PRINCECON XLI

Queen Nayla's

Pyrate Hunters

Phases:	1. Declaration	2. Powers	3. Combat	4. Prayer	5. Spell	6. Item	7. Movement

Racial Encumbrance and Movement					
Armor Type →	Heavy	Medium	Light	None	Pack
Running Movement					No Pack
Human/Elf	60'	90'	120'	120'	+30'
Dwarf	90'	90'	90'	90'	+30'
Hobbit	60'	60'	90'	90'	+30'
Fey	N/A	N/A	60'	60'	+30'
Catfolk	N/A	N/A	120'	120'	+30'
Epon	90'	120'	150'	150'	+30'
Perrin	30'	60'	90'	90'	+30'
Fey (Flying)	Falling	Falling	120'	180'	+60'
Swimming Movement					With Pack
Human/Elf/Epon	sink 50'	sink 30'	10'	20'	−10'
Dwarf	sink 60'	sink 40'	sink 20'	sink 10'	−10'
Hobbit	sink 50'	sink 30'	5'	10'	−10'
Fey	N/A	N/A	20'	40'	−10'
Catfolk	N/A	N/A	5'	10'	−10'
Perrin	sink 30'	5'	30'	60'	No Penalty

Note that movement with "No Pack" requires that you have discarded your pack and all its gear, *as well as* any shield you might have, and all weapons except for one light or 1H weapon carried in hand.

Simple Missile Weapons			
Weapon(notes)	Size	Dmg	RI
Dart(1)	Tiny	d4	20
Orb/Gem (2)	Tiny	varies	10
Sling	Small	d4B	50
Light Crossbow	Medium	d6	80
Heavy Crossbow	Large	d10	100

Martial Missile Weapons			
Weapon(notes)	Size	Dmg	RI
Javelin(1)	Small	d6	30
Net (3)	Medium	N/A	6
Shortbow(4)	Medium	d6	80
Longbow(4)	Large	d8	100

Simple Melee Weapons				
Weapon(notes)	Size	Dmg	Length	RI
Unarmed (7)	-	d3NL	0	-
Dagger	Tiny	d4	1	10
Club(1)	Medium	d4B	3	10
Mace	Medium	d6B	3	-
Morningstar(2)	Medium	d8	6	-
Rod	Medium	d6B	3	-
Spear	Medium	d6S	5	20
Trident	Medium	d6S	5	-
Polearm(3)	Large	d8S	9(R)	-
Quarterstaff	Large	d6B	5	-

Martial Melee Weapons				
Weapon(notes)	Size	Dmg	Length	RI
Handaxe	Small	d6	2	10
Shortsword	Small	d6	3	-
Battleaxe	Medium	d8	3	-
Flail(2)	Medium	d8B	6	-
Longsword	Medium	d8	4	-
Warhammer	Medium	d6B	3	20
Whip (4)	Medium	N/A	8(R)	-
Bastd Swd(5)	Large	d10	5	-
Greataxe	Large	d12	5	-
Greatsword	Large	2d6	6	-
Halberd	Large	d10	7(R)	-
Lance(6)	Large	d10S	8(R)	-
Lance, mtd(6)	Medium	d10	8(R)	-

Light Armor (max +6 Dex)			Medium Armor (max +4 Dex)			Heavy Armor (max +2 Dex)			Shields		
Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Shield	Bonus	ACP
Padding(1)	+1	0	Scale mail(4)	+5	−3	Breastplate(6)	+8	−5	Small	+1	0
Leather(2)	+2	−1	Full chain(5)	+6	−4	Full plate	+9	−6	Large	+2	−1
Chain shirt(3)	+3	−2									

PrinceCon XLI
Gods Save the Queen

Adventurers,

Welcome to PrinceCon XLI. At this time each year the Princeton Simulation Games Union offers fantasy role-playing enthusiasts the opportunity to get together for an exciting weekend of gaming. We welcome you and hope that you enjoy yourself during the convention.

