

PrinceCon 28

Hoard of the Kings



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
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

Missile Weapon Chart (see p.16)																
Weapon	Notes	Length	Useable By										Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Daglir	Gaia	Mavors		Point Blank	Short	Long
Dagger		1'	Y	Y	Y	Y	Y	Y					d4	0'	20'	60'
Hand Axe		2'	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		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	Y	d4	0'	60'	180'
Spear		6'	Y	[-]	2H[-]	2H[-]	Y				Y		d6	0'	20'	60'
Stone		2''r	Y	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 (see p.16)														
Weapon	Notes	Length	Useable By										Damage	
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Daglir	Gaia	Mavors		
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	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	Y	d6
Long Sword		4'	Y	2H		2H	Y					Y	Y	d8
Mace		3'	Y	[-]		2H	Y				Y		Y	d6
Mattock	2S, 2H	4'	Y	[-]	Y		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					Y	d8
Short Sword		3'	Y	Y	2H	Y	Y	Y					Y	d6
Spear	2D	6'	Y	[-]	2H [-]	2H [-]	Y				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		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	N/A	N/A	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 (see p.15).					

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 Story

For generations beyond count, the forces of darkness have dominated Midgard. While a few realms have remained free, scattered and secret, most of our people are slaves.

Yet there was a time...

Many centuries ago, a mighty king of men arose. He fought back the demon hordes and carved out the realm of Wyzendor in the valleys of the Verdant Mountains. Where others before had been consumed by their own lust for power, Arsolon was a wise and just ruler who knew that only in alliance could good prevail.

He brought together all the good races: Men, Elves, Dwarves, Hobbits and Fey. From each, he received a Gift of Power, binding King and people forever. Legends tell of a crown, orb, sceptre and more – but greatest of these was the gift of the gods. Alone among his people, Arsolon's spirit would not depart at his death, but pass to another. Thus the true king might always wield the Gifts, and the Gifts should fully obey none but the true king. Knowledge of how to find the true heir was entrusted to the high priests.

For centuries, king succeeded king, and victory succeeded victory. The Gifts grew in power and the darkness was pushed back. Realm by realm, Midgard was brought under his just rule.

Yet this golden age would not last forever. In the 27th reign of Arsolon, the last dark lords forged an unholy alliance and struck back against the armies of Wyzendor. Wicked men and the races of darkness fought side by side and their power could not be withstood. When faced with certain defeat, the King took up the gifts and strode forth alone to defend his people.

Though he sent thousands to their graves, he fought in vain. As night fell, he was slain and the gifts were taken. Those who were not killed or enslaved hid in the hills or in secret strongholds, and much that should not have been forgotten was lost.

A thousand years later, few remember a golden age or an evil alliance. As the dark lords warred with each other, the watch on Wyzendor slept, and brave adventurers returned. Now that our realm extends once again to the Verdant Mountains, some dare speak of a true king reborn, and whisper of the ancient gifts...

Welcome to Princecon XXVIII

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 at 4PM in Hireling Hall.

What's New

There were no major changes to the system this year.

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 will 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 the 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.

Alex Reutter and Sarah MacMillan gave countless hours to the overhaul of the conbook into a new more maintainable format, with the help of Daniel Eisenstein's technical expertise and the input and review of Aaron Mulder, Erin Mulder, York Dobyms, Shantanu Saha and many others.

This year's theme was developed by York Dobyms, Robert West, Shantanu Saha, Blue Carstensen, Chris Cavender, Tom Kinney, Alex Reutter, Aaron Mulder and Erin Mulder. Nayla Oliver, Steve Caruso, Sarah MacMillan and Yianni Yessios also answered the call to GM.

Erin Mulder organized this year's convention. Aaron Mulder maintained the software and mailing lists, Ben Gemmill arranged logistics with the University, Sang Lee contributed the artwork, and Nayla Oliver, Steve Caruso and Mike Fisher helped publicize the event and contribute to the comforts of Hireling Hall.

We would also like to thank the following fine establishments for supporting our convention and the hobby at large:

- The Gamers Realm:** Princeton Arms Center 2025 Old Trenton Road, West Windsor NJ (www.gamersrealm.com)
- The Game Room:** Woodbridge Mall
- Wizards of the Coast:** Bridgewater Mall, Woodbridge Mall
- Knight Dreams:** Above the Burger King on Nassau street in Princeton.

Artwork Credits

Sang Lee contributed the Con Book cover art, interior art, and T-Shirt art this year.

Future Events

Announcements concerning future events and conventions will be posted on

<http://www.princetongames.org/>

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Introduction

About PrinceCon

The PrinceCon game system is a fantasy role-playing game system developed and maintained by the Princeton Games Union. It has been actively maintained for 28 years, and is used both for the annual PrinceCon gaming convention and active campaigns at Princeton and elsewhere. While originally based on early versions of *Dungeons & Dragons*, it has been customized over the years, and has seen numerous changes to the races, classes, religions, spell system, combat system, and so on. Today, we find it makes for fast play at the convention as well as an entertaining system for campaigns.

In comparison to other fantasy game systems, a few things stand out about PrinceCon. First of all, there is no money, and the encumbrance system is not at all detailed. Both of these aspects grew out of convention play, where any given run could waste hours determining how to spend the allotted money for supplies, or balancing a load of equipment across all the characters. We've instead supplied predefined lists of common adventuring equipment (the so-called "packs"), with the simple understanding that the more weaponry a character is toting, the less equipment is available. While perhaps not entirely realistic, the system works well enough and puts the focus back on the game, where it belongs.

In terms of combat, PrinceCon uses a phase-based combat system, where instead of individual characters acting in a certain order, the actions themselves are ordered. So, for example, an archer will always fire before a mage casts spells. This changes the tactical problem from acquiring the best speed or initiative statistic to more reasonable issues like protecting the casters or avoiding a hail of missile fire while charging into melee. Once opponents have engaged and hits are scored, the damage system uses a generalized hit point system, where no individual wounds or body parts are tracked, but instead these heroic adventurers can soak up any sort of damage until their threshold is reached.

On the character front, each of the character classes in PrinceCon is somewhat unique compared to other systems. Spell-casting classes use a point-based system where they may divide their daily casting power across spells or prayers as they choose. In addition, while character advancement is still tied to levels, players get to make a number of choices to customize their character. Heroes choose specialties to indicate particular areas of emphasis, Mages may customize their spells through the use of morphic spells and mage spell modifiers, and Clerics may customize their prayers through the use of options such as massable and renewable. All in all, characters retain some of the standard level-based power enhancement, without losing too much of the customization which is a hallmark of modern game systems.

About the Con Book

The book you're reading now is known as the Con Book, and it is the primary player guide for convention play. It contains all the rules you need to play a character in the convention, and is generally sufficient to run a standalone campaign. However, it is not the only book available for the PrinceCon system.

We also have a standard Game Master Book, for GMs at the convention and otherwise, an Item Book describing many common magic items in the PrinceCon system, and a Monster Book describing numerous allies and adversaries the players may come across during their travels. At the convention, you can ask at the desk for information about these other books; otherwise you can e-mail your request to princecon@princetongames.org

Playing at the Convention

The main organizing area for the convention is known as Hireling Hall. In Hireling Hall, you find the registration desk, complete with T-Shirts, food, and soda. Each convention has a single world and theme shared across all the games that year, and Hireling Hall typically features theme material such as a map, battle plans, lists of goals for the characters, and so on. Finally, each

Game Master designs a poster describing her scenario, and providing a key location to attach progress reports and notes for subsequent adventurers.

During the convention, you will likely play one character throughout the entire weekend. The desk will generate the character based on your selections (see Instant Character Generation on page 6), and your character will gain experience after every adventure, improving throughout the weekend. If by some tragic twist of fate your character does not survive, you will be given the opportunity to generate a new character, who will begin his career with most of the experience earned by his predecessor.

Each adventure at the convention is known as a run, and begins when a group of players locate an available Game Master. Typically our Game Masters run three to five times throughout the weekend, but on a rotating schedule allowing for some sleep. As a player, you may choose to forgo that option, and play straight through the con, typically going on a maximum of six to seven runs. Unlike most other conventions, we don't strictly schedule the runs, instead allowing each adventure to proceed to its natural conclusion and making GMs available at all hours to handle follow-on expeditions for returning parties. However GMs often leave notes in Hireling Hall detailing their intentions, particularly regarding the timing of the climactic Sunday-afternoon runs.

In any case, at the conclusion of each run, your character will have a chance to be healed by the expert staff of Hireling Hall (anything short of death can usually be healed). In addition, curses can be lifted, magic assayed, and in general the character prepared to start the next run fresh. Your character will also earn experience on each run, based on the length of the run, the progress in the con, and your scores for the run. Later runs will grant you more experience, so the character's level advancement is fairly regular throughout the con (characters begin at level 5, and can reach level 9 or in rare circumstances level 10 by the beginning of their final run). This also means that latecomers to the convention will catch up to the average party level fairly quickly, after one or two runs at most.

Beyond experience awards, you will find that your character accumulates gear throughout the convention, most notably magic items. Each item is recorded on an item card, an index card with the description of the item. In order to be valid, an item card must be initialled by the Game Master who gave it to you, using a Magic Pen. You can keep these items for all your subsequent adventures, though some items will "burn out" after a number of uses (noted on the card as a percent chance of failure for any given use). You can also trade item cards with other players, perhaps building a collection more appropriate to your character. Each time you go on a run, you will need to turn in your character sheet and your items for the desk to process, to generate summary reports for the Game Master for the session. But have no fear, you'll get them all back before the run begins!

We would ask, if you leave the convention early, please either take your items with you or leave them at the desk – runs become unwieldy if too many people leave cards with a friend!

In terms of timing, the first runs begin on Friday at 5PM, and the last runs end Sunday at 3PM. Shortly thereafter, we gather for the awards ceremony, theme recap and resolution, and swapping of humorous stories from the con. The convention ends by Sunday at 5PM.

Playing in a Campaign

When running a campaign, the Game Master may choose to customize several areas of the PrinceCon system. For example, the GM may provide a rollup process different than what the computer uses at the convention, the campaign may use a system of money for equipment, the GM may use a different procedure for awarding experience that the computer uses at the convention, etc. In other words, the basics of the system do not need to change, but some of the procedures adopted for the convention may be altered. Finally, note that the con software is available online or for download for use in a campaign, if that would be helpful to you.

Player Characters

Character Generation

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

Character Races: See Races on page 8 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.

Character Classes: See Classes on page 10 for details.

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. Guardians should select a requisite priority (top 3 of strength, dexterity, intelligence and constitution).
Hero	Master of combat and stealth. Heroes should select a requisite priority for strength, dexterity and constitution. Heroes should also select two Specialties (see Specialties on page 22).

Available Religions: See Religions on page 10 for details.

Pantheist	Worships all gods, each in their own sphere. Not allowed for clerics.
Aru	Apostles of Life (see page 68)
Mavors	Oblates of the Sword (see page 79)
Daglir	Brethren of Stone (see page 72)
Gaia	Keepers of Nature (see page 75)

Pack: See Packs on page 15 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 16. Available armor types depend on your race, class, and for clerics, religion.

Weapons: See Weapons on page 16. Available weapon types depend on your race, class, and for clerics, religion.

Rollup Procedure

Once you've made the basic selections above, the computer chooses an appropriate physical form (*trust the computer – the computer is your friend!*). Of course, since every guild has its standards, each character is guaranteed to meet certain qualifications in the three most significant requisites for his field (Heroes and Guardians may actually choose the priority of their three most significant requisites!). Beyond that, every adventurer is an individual. Of course, the final requisites will reflect racial modifiers as well, and they will continue to improve as the character advances in level.

Requisites

Strength: Strength is a measure of the force a character exerts with his 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 his 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 Saving Throw Bonus
	Melee Hit Bonus %	Damage Bonus	Missile Hit Bonus %	AC Bonus	System Shock	Hit Dice 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

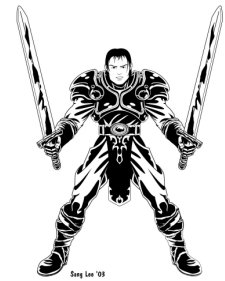
* = Maximum strength for humanoids and from *Might* spells.

Character 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. An Elf could easily be mistaken for a Human at a distance, but the Elf's pointed ears, high cheek bones, long supple fingers, thin bone structure, narrow lips, and fair complexion give them away on closer inspection. 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 ultraviolet vision (see p.10) 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 better dexterity (+1), but less strength (-1) and constitution (-1) than humans. Elven heroes may fire a bow and move up to half their normal movement in the same round.



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, which many hobbits are quite proud of. In fact, it is not unusual for intoxicated hobbits to end up challenging other races to things like walking on hot coals, boots or no boots.

Most hobbits spend a good deal of their childhood developing skills and abilities related to the surreptitious acquisition of food, and particularly sweets. As a result, hobbits are exceptionally good at moving quietly and hiding. They also possess infravision (see p.10), all the better to locate warm pies at night. Their strength reflects their small size (-1) but they have a tough constitution (+2) and a strong will (+2).



Most Hobbits live in small communities of holes and usually avoid contact with other races. However, the occasional Hobbit will be consumed with a desire to have an adventure, and represent his race to the rest of the world.

Dwarves

Dwarves are shorter, stockier, and more muscular than humans. They average $4\frac{1}{2}$ 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, including 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 (see p.10) and are generally knowledgeable about craftsmanship, stonework, construction, and underground areas. They can recognize and evaluate mithril, gems, and jewelry. Dwarves have great strength (+2) and a high constitution (+2) but their intelligence (-2), dexterity (-1), and will (-2) are less than a human's.

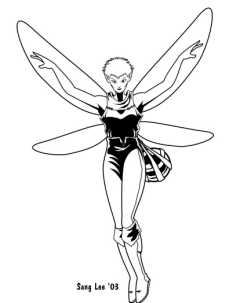
Dwarven civilization is subterranean. Their small size and great strength give the Dwarves an advantage in cutting tunnels into rock. The taller races are incapable of effective combat while crouched or bent over in short Dwarven tunnels. Further, the Elves and Humans disdain life underground and so 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 feet 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 wear themselves out and die younger than Humans do. 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. Their flight is like a hummingbird's: they can move in any direction, stop, reverse, or hover, as they see fit, but cannot glide. 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). Flight is very tiring for so large a creature; they 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 strength (1/2 normal) and constitution (-1) reflect their small size, though they are quite dextrous (+1).



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.

Character Classes

Demihuman Class Chart		
Class	Page	Description
Hero	22	Master of combat and stealth.
Mage	27	Master of powerful and flexible magic but poor at combat.
Cleric	64	Master of prayer and more capable at combat than mages.
Guardian	26	Capable of both magic and combat.

Religions

Any character 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 (see page 64).

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 a good crop. 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 follower cannot change his or her religion during the convention.

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'.

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.

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 he died (but always at least 20,000). The following chart shows the number of experience points required to earn a new level (all numbers in the 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.										

At the convention, characters earn more experience for runs occurring later in the weekend; that way a character who starts a run at a much lower level than his comrades will catch up rapidly.

Hit Points

Hit points measure the physical and mental health of characters. A character gains hit points each time they reach a new level. Each class has a hit die rating which defines the type of die rolled to generate hit points. First-level characters are given hit points equal to the maximum possible roll for their hit die. 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 (see Phases on page 18). 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 cannot 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 uses Saving Throws to avoid various ill effects (such as many damaging spells), as well as some positive effects the character is simply unaware of (such as an unexpected *Cure* spell). 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, Confusion, Mind Blast, magic of a mental nature, etc.
- Spiritual: Finger of Death, Cures / Causes, Quests, curses, magic of a spiritual nature, etc.
- Will: Sleep, Charm, Hold, temptation, torture, Harpy's lure, etc.

Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+1
Base	20	24	28	32	36	40	44	48	51	54	57	60	63	66	68	70	+2

Requisite	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	+1
Bonus	-12	-10	-8	-6	-4	-2	0	0	0	0	+3	+6	+9	+12	+15	+18	+3

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

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. This is often done in order to accept cures from allied clerics.

Contests

Contests												
	Difference	10	9	8	7	6	5	4	3	2	1	0
Ability Chance	+				100	99	98	95	90	80	65	50
	–				0	1	2	5	10	20	35	50
Skill Chance	+	100	99	98	96	92	88	82	76	68	60	50
	–	0	1	2	4	8	12	18	24	32	40	50

Skill Contest

Contests between skills are resolved using the Contest of Skills Chart. For some tasks, such as 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).

In other cases, the skill roll will simply be the character's skill against a general difficulty number. General guidelines for task difficulties 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.

Example: Dumbra, an orc guard, is on duty to protect the back entrance to his master's lair. Dumbra's Awareness Skill is 3. Callisto, a hero, is trying to sneak up on him quietly. Callisto has a Move Quietly skill of 12. Since Callisto's skill is 9 greater than Dumbra's awareness it would seem he has a 99% chance of success, but the GM has ruled that dry leaves in the area and Dumbra's keen sense of smell give Dumbra a bonus of 6 so the effective difference is only 3 and Callisto's chances are 76%.

Ability Contest

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

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.

Requisite Contest

Conflicts between creatures using their requisites, rather than weapons or magic, are resolved by using the difference between the relevant requisites. 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 requisite contest implies that one is ignoring all other attacks (see Combat Modifiers on page 20); it is also an action and it precludes making other attacks, casting spells, invoking prayers or otherwise moving. However, 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: A villain is trying to push a hero off a cliff. The villain's strength is 16 and the hero's strength is 17. The villain 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 villains are trying to push a hero out of a doorway so they can attack the townspeople who are escaping behind him. The villains' strengths are 14 and 16, and the lone hero's strength is 17. The villains 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 Dexterity 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: 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 creatures are attempting to use their will in opposition to each other. For example, a hypnotist and his subject engage in a contest of wills to determine who gets control of the subject's mind. A merchant and a buyer engage in a contest of wills to see who gets the better price.

Movement and the Environment

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. Since one cannot speak underwater, mages must use the Cast in a Clerical Silence modifier in order to 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 $\text{Constitution} \times 2/3$ 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.

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.

Packs

Standard packs are used to speed play during conventions. It takes two rounds to put on a pack. It takes one item-phase action to drop the pack (saving throw applies to bottles inside), or two rounds to take the pack off gently.

Pack Chart			
Pack A	Pack B	Pack C	Pack D
1 Weapon	2 Weapons	3 Weapons	4 Weapons
3 flasks of oil (*1)	3' brass rod *	50' rope (*25')	Knapsack
Grappling hook *	10' collapsible pole *	6 torches (*3)	1 week's rations
Wine skin *	12 hardened bronze spikes (*6)	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.			

* Fey packs do not include this item, or carry a reduced number as indicated.

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. 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. In order to bring an item on a run, 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.

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 the 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 (10 rounds) 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 (inside the front cover).

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.

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.

Missile weapons have a short range and long range; bows and crossbows also have a point blank range (see the Missile Weapon Chart). 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.

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 Weapon Chart																
Weapon	Notes	Length	Useable By										Damage	Range		
			Human & Elf	Dwarf	Fey	Hobbit	Hero	Mage	Aru	Dagfir	Gaia	Mavors		Point Blank	Short	Long
Dagger		1'	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			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	Y	d4	0'	60'	180'
Spear		6'	Y	[-]	2H[-]	2H[-]	Y				Y		d6	0'	20'	60'
Stone		2''r	Y	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	Dagfir	Gaia	Mavors		
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					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		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					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					Y	d10	
War Hammer		3'	Y	Y		Y	Y			Y		Y	d6	
Unarmed	TD		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	d3-1	

Combat

Combat takes place in melee rounds, also simply called 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:

- 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.
- 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.
- Missile Phase:** Resolve all attacks by missile and thrown weapons.
- Melee Phase:** First, those entering melee combat may take a combat step of up 10' (or 1/3 movement for heroes and guardians). Second, all targets and maneuvers are declared. Finally, all attacks are resolved. When previously unengaged combatants meet in melee, the longer weapon strikes first.
- Grappling Phase:** Grappling attacks, efforts to break free of attached creatures and most non-standard actions are resolved.
- Clerical Prayer Phase:** Clerical prayers take effect in order of increasing cost. While clerics may not interfere with each other, prayer effects may (see Casting of Clerical Prayers on page 64).
- Mage Spell Phase:** Modifiers and targets are declared; spells take effect in order of increasing cost. While casters may not interfere with each other, spell effects may (see Preparing and Throwing Spells on page 27).
- Item Phase:** Switching weapons, readying shields, and taking things out of packs, pockets, etc. occurs now. Use of most magical items occurs now. Heroes and guardians can change weapons in item phase as a free action.
- Movement Phase:** All movement is resolved now.
- Haste Phase:** Characters with a *Panther Reflexes* (page 104) prayer take their second actions now. If multiple characters are hasted, resolve actions in regular phase order. 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.

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

To Hit Probabilities

The combat system uses a percentage-based roll modified by the target's armor class. The basic chance for a character to hit an enemy of Armor Class 0 is known as their TACO (To-hit AC 0), and it is based on the character's class and level, plus requisite bonuses for Strength (melee attacks) or Dexterity (missile attacks). The final to-hit roll is the character's TACO plus 5 times the opponent's Armor Class:

Heroes & Guardians	$4 \times L + \text{Requisite Bonus} + 5 \times AC$
Clerics	$3 \times L + \text{Requisite Bonus} + 5 \times AC$
Mages	$2 \times L + \text{Requisite Bonus} + 5 \times AC$

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.

Monster Combat

A monster's chance to hit is $4 \times HD + 5 \times AC$. 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.

Combat Maneuvers

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

1. During item phase, a hero or guardian may switch weapons or ready a shield in addition to any other action that round. Usual combinations are firing a bow and switching to a sword, or drawing a weapon and taking a full move into combat. The weapon or shield being readied must be immediately at hand.
2. During melee phase, a hero or guardian may take a "combat step" of 1/3 of their normal movement. Other classes can only move 10'. A combat step can only be used in conjunction with a melee attack.

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, but the character is committed to the Dodge for the rest of the round. 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.

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

Monster/NPC	5× level or hit dice
Hero	6× level
Guardian	5× level *
Cleric	4× level *
Mage	3× level *

(* Casting or stunned opponents count as zero level.)

Species

Human	0
Dwarf / Elf / Hobbit	-10
Fey	-20

Defender Only

Has weapon or natural weapon	+30
More than 2 legs	+20

Creatures without Strength / Dexterity

Each Foot or 50 lbs. above man-sized	+5
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Attacker Only

Rear Attack	+20
Surprise Attack	+20
Being grappled (besides defender)	-30
Paws only	-20
No limbs at all	impossible

Other Modifiers

Strength To Hit Bonus	×2
Dexterity To Hit Bonus	×1
Wearing Platemail	-20
Wearing Chainmail	-10
Hasted	+20
Slowed	-20
Prone	-20

Note that 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. 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 (but 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). The specialties are:

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, Aimed Strike, or Disarm. 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 Contest of Skills Chart (see page 12).

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	Wil		
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 is not easy to switch between metal and leather armor (see Armor on page 16), 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. The item must be small enough to fit easily within the hero's clothing, and/or fit through the seams in their armor.

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

Hero skills use the rules for Contests of Skill (see page 12). Generally the character's skill is either compared to an opponent's skill, or a GM-supplied difficulty rating.

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 famous bardic tale describing their history. According to this legend, 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 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 cast spells when wearing armor heavier than chain mail. They cast spells as mages of one level lower than their level. Guardians acquire the same combat maneuvers as heroes, including the free weapon switch and longer combat step. However, they do not get any Hero Specialties nor do they acquire Hero Skills.

Mages

Mages are individuals who have focused the art of magic, to the exclusion of more worldly arts such as combat. Due to long years of study and an overall lack of fitness, their hit dice are d4, and they may not wear armor or use shields. Their weapon selection is extremely limited as well, but as they are wont to observe, the fireball is mightier than the sword.

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 1/2.

For example, a seventh level mage is casting Fireball, base level 3, which would normally cost 4 spell points. However, the mage adds three increments of Extra Range, adding $1\frac{1}{2}$ to the level of the spell, for a total of $4\frac{1}{2}$, or a cost of 8 spell points (see the costs chart on the next page). The Fireball now has a range of $\frac{1}{4}$ 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: a 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 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 (even if the spell is interrupted or dropped).

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. In the event of a tie, the higher-level caster's spell goes first.

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. If a mage is bound or grappled, he is unable to prepare or cast spells. If the mage is gagged or otherwise prevented from speaking, he cannot cast; however, he may cast underwater or in a clerical silence, using the appropriate modifier (see page 31).

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
1.5	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
2.5	-	-	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
3.5	-	-	-	-	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
4.5	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

Mage Cantrips

Cantrips are small tricks mages and have picked up throughout years of training and adventuring. Some are object lessons which were practiced so often they have become effortless. Others were born of laziness or pragmatism. Like remembering a particular tune, these tricks are somewhat unreliable, and having failed one, a character will be mentally blocked from using more until the next day (or until he expends a spell point to refocus).

All cantrips have an obvious element (talking, gesturing, praying, closing eyes, etc.). Furthermore, they usually cannot stack for any large effect (e.g. summoning a cart full of magic dust, or counting all the gold in a dragon's cave, purifying an ocean). The spirit of a cantrip is convenience, not power, and the GM may decide when a particular effect is beyond the level of a "trick".

When performing a cantrip, the character announces what he or she is doing, and a d6 is rolled. On a roll of 1, the cantrip doesn't work and the character is blocked. Otherwise, the cantrip is successful.

Note: Cantrips go off in mage spell phase as though they were 0-cost, 0-level spells. However, any higher level spell which opposes/negates a cantrip will win with no contest. All enhancement cantrips are self-only, and all ranges are LOS unless further restricted. **No unwilling/unknowing target may be affected by the same cantrip twice in one day.**

Aroma:	Creates a common odor which would not be out of place in the current locale (e.g. aroma of dinner in a feasting hall or sewers in the street – NOT pies baking in a dungeon).
Candlelight:	Creates a small flickering candle flame on the tip of caster's finger. The resulting flame is weak and easily snuffed, even by flammable materials such as paper.
Change Color:	Caster can change the color of one small item which can fit in his hand. New color will fade within a week.
Clean:	Removes most dirt and small stains from everything in up to a 5ft radius.
Cobweb:	Creates up to 5 sqft. of cobwebs in specified location.
Count Objects:	Counts the number of one type of very common object in a 5 ft radius.
Dampen:	Slightly moistens everything in up to a 5ft radius.
Detect Magic Item:	Determines whether one item the caster is holding is magical. Does not tell anything of the nature of the magic, nor does it detect any other kind of enchantment (clerical, etc.).
Dry:	Dries everything (to natural air moisture) in up to a 5ft radius.
Dust:	Adds a fine, even layer of dust or soot to everything in up to a 5ft radius.
Eyeglow:	Caster's eyes glow eerily for up to 10 minutes.
Freshen:	Reverses up to 5 days of spoilage in food and plants.
Gather Objects:	Gathers and neatly stacks (if possible) up to 10 pounds of one type of object in a 5 ft radius (e.g. pins, coins).
Magical Dust:	Caster can drop trail of glowing dust. Magical Dust is quite visible, even from a distance, but does not illuminate its surroundings, nor can it accumulate. Fades after 1 hour.
Memorize:	Allows the memorization of up to one page of text or small drawings (in any language) and the reproduction of that page from memory within 5 days of the spell.
Mend:	Allows the stitching of up to 5 ft of fabric. Mended stitches are no stronger than those created by hand.
Pebble's Eye:	Caster draws an eye on a pebble, closes his own eyes, and then transfers his vision to the pebble, seeing out of the eye he has drawn. He can only use one set of eyes at a time (his or the pebble's) and the spell is lost if he breaks skin contact with the pebble.
Pop:	Caster points to a position he can see and a loud "pop" occurs, seemingly from that spot (audible from 20 ft).
Scarab:	Caster can turn one dead beetle into an undead scarab with 1 HP which crawls 2 ft/round. Any cleric can destroy it with a glance. Left on its own, the poor creature will crumble to dust within 1 hour.
Swat:	Caster glares and points at a living creature within 60 ft, who takes 1 HP damage (no saving throw) and is instantly aware of the source of the damage.
Sweeten / Spice:	Noticeably sweetens or spices one dish of food.
Tap:	Taps lightly up to three times on an item within the caster's LOS (audible from 5ft).
Turn Page:	Turns the page of an open book within LOS of mage.
Warm / Chill:	Adjusts air temperature around body by up to 10 degrees or temperature of one food dish by up to 50 degrees.

Spell Modifiers

Spell modifiers affect the normal properties of a spell. 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 enhances 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 $+\frac{1}{2}$.

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 $+\frac{1}{2}$.

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

30', 60', 120' 240', 480', $\frac{1}{4}$ mile, $\frac{1}{2}$ mile, 1 mile.

20', 40', 90', 180', 360', 720', $\frac{1}{4}$ mile, $\frac{1}{2}$ mile, 1 mile.

Extra Duration: This can be applied to any spell with a duration that isn't momentary, permanent, or more than 1 day. Each increment of the modifier doubles the spells duration, to a maximum of 1 day. See Lasting Duration if you want to extend a spell beyond 1 day. The default cost of this is $+\frac{1}{2}$.

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 Lasting 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 $+\frac{1}{2}$. 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 $+\frac{1}{2}$.

Extra Damage: This increases the damage of the spell as described in the spell description. The default cost is $+\frac{1}{2}$.

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

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

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

Concealment: The spell is concealed, making it harder to detect using *Detect Magic* (page 42) 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 underwater or in a clerical silence. The default cost is +2.

Power Word: This modifier allows any spell to be cast as a Power Word, that is, instantaneously (and uninterruptibly) in the Declaration phase. Power Words require no gesturing but do require the mage to be able to speak. The default cost is +3.

