:** spiritual

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

Foresee Elements :This is the analogue to Predict Weather, for the vast, slow movements of earth and sea. The Cleric will become aware of all impending earthquakes, volcanoes, tsunamis, and similar tectonic events in the general vicinity. The prediction extends throughout the ZOE and can detect impending events up to L years in the future. Accuracy is to within +/- 10% over most of this span, but becomes exact for events no more than L days away

ZOE: L mile r; **Range:** none; **Duration:** momentary; **ST:** none

Free Elements :This spell may be cast on any elemental being that is under external control (elemental being as defined under Friend of Elements). It gives the being one (Will-modified) mental saving throw to break free of the control. If the elemental being has not been defined with attributes, assume its Will and Int modifiers are both 0.

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

Friend of Elements :The recipient of this prayer will, for the duration, be perceived as friendly and innocuous by any elemental being. Any offensive action against such a being will immediately terminate the duration. Elemental beings include true Elementals, and any other creature made entirely of and/or deriving all its powers from one element, e.g. Djinn. Note that this perception of friendliness will be completely irrelevant to elemental beings under another's control.

ZOE: 1 being; **Range:** 60'; **Duration:** L hours[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 Might :The only effect of this prayer is to double the recipient's Maximum Strength (to 44 for demihumans). In particular, the recipient gets no additional benefit from pre-existing Might spells, even if the Might maxed out.

ZOE: 1 person; **Range:** touch; **Duration:** 6 + L rounds; **ST:** none

Great Oath :As Oath. In addition for the next 6+L rounds the cleric may cast additional Bane Felon prayers. If the oath is broken, the Bane Felon prayers will take effect immediately in order, on any beings (not already under a Bane Felon) who attack the Oathbreaker.

ZOE: 1 person; **Range:** touch; **Duration:** 1 year; **ST:** voluntary

Great Protection from Animals :Generic prayer type *Great Protection* (see page 84). This prayer affects non-magic using, non-enchanted animals.

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

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

Hide Among Plants :The recipient of this spell can use any living or dead (but still rooted) plants to hide very effectively. As long as the recipient holds still and refrains from intentional noisemaking, no searcher can see, hear, or smell the recipient if any part of a rooted plant, however small, interposes between any part of the recipient's body and the searcher. Any movement, as well as any action that would break Invisibility, allows the character to be spotted normally. Being spotted does not terminate the duration, but the recipient must break line-of-sight to all searchers by mundane means before the Hiding effect will operate again.

ZOE: 1 being; **Range:** touch; **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 $N * 10' / \text{round}$; 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 $N * 10' / \text{round}$ 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

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

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 107) 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 102). 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

Question :Compels 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

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 56), 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

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

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 4593) will not work. Anyone taking any action that would break an *Invisibility* spell (see page 47) 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

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:** L² 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:** L² 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 110) 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

Might N :Adds ND4 to the Strength of followers of Mavors, ND3 to others; this is a bless-type spell. No Might may increase Strength beyond a species- dependent limit, 22 for demihumans.

ZOE: 1 person; **Range:** touch; **Duration:** 60 + 10L minutes; **ST:** voluntary

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

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, and any Mavors present when the oath is made, will know immediately if the oath is violated. Only a *Remove Curse* can prevent his knowing.

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

Observe Prayer :Generic prayer type *Detect* (see page 84). 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

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 Reflexes :This allows the recipient to act twice in every melee round, taking a second action in the "Haste Phase" after movement. Mages may not cast spells in the Haste phase, but may take other actions. Fighters who make melee attacks in the Haste phase must use the same maneuver as they used in the regular round.

ZOE: 1 being; **Range:** touch; **Duration:** 6 + L rounds; **ST:** spiritual [C]

Panther Senses :Gives the recipient the combination of the Mage spell *Enhance Hearing* (see page 45), and the prayers *Cat's Eye* (see page 88), and *Bloodhound* (see page 87).