After you register at the Hireling Hall desk, you should create your first character. Using the touch screens there, you will choose your character's race, class, and other important statistics. You will get a character sheet, which will allow you to participate in the many scenarios during the con. You are free to go on as many adventures as you wish. At the end of each expedition, you should return to Hireling Hall to update your character and print a new character sheet. Your character will probably acquire magic items during the weekend, and you can keep these from one adventure to the next.

Adventures can begin at any time; just get enough players together to form an expedition. The first scenarios begin at 5 p.m. Friday, and all adventuring will end at 3 p.m. Sunday, shortly after which everyone will convene in Hireling Hall. The GMs will recap their scenarios, resolve the theme, and present awards for Best Strategist, Best Tactician, Best Roleplayer, Best Player, and the Master of Hireling Hall.

A note to our returning players: there have been a variety of changes to the system this year. For instance, a number of feats have been added or tweaked to improve the variety of options available (particularly for Heroes). You will also find a fresh selection of races and religions to choose from this year, though you may recognize many of them from PrinceCons past.

We would like to take this opportunity to thank the many people who have helped bring this convention to fruition. Aaron Mulder maintained the PrinceCon books, the software, and desk equipment. Bob West playtested the system changes, and Joe Appel migrated them into this book. Shant Saha printed and bound the books and award certificates. Alex Reutter managed this year's theme. Wolff Dobson provided the cover/t-shirt art. Special thanks to Eric Bowen and Kate Northrop for keeping the student group in order and dealing with the paperwork required to hold this event at the University. We would also like to acknowledge the contributions of authors, too many to enumerate, who have worked on the PrinceCon system over the years. Finally, we would like to thank all our players, GMs, and desk staff, without whom this convention would not exist.

To all of you, we hope you enjoy this weekend of gaming.

Queen Nayla's Council
PrinceCon XLI

PrinceCon XLII will be held on March 17-19, 2017

Contents

Introduction

Welcome to PrinceCon. Why are you here? I'll be straight with you: it's probably to save the world.

Now the particulars may vary. Sometimes, your tribe ends up on a strange island, and you need to set out across the seas to find a place to live. Other times, you start out with a perfectly good place to live – until the barbarians invade. Perhaps a rogue archmage is threatening to shake the world to its very foundation. Or has opened a gate to the netherworld, setting all manner of demons free to roam. Maybe the Tree of Life is inexplicably dying, a frigid Winter refuses to release her grip upon the world, or prominent leaders have been murdered under bizarre circumstances.

One way or another the world isn't about to save itself.

But odds are, you won't be saving it by yourself either. After all, what are friends for?

You're probably pretty good at something. Scouting, ensorceling, healing, sneaking, channeling, hoodwinking, fighting, or just plain cussin'. Maybe you're really good. Still, you can't be really good at everything. So bring your peeps! They don't call it a *party* for nothing.

Some parties succeed by covering all the bases. Magic, muscles, piety, wits, and savoir faire in equal measure. Other parties succeed by the power of their very similarity. You'd be surprised by what a team of cunning pacifists can accomplish, what with their God on their side. It all works.

And it had better. The Game Master has arrayed his forces; the world is waiting!

PrinceCon 41 System Changes

For those of you who played at PrinceCon last year, you will find a number of changes we made with the dual goals of reducing complexity and better balancing the classes. (If you are new to PrinceCon, you can skip this section!)

- Guardians have a Base Attack Bonus of +3/4 L

- All Combat Modifiers have been changed to multiples of +3. The circumstances under which you gain these modifiers is exactly the same, only the numbers have changed. However, the Charge action no longer provides any combat modifiers.

- Your Strength-based damage bonus in melee now depends on the size of your weapon.

- There are now only two levels of training in each Skill. The base skill bonuses are: $(L/2 + 1.5)$ for one level of training and $(L+3)$ or two levels of training.

- All Light armor now has a +6 max Dex limit, and is -1 AC compared to last year. All Heavy armor is +1 AC.

- The following feats have been removed: Advanced Combat Maneuvers, Between the Legs, Great Critical Blow, Great Raging Blow, Raging Critical.