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	Page	ZOE	Range	Duration	ST
Attune	37	1 object	touch	permanent	none
Illusion	37	20' r sphere	120'	10 minutes	none
Locate	38	self	480'*	10 minutes	none
Monster Summoning	38	1 being	none	12 rounds	none
Patterning	38	see description	touch	see description	none
Pyromancy	39	up to 10' square	60'	see description	none
Shaping	39	1 target	none	see description	Phys. if living
Skylore	40	120' r sphere	none	40 minutes	none
Veil	41	1 being / object*	touch	1 day	none

Level I Base Spells	Page	ZOE	Range	Duration	ST
Cleanse	42	10 cubic feet	10'	momentary	none
Color Change	42	5 objects*	10'	momentary	none
Confuse	42	1 being	60'	12 rounds	mental
Detect Magic	42	self	as sight	10 minutes	none
Detect North	42	self	none	90 minutes	none
Displace Self	42	self	none	10 minutes	none
Enhance Hearing	42	1 target	10'	3 hours	none
Fire Lance	42	1 target	60'	momentary	none
Hold Portal	43	1 portal	10'	2d6 rounds	none
Ice Lance	43	1 target	60'	momentary	none
Lightning Lance	43	1 target	60'	momentary	none
Magic Missile	43	60°	see spell	momentary	none
Message	43	1 person	240'	1 round	none
Range Loser	43	1 target	180'	90 minutes	mental
Read / Write Languages	43	self	as reading	40 minutes	none
Read Magic	43	caster	as sight	90 minutes	none
Shield	43	caster	none	10 minutes	none
Sleep	44	60' cone	Always zero	see description	will
Swim	44	self	none	40 minutes	none
Telescopic Vision	44	self	as sight	3 hours	none
Trip	44	1 biped	120'	momentary	physical –15%
Ventriloquism	44	self	60'	40 minutes	none

Level II Base Spells	Page	ZOE	Range	Duration	ST
Air Blast	44	60' cone	always zero	momentary	physical
ESP	44	60' r sphere	120'	40 minutes	mental
Faerie Fire	44	30' cube	60'	90 minutes	none
Faux Magic	44	Spell's ZOE	touch	1 day	none
Fire Bomb	45	10' r sphere	60'	momentary	physical
Flame Weapon	45	1 weapon	10'	40 minutes	none
Infravision	45	self	none	12 hours	none
Invisibility	45	10' cube	10'	90 minutes	none
Knock	45	see spell	10'	momentary	none
Levitate Self	45	self	none	90 minutes	none
Long Talk	45	special	5 miles	1 round	none
Magic Hand	45	special	10'	90 minutes	none
Magic Mouth	45	special	10'	until it speaks	none
Mini-Flash	46	1 being	60'	momentary	physical
Mirror Image	46	10' r circle	none	6 rounds	none
Observe Magic	46	self	60'	10 minutes	none
Pain	46	1 target	120'	momentary	will
Prot / Enchanted Monster	46	self	none	90 minutes	none
Range Finder	46	self	20 miles	10 minutes	none
See Invisible	46	self	none	90 minutes	none
Weakness	46	1 person	120'	40 minutes	physical
Web	46	see spell	10'	40 minutes	none
Wizard Lock	46	1 portal	10'	4 days	none
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Level III Base Spells	Page	ZOE	Range	Duration	ST
Analyze Spell	47	self	60'	10 minutes	none
Clairsentience	47	30' r sphere	240' no LOS	90 minutes	mental
Combat Slow	47	1 being	touch	12 rounds	physical
Cool Object	47	see description	120'	12 hours	none
Disguise	47	1 being	10'	1 day	none
Dispel Magic	47	10' r sphere	60'	momentary	level contest
Disrupt Spell	48	1 spell	60'	momentary	level contest
Explosive Runes	48	1 book or scroll	10'	until triggered	none
Fireball	48	20' r sphere	120'	momentary	physical
Fly Self	48	self	none	90 minutes	none
Heat Object	48	1 object*	120'	12 hours	none
Implosion	48	1 being	120'	momentary	Phys. $\frac{1}{2}$ damage
Invisibility 10' r	48	10' r	none	6 hours	none
Lightning Bolt	49	line 120' x 1'	120'	momentary	physical
Movement Slow	49	30' r sphere	120'	40 minutes	physical
Prot / Normal Missiles	49	1 being	10'	90 minutes	none
Rope Trick	49	special	24'	3 hours	none
Second Sight	49	self	as sight	90 minutes	none
Snowball	49	20' r sphere	120'	momentary	physical
Suggestion	49	1 being	120'	2 weeks	will
Velocity Finder	49	self	20 miles	10 minutes	none
Water Breathing	49	1 being	10'	90 minutes	none

Level IV Base Spells	Page	ZOE	Range	Duration	ST
Blinding Flash	50	10' r sphere	60'	2d6 rounds	physical
Cold Cone	50	60' cone	always zero	momentary	Phys. $\frac{1}{2}$ damage
Control Self	50	self	none	90 minutes	none
Dimension Door	50	special	240'	12 rounds	none
Fear	50	60' cone	always zero	until saves	will
Growth Plants	50	up to 80' x 80'	120'	1 week	none
Hallucinatory Terrain	50	2000' square	120'	1 day	none
Ice Storm	50	60' cube	120'	instantaneous	none
Levitate 10' r	51	10' r circle	none	90 minutes	physical
Magic Bridge	51	120' x 10'	10'	40 minutes	none
Magical Trap	51	30' trigger range	10'	1 week	none
Massmorph	51	120' r circle	always zero	6 hours	none
Prot / Magical Missiles	51	1 being	10'	90 minutes	none
Size Change Self	51	self	none	90 minutes	none
Telepathy	52	60' r sphere	240'	90 minutes	none*
Temporary Bag of Holding	52	1 bag	contact	12 hours	none
Trace Summoning	52	1 being	120'*	4 days	none
Trace Warning	52	1 warning	unlimited	4 days	none
Wall of Electricity	52	see description	60'	12 rounds	see description
Wall of Fire	53	see description	60'	12 rounds	see description
Wall of Frost	53	see description	60'	12 rounds	see description
Wizard Eye	53	special	360'	1 minute	none

Level V Base Spells	Page	ZOE	Range	Duration	ST
Charm Monster	53	1 being	60'	concentration	will
Cloudkill	53	40' r x 10' H	60'	12 rounds	physical
Cone of Weakness	53	60' cone	always zero	instantaneous	Phys. $\frac{1}{2}$ damage
Conjure Elemental	54	480' control	10' to summon	concentration	none
Contact Higher Plane	54	self	none	1 minute	veracity roll
Feeblemind	54	1 being	120'	permanent	mental -15%
Growth Animals	54	90' cone	always zero	90 minutes	physical
Hold Monster	54	60' r sphere	60'	concentration	will
Immolate	54	self	none	40 minutes	none*
Mind Blast	54	1 being	60'	12 rounds	mental
Mind Link	54	1 being	unlimited	12 rounds	none
Mind Shield	55	self	none	3 hours	none
Misdirection	55	30' r sphere	60'	12 rounds	mental
Pass Wall	55	see spell	10'	12 rounds	none
Phase In	55	1 being	60'r	20 rounds	none
Prot / Normal Weapons	55	1 being	10'	90 minutes	none
Stone Walking	55	1 being	10'	6 hours	none
Summon	55	1 attuned object	480'	momentary	mental
Telekinesis	55	1 object	60'	12 rounds	none
Teleport	56	self	unlimited	momentary	none
Trace Teleport	56	30' r	120'	4 days	none
Wall of Iron	56	see spell	60'	40 minutes	none
Wall of Stone	56	see spell	60'	4 days	none

Level VI Base Spells	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	56	20' r sphere	always zero	90 minutes	none
Concentrate	56	caster	none	40 minutes	none
Death Spell	57	60' cube	120'	momentary	physical –30%
Flame Storm	57	see spell	180'	8 rounds	Phys. $\frac{1}{2}$ damage
Geas	57	1 being	touch	variable	mental
Invisible Stalker	57	1 mission	none	1 week	none
Legend Lore	57	1 item	touch	momentary	none
Lower Water	57	10,000 feet ²	240'	90 minutes	none
Magic Jar	57	1 object*	see description	see description	mental*
Move Earth	58	240' cube	240'	40 minutes	none
Part Water	58	see spell	60'	90 minutes	none
Projected Image	58	self	120'	10 minutes	none
Prot / Magical Weapons	58	1 being	10'	90 minutes	none
See True Form	58	1 target	120'	instantaneous	none
Shield Of Protection	58	self	none	until destroyed	none
Teleport Attack	58	1 being	60'	momentary	physical
Tremor	58	360' square	480'	3 rounds	physical*
Level VII Base Spells	Page	ZOE	Range	Duration	ST
Damp Teleport	58	120' r sphere	none	1 hour	none
Mass Invisibility	59	120' square	60'	90 minutes	none
Permanent	59	1 spell	10'	permanent	none
Phase Door	59	6' W x 8' H *	10'	10 minutes	none
Reincarnate	59	1 body, 1 soul	none	momentary	none
Reverse Gravity	59	60' cube	120'	12 rounds	none
True Sight	59	self	as sight	90 minutes	none
Warning	59	self	none	1 day	none
Level VIII Base Spells	Page	ZOE	Range	Duration	ST
Power Word Stun	59	1 being	60'	4d6 rounds	special

Level IX Base Spells	Page	ZOE	Range	Duration	ST
Alter True Self	60	self	none	momentary	none
Astral Spell	60	self	1000 miles	6 hours	none
Avalanche	60	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Clone	60	1 being	none	momentary	none
Cone of Feeblemind	60	60' cone	always zero	momentary	mental -15%
Great Barrier	60	see description	none	3 hours	none
Mass Suggestion	60	240' r sphere	always zero	1 day	mental -15%
Meteor Swarm	60	see description	240'	momentary	Phys. $\frac{1}{2}$ damage
Mind Blank	60	self	none	1 day	none
Phase Shift	60	self	none	40 minutes	none
Power Word Kill	60	1 being	60'	momentary	see description
Repulsion	61	10' r sphere	self	10 minutes	none
Symbol	61	1 symbol	touch	until triggered	variable
Time Stop	61	60' cube	always zero	d4+2 rounds	none
Time Travel	61	self	none	see spell	none
Tsunami	61	see description	480 feet	d6 rounds	none

Descriptions of Mage Spells

All spells referred to in the tables above are explained in this section. 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
- D = Deep or depth.
- H = Height
- L = Caster's Level
- LOS = Line of Sight
- × = times or by, as in (10' × 20') is 10 foot by 20 foot.
- ' = foot or feet, linear distance.
- ST = Saving throw
- T = Target's Level
- r = Radius
- W = Width
- 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 $\frac{1}{2}$ the height. If a cube, the length of a side is given. If an indefinite word such as "vicinity" is used the caster has great freedom.

Range: All spells have a limit on the distance at which they can be used. If the ZOE is a sphere, cube, etc. the range is from the caster to the center of the ZOE. If a cone, the range is to the base of the cone. 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 (page 38) works better with attuned objects.

Message (page 43) works at much greater range with attuned persons.

ESP (page 44) works at greater range and effectiveness with attuned persons.

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

Telepathy (page 52) may be forced on attuned targets and used at greater range than normal.

Summon (page 55) only works with attuned objects.

Teleport (page 56) to distant locations only works with attuned places or objects.

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

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

It takes an hour to attune to an object. Mages may only attune to L objects. Attuning to an object which another mage has already attuned breaks the other mage's bond to the object, but it requires a Level Contest with the previously attuned mage (who gets a 2 level bonus). Players should keep track of the objects 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 GM's scenario from either Hireling Hall or another GM's scenario so you must get the GM's permission before assuming you will be allowed to do this.

ZOE: 1 object; *Range:* touch; *Duration:* permanent; *Saving Throw:* 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 Concealment modifier 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* (page 47).

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

ZOE: 20' r sphere; *Range:* 120'; *Duration:* 10 minutes; *Saving Throw:* 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 $\frac{1}{2}$ 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 altar". 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 $+\frac{1}{2}$ per step:

480', $\frac{1}{4}$ mile, $\frac{1}{2}$ 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 $+\frac{1}{2}$.

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

ZOE: self; *Range:* 480'*; *Duration:* 10 minutes; *Saving Throw:* 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* (page 49).

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 61) 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; *Saving Throw:* 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. 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	+ $\frac{1}{2}$
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; *Saving Throw:* 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; *Saving Throw:* 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* (page 51), 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* (page 47).

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. 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 humanoid 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; *Saving Throw*: 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.

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; *Saving Throw:* 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 against the adjusted level of the mage that cast the Veil. If the target has been *Attuned* (page 37) 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		
Magic Item	3		

Targets are defined as follows:

Self is the caster plus the caster's 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 than a house.

Space is an area of up to 3000 square feet.

Magic Item is any magic item

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 + $\frac{1}{2}$.

ZOE: 1 being / object*; *Range*: touch; *Duration*: 1 day; *Saving Throw*: none

Level I Base Spells

Cleanse: It cleans up to 5 pounds of dirt from any non-living material or a being. 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; *Saving Throw*: 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; *Saving Throw*: 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; *Saving Throw*: 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; *Saving Throw*: none

Detect North: It lets the caster know which direction is true geographical North. Modifiers: Affects Others + $\frac{1}{2}$.

ZOE: self; *Range*: none; *Duration*: 90 minutes; *Saving Throw*: none

Displace Self: It warps light (and infrared and ultraviolet) 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; *Saving Throw*: none

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

ZOE: 1 target; *Range*: 10'; *Duration*: 3 hours; *Saving Throw*: 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* (page 108) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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* (page 47) gets rid of it automatically, as does a *Knock* (page 45), which will open the door. 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.
ZOE: 1 portal; *Range:* 10'; *Duration:* 2d6 rounds; *Saving Throw:* 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* (page 107) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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* (page 108) provides complete protection. Modifiers: Extra Damage (+d4).
ZOE: 1 target; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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+2 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* (page 43) spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) + $\frac{1}{2}$.
ZOE: 60°; *Range:* 60' point blank, 120' short, 240' long; *Duration:* momentary; *Saving Throw:* 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 $\frac{1}{2}$ mile instead of 480'.
ZOE: 1 person; *Range:* 240'; *Duration:* 1 round; *Saving Throw:* 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* (page 46) or *Velocity Finder* (page 49). Modifiers: Extra Effect (-10% more to both ranges).
ZOE: 1 target; *Range:* 180'; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

Shield: It gives the mage complete protection from *Magic Missile* (page 43), partial protection from *Ice Storm* (page 50), 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; *Saving Throw:* 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; *Saving Throw:* will

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) + $\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* 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 + $\frac{1}{2}$, Extra Effect (+3x).

ZOE: self; *Range:* as sight; *Duration:* 3 hours; *Saving Throw:* 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; *Saving Throw:* 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* (page 45), *Long Talk* (page 45), or *Disguise* (page 47).

ZOE: self; *Range:* 60'; *Duration:* 40 minutes; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* mental

Faerie Fire: It surrounds all objects or creatures within the ZOE 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; *Saving Throw:* 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* (page 42), *Observe Magic* (page 46), and *Analyze Spell* (page 47). A Level Contest 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* (page 47) 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; *Saving Throw:* 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* (page 108) gives complete protection. Modifiers: Extra Damage (+d6).

ZOE: 10' r sphere; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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; *Saving Throw:* none

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

ZOE: self; *Range:* none; *Duration:* 12 hours; *Saving Throw:* none

Invisibility: It makes something not visible, including to those using Infravision or Ultraviolet vision. 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. Such beings have bonuses to hit invisible creatures. The longer the period of invisibility, the greater the danger. 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; *Saving Throw:* none

Knock: It opens a magically held door without breaking the spell. Normally, no Level Contest 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; *Saving Throw:* 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') + $\frac{1}{2}$, Extra Speed (+60' / round, cannot cause damage) + $\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

Observe Magic: Per *Detect Magic* (page 42), but it forces a Level Contest 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; *Saving Throw:* none

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

ZOE: 1 target; *Range:* 120'; *Duration:* momentary; *Saving Throw:* will

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; *Saving Throw:* 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; *Saving Throw:* none

See Invisible: It allows the caster to see invisible objects or beings within LOS.

ZOE: self; *Range:* none; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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 $\frac{1}{2}$ '; *Range:* 10'; *Duration:* 40 minutes; *Saving Throw:* 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) + $\frac{1}{2}$.

ZOE: 1 portal; *Range:* 10'; *Duration:* 4 days; *Saving Throw:* none

Level III Base Spells

Analyze Spell: Analyze Spell reveals the presence of all spells, prayers, and items per *Observe Magic* (page 46). A Level Contest 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; *Saving Throw:* 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 $\frac{1}{2}$ 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; *Saving Throw:* 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 *Panther Reflexes* (page 104) will negate a Combat Slow.

ZOE: 1 being; *Range:* touch; *Duration:* 12 rounds; *Saving Throw:* 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; *Saving Throw:* 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* (page 44) may be used to imitate voices.

ZOE: 1 being; *Range:* 10'; *Duration:* 1 day; *Saving Throw:* 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 (and see page 66 for details on dispelling a Mass or Touch prayer). If the mage fails to dispel a continuing enchantment, he does not get a second chance until 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; *Saving Throw:* 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; *Saving Throw:* 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 and anyone else within reading distance of the Runes. The Runes may be detected by a Mage only if they declare they are searching for explosive runes and they win a Level Contest against the caster. Modifiers: Extra Damage (+d6), Concealment +2.