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

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 106). 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

Protection from Animals N :Generic prayer type *Protection* (see page 84). 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 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 :Will remove recipient's dishonor. Mavors expects that the recipient will have properly repaired and atoned for the original misdeed, but relies upon the *caster's* judgment and honor. Use carefully.

ZOE: 1 person; **Range:** touch; **Duration:** momentary; **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 98) 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 $(L-B)^2$ 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

Raise Dead :The cleric points his finger at a dead humanoid body and says "Arise!" If the body makes a successful Resurrection roll, the person is alive with first level abilities and hit points, but with zero hit points remaining. The patient will regain one level per day for all purposes until back at full strength. The body cannot have suffered more than $(L-B + 1)^2$ days of decay, or the attempt is doomed. No more than one attempt may be made per body.

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

Rally :Gives target one additional saving throw against any Will-type spell, prayer or affect, improved by caster's will bonus

ZOE: 1 person; **Range:** touch; **Duration:** momentary; **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

Redirect Elements :Changes the time, intensity, and location of a major tectonic event, either currently occurring or predicted via *Foresee Elements*. (The time of an event currently in-process cannot be altered.) The time remaining before the event can be multiplied by any factor between 0.5 and 2. The epicenter of an earthquake or the main vent of a volcano may be shifted up to L miles from its original position. The intensity of the event can also be doubled or halved. Any or all of these effects may be combined in a single prayer. The range is up to L miles from epicenter or primary vent.

ZOE: 1 natural disaster; **Range:** see description; **Duration:** Permanent; **ST:** none

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 judgment. 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

Release :Moves one being to the plane of existence where it justly belongs. Attempts to cast twice on the same target without a material change of circumstance (such as the target changing plane) require a level-v-level battle.

ZOE: 1 being; **Range:** 60'; **Duration:** momentary; **ST:** spiritual

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

Resist Cause Wounds :Generic prayer type *Resist* (see page 84). 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 84). 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 84). Crushing includes being buried alive, constriction, bear hugs, implisions, etc. It does not include blunt weapons.

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

Resist Elements :Generic prayer type *Resist* (see page 84). 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 84). 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 84). 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 Paralysis :Generic prayer type *Resist* (see page 84). Provides complete protection from natural causes of paralysis such as injury, poisons or drugs. Provides an additional saving throw against magical and clerical paralysis effects. If the target is already paralyzed, this prayer has no effect.

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

Resist Poison :Generic prayer type *Resist* (see page 84). 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 83). 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

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 dispel, but the cleric uses 2L in such cases.

ZOE: $10 \times L$ r'; **Range:** zero; **Duration:** $60 + 10L$ minutes [R]; **ST:** level contest*

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 :The cleric takes on the appearance of a natural plant or animal not more than twice nor less than $\frac{1}{4}$ her actual size. This is an illusion: caster's actual form and abilities are completely unchanged. The illusion will deceive sight, hearing, and smell, but not touch. While the prayer will turn the sounds of the Cleric's movement into the natural sounds (if any) of the creature's movement, and further allow the Cleric to imitate the natural calls or sounds (if any) of the creature, the Cleric retains the ability to speak in her own voice at will. The caster may end this prayer and resume her true appearance at any time. Taking actions that are impossible for the illusory shape (e.g. a rabbit turning a doorknob) do not dispel the illusion, but tend to raise suspicions anyway.

ZOE: self; **Range:** none; **Duration:** $60 + 10L$ 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 traveling 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 83). 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 83). 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

Smite Illusion :Any blow by the recipient which hits an illusion will dispell it if the caster wins a Level Contest vs. the creator of the illusion. The prayer continues until it fails to dispell an illusion that is hit or the duration expires.