- The following feats have been modified or added: Armor Proficiency (Heavy), Berserker, Brute Force, Called Shot, Cleave, Combat Aid, Combat Maneuvers, Deadly Attack, Divine Favor, Dodge, Expert Shieldwork, Great Fortitude, Great Blow, Great Cleave, Halfmove, Heroic Surge, Improved Disarm, Iron Will, Lightning Reflexes, Mighty Draw, Multistrike, Ranger, Sixth Sense, Skill Training, Sneak Attack, Spy, Strength Focus, Strong Magic, Weapon Finesse, Whirlwind Attack, Wrestler.

- The maximum duration a spell can be extended to is now 6 hours. Lasting is a +3 modifier applied to spells with a base duration of at least 6 hours. The limit to the number of simultaneous lasting spells on one target is now one.

- Power Word spells now occur in the Powers Phase.

- The *Mind Blast* spell has been removed, while the following spells have been modified: Expeditious Retreat, Flame Weapon, Hallucination, Haste, Quickmarch, and Size Change.

The Spirit of PrinceCon I

Quotes from PrinceCons Past

A giant is lying on several party members in a pool of flaming oil...
T: "Help!"
Player: "I go help T."
GM: "So you're entering the pool of flaming oil and the giant's reach?"
Player: "Just close enough to grab T out."
GM: "So on the reach and the flaming oil, that would be a yes."
Player: "I hold my action."

"Elenni and I are the good scouts – I just tend to clank a bit more."

"You were on Watch. He was on Listen."

"He felt the implosions one after another... but he was hasted so he felt them twice as often"

PC to Aru: "Our friend has passed. Can you bring him back to life?"
Aru to PC: "At level 5? What are you smoking?!?"

Guard: "Live in peace."
PC: "At least he said it in the singular."

The Aru: "Why does no one want the last magic Longsword?"

"Chuck the Hobbit. (And I'm not saying his name is Chuck.)"

PC (tired of guarding the witless NPC Prince Roderick): "How do WE get hired as an elite squad of assassins to kill Roderick?"

The Aru: "I've been researching a new prayer: Create Nerf Weapon. It gets the stress out."

PC to the Aru: "You know, if that person was Held, I wouldn't feel morally obligated to chop him into bite size pieces..."

PC: "So there's no way to render him unconscious in just one round?"
The Aru: "Yeah, you may as well kill him."

[Tense moment]
GM: "So, are you going to cast one last fireball on the zombie horde?"
Player: "Nope, I summon a giant lizard!"
[Die roll... more tension...]
GM: "The lizard appears, turns around, and attacks the party."

PC: "I hit him with an ESP."
The Aru: "Wouldn't it be easier to use a shovel?"

"At some point, I HAD non-illusionary rope..."

The Aru: "I'm not saying *I* would dispatch her. I'm just saying, now that you've promised she'll join her boyfriend..."

Player: "Who goes in first?"
Other player: "Depends, do you want to be the hostage or the rescuer?"

Player: "Do you think as heroes we can just go in and take on this whole village?"
Other players: "NO!"
Player (emphatically): "Yes! Yes, we can."

Griffiths: "Tell her I'll call her."
Devon: "He will, he's a Mavors."
Griffiths: "Aw, crap."

[Two characters are using telepathy to have a private conversation. The players leave the room, then return a couple minutes later.]
Player: "We need some dice because we're lying to each other."

Player giving motivating speech in climactic battle (presently just short of required level): "Now remember, if any of you fall today, I *should* be able to Raise Dead tomorrow!"

Player: "So what does Fly let you do?" *(Note: this must have been on the Sunday 2 AM run...)*

Grenville, an NPC (speaking from another room): "So you could offer asylum in Ockham for persecuted races such as mine?"
Hans (an Aru Cleric): "Well, I can't say that there's NO discrimination in Ockham, but we are pretty good about being accommodating to all beings... so yes, I'm sure we can work something out."
Grenville: "Okay, so long as you're willing to try..." (He enters the room)
Hans: "Glad to finally meet y– hey, you're a Vampire!"