ZOE: 1 book or scroll; *Range:* 10'; *Duration:* until triggered; *Saving Throw:* 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; *Saving Throw:* 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) $+\frac{1}{2}$, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') $+\frac{1}{2}$.

ZOE: self; *Range:* none; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Invisibility 10' r: An expanded version of *Invisibility* (page 45). 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*). 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; Saving Throw: 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; Saving Throw: physical

Movement Slow: All beings in the ZOE who fail their saving throws have their movement rate halved. *Combat Slow* (page 47) supercedes Movement Slow while they are both in effect. A successful *Swiftness* (page 112) negates a Movement Slow.

ZOE: 30' r sphere; Range: 120'; Duration: 40 minutes; Saving Throw: physical

Prot / Normal Missiles: The recipient becomes impervious to non-magical missiles fired by beings of less than the level of the caster. Missiles fired from magical weapons are considered magical. Ballistae and other engines of war are treated by summing the levels of the standard crew. Thus, a three-man ballista manned by H2s can hit an M6, but not an M7. Modifiers: Extra Effect (raise level by 2 for maximum protection).

ZOE: 1 being; Range: 10'; Duration: 90 minutes; Saving Throw: 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; Saving Throw: 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; Saving Throw: 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; Saving Throw: physical

Suggestion: If the single target fails to save (vs. Will), then the caster may make one suggestion to him. If the caster has a high Will the victim has less of a chance to save. (For 18 Will 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; Saving Throw: will

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* (page 43).

ZOE: self; Range: 20 miles; Duration: 10 minutes; Saving Throw: 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; Saving Throw: 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; *Saving Throw:* 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; *Saving Throw:* Phys. $\frac{1}{2}$ damage

Control Self: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. The caster takes only half damage from crushing attacks. Finally the caster can 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; *Saving Throw:* 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; *Saving Throw:* 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 hands 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; *Saving Throw:* will

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; *Saving Throw:* 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; *Saving Throw:* 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 *Prot / Normal Missiles* (page 49) will give complete protection (as will *Prot / Magical Missiles* (page 51)). *Resist Cold* (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* (page 43) spell. A *Fireball* (page 48) 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; *Saving Throw*: 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 Others modifier will make another the controller of the spell. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+150') + $\frac{1}{2}$, Extra Speed (+60', cannot cause damage) + $\frac{1}{2}$, At Range may only be bought with Affects Others.

ZOE: 10' r circle; *Range*: none; *Duration*: 90 minutes; *Saving Throw*: 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* (page 47) 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) + $\frac{1}{2}$.

ZOE: 120' x 10'; *Range*: 10'; *Duration*: 40 minutes; *Saving Throw*: 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; *Saving Throw*: 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* (page 42) will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break *Invisibility* (page 45) 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; *Saving Throw*: 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* (page 43) 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* (page 49). 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; *Saving Throw*: none

Size Change Self: The caster may freely vary his size anywhere from 4 times his normal size to $\frac{1}{4}$ 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 *Might* (page 103), the strength bonus from Might plus the recipient's normal strength may not exceed racial maximum. The strength bonus from Size Change is then added to this sum. In addition, changing size affects how difficult one is to hit in combat. If the caster is grown, he is easier to hit in melee or missile combat; similarly, if he is shrunk, he is harder to hit. When the spell ends he returns to his original size. Modifiers: Extra Effect (another x4 or another $x\frac{1}{4}$) +1.

Height	Move	Effective STR	Defense
$\times \frac{1}{8}$	$\times \frac{1}{2}$	-6	-25%
$\times \frac{1}{4}$	$\times \frac{1}{4}$	-4	-15%
$\times \frac{1}{2}$	$\times \frac{1}{2}$	-2	-5%
$\times 1$	$\times 1$	0	0%
$\times 2$	$\times 2$	+1	+5%
$\times 4$	$\times 4$	+3	+15%
$\times 6$	$\times 6$	+5	+25%
$\times 8$	$\times 8$	+7	+35%
$\times 10$	$\times 10$	+9	+45%

ZOE: self; Range: none; Duration: 90 minutes; Saving Throw: 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 Will (whichever is more appropriate to the situation).

*ZOE: 60' r sphere; Range: 240'; Duration: 90 minutes; Saving Throw: 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; Saving Throw: 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; Saving Throw: 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; Saving Throw: none

Wall of Electricity: It creates a wall of magical electricity, with *Resist Lightning* (page 108) 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; *Saving Throw:* see description

Wall of Fire: It creates a wall of magical fire, from which *Resist Fire* (page 108) 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; *Saving Throw:* see description

Wall of Frost: It creates a wall of magical frost, from which *Resist Cold* (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 through to do so, failure to save results in the subject bouncing off the wall. If someone succeeds in making it through the wall alive, a hole is left through which others may attempt to pass (1 / round). To pass through a hole requires a saving throw to avoid touching the wall. When touching or breaking through the wall, fire-based creatures take 4d6 damage, all others take 2d6 damage. The wall remains where it is cast for the duration, unless dispelled. Creatures in the wall when it is created get a physical saving throw to dodge and avoid damage. It prevents the passage of fire based magic. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.

ZOE: see description; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* 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* (page 46). 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) + $\frac{1}{2}$.

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

Level V Base Spells

Charm Monster: This spell will charm targets that fail a will saving throw. The charmed victim then obeys the mage's commands, but will not do anything blatantly self-destructive, nor anything strongly contrary to its nature. Commands are not telepathic and the spell does not give any language ability, although hand signals may work in some cases. The mage must continue to concentrate on the spell, and in addition, the victim will get an additional saving throw every 6 / T hours, where T is its level. Mindless creatures are immune to this spell.

ZOE: 1 being; *Range:* 60'; *Duration:* concentration; *Saving Throw:* will

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) + $\frac{1}{2}$, Extra Damage (+1d6 surge, +1 continuing damage) +1 $\frac{1}{2}$.

ZOE: 40' r x 10' H; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* 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; *Saving Throw:* Phys. $\frac{1}{2}$ 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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) + $\frac{1}{2}$.

ZOE: 90' cone; *Range:* always zero; *Duration:* 90 minutes; *Saving Throw:* 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 the caster or a 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; *Saving Throw:* will

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* (page 108) 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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 Contests when defending against these attacks. Modifiers: Extra Effect (+10%, +1) +1

ZOE: self; *Range:* none; *Duration:* 3 hours; *Saving Throw:* 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; *Saving Throw:* 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') + $\frac{1}{2}$, Extra Length (+10') + $\frac{1}{2}$.

ZOE: 8'H x 6'W x 10'D; *Range:* 10'; *Duration:* 12 rounds; *Saving Throw:* 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'r; *Duration:* 20 rounds; *Saving Throw:* none

Prot / Normal Weapons: The recipient becomes impervious to non-magical weapons and natural attacks (bites, claws, etc.) wielded by beings of less than the level of the caster. Treat missiles as specified for *Prot / Normal Missiles* (page 49). Modifiers: Extra Effect (raise level by 2 for maximum protection).

ZOE: 1 being; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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 mage's 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 equivalent to *Teleport* (page 56). 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* (page 58) 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 + $\frac{1}{2}$ per step:

480', $\frac{1}{4}$ mile, $\frac{1}{2}$ mile, 1 mile, 2 miles, 4 miles, doubling. Modifiers: Extra Effect +250 lbs. + $\frac{1}{2}$.

ZOE: 1 attuned object; *Range:* 480'; *Duration:* momentary; *Saving Throw:* 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) + $\frac{1}{2}$, Extra Speed (+30' / round, can only be bought 3 times) + $\frac{1}{2}$.

ZOE: 1 object; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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) + $\frac{1}{2}$, 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; *Saving Throw:* 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) + $\frac{1}{2}$, 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; *Saving Throw:* 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; *Saving Throw:* none

Concentrate: Caster is immune from distraction due to physical damage and from mental attacks as with the spell *Control Self* (page 50). The caster will still be distracted by a successful grapple. This spell can never take Affects Others.

ZOE: caster; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* 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) + $\frac{1}{2}$.

ZOE: 60' cube; *Range:* 120'; *Duration:* momentary; *Saving Throw:* 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* (page 108) 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; *Saving Throw:* Phys. $\frac{1}{2}$ 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

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

ZOE: 10,000 feet²; *Range:* 240'; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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) + $\frac{1}{2}$, Extra Depth (+15' deep) + $\frac{1}{2}$.

ZOE: 300' x 20' x 30' D; *Range:* 60'; *Duration:* 90 minutes; *Saving Throw:* none

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; *Saving Throw:* 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* (page 51). 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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* (page 45). All must be in the initial ZOE, but can leave it invisibly.

ZOE: 120' square; *Range:* 60'; *Duration:* 90 minutes; *Saving Throw:* 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; *Saving Throw:* none

Phase Door: This spell is similar to *Pass Wall* (page 55) 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) + $\frac{1}{2}$.

ZOE: 6' W x 8' H *; *Range:* 10'; *Duration:* 10 minutes; *Saving Throw:* none

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; *Saving Throw:* none

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

ZOE: 60' cube; *Range:* 120'; *Duration:* 12 rounds; *Saving Throw:* 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; *Saving Throw:* 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 scryer 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; *Saving Throw:* 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. This spell automatically has the Power Word modifier applied. Modifiers: Extra Effect (+10 more hit points).

ZOE: 1 being; *Range:* 60'; *Duration:* 4d6 rounds; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

Avalanche: This creates four 20d4 snowballs in square pattern with centers 20 feet apart. Each is like the spell *Snowball* (page 49) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ 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; *Saving Throw:* none

Cone of Feeblemind: All within cone, mages and non-mages alike, are subject to a *Feeblemind* (page 54) spell.

ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* 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* (page 47) 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; *Saving Throw:* none

Mass Suggestion: The mage speaks a suggestion per the spell *Suggestion* (page 49) which affects all who can hear him. All saves are at -15%.

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

Meteor Swarm: This produces four 20d6 fireballs in a square pattern with centers 20 feet apart. Each is per the spell *Fireball* (page 48) with $\frac{1}{2}$ damage if physical saving throw is made.

ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Phys. $\frac{1}{2}$ 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; *Saving Throw:* 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* (page 55). *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; *Saving Throw:* 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. This spell automatically has the Power Word modifier applied. Modifiers: Extra Effect (+10 hit points of target).

ZOE: 1 being; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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'

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					
Wyrn					

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

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

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

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

Clerics

Clerics are able to invoke the power of their gods. 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

Prayer 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.

Clerical Cantrips

Cantrips are small tricks clerics and have picked up throughout years of training and adventuring. Some are object lessons which were practiced so often they have become effortless. Others were born of laziness or pragmatism. Like remembering a particular tune, these tricks are somewhat unreliable, and having failed one, a character will be mentally blocked from using more until the next day (or until he expends a prayer point to refocus).

All cantrips have an obvious element (talking, gesturing, praying, closing eyes, etc.). Furthermore, they usually cannot stack for any large effect (e.g. summoning a cart full of magic dust, or counting all the gold in a dragon's cave, purifying an ocean). The spirit of a cantrip is convenience, not power, and the GM may decide when a particular effect is beyond the level of a "trick".

When performing a cantrip, the character announces what he or she is doing, and a d6 is rolled. On a roll of 1, the cantrip doesn't work and the character is blocked. Otherwise, the cantrip is successful.

Note: Cantrips go off in clerical prayer phase as though they were 0-cost, 0-level prayers. However, any higher level prayer which opposes/negates a cantrip will win with no contest. All enhancement cantrips are self-only, and all ranges are LOS unless further restricted. **No unwilling/unknowing target may be affected by the same cantrip twice in one day.**

- Count Money:** Cleric can determine approximately how much money he is seeing or hearing at the time (e.g. coins dropping onto a plate, a chest of jewels being offered, etc.)
- Detect Holy Item:** Determines whether one item the caster is holding is (un)holy. Does not tell anything of the nature of the prayer, nor does it detect any other kind of enchantment (magical, etc.)
- Faith Healing:** Cleric prays over a voluntary sick, diseased or severely injured person who is then convinced for 10 minutes that he or she has been healed (despite any evidence to the contrary).
- Guilt Trip:** Cleric can persuade one pantheist or follower of his own religion to perform or allow some small activity directly aligned with that religion (and not violently opposed to his or her orders). Effect lasts 10 minutes.
- Heal Scratches:** Stops bleeding and heals 1 HP of surface wounds (in addition to the restriction of once per day, this can only be applied once to any single wound).
- Memorize:** Allows the memorization of up to one page of text or small drawings (in any language) and the reproduction of that page from memory within 5 days of the spell.
- Mild Curse:** Cleric chants and gestures wildly at a target who suffers no ill effect except possible fear and a 5% penalty to future morale checks against parties including that cleric.
- Perfect Pitch:** Cleric may perfectly match one chant, melody or sustained tone (of demihuman origin) and may reproduce it exactly for 1 day
- Purify Water:** Cleans and purifies up to 6 pints of non-poisoned, non-magical "water", making it fit for drinking or consecration.
- Ray Of Light:** A small ray of sunlight or moonlight shines down on the cleric (suddenly breaking through the clouds if necessary). Only works outdoors.
- Sober:** Instantly restores a drunken creature to sobriety. The hangover, of course, remains to teach the target a lesson.
- Walk On Puddle:** Allows the cleric to walk across very shallow pools (less than 1" deep) without sinking or getting his feet wet.
- Water To Wine:** Converts up to 6 pints of water to wine. The smaller the quantity, the higher the quality.

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 a cleric's first level list 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.

Dispelling magic directed at the caster of a Mass (or Touch) prayer will, if successful, negate all current instances of that prayer; dispelling magic directed at a single recipient can dispel only that recipient's effects. 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.

Clerical Orders

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.

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

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.

Daglir clerics are great craftsmen, ever dependable for molding materials, enchanting items, construction, design, and creating jewelry of great renown. They seek to fashion each object into its true form, but accommodate the needs of followers of other religions.