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 105). 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 L² pounds of food, water or L² 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 with Animals :Generic prayer type *Speak* (see page 85). The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animal* (see page 88). 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 Dead :The caster may ask $L/3$ questions of the dead. The deceased may only answer yes or no. Their knowledge and inclination to tell the truth will be as it was at the time of death. The caster must be in the presence of the body, and the deceased cannot be dead for more than $(L-B)^2$ days, where B is the level at which the prayer is first attained. Only humanoid dead may be affected by this prayer.

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

Speak with Monsters :Generic prayer type *Speak* (see page 85). 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 85). 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 Stone :Generic prayer type *Speak* (see page 85). 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 Dagleir 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 presence of buried ruins, people, treasure, etc.

ZOE: 1 stone; **Range:** as speech; **Duration:** 60 + 10L minutes [R]; **ST:** none

Sterilize :Generic prayer type *Cure* (see page 83). 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 Dagleir'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 Dagleir's Eyes and Dagleir'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 14). 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

Summon Animal N :This prayer summons animals from the mage *Monster Summoning Tables* (see page 64). 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 52) 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 86), 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

Swiftmess :This prayer doubles the recipient's movement rate, for any mode of movement the recipient is capable of. It does not grant new modes: e.g., it will not grant the power of flight, though it will double your flight speed if you already fly. Movement modes gained after the prayer is invoked (e.g. Fly spell) are likewise enhanced.

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

Swords to Plowshares :This prayer operates exactly like a *Convert Weapon* spell (see page 90), 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

Testimony :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). 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 102), or found in most brooks. A collection of up to 10 stones may be carried as a weapon choice. Casting *Consecrate Stone* (see page 89), 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

Track Felon :A cleric who has witnessed a felony , or who possesses some witness or an object in certain evidence of a felony may obtain the direction, without range restriction, to the responsible felon. 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: self; **Range:** touch; **Duration:** 1/2L days; **ST:** none

Transformation N :This prayer will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Carrunos. The subject takes on the form, attacks, abilities, and armor class of the animal. Chance to hit is the base for their class and level with a 12% bonus for natural weaponry. The target will also gain Nd4 hit points, which will be lost first. These hit points will disappear when the prayer ends, if any remain. Of course animals are incapable of casting prayers. The transformation lasts until sunset, but it may be terminated earlier by risking a 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

Ward Animals :Generic prayer type *Ward* (see page 85). Animals are non-language-using, non-enchanted, natural species; giant types are included if they are not the product of enchantment.

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

Ward Undead N :Generic prayer type *Bane* (see page 83). Bane Undead affects all kinds of undead.

ZOE: 1 person; **Range:** 60'; **Duration:** 60 + 10L minutes[R]; **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 107).

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

Wind Walk :The caster, his possessions, and at most one other person in contact with the caster are transformed into wind and may move at up to 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 85). 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 Disease :Generic prayer type *Withstand* (see page 85).

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

Withstand Level Drain :Generic prayer type *Withstand* (see page 85).

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

Withstand Paralysis :Generic prayer type *Withstand* (see page 85).

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 52).

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.

This prayer will never work for Mavors if used to abandon allies or otherwise act dishonorably.

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 102), *Stone Window* (see page 110), or *Shatter* (see page 109) 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 106) but it gives the ability to write fluently in the language also.

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

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|--------------------------|-----|-----|--------|---------|--------|------|---------------------|-----|-----|--------|---------|--------|------|
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| Cure Lycanthropy | 91 | 4 | | | | | Purify Food and Water | 105 | 1 | | | | 1 |
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| Detect (2,3,4) Dishonor | 93 | | 1 | | | | Resist Cause Wounds | 107 | 2 | | | | |
| Detect (2,3,4) Evil | 93 | 1 | | | | | Resist Cold | 107 | | | | 2 | 2 |
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| Detect (3,4) Plants | 94 | | | | | 1 | Restore Memory | 107 | 4 | | | | |
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| Prayer Name | Pg. | Aru | Mavors | Generic | Dagdir | Gaia | Prayer Name | Pg. | Aru | Mavors | Generic | Dagdir | Gaia |
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