The party is speaking to a powerful man whose wife we suspect of sleeping around, such that the apparent heir is not actually legitimate. Four party members are dancing around, trying to phrase everything as possibilities and softening implications... "So we're not making any specific suggestions or accusations, we're just saying, is there any *possibility* of..."
At which point the fifth party member cheerfully pipes up with: "Fornicating with the enemy?"

PC 1: "Surrender! We have your son and your files!"
PC 2: "Files? We have the files?!?"
Party: "Aargh!"
PC 1: "Well, there goes *that* persuasion check..."

Character Generation

Your character will be your living persona in the game, so the place to start is with your character concept. Will you play a hard-as-nails warrior? A compassionate healer? A stealthy ranger? A master of the arcane arts? Note that convention characters start at fifth level, with some experience in the world, so make sure your concept reflects that.

The process of generating your character, described in this chapter, will take you through making the decisions that attach game values to your concept. Starting with the rough clay of the Race and Class, you'll dive down into Abilities, Feats, Skills, and your adventuring gear, coming out the other side with your living, breathing character.

Well, perhaps I exaggerate. (But see Animate Objects.)

Step 1: Concept

Here are some character concepts to get you thinking:

- The fearless mercenary (perhaps an Epon Hero)
- The eagle-eyed archer (perhaps an Elf Hero)
- The if-a-leaf-falls-in-the-forest-then-I-was-there-to-hear-it scout (perhaps a Human Hero)
- The battlefield medic (perhaps a Perrin Cleric of Daglir)
- The clever outdoorsman (perhaps a Hobbit Cleric of Gaia)
- The troubleshooter (perhaps a Fey Mage)
- The battle mage (perhaps a Dwarf Guardian)

There's no need to pick from a particular list, however – let your imagination be your guide.

> **Character Creation Example**
>
> Tony is creating a 5th-level character for convention play. Tony's concept is an upper-class dandy, known as Mr. Brannigan. A gentleman and the youngest son of a minor baron, Mr. Brannigan is at loose ends in his life, and has chosen to embark on an adventure on a dare from his ne'er-do-well friends. On the face of it he's not entirely suited to this life, but who knows? He may come to enjoy it.

Step 2: Race

Every player character is a member of one of the races listed here. Each race has specific advantages and disadvantages, summarized in the Player Races Table. Beyond the statistics, though, each race brings a certain flavor to your character, making it a key part of the character concept.

Catfolk: Imagine a cat, standing on two legs and blended with a human to achieve a sort of exotic beauty (even the tail is... intriguing). Then imagine this Cat still detests water, sleep half the day, and overreacts to anything that rubs his fur the wrong way.

Dwarves: Imagine a rock, standing on two legs and blended with a human to achieve an extraordinarily long beard... But who puts that much stock in physical appearance, anyway? In spite of their strapping builds, Dwarves are extremely skilled craftsmen, artists, and brewers.

> **Character Creation Example**
>
> Mr. Brannigan's background doesn't seem to fit many of the non-human races. Tony feels that races like Dwarves, Elves, or Eponai would have more of a dedicated mission for their younger sons, and it's only humans who would find themselves wandering through life more aimlessly. In addition, playing a human will let Mr. Brannigan take an additional skill and feat to represent his educated upbringing.
>
> Tony chooses Human for Mr. Brannigan.

Elves: An Elf might pass for human, so long as you mean a fair-skinned, pointy-eared, extra-delicate human. But looks can be deceiving, and Elves may live for hundreds of years in tune with their natural surroundings.

Eponai: Perhaps the opposite of Catfolk, Eponai are the two-legged blend of human and horse. Instead of grace and personality they epitomize durability and power. You might say that Eponai appear in all ways to be be a bit... thicker than average.

Fey: Fey are the stereotypical winged faeries, at best slightly larger than a breadbox. Which is a little inconvenient, because if a Fey could hide in a breadbox he probably would. Whether he'd get more pleasure out of eating all the bread he received or terrorizing the hapless baker remains a question for the ages.

Hobbits: Pint-sized creatures, who for that matter adore the types of things that come in pints. That is, in between adoring each other's hairy feet. What do you get when you combine the two? Let's just say it involves boasting, goading, hot coals, and the absence of footwear. We'll leave it at that.