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.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Cure Wounds N (M)	92	1 being	120'	momentary	spiritual*
Dispel Undead N	96	60' r sphere	120'	momentary	spiritual*
Protection from Evil N	105	10' r sphere	zero	see spell	spiritual*
Ward Undead N (M)	113	1 person	60'	see spell	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Consecrate Object	90	1 object	touch	see spell	none
Detect Disease (2,3,4) (M)	93	varies	varies	momentary	varies
Detect Evil (2,3,4)	94	varies	varies	momentary	varies
Detect Poison (2,3,4) (M)	94	varies	varies	momentary	none
Detect Possession (2) (M)	95	1 being	120' LOS	momentary	spiritual*
Detect Prayer (4) (M)	95	self	120' LOS	momentary	none
Detect Undead (3,4) (M)	95	see spell	480' or 120'	momentary	none
Detect Water (3,4)	95	see spell	480' or 120'*	momentary	none
De-were I	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Purify Food and Water	106	see spell	touch	momentary	none
Sanctuary	108	self	n/a	see spell	spiritual
Sleep of Healing	109	<i>L</i> beings	touch	8 hours	none
Sterilize	110	see spell	touch	permanent	spiritual*
Swiftess (M)	112	1 being	60'	see spell	spiritual[C]
Level II Prayers	Page	ZOE	Range	Duration	ST
Consecrate Water	90	<i>L</i> pints	touch	1 day [R]	none
Cure Deafness (M)	92	1 being	120'	momentary	spiritual*
Cure Paralysis (M)	92	1 being	120'	momentary	spiritual*
Detect Hostility (2,3,4) (M)	94	1 being	120' LOS	momentary	spiritual
De-were II	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Hold Person	100	30' r sphere	240'	concentration	spiritual
Light	102	40' illumination	120'	see spell	none
Resist Cause Wounds (M)	107	1 being or object	10'	see spell	none
Resist Poison (M)	108	1 being or object	10'	see spell	none
Slow Disease (M)	109	1 being	touch	1 day	none
Level III Prayers	Page	ZOE	Range	Duration	ST
Continual Light	91	20' r sphere	360'	1 day [R]	none
Cure Affliction (M)	91	1 being	120'	momentary	spiritual*
Cure Blindness (M)	92	1 being	120'	momentary	spiritual*
Cure Disease (M)	92	1 being	120'	momentary	spiritual*
De-were III	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Dispel Prayer	96	10' r sphere	60'	momentary	level contest
Empathic Cure	97	1 being	touch	momentary	spiritual*
Life Force (M)	102	1 person	120'	see spell	none
Neutralize Poison (M)	103	1 being	touch	momentary	none
Observe Prayer (M)	104	self	120' LOS	6 + <i>L</i> rounds	none
Silence 15'r	109	see spell	zero	see spell	none
Suspend Animation	111	1 being	60'	<i>L</i> days	voluntary only
Withstand Disease (M)	113	1 being	10'	see spell	none
Withstand Paralysis (M)	113	1 being	10'	see spell	none
Word of Command I	113	self	LOS	see spell	special

Level IV Prayers	Page	ZOE	Range	Duration	ST
Analyze Prayer	86	self	120' LOS	6 + <i>L</i> rounds	none
Command Language (M)	89	self	none	<i>L</i> hours [R]	none
Create Water	91	vicinity	60'	permanent	none
Cure All Wounds (M)	91	1 being	120'	momentary	spiritual*
Cure Lycanthropy (M)	92	1 being	touch	momentary	spiritual*
Detect Food (3,4) (M)	94	see spell	480' or 120'	momentary	none
De-were V	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Golden Rule	99	self	none	see spell	spiritual*
Preservation	105	see spell	10'	<i>L</i> days	none
Remove Curse (M)	107	1 curse	240'	permanent	level contest
Restore Memory (M)	108	1 being	touch	special	see spell
Resuscitate (M)	108	1 body	120'	see spell	system shock
Withstand Causes (M)	113	1 being	10'	see spell	none
Withstand Level Drain (M)	113	1 being	10'	see spell	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Commune I	89	self	see spell	<i>L</i> minutes	none
Controlled Empathic Cure	91	1 patient	touch	momentary	special
Create Food	91	Vicinity	60 <i>L</i> '	permanent	none
Cure Insanity (M)	92	1 being	120'	momentary	spiritual*
De-were VII	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Dispel Evil	95	see spell	120'	momentary	level contest
Immunity to Poison (M)	101	1 being	touch	1 day	none
Raise Dead	106	1 dead being	10'	permanent	resurrection roll
Toll	112	(<i>L</i> - 8)/2 miles	none	momentary	none
Word of Command II	113	self	LOS	see spell	special

Level VI Prayers	Page	ZOE	Range	Duration	ST
Consecration I	90	see description	touch	see spell	none
Create Air	91	vicinity	120'	permanent	none
Cure Feeblemind (M)	92	1 being	120'	momentary	spiritual*
De-were IX	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Quest	106	1 being	touch	until fulfilled	spiritual
Restoration (M)	108	1 being	120'	momentary	special
Swords to Plowshares	112	1 weapon	touch	see spell	special
Word of Recall	113	self	infinite	instantaneous	none

Level VII Prayers	Page	ZOE	Range	Duration	ST
Commune II	89	self	see spell	<i>L</i> minutes	none
De-were XII	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Pax	104	10 <i>L</i> ' r sphere	10 × <i>L</i> '	1 day	spiritual
Raise Dead Fully	106	1 body	10'	permanent	resurrection roll

Level VIII Prayers	Page	ZOE	Range	Duration	ST
Aerial Servant	86	1 Aerial Servant	10'	see description	none
Consecration II	90	see description	touch	see spell	none
De-were XV	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Wind Walk (M)	113	self	none	up to 1 day	none
Level IX Prayers	Page	ZOE	Range	Duration	ST
Astral Spell (M)	87	self	100 <i>L</i> miles	<i>L</i> hours [R]	none
De-were XX	95	60' cone	none	6 + <i>L</i> rounds	spiritual*
Permanent	104	same	same	Permanent	none

Brethren of the Stone

God: Daglir
Clerics: Craftsmen
Principle: Artisanship
Symbol: Hammer and Anvil
Armor: Plate
Weapons: See Chart

Beliefs: The Brethren of Stone are craftsmen 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 Dwarven religion, but the worship of Daglir has expanded to all races. 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.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Cure Wounds N (M)	92	1 being	120'	momentary	spiritual*
Daglir's Fist N	93	1 follower	touch	<i>L</i> hours	none
Enchant Armor N (T)	97	1 piece of armor	touch	10 minutes	none
Enchant Weapon N (T)	97	1 weapon	touch	10 minutes	none
Magic Resistance N (T)	102	1 being	touch	see spell	none
Might N (M)	103	1 person	touch	see spell	voluntary

Level I Prayers	Page	ZOE	Range	Duration	ST
Binding	88	20' × 20'	touch	6 × <i>L</i> hours	none
Color Change	89	<i>L</i> objects	10'	momentary	none
Consecrate Object	90	1 object	touch	see spell	none
Consecrate Stone	90	1 group of stones	none	<i>L</i> days or perm	none
Create Weapon	91	1 weapon	none	Permanent	none
Daglir's Skin (M)	93	1 follower	touch	<i>L</i> hours	voluntary
Detect Altitude (1,2) (M)	93	1 being	see spell	see spell	none
Detect Magic (4) (M)	94	self	120' LOS	momentary	none
Detect Size (1)	95	1 object	touch	momentary	none
Meld Stone	103	self	touch	see spell	none
Sealing	109	see spell	touch	<i>L</i> days	none
Stonewall	111	1 wall	touch	permanent	none
Throwing Stones	112	20 stones	none	1 day [R]	none

Level II Prayers	Page	ZOE	Range	Duration	ST
Analyze Item	86	1 item	touch	momentary	none
Analyze Magic	86	self	120' LOS	6 + <i>L</i> rounds	none
Detect Location (1)	94	self	1 continent	momentary	none
Detect Metal (3,4)	94	see spell	480' or 120'	momentary	none
Detect Secret Doors (1) (M)	95	self	touch	see spell	none
Detect Trap (3,4) (M)	95	see spell	480' or 120'	momentary	none
Resist Cold (M)	107	1 being or object	10'	see spell	none
Resist Crushing (M)	107	1 being or object	10'	see spell	none
Resist Fire (M)	108	1 being or object	10'	see spell	none
Shape Stone	109	self	none	see spell	none
Soap Stone	110	1 stone	none	lasting	none

Level III Prayers	Page	ZOE	Range	Duration	ST
Analyze Structure	87	1 item	touch	momentary	none
Daglir's Ears	92	2 flat stones	touch	see spell	none
Daglir's Eyes	92	see spell	touch	see spell	none
Dispel Magic	96	10' r sphere	120'	momentary	level contest
Dispel Prayer	96	10' r sphere	60'	momentary	level contest
Float Stone	98	self	none	see spell	none
Hurl Boulder	101	1 boulder	touch	momentary	none
Meld Metal	103	self	touch	see spell	none
Message via Stone (M)	103	special	L^2 miles	until delivered	none
Purify Metal	106	10 <i>L</i> lbs. of ore	touch	instantaneous	none
Resist Poison (M)	108	1 being or object	10'	see spell	none
Speak with Stone (M)	110	1 stone	as speech	see spell	none
Stone Window	111	4 <i>L</i> cubic feet	touch	see spell	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Brittle	88	1 object 10 <i>L</i> lbs	touch	see spell	none
Enhance Gem (T)	97	1 gem	touch	momentary	none
Manipulate Stone	102	self	touch	see spell	none
Message via Metal (M)	103	special	L^2 miles	until delivered	none
Metal Window	103	4 <i>L</i> cubic feet	touch	see spell	none
Petrify (T)	104	1 object	touch	instantaneous	see description
Quarry Stone	106	1 stone	none	Permanent	none
Shape Metal	109	self	none	see spell	none
Stone Doll	111	1 stone doll	touch	see spell	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Doom of Stone	96	1 space	60'	<i>L</i> rounds [R]	none
Harden Stone	100	1 cubic feet	touch	permanent	none
Manipulate Metal	102	self	touch	see spell	none
Pass Wall	104	see description	touch	6 + <i>L</i> rounds	none
Shatter	109	1 object	touch	instantaneous	none
Stone to Mud	111	up to a 30' cube	touch	see spell	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Assay Item	87	1 item	touch	momentary	Spiritual
Disintegrate	95	1 object	touch	instantaneous	physical
Flesh to Stone (M)	98	1 being	touch	momentary	physical
Harden Metal	100	<i>L</i> cubic feet	touch	permanent	none
Move Earth	103	120' cube	240'	see spell	none
Level VII Prayers	Page	ZOE	Range	Duration	ST
Anti-Magic Shell	87	30' r sphere	none	see spell	none
Inhibit Magic	101	see spell	120'	see spell	spiritual
Level VIII Prayers	Page	ZOE	Range	Duration	ST
Grand Patterning	99	1 object	touch	permanent	none
Work Enchanted Object	114	see description	touch	<i>L</i> hours [R]	level contest
Level IX Prayers	Page	ZOE	Range	Duration	ST
Earthquake	97	<i>L</i> square miles	480' to epicenter	1 minute	none
Immunity to Magic (M)	101	1 being	touch	see spell	none

Keepers of Nature

God: Gaia
Clerics: Wardens
Principle: Nature
Symbol: A green circle
Armor: Leather, wooden shield
Weapons: See Chart

Beliefs: Keepers of Nature worship the life force of the natural world, personified as the goddess Gaia. They guard the natural order against waste and cruelty. Wardens 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.

Cleric's Special Powers and Restrictions: Wardens 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 Traps 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. Wardens 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.)

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Bane Undead N (M)	87	1 person	60'	see spell	voluntary
Command Elements N	89	see spell	none	<i>L</i> hours [R]	none
Cure Wounds N (M)	92	1 being	120'	momentary	spiritual*
Hunter's Blessing N (M)	100	1 being	touch	<i>L</i> hours [R]*	none
Summon Animal N	111	1 being	10'	12 rounds	none
Transformation N (M)	112	1 being	touch	special	none
Ward Animals	113	1 person	60'	see spell	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Cat's Eye (M)	88	self	none	see spell	none
Consecrate Object	90	1 object	touch	see spell	none
Detect Animal (3,4)	93	see spell	480' or 120'	momentary	none
Detect Disease (2,3,4) (M)	93	varies	varies	momentary	varies
Detect Food (3,4) (M)	94	see spell	480' or 120'	momentary	none
Detect North (1) (M)	94	1 being	touch	see spell	none
Detect Plants (3,4)	94	see spell	480' or 120'	momentary	none
Detect Undead (3,4) (M)	95	see spell	480' or 120'	momentary	none
Detect Water (3,4)	95	see spell	480' or 120'*	momentary	none
Friend of Elements (M)	99	1 being	60'	<i>L</i> hours [R]	none
Pack Scent (M)	104	1 being	10'	see spell	spiritual
Predict Weather	105	self	5 <i>L</i> miles	6 <i>L</i> hours	none
Protection from Animals I	105	10' r sphere	zero	see spell	spiritual*
Purify Food and Water	106	see spell	touch	momentary	none
Speak with Animals (M)	110	self	as speech	see spell	none
Swiftness (M)	112	1 being	60'	see spell	spiritual[C]

Level II Prayers	Page	ZOE	Range	Duration	ST
Bloodhound (M)	88	1 target	touch	see spell	none
Consecrate Water	90	<i>L</i> pints	touch	1 day [R]	none
Darkness	93	10' r sphere	120'	see spell	none
Detect Curse (2) (M)	93	see spell	120' LOS	momentary	spiritual
Detect Magic (4) (M)	94	self	120' LOS	momentary	none
Detect Poison (2,3,4) (M)	94	varies	varies	momentary	none
Detect Prayer (4) (M)	95	self	120' LOS	momentary	none
Enemy of Nature (M)	97	1 being	60'	<i>L</i> hours [R]	spiritual
Hide Among Plants	100	1 being	touch	see spell	none
Infravision (M)	101	self	LOS	<i>L</i> hours [R]	none
Life Sense (M)	102	1 being	none	<i>L</i> hours [R]	none
Light	102	40' illumination	120'	see spell	none
Message via Trees (M)	103	special	<i>L</i> miles	until delivered	none
Pass Freely (M)	104	1 being	touch	see spell	none
Pathfinder (M)	104	1 being	touch	see spell	none
Protection from Animals II	105	10' r sphere	zero	see spell	spiritual*
Resist Cold (M)	107	1 being or object	10'	see spell	none
Resist Fire (M)	108	1 being or object	10'	see spell	none
Resist Lightning (M)	108	1 being or object	10'	see spell	none
Seeming	109	self	none	see spell	none
Silence 15'r	109	see spell	zero	see spell	none
Slow Poison	110	1 being	touch	see spell	none

Level III Prayers	Page	ZOE	Range	Duration	ST
Charm Animals	88	30' r sphere	120'	6 <i>L</i> turns	mental
Charm Plants	88	30' r sphere	240'	see spell	mental
Continual Darkness	90	40' r sphere	360'	1 day [R]	none
Continual Light	91	20' r sphere	360'	1 day [R]	none
Create Water	91	vicinity	60'	permanent	none
Cure Disease (M)	92	1 being	120'	momentary	spiritual*
Dispel Magic	96	10' r sphere	120'	momentary	level contest
Dispel Prayer	96	10' r sphere	60'	momentary	level contest
Entangle	97	5' r circle	240'	concentration	physical
Find Being	98	1 being	<i>L</i> miles	<i>L</i> hours	spiritual
Free Elements	99	see spell	touch	see spell	none
Panther Reflexes (T)	104	1 being	touch	6 + <i>L</i> rounds	spiritual [C]
Panther Senses (M)	104	1 being	10'	see spell	none
Polymorph to Animal	105	self	none	variable	none
Protection from Animals V	105	10' r sphere	zero	see spell	spiritual*
Speak with Plants (M)	110	self	as speech	see spell	none
Water Walking (M)	113	1 being	touch	see spell	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Cure Affliction (M)	91	1 being	120'	momentary	spiritual*
Enter Plant	98	1 plant	touch	see spell	none
Eyes of Animals (M)	98	1 target	120'	see spell	none
Eyes of Trees (M)	98	1 tree	touch	see spell	none
Foresee Elements	99	L mile r	none	momentary	none
Growth Plant	100	up to $50' \times 50'$	240'	L days	none
Insect Plague	101	see spell	480'	L hours [R]	special
Massmorph	102	120' r	zero	L hours [R]	none
Neutralize Poison (M)	103	1 being	touch	momentary	none
Preservation	105	see spell	10'	L days	none
Protection from Animals V	105	10' r sphere	zero	see spell	spiritual*
Remove Curse (M)	107	1 curse	240'	permanent	level contest
Resist Elements (M)	107	1 being or object	10'	see spell	none
Sticks to Snakes	111	1 group of sticks	touch	10 minutes	none
Level V Prayers	Page	ZOE	Range	Duration	ST
Commune I	89	self	see spell	L minutes	none
Create Air	91	vicinity	120'	permanent	none
Dawn	93	20' r sphere	360'	1 day [R]	none
Growth Animals	100	60' cone	zero	see spell	physical
Immunity to Fire (M)	101	1 being	touch	1 day	none
Invoke Elemental	101	1 elemental	10'	negotiable	none
Polymorph to Plant	105	self	none	1 day	none
Protection from Animals VII	105	10' r sphere	zero	see spell	spiritual*
Regrowth	107	1 living being	touch	permanent	none
Toll	112	$(L - 8)/2$ miles	none	momentary	none
Level VI Prayers	Page	ZOE	Range	Duration	ST
Animate Plants	87	60' r sphere	120'	see spell	none
Consecration I	90	see description	touch	see spell	none
Cure All Wounds (M)	91	1 being	120'	momentary	spiritual*
Possess Animal	105	1 animal	240'	indefinite	level contest
Protection from Animals IX	105	10' r sphere	zero	see spell	spiritual*
Raise Dead	106	1 dead being	10'	permanent	resurrection roll
Redirect Elements	107	1 natural disaster	see description	Permanent	none
Level VII Prayers	Page	ZOE	Range	Duration	ST
Commune II	89	self	see spell	L minutes	none
Part Water	104	see spell	$10 \times L'$	see spell	none
Protection from Animals XII	105	10' r sphere	zero	see spell	spiritual*

Level VIII Prayers	Page	ZOE	Range	Duration	ST
Calm Elements	88	<i>L</i> mile r	none	permanent	none
Consecration II	90	see description	touch	see spell	none
Protection from Animals XV	105	10' r sphere	zero	see spell	spiritual*
Wind Walk (M)	113	self	none	up to 1 day	none

Level IX Prayers	Page	ZOE	Range	Duration	ST
Conjure Servant	89	GM discretion	proximity	<i>L</i> hours [R]	none
Dispel Permanence	96	see spell	120'	momentary	level contest
Great Protection from Animals	100	10' r sphere	zero	see spell	spiritual*

Oblates of the Sword

God: Mavors
Clerics: Judges
Principle: Honor
Symbol: Red Swords
Armor: Chain
Weapons: See Chart

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. Judges 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 Sayers 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: Mavors 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, particularly Truth Sayers; however 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

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.

Multi-level Prayers	Page	ZOE	Range	Duration	ST
Aim N (M)	86	1 person	contact	see spell	none
Bane Felon N (M)	87	1 person	60'	see spell	voluntary
Courage N	91	1 person	touch	see spell	voluntary
Cure Wounds N (M)	92	1 being	120'	momentary	spiritual*
Enhance Weapon N	97	10' r sphere	zero	see spell	none
Might N (M)	103	1 person	touch	see spell	voluntary
Ward Undead N (M)	113	1 person	60'	see spell	none

Level I Prayers	Page	ZOE	Range	Duration	ST
Augury	87	self	none	none	spiritual
Consecrate Sword	90	1 sword	touch	see spell	none
Detect Dishonor (2,3,4)	93	varies	varies	varies	varies
Detect Illusion (2) (M)	94	1 object	120' LOS	momentary	none*
Detect Prayer (4) (M)	95	self	120' LOS	momentary	none
Detect Religion (2) (M)	95	1 being	120' LOS	momentary	spiritual
Double Range	97	1 weapon	touch	10 minutes	none
Read Languages (M)	107	self	as sight	see spell	none

Level II Prayers	Page	ZOE	Range	Duration	ST
Bane Undead I (M)	87	1 person	60'	see spell	voluntary
Cleric's Shield	89	self	none	<i>L</i> hours [R]	none
Detect Undead (3,4) (M)	95	see spell	480' or 120'	momentary	none
Find Deodand	98	self	<i>L</i> miles	<i>L</i> hours [R]	none
Light	102	40' illumination	120'	see spell	none
Observe Prayer (M)	104	self	120' LOS	6 + <i>L</i> rounds	none
Rally	107	1 person	touch	momentary	none
Resist Poison (M)	108	1 being or object	10'	see spell	none
See Illusion (M)	109	1 being	10'	see spell	none
Speak with Dead	110	1 dead body	10'	10 minutes	none
Testimony (M)	112	1 being	30'	see spell	spiritual
Understand Speech (M)	113	self	as hearing	<i>L</i> hours [R]	none

Level III Prayers	Page	ZOE	Range	Duration	ST
Analyze Dishonor	86	self	120' LOS	momentary	spiritual
Bane Undead II (M)	87	1 person	60'	see spell	voluntary
Detect Curse (2) (M)	93	see spell	120' LOS	momentary	spiritual
Detect Poison (2,3,4) (M)	94	varies	varies	momentary	none
Dispel Illusion	96	see spell	240'	momentary	level contest
Dispel Prayer	96	10' r sphere	60'	momentary	level contest
Divine Confession	96	self	none	momentary	none
Find Felon	98	1 person	<i>L</i> miles	<i>L</i> hours [R]	spiritual
Question	106	1 being	10'	6 + <i>L</i> rounds	spiritual
Panther Reflexes (T)	104	1 being	touch	6 + <i>L</i> rounds	spiritual [C]
Resist Paralysis (M)	108	1 being	10'	see spell	none
Write Languages (M)	114	self	as sight	see spell	none

Level IV Prayers	Page	ZOE	Range	Duration	ST
Analyze Prayer	86	self	120' LOS	6 + <i>L</i> rounds	none
Bane Undead III (M)	87	1 person	60'	see spell	voluntary
Command Language (M)	89	self	none	<i>L</i> hours [R]	none
Cure Paralysis (M)	92	1 being	120'	momentary	spiritual*
Hold Person	100	30' r sphere	240'	concentration	spiritual
Neutralize Poison (M)	103	1 being	touch	momentary	none
Oath	103	1 being	touch	1 year	voluntary only
Question Dead	106	1 dead body	10'	10 minutes	none
Remove Curse (M)	107	1 curse	240'	permanent	level contest
Smite Illusion (M)	110	1 being	touch	see spell	none

Level V Prayers	Page	ZOE	Range	Duration	ST
Bane Undead IV (M)	87	1 person	60'	see spell	voluntary
Commune I	89	self	see spell	<i>L</i> minutes	none
Fairness	98	30'r*	none	see spell	none
Investigation	101	vicinity	zero	1 hour	mental
Purify	106	1 person	touch	momentary	spiritual
Quest	106	1 being	touch	until fulfilled	spiritual
Restore Writing	108	see spell	touch	special	none
Toll	112	(<i>L</i> - 8)/2 miles	none	momentary	none
Track Felon	112	self	touch	1/2 <i>L</i> days	none

Level VI Prayers	Page	ZOE	Range	Duration	ST
Bane Undead V (M)	87	1 person	60'	see spell	voluntary
Consecration I	90	see description	touch	see spell	none
Convert Weapon	91	1 weapon	touch	see spell	special
Dueling Ground	97	30'r*	none	see spell	none
Great Might	100	1 person	touch	6 + <i>L</i> rounds	none
Reveal the Truth	108	10 × <i>L'</i> r	zero	see spell	level contest*
Speak with Monsters (M)	110	self	as speech	see spell	none
True Sight	113	self	as senses	see spell	none
Word of Recall	113	self	infinite	instantaneous	none

Level VII Prayers	Page	ZOE	Range	Duration	ST
Aerial Servant	86	1 Aerial Servant	10'	see description	none
Bane Undead VI (M)	87	1 person	60'	see spell	voluntary
Blade Barrier	88	15' r circle	120'	see spell	none
Commune II	89	self	see spell	<i>L</i> minutes	none
Great Oath	100	1 person	touch	1 year	voluntary

Level VIII Prayers	Page	ZOE	Range	Duration	ST
Bane Undead VII (M)	87	1 person	60'	see spell	voluntary
Consecration II	90	see description	touch	see spell	none
Convert	91	1 being	60'	see spell	level contest +3
Release	107	1 being	60'	momentary	spiritual

Level IX Prayers	Page	ZOE	Range	Duration	ST
Bane Undead VIII (M)	87	1 person	60'	see spell	voluntary
Conjure Servant	89	GM discretion	proximity	<i>L</i> hours [R]	none
Divine Audience	96	1 cleric and deity	unlimited	1 Min	none

Prayer Description Key

All prayers referred to in the tables above are explained here. 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. Clerical enhancements in general, being divinely granted effects, do not dissipate with the death of the caster.

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 66).

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
× = times or by, as in (10' × 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, Hunter's Blessing, and Might. Note that Enchant Armor, Enchant Weapon, and Bane 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: Mass spell. 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] can not be regenerated.

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

Cause Prayers: Mass spell. 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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 $+5 \times (N/2)\%$ to all saves vs. attacks from the specified creatures. All creatures engaging in melee with protected beings attack at $5 \times (N/2)\%$ 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; *Saving Throw:* 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; *Saving Throw:* 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 $5L'$ r; *Range:* touch; *Duration:* $6 + L$ rounds or lasting;
Saving Throw: 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; *Saving Throw:* none

Vulnerability Prayers: Increases the targets vulnerability to the effects of certain types of prayers. Normally, the victims 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; *Saving Throw:* spiritual

Ward Prayers: Mass spell. 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]; *Saving Throw:* 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; *Saving Throw:* 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 1/3rd 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; *Saving Throw:* none

Aim N: Mass spell. Target(s) receive(s) +10 × N% to missile chance.

ZOE: 1 person; *Range:* contact; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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 6*L* cubic feet.

ZOE: 1 item; *Range:* touch; *Duration:* momentary; *Saving Throw:* 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 + 10*L* minutes [R]; *Saving Throw:* 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 + 10*L* minutes [R]; *Saving Throw:* 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* (page 56).

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

Astral Spell: Mass 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:* 100*L* miles; *Duration:* *L* hours [R]; *Saving Throw:* 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; *Saving Throw:* spiritual

Bane Felon N: Generic spell type *Bane* (page 84). Mass spell. 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; *Saving Throw:* voluntary

Bane Undead N: Generic spell type *Bane* (page 84). Mass spell. Affects undead.
ZOE: 1 person; *Range:* 60'; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* voluntary

Binding: This prayer may be used to mend or strengthen any inorganic structure. It will not render the structure watertight.
ZOE: 20' × 20'; *Range:* touch; *Duration:* 6 × *L* hours; *Saving Throw:* 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 + 10*L* minutes [R]; *Saving Throw:* 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 *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 81)
ZOE: 1 person; *Range:* contact; *Duration:* 6 + *L*+delay rounds; *Saving Throw:* none

Bloodhound: Mass spell. 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 + 10*L* minutes [R]; *Saving Throw:* 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 5*D*% where *D* is the damage done by the blow.
ZOE: 1 object 10*L* lbs; *Range:* touch; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* 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; *Saving Throw:* none

Cat's Eye: Mass spell. 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 + 10*L* minutes [R]; *Saving Throw:* none

Cause All: Generic spell type *Cause* (page 84). 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; *Saving Throw:* 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:* 6*L* turns; *Saving Throw:* 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]; *Saving Throw:* 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]; *Saving Throw:* 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; *Saving Throw:* 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 $200/(2^N)$ 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]; *Saving Throw:* none

Command Language: Mass spell. The caster gains the ability to read, write, speak, and understand one language as would a native. 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]; *Saving Throw:* 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; *Saving Throw:* 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, an Aru might summon an Angel, while a Dagleir might summon a great craftsman 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]; *Saving Throw:* 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; *Saving Throw:* none

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

Throwing Stones (page 112) 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 L^2 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; *Saving Throw:* 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; *Saving Throw:* 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]; *Saving Throw:* 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; *Saving Throw:* 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* come into contact, they cancel in the overlapping area.

ZOE: 40' r sphere; *Range:* 360'; *Duration:* 1 day [R]; *Saving Throw:* none

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

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

Controlled Empathic Cure: Generic spell type *Cure* (page 84), 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

Cure Affliction: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure All Wounds: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Blindness: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Deafness: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Disease: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Feeblemind: Generic spell type *Cure* (page 84). Mass spell. This prayer will reverse a Mage *Feeblemind* (page 54) spell.

ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* spiritual*

Cure Insanity: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Lycanthropy: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* spiritual*

Cure Paralysis: Generic spell type *Cure* (page 84). Mass spell. This prayer cures paralysis.

ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* spiritual*

Cure Wounds N: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* 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. There is no playback capability, 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]; *Saving Throw:* 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 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. 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]; *Saving Throw:* none

Daglir's Fist N: This prayer enables the recipient to use their hands as a +N to hit, +N to damage War Hammers in melee. Obviously, the recipient cannot throw their hands as 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; *Saving Throw:* none

Daglir's Skin: Mass spell. 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; *Saving Throw:* 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]; *Saving Throw:* none

Dawn: This prayer is identical to a *Continual Light* (page 91) but with all the attributes of full daylight.

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

Detect Altitude: Generic spell type *Detect* (page 84). Mass spell. 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).

Type 1,2.

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

Detect Animal: Generic spell type *Detect* (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. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Curse: Generic spell type *Detect* (page 84). Mass spell. 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. Can also be cast on objects or places.

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

Detect Disease: Generic spell type *Detect* (page 84). Mass spell. 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. Type 2,3,4.

ZOE: varies; *Range:* varies; *Duration:* momentary; *Saving Throw:* varies

Detect Dishonor: Generic spell type *Detect* (page 84). Detects the existence of dishonorable behavior in the target. Specifically, it detects if the target is currently lying, betraying a trust, neglecting an honor bound duty, showing cowardice or abandoning a comrade. Type 2,3,4.

ZOE: varies; *Range:* varies; *Duration:* varies; *Saving Throw:* varies

Detect Evil: Generic spell type *Detect* (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, an Aru will detect creatures of violence as evil, while a Mavors will detect liars as evil. However, the prayer will only detect magical effects. A bunch of angry orcs, however unfortunate for the lone Aru, are not evil unless somehow enchanted. Type 2,3,4.

ZOE: varies; *Range:* varies; *Duration:* momentary; *Saving Throw:* varies

Detect Food: Generic spell type *Detect* (page 84). Mass spell. 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. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Hostility: Generic spell type *Detect* (page 84). Mass spell. 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. Type 2,3,4.

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

Detect Illusion: Generic spell type *Detect* (page 84). Mass spell. 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; *Saving Throw:* 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; *Saving Throw:* none

Detect Magic: Generic spell type *Detect* (page 84). Mass spell. 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; *Saving Throw:* none

Detect Metal: Generic spell type *Detect* (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. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect North: Generic spell type *Detect* (page 84). Mass spell. The true direction of North is revealed. Type 1.

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

Detect Plants: Generic spell type *Detect* (page 84). Identical to Detect Animal (above) but detects plants instead. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Poison: Generic spell type *Detect* (page 84). Mass spell. 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. Type 2,3,4.

ZOE: varies; *Range:* varies; *Duration:* momentary; *Saving Throw:* none

Detect Possession: Generic spell type *Detect* (page 84). Mass spell. This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, *Magic Jar* (page 57), etc. The possessing being gets the saving throw, at -20%. Type 2.

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

Detect Prayer: Generic spell type *Detect* (page 84). Mass spell. 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; *Saving Throw:* none

Detect Religion: Generic spell type *Detect* (page 84). Mass spell. This will reveal the subject's god. Type 2.

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

Detect Secret Doors: Generic spell type *Detect* (page 84). Mass spell. 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; *Saving Throw:* none

Detect Size: Generic spell type *Detect* (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; *Saving Throw:* none

Detect Trap: Generic spell type *Detect* (page 84). Mass spell. This prayer reveals the presence, location and general nature of the trap nearest to the center of the ZOE. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Undead: Generic spell type *Detect* (page 84). Mass spell. This prayer reveals the presence of undead creatures. Type 4 also indicates the type of undead detected. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Water: Generic spell type *Detect* (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. Type 3,4.

ZOE: 60'r sphere or self; *Range:* 480' or 120'*; *Duration:* momentary; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* level contest

Dispel Permanence: This prayer negates the effect of a *Permanent* (page 104) prayer. A level contest is fought without the level boost of the permanent.

ZOE: 1 object, being or enchantment; *Range:* 120'; *Duration:* momentary; *Saving Throw:* 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. See page 67 for details on dispelling a Mass or Touch prayer

ZOE: 10' r sphere; *Range:* 60'; *Duration:* momentary; *Saving Throw:* 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; *Saving Throw:* 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* (page 112) with ten times normal range, and be otherwise detectable.