Humans: By the book, humans are a race somewhat lacking in character. But look around and you'll see, their very variety is their strength. Besides, who do you think *invented* the pint?

Perrin: What could sound more ungainly than the hands and posture of a human, mixed with the frame, head, and feet of an otter? Yet Perrin have a certain playful charm, and are a force to be reckoned with in the water.

Player Races Table

Race	Size	Str	Int	Wis	Dex	Con	Cha	Run	Run/Md	Run/Hv	Height	Weight	Swim
Catfolk	Med	−2	–	−2	+2	–	+2	120	–	–	5'	100 lbs	10
	Racial: Only light armor, 1d4 (lethal) unarmed, Panther Senses, require 10 hrs sleep/day												
	Skills: +2 Acrobatics, +2 Awareness, +2 Concentration, +2 Move Silently, +2 Survival												
Dwarves	Med	+2	–	–	−2	+2	−2	90	90	90	4½'	150 lbs	*sink*
	Racial: Darkvision 60', +2 Fortitude Saving Throws, Weapon restrictions, too heavy to swim												
	Skills: +4 Open Locks, +4 Sleight of Hand, +4 Traps, +2 Climb												
Elves	Med	–	–	–	+2	−2	–	120	90	60	5'	100 lbs	20
	Racial: Low-Light Vision, +2 Will Saving Throws, free Halfmove feat for Heroes												
	Skills: +2 Awareness												
Eponai	Med	+2	−2	–	−2	+2	−2	150	120	90	6'6"	250 lbs	20
	Racial: Extra weapon in every pack, only need 4 hrs sleep/day, deliver lance charge on foot												
	Skills: +2 Awareness, +2 Survival, −2 Hide, −2 Move Silently												
Fey	Small	½	–	–	+2	–	–	60	–	–	3'	30 lbs	40
	Racial: Only light armor, Flies at 180', +1 AC and +1 Attacks due to size												
	Skills: +4 Hide due to size												
Hobbits	Small	−2	–	–	+2	–	–	90	60	60	3–4'	80 lbs	10
	Racial: +1 AC/+1 to hit, additional +1 to missile attacks, +1 to all Saving Throws, weapon limits												
	Skills: +4 Hide due to size, +2 Climb, +2 Move Silently												
Humans	Med	–	–	–	–	–	–	120	90	60	5-6'	160 lbs	20
	Racial: bonus feat and bonus skill of your choice												
	Skills: *no bonuses*												
Perrin	Small	−2	–	–	–	+2	–	90	60	30	4'	60 lbs	60
	Racial: +1 AC/+1 to hit, weapon limits, water Blindsight 30', +3 Natural Armor												
	Skills: +2 Awareness, +2 Persuasion, +2 Survival, +4 Hide due to size												

Additional Rules and Society Bonuses

Catfolk are used to sleeping much of the day. A Cat mage or guardian regains no spell points for the first 2 hours of sleep in a given day, but thereafter regains 2/hour regardless of interruptions. While cats can swim, they find it extremely distasteful. And all cats can climb *up* as if they have Climb skill training, but can only climb *down* if they actually do have the skill.

Dwarves have a deep history of craftsmanship. They have a +2 bonus with any non-combat roll that involves observing, understanding,

or manipulating stone or metal. A Dwarf can Search stonework or metalwork with a single glance, and can take 20 in the time other characters need for a normal Search roll.

Elves are at peace with the world around them. They are very resistant to disease while in familiar environments.

Eponai tire slowly and sleep less; Mages and Guardians recover spell points at double rate. They are too large to ride a mount, but themselves cover long distances at the Mounted rate.

Fey can fly naturally. 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). Being airborne for a Fey counts as partial movement, even if hovering: a Fey can fight on the wing only with the Long Combat Step feat, must have the Halfmove feat to engage in missile fire while flying, and can never cast spells or perform prayers while airborne (unless flying by some means other than her own wings). A Fey in flight produces a steady fluttering noise and a considerable downdraft, which are quite noticeable (Move Silently is -5 while flying). Prolonged flight is very tiring for so large a creature; a Fey suffers 1 point of nonlethal damage for every (Con) minutes aloft. This heals at the normal rate for nonlethal damage. A Fey who passes out due to flight fatigue while airborne flutters straight down at a safe speed from unconscious reflex.