ZOE: 1 cleric and deity; *Range:* unlimited; *Duration:* 1 Min; *Saving Throw:* 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; *Saving Throw:* 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]; Saving Throw: 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; Saving Throw: 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: 30'r; Range: none; Duration: 60 + 10L minutes*; Saving Throw: none*

Earthquake: This prayer creates tremors over a wide area, which will measure L on the Richter scale. The central $60' \times 60'$ 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; Saving Throw: none

Empathic Cure: Generic spell type *Cure* (page 84), 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; Saving Throw: spiritual**

Enchant Armor N: Touch spell. 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; Saving Throw: none

Enchant Weapon N: Touch spell. 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; Saving Throw: none

Enemy of Nature: Mass spell. 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]; Saving Throw: spiritual

Enhance Gem: Touch spell. 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; Saving Throw: 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]; Saving Throw: 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; Saving Throw: 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]; Saving Throw: none

Eyes of Animals: Generic spell type *Eyes* (page 85). Mass spell. The caster can see through the eyes of an animal.

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

Eyes of Trees: Generic spell type *Eyes* (page 85). Mass spell. 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]; Saving Throw: none

Fairness: All in the area of effect (30' circle or consecrated area) who have performed a dishonorable action must save. 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: 30'r; Range: none; Duration: 60 + 10L minutes*; Saving Throw: 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: L miles; Duration: L hours; Saving Throw: 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: L miles; Duration: L hours [R]; Saving Throw: none

Find Felon: 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: L miles; Duration: L hours [R]; Saving Throw: 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; Saving Throw: spiritual

Flesh to Stone: Mass spell. 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; Saving Throw: 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]; Saving Throw: 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 $\pm 10\%$ over most of this span, but becomes exact for events no more than *L* days away

ZOE: L mile r; Range: none; Duration: momentary; Saving Throw: 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]; Saving Throw: none

Friend of Elements: Mass spell. 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]; Saving Throw: 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; Saving Throw: 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; Saving Throw: 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]; Saving Throw: 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 $10 \times L$ 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* voluntary

Great Protection from Animals: Generic spell type *Great Protection* (page 85). This prayer affects non-magic using, non-enchanted animals.

ZOE: 10' r sphere; *Range:* zero; *Duration:* 60 + 10*L* minutes [R]; *Saving Throw:* 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 + 10*L* minutes [R]; *Saving Throw:* 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' × 50'; *Range:* 240'; *Duration:* *L* days; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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 + 10*L* minutes [R]; *Saving Throw:* 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 Aru 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; *Saving Throw:* spiritual

Hunter's Blessing N: Mass spell. 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 $N \times 10'$ /round; recipient gains $+10N\%$ to Awareness. In wilderness, similar bonuses are gained for Hide, Move Quietly, Traps, and Tracking. Hide and Move Quietly are still impossible for characters in chain or plate armor.

Combat related abilities: The recipient's level is increased by N , for attack purposes only. Recipient does $+N/2$ (round down) extra damage with all missile attacks. Recipient may aim missiles at specific targets in a melee without risk of hitting other participants in the melee. The $N \times 10'$ /round of bonus movement may be taken in the movement phase even in rounds when the recipient uses missile fire.

When this prayer is used simply to hunt for food, the recipient can bring down enough game to feed N people for $L/3$ days (round up). (Thus, three hours' hunting feeds N people for one day.) This is a Bless-type prayer.

ZOE: 1 being; *Range:* touch; *Duration:* L hours [R]*; *Saving Throw:* 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; *Saving Throw:* none

Immunity to Fire: Mass spell. 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* (page 108) against one immolating opponent if the first magical fire was immolation.

ZOE: 1 being; *Range:* touch; *Duration:* 1 day; *Saving Throw:* none

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

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

Immunity to Poison: Mass spell. 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; *Saving Throw:* none

Infravision: Mass spell. The cleric will have infravision, as does a Dwarf or Hobbit. He will be able to see in ordinary darkness by seeing infrared rays. See page 10.

ZOE: self; *Range:* LOS; *Duration:* L hours [R]; *Saving Throw:* 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]; *Saving Throw:* 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]; *Saving Throw:* 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; *Saving Throw:* 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* (page 54), the elemental is NOT under the invoker's control; however, it is no worse than neutrally disposed toward the invoker and can usually be persuaded to perform some not-too-onerous task. Elementals will be more kindly disposed to invocers who can provide things they covet: rare or magical stones for Earth; pure water, preferably consecrated, from sacred springs for Water; flowers and scents gathered from consecrated groves for Air; abundant fuel or rich incense for Fire. No concentration is required, as the elemental is not under outside control. Multiple invocations within 24 hours will tend to annoy an elemental. This prayer requires only normal casting time: the elemental will arrive after 1d6 rounds, and subsequent bargaining may take a while. Elementals responding to this prayer are considered followers of Gaia for clerical prayer effects. Note: this prayer can be cast from within a Protection from Elementals circle, and doing so is not considered

ZOE: 1 elemental; *Range:* 10'; *Duration:* negotiable; *Saving Throw:* none

Life Force: Mass spell. 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; *Saving Throw:* none

Life Sense: Mass spell. 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]; *Saving Throw:* 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]; *Saving Throw:* none

Magic Resistance N: Touch spell. This prayer makes the recipient resistant to magic. All magic that would affect him will fail $10 \times N\%$ 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]; *Saving Throw:* 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]; *Saving Throw:* 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]; *Saving Throw:* 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* (page 94) will not work. Anyone taking any action that would break an *Invisibility* (page 45) spell 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]; *Saving Throw:* 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 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]; *Saving Throw:* none

Meld Stone: When the cleric casts this prayer, he may shape stone with his bare hands to a depth of 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]; *Saving Throw:* none

Message via Metal: Mass spell. 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; *Saving Throw:* none

Message via Stone: Mass spell. 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; *Saving Throw:* none

Message via Trees: Mass spell. 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; *Saving Throw:* none

Metal Window: As *Stone Window* (page 111) 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]; *Saving Throw:* none

Might N: Mass spell. 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 (but see Great Might on page 97).

ZOE: 1 person; *Range:* touch; *Duration:* 60 + 10L minutes; *Saving Throw:* 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]; *Saving Throw:* none

Neutralize Poison: Mass spell. 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; *Saving Throw:* 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; *Saving Throw:* voluntary only

Observe Prayer: Generic spell type *Detect* (page 84). Mass spell. 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; *Saving Throw:* none

Pack Scent: Mass spell. 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 + 10 L minutes [R]; *Saving Throw:* spiritual

Panther Reflexes: Touch spell. 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; *Saving Throw:* spiritual [C]

Panther Senses: Mass spell. Gives the recipient the combination of the Mage spell *Enhance Hearing* (page 42), and the prayers *Cat's Eye* (page 88), and *Bloodhound* (page 88).

ZOE: 1 being; *Range:* 10'; *Duration:* 60 + 10 L minutes [R]; *Saving Throw:* 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 10 L ' across and $(L - B + 1) \times 10'$ deep; *Range:* 10 \times L' ; *Duration:* 60 + 10 L minutes [R];
Saving Throw: none

Pass Freely: Mass spell. 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 + 10 L minutes [R]; *Saving Throw:* 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; *Saving Throw:* none

Pathfinder: Mass spell. 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 + 10 L minutes [R]; *Saving Throw:* 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: 10 L' r sphere; *Range:* 10 \times L' ; *Duration:* 1 day; *Saving Throw:* 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; *Saving Throw:* none

Petrify: Touch spell. 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* level contest

Possess Animal: Per possess but it only affects animals.

ZOE: 1 animal; *Range:* 240'; *Duration:* indefinite; *Saving Throw:* 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; *Saving Throw:* 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* (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 × L pounds in a mass; *Range:* 10'; *Duration:* L days; *Saving Throw:* none

Protection from Animals N: Generic spell type *Protection N* (page 85). 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 × (*N*/2)% to all saves vs. attacks from animals. All creatures engaging in melee with protected beings attack at -5 × (*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]; *Saving Throw:* spiritual*

Protection from Evil N: Generic spell type *Protection N* (page 85). 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. Arus will see violence and death as evil while Mavors 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 × (*N*/2)% to all saves vs. attacks from evil beings. All creatures engaging

in melee with protected beings attack at $-5 \times (N/2)\%$ 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]; *Saving Throw:* 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; *Saving Throw:* 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 × L pounds of food and water combined; *Range:* touch; *Duration:* momentary; *Saving Throw:* 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; *Saving Throw:* 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* (page 98) prayer 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

Read Languages: Mass spell. This will give the caster the ability to read one language, with a native's command of the language. 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]; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* spiritual

Remove Curse: Mass spell. 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; *Saving Throw:* level contest

Resist Cause Wounds: Generic spell type *Resist* (page 85). Mass spell. This prayers protects against Cause Wounds and Cause All prayers.

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

Resist Cold: Generic spell type *Resist* (page 85). Mass spell. This prayer gives resistance to magical and natural cold.

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

Resist Crushing: Generic spell type *Resist* (page 85). Mass spell. Crushing includes being buried alive, constriction, bear hugs, implosions, etc. It does not include blunt weapons.

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

Resist Elements: Generic spell type *Resist* (page 85). Mass spell. 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]; *Saving Throw:* none

Resist Fire: Generic spell type *Resist* (page 85). Mass spell. This prayer gives resistance to both magical and natural fire and heat.

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

Resist Lightning: Generic spell type *Resist* (page 85). Mass spell. 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]; *Saving Throw:* none

Resist Paralysis: Generic spell type *Resist* (page 85). Mass spell. 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; *Saving Throw:* none

Resist Poison: Generic spell type *Resist* (page 85). Mass spell. 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]; *Saving Throw:* none

Restoration: Generic spell type *Cure* (page 84). Mass spell. 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; *Saving Throw:* special

Restore Memory: Mass spell. 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; *Saving Throw:* 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; *Saving Throw:* none

Resuscitate: Mass spell. 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; *Saving Throw:* 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]; *Saving Throw:* 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; *Saving Throw:* 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; *Saving Throw:* none

See Illusion: Mass spell. 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]; *Saving Throw:* 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]; *Saving Throw:* none

Seeming: The cleric takes on the appearance of a natural plant or animal not more than twice nor less than 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]; *Saving Throw:* 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]; *Saving Throw:* 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]; *Saving Throw:* 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; *Saving Throw:* 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]; *Saving Throw:* none

Sleep of Healing: Generic spell type *Cure* (page 84). 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; *Saving Throw:* none

Slow Disease: Generic spell type *Cure* (page 84). Mass spell. Any disease(s) that the recipient has will progress at half rate.
ZOE: 1 being; *Range:* touch; *Duration:* 1 day; *Saving Throw:* 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]; *Saving Throw:* none

Smite Illusion: Mass spell. 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]; *Saving Throw:* 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* (page 106) prayer. It can also be used to clean fabric, armor, weapons and other surfaces by rubbing it over them. Unlike the Purify Food and Water Prayer, the blessed stone continues to purify until it has absorbed its limit of contagion. The stone can absorb the impurities from L^2 pounds of food, water or L^2 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; *Saving Throw:* none

Speak with Animals: Generic spell type *Speak* (page 85). Mass spell. The animal's species must be specified at the time of casting. Animal is as defined under *Charm Animals* (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]; *Saving Throw:* 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; *Saving Throw:* none

Speak with Monsters: Generic spell type *Speak* (page 85). Mass spell. May not be used to speak with small children.
ZOE: self; *Range:* as speech; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

Speak with Plants: Generic spell type *Speak* (page 85). Mass spell. 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]; *Saving Throw:* none

Speak with Stone: Generic spell type *Speak* (page 85). Mass spell. 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 underground, the presence of buried ruins, people, treasure, etc.
ZOE: 1 stone; *Range:* as speech; *Duration:* 60 + 10L minutes [R]; *Saving Throw:* none

Sterilize: Generic spell type *Cure* (page 84). 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; *Saving Throw:* 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; *Saving Throw:* none

Stone Doll: This prayer harks back to Daglir's creation of the Dwarven race. It creates a small (1 foot tall) stone doll with articulated limbs that is under the cleric's control. The cleric may add Daglir's Eyes and Daglir's Ears to the doll to give it remote sensing capability. The doll has a strength of 3, can run at 3, has an AC of 5 and takes 3 hits to destroy. It attacks as a 1 hit die creature and does 1d2 damage if it hits. It is immune to normal fire and it does not need to breathe. It does not have articulated fingers, so it has very limited grasping capabilities and it can not climb anything more difficult than stairs. The doll has no mind of its own and it can not respond to its environment or use initiative.

ZOE: 1 stone doll; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* 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]; *Saving Throw:* 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 12). The cleric may build $10 \times L$ feet of wall up to 4 foot high or $6 \times L$ feet of up to 6 feet high or $4 \times L$ feet of up to 8 feet high or $2 \times L$ 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; *Saving Throw:* 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]; *Saving Throw:* none

Summon Animal N: This prayer summons animals from the mage Monster Summoning Tables (see page 62). Only those creatures marked as animals may be summoned from the lists. The caster may summon one N^{th} 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* (page 49) 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; *Saving Throw:* none

Suspend Animation: This prayer will automatically counteract an Animate Objects (see page 84), 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; Saving Throw: voluntary only

Swiftness: Mass spell. 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]; Saving Throw: spiritual[C]

Swords to Plowshares: This prayer operates exactly like a *Convert Weapon* (page 91) prayer, 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; Saving Throw: special

Testimony: Mass spell. 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]; Saving Throw: 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 Life 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* (page 103) prayer, or found in most brooks. A collection of up to 10 stones may be carried as a weapon choice. Casting *Consecrate Stone* (page 90), on a collection of *Throwing Stones* is especially useful for destroying undead or demons.

ZOE: 20 stones; Range: none; Duration: 1 day [R]; Saving Throw: 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; Saving Throw: 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; Saving Throw: none

Transformation N: Mass spell. This prayer will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Gaia. 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; Saving Throw: 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]; Saving Throw: none

Understand Speech: Mass spell. 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.

ZOE: self; Range: as hearing; Duration: L hours [R]; Saving Throw: none

Ward Animals: Generic spell type *Ward* (page 86). 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]; Saving Throw: none

Ward Undead N: Generic spell type *Ward* (page 86). Mass spell. Ward Undead affects all kinds of undead.

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

Water Walking: Mass spell. 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* (page 108) prayer.

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

Wind Walk: Mass spell. 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; Saving Throw: none

Withstand Causes: Generic spell type *Withstand* (page 86). Mass spell. 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]; Saving Throw: none

Withstand Disease: Generic spell type *Withstand* (page 86). Mass spell.

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

Withstand Level Drain: Generic spell type *Withstand* (page 86). Mass spell.

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

Withstand Paralysis: Generic spell type *Withstand* (page 86). Mass spell.

ZOE: 1 being; Range: 10'; Duration: 60 + 10L minutes [R]; Saving Throw: 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 Will 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 Contest of Will is won by the cleric. 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* (page 50).

ZOE: self; Range: LOS; Duration: 60 + 10L minutes [R] or for 1 command; Saving Throw: 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; *Saving Throw:* 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* (page 102), *Stone Window* (page 111), or *Shatter* (page 109) on the object as if it were non-magical.

ZOE: see description; *Range:* touch; *Duration:* L hours [R]; *Saving Throw:* level contest

Write Languages: Mass spell. Per *Read Languages* (page 107) prayer but it gives the ability to write fluently in the language also.

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

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Aerial Servant	-	8	-	-	7
Aim N	-	-	-	-	N
Air Blast	2	-	-	-	-
Alter True Self	9	-	-	-	-
Analyze Dishonor	-	-	-	-	3
Analyze Item	-	-	2	-	-
Analyze Magic	-	-	2	-	-
Analyze Prayer	-	4	-	-	4
Analyze Spell	3	-	-	-	-
Analyze Structure	-	-	3	-	-
Animate Objects	-	-	-	-	-
Animate Plants	-	-	-	6	-
Anti-Magic Shell	6	-	7	-	-
Assay Item	-	-	6	-	-
Astral Spell	9	9	-	-	-
Attune	M	-	-	-	-
Augury	-	-	-	-	1
Avalanche	9	-	-	-	-
Bane Felon N	-	-	-	-	N
Bane Prayers	-	-	-	-	-
Bane Undead N	-	-	-	N	2
Binding	-	-	1	-	-
Blade Barrier	-	-	-	-	7
Bless N	-	-	-	-	-
Blinding Flash	4	-	-	-	-
Bloodhound	-	-	-	2	-
Brittle	-	-	4	-	-
Calm Elements	-	-	-	8	-
Cat's Eye	-	-	-	1	-
Cause All	-	-	-	-	-
Cause Prayers	-	-	-	-	-
Charm Animals	-	-	-	3	-
Charm Monster	5	-	-	-	-
Charm Plants	-	-	-	3	-
Clairsentience	3	-	-	-	-
Cleanse	1	-	-	-	-
Cleric's Shield	-	-	-	-	2
Clone	9	-	-	-	-
Cloudkill	5	-	-	-	-
Cold Cone	4	-	-	-	-
Color Change	1	-	1	-	-
Combat Slow	3	-	-	-	-
Command Elements N	-	-	-	N	-
Command Language	-	4	-	-	4
Commune N	-	5	-	5	5
Concentrate	6	-	-	-	-
Cone of Feeblemind	9	-	-	-	-
Cone of Weakness	5	-	-	-	-

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Confuse	1	-	-	-	-
Conjure Elemental	5	-	-	-	-
Conjure Servant	-	-	-	9	9
Consecrate Object	-	1	1	1	-
Consecrate Stone	-	-	1	-	-
Consecrate Sword	-	-	-	-	1
Consecrate Water	-	2	-	2	-
Consecration N	-	6	-	6	6
Contact Higher Plane	5	-	-	-	-
Continual Darkness	-	-	-	3	-
Continual Light	-	3	-	3	-
Control Self	4	-	-	-	-
Controlled Empathic Cure	-	5	-	-	-
Convert	-	-	-	-	8
Convert Weapon	-	-	-	-	6
Cool Object	3	-	-	-	-
Courage N	-	-	-	-	N
Create Air	-	6	-	5	-
Create Food	-	5	-	-	-
Create Water	-	4	-	3	-
Create Weapon	-	-	1	-	-
Cure Affliction	-	3	-	4	-
Cure All Wounds	-	4	-	6	-
Cure Blindness	-	3	-	-	-
Cure Deafness	-	2	-	-	-
Cure Disease	-	3	-	3	-
Cure Feeblemind	-	6	-	-	-
Cure Insanity	-	5	-	-	-
Cure Lycanthropy	-	4	-	-	-
Cure Paralysis	-	2	-	-	4
Cure Prayers	-	-	-	-	-
Cure Wounds N	-	N	N	N	N
Dagdir's Ears	-	-	3	-	-
Dagdir's Eyes	-	-	3	-	-
Dagdir's Fist N	-	-	N	-	-
Dagdir's Skin	-	-	1	-	-
Damp Teleport	7	-	-	-	-
Darkness	-	-	-	2	-
Dawn	-	-	-	5	-
De-were N	-	1	-	-	-
Death Spell	6	-	-	-	-
Detect Altitude	-	-	1	-	-
Detect Animal	-	-	-	1	-
Detect Curse	-	-	-	2	3
Detect Disease	-	1	-	1	-
Detect Dishonor	-	-	-	-	1
Detect Evil	-	1	-	-	-
Detect Food	-	4	-	1	-

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Detect Hostility	-	2	-	-	-
Detect Illusion	-	-	-	-	1
Detect Location	-	-	2	-	-
Detect Magic	1	-	1	2	-
Detect Metal	-	-	2	-	-
Detect North	1	-	-	1	-
Detect Plants	-	-	-	1	-
Detect Poison	-	1	-	2	3
Detect Possession	-	1	-	-	-
Detect Prayer	-	1	-	2	1
Detect Prayers	-	-	-	-	-
Detect Religion	-	-	-	-	1
Detect Secret Doors	-	-	2	-	-
Detect Size	-	-	1	-	-
Detect Trap	-	-	2	-	-
Detect Undead	-	1	-	1	2
Detect Water	-	1	-	1	-
Dimension Door	4	-	-	-	-
Disguise	3	-	-	-	-
Disintegrate	-	-	6	-	-
Dispel Evil	-	5	-	-	-
Dispel Illusion	-	-	-	-	3
Dispel Magic	3	-	3	3	-
Dispel Permanence	-	-	-	9	-
Dispel Prayer	-	3	3	3	3
Dispel Undead N	-	N	-	-	-
Displace Self	1	-	-	-	-
Disrupt Spell	3	-	-	-	-
Divine Audience	-	-	-	-	9
Divine Confession	-	-	-	-	3
Doom of Stone	-	-	5	-	-
Double Range	-	-	-	-	1
Dueling Ground	-	-	-	-	6
ESP	2	-	-	-	-
Earthquake	-	-	9	-	-
Empathic Cure	-	3	-	-	-
Enchant Armor N	-	-	N	-	-
Enchant Weapon N	-	-	N	-	-
Enemy of Nature	-	-	-	2	-
Enhance Gem	-	-	4	-	-
Enhance Hearing	1	-	-	-	-
Enhance Weapon N	-	-	-	-	N
Entangle	-	-	-	3	-
Enter Plant	-	-	-	4	-
Explosive Runes	3	-	-	-	-
Eyes Prayers	-	-	-	-	-
Eyes of Animals	-	-	-	4	-
Eyes of Trees	-	-	-	4	-

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Faerie Fire	2	-	-	-	-
Fairness	-	-	-	-	5
Faux Magic	2	-	-	-	-
Fear	4	-	-	-	-
Feeblemind	5	-	-	-	-
Find Being	-	-	-	3	-
Find Deodand	-	-	-	-	2
Find Felon	-	-	-	-	3
Finger of Death	-	-	-	-	-
Fire Bomb	2	-	-	-	-
Fire Lance	1	-	-	-	-
Fireball	3	-	-	-	-
Flame Storm	6	-	-	-	-
Flame Weapon	2	-	-	-	-
Flesh to Stone	-	-	6	-	-
Float Stone	-	-	3	-	-
Fly Self	3	-	-	-	-
Foresee Elements	-	-	-	4	-
Free Elements	-	-	-	3	-
Friend of Elements	-	-	-	1	-
Full Finger of Death	-	-	-	-	-
Full Hand of Death	-	-	-	-	-
Geas	6	-	-	-	-
Golden Rule	-	4	-	-	-
Grand Patterning	-	-	8	-	-
Great Barrier	9	-	-	-	-
Great Might	-	-	-	-	6
Great Oath	-	-	-	-	7
Great Protection Prayers	-	-	-	-	-
Great Protection from Animals	-	-	-	9	-
Growth Animals	5	-	-	5	-
Growth Plant	-	-	-	4	-
Growth Plants	4	-	-	-	-
Hallucinatory Terrain	4	-	-	-	-
Harden Metal	-	-	6	-	-
Harden Stone	-	-	5	-	-
Heat Object	3	-	-	-	-
Hide Among Plants	-	-	-	2	-
Hold Monster	5	-	-	-	-
Hold Person	-	2	-	-	4
Hold Portal	1	-	-	-	-
Hunter's Blessing N	-	-	-	N	-
Hurl Boulder	-	-	3	-	-
Ice Lance	1	-	-	-	-
Ice Storm	4	-	-	-	-
Illusion	M	-	-	-	-
Immolate	5	-	-	-	-
Immunity to Fire	-	-	-	5	-

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Immunity to Magic	–	–	9	–	–
Immunity to Poison	–	5	–	–	–
Implosion	3	–	–	–	–
Infravision	2	–	–	2	–
Inhibit Magic	–	–	7	–	–
Insect Plague	–	–	–	4	–
Investigation	–	–	–	–	5
Invisibility	2	–	–	–	–
Invisibility 10' r	3	–	–	–	–
Invisible Stalker	6	–	–	–	–
Invoke Elemental	–	–	–	5	–
Knock	2	–	–	–	–
Legend Lore	6	–	–	–	–
Levitate 10' r	4	–	–	–	–
Levitate Self	2	–	–	–	–
Life Force	–	3	–	–	–
Life Sense	–	–	–	2	–
Light	–	2	–	2	2
Lightning Bolt	3	–	–	–	–
Lightning Lance	1	–	–	–	–
Locate	M	–	–	–	–
Long Talk	2	–	–	–	–
Lower Water	6	–	–	–	–
Magic Bridge	4	–	–	–	–
Magic Hand	2	–	–	–	–
Magic Jar	6	–	–	–	–
Magic Missile	1	–	–	–	–
Magic Mouth	2	–	–	–	–
Magic Resistance N	–	–	N	–	–
Magical Trap	4	–	–	–	–
Manipulate Metal	–	–	5	–	–
Manipulate Stone	–	–	4	–	–
Mass Invisibility	7	–	–	–	–
Mass Suggestion	9	–	–	–	–
Massmorph	4	–	–	4	–
Meld Metal	–	–	3	–	–
Meld Stone	–	–	1	–	–
Message	1	–	–	–	–
Message via Metal	–	–	4	–	–
Message via Stone	–	–	3	–	–
Message via Trees	–	–	–	2	–
Metal Window	–	–	4	–	–
Meteor Swarm	9	–	–	–	–
Might N	–	–	N	–	N
Mind Blank	9	–	–	–	–
Mind Blast	5	–	–	–	–
Mind Link	5	–	–	–	–
Mind Shield	5	–	–	–	–

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Mini-Flash	2	–	–	–	–
Mirror Image	2	–	–	–	–
Misdirection	5	–	–	–	–
Monster Summoning	M	–	–	–	–
Move Earth	6	–	6	–	–
Movement Slow	3	–	–	–	–
Neutralize Poison	–	3	–	4	4
Oath	–	–	–	–	4
Observe Magic	2	–	–	–	–
Observe Prayer	–	3	–	–	2
Pack Scent	–	–	–	1	–
Pain	2	–	–	–	–
Panther Reflexes	–	–	–	3	3
Panther Senses	–	–	–	3	–
Part Water	6	–	–	7	–
Pass Freely	–	–	–	2	–
Pass Wall	5	–	5	–	–
Pathfinder	–	–	–	2	–
Patterning	M	–	–	–	–
Pax	–	7	–	–	–
Permanent	7	9	–	–	–
Petrify	–	–	4	–	–
Phase Door	7	–	–	–	–
Phase In	5	–	–	–	–
Phase Shift	9	–	–	–	–
Polymorph to Animal	–	–	–	3	–
Polymorph to Plant	–	–	–	5	–
Possess	–	–	–	–	–
Possess Animal	–	–	–	6	–
Power Word Kill	9	–	–	–	–
Power Word Stun	8	–	–	–	–
Projected Image	6	–	–	–	–
Prot / Enchanted Monster	2	–	–	–	–
Prot / Magical Missiles	4	–	–	–	–
Prot / Magical Weapons	6	–	–	–	–
Prot / Normal Missiles	3	–	–	–	–
Prot / Normal Weapons	5	–	–	–	–
Protection N Prayers	–	–	–	–	–
Pyromancy	M	–	–	–	–
Range Finder	2	–	–	–	–
Range Loser	1	–	–	–	–
Read / Write Languages	1	–	–	–	–
Read Magic	1	–	–	–	–
Reincarnate	7	–	–	–	–
Repulsion	9	–	–	–	–
Resist Prayers	–	–	–	–	–
Reverse Gravity	7	–	–	–	–
Rope Trick	3	–	–	–	–

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Rune Prayers	—	—	—	—	—
Second Sight	3	—	—	—	—
See Invisible	2	—	—	—	—
See True Form	6	—	—	—	—
Shaping	M	—	—	—	—
Shield	1	—	—	—	—
Shield Of Protection	6	—	—	—	—
Size Change Self	4	—	—	—	—
Skylore	M	—	—	—	—
Sleep	1	—	—	—	—
Snowball	3	—	—	—	—
Speak Prayers	—	—	—	—	—
Stone Walking	5	—	—	—	—
Suggestion	3	—	—	—	—
Summon	5	—	—	—	—
Swim	1	—	—	—	—
Symbol	9	—	—	—	—
Telekinesis	5	—	—	—	—
Telepathy	4	—	—	—	—
Teleport	5	—	—	—	—
Teleport Attack	6	—	—	—	—
Telescopic Vision	1	—	—	—	—
Temporary Bag of Holding	4	—	—	—	—
Time Stop	9	—	—	—	—
Time Travel	9	—	—	—	—
Trace Summoning	4	—	—	—	—
Trace Teleport	5	—	—	—	—
Trace Warning	4	—	—	—	—
Tremor	6	—	—	—	—
Trip	1	—	—	—	—
True Sight	7	—	—	—	6
Tsunami	9	—	—	—	—
Veil	M	—	—	—	—
Velocity Finder	3	—	—	—	—
Ventriloquism	1	—	—	—	—
Vulnerability Prayers	—	—	—	—	—
Wall of Electricity	4	—	—	—	—
Wall of Fire	4	—	—	—	—
Wall of Frost	4	—	—	—	—
Wall of Iron	5	—	—	—	—
Wall of Stone	5	—	—	—	—
Ward Prayers	—	—	—	—	—
Warning	7	—	—	—	—
Water Breathing	3	—	—	—	—
Weakness	2	—	—	—	—
Web	2	—	—	—	—
Withstand Prayers	—	—	—	—	—
Wizard Eye	4	—	—	—	—

Spell name	Mages	Aru	Dagdir	Gaia	Mavors
Wizard Lock	2	—	—	—	—

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
1.5	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
2.5	-	-	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
3.5	-	-	-	-	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
4.5	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
5	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
5.5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
6.5	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
7.5	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
8.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5
9.5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6

Mage Spell Modifiers		
Modifier	Default Cost	Notes
At Range	+ $\frac{1}{2}$	Boost range to 60'. Doesn't work on spells that have "Always Zero" range.
Extra/Reduced Range	+ $\frac{1}{2}$	Doubles range, e.g. 30', 60', 120', 240', 480', 1/4 mile, 1/2 mile, 1 mile. Or 20', 40', 90', 180', 360', 720', 1/4 mile, 1/2 mile, 1 mile.
Lasting Duration	+ $\frac{1}{2}$	Doubles duration, e.g. 6 rnds, 12 rnds, 24 rnds, 5 min, 10 min, 20 min, 40 min, 90 min, 3 hrs, 6 hrs, 12 hrs, 1 day.
Extra/Reduced ZOE	+ $\frac{1}{2}$	Increase ZOE by 50% of base, e.g. 20', 30', 40'.
Extra Effect	+ $\frac{1}{2}$	See spell description.
Extra Damage	+ $\frac{1}{2}$	See spell description.
Affects Others	+1	Allows another to take the role of the caster in the functioning of the spell.
Cast in Clerical Silence	+2	Allows mage to cast without speaking.
Concealment	+1	Conceals spell from Detect Magic

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	1
7	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1
8	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
9	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	1

Clerical Prayer Options		
Option	Default Cost	Notes
Mass	+2 levels	Affect multiple beings. 1) L beings nearest caster 2) Nearest L beings within 30' 3) All beings within 10'
Touch	+2 levels	Affects first L beings touched by caster.
Renewable	x2 prayer points	Prayer duration extended until caster next regains spell points.

PrinceCon 28

Hoard of the Kings