Hobbits are accustomed to living in holes and burrows; They take no movement penalties for darkness and may take the Blind Fighting feat regardless of prerequisites.

Perrin, in addition to having a high natural swimming rate, can hold their breath for up to Con minutes and never take combat penalties due to water effects. Additionally, their thick fur gives them the effect of Resistance to Cold 3.

Step 3: Class

While a character's race determines their physical appearance and stature, their class dictates their adventuring capabilities. For instance, characters may have magical or spiritual powers, combat expertise, or a flair for survival in the wilderness.

Clerics are the mortal agents of the Gods. Through their prayers, they channel divine power into the world. Every Cleric will have a selection of prayers appropriate to the focus of their religion.

Mages are the masters of the mystical arts (often to the exclusion of more mundane concerns). Rather than simply channeling a metaphysical force, they bend it and shape it to their will, and as a result are extremely versatile.

Guardians are talented warriors, who also have a natural gift for magic. While this leaves them slightly short of either a dedicated Mage or a combat-focused Hero, the combination is nevertheless formidable.

Heroes are the adventurers who brave a dangerous world without supernatural powers. The wide array of specialties open to them (including at least knights, spies, sharpshooters, and rangers) is matched only by their capacity to pursue them.

> **Character Creation Example**
>
> Mr. Brannigan has neither the patience nor the inclination to join the priesthood or study the intricacies of magic. Additionally, the larger selection of feats available to a Hero better reflects his habit of dabbling in multiple areas.
>
> Tony chooses to make Mr. Brannigan a Hero.

Clerics, Mages, and Guardians know all the spells or prayers that are available to characters of their level. There is no need to choose or learn specific ones. PrinceCon uses spell points/prayer points instead of learning or memorizing spells or prayers.

Player Classes Table

Class	Hit Points Per Level	Base Attack Bonus	Base Dodge Bonus	Fortitude Saving Throw	Reflex Saving Throw	Will Saving Throw	New Feats
Cleric	d8	$+(3/4) \times L$	$+(1/2) \times L$	$+2 + L/2$	$+L/3$	$+2 + L/2$	Odd Levels
	Proficiencies: *by religion*						
	Class Skills: Concentration, Heal, Persuasion, Knowledge (theology), others by religion						
	Special Powers: prayers with points based on Wisdom						
Mage	d4	$+(1/2) \times L$	$+(1/2) \times L$	$+L/3$	$+L/3$	$+2 + L/2$	Odd Levels
	Proficiencies: Club, dagger, dart, quarterstaff, no armor or shields						
	Class Skills: Concentration, Persuasion, Sleight-of-Hand, Spellcraft, Knowledge (arcana)						
	Special Powers: spells with points based on Intelligence						
Guardian	d6	$+(3/4) \times L$	$+(1/2) \times L$	$+2 + L/2$	$+2 + L/2$	$+2 + L/2$	Odd Levels
	Proficiencies: All weapons, Light and Medium armor, and shields						
	Class Feats: Cast Wearing Armor, Long Combat Step, Quickdraw						
	Class Skills: Awareness, Concentration, Persuasion, Spellcraft, Knowledge (arms, armor, fighting)						
	Special Powers: spells with points based on Charisma, casting as one level lower						
Hero	d10	$+1 \times L$	$+(1/2) \times L$	$+2 + L/2$	$+2 + L/2$	$+L/3$	All Levels
	Proficiencies: All weapons, Light and Medium armor, and shields						
	Class Feats: Long Combat Step, Quickdraw						
	Class Skills: Awareness, Climb, Move Silently, Search, Survival, Knowledge (arms, armor, fighting)						
	Special Powers: Gain a feat at every level						

Note: Every PrinceCon character has only one class. Multiclassing is not allowed.

Step 4: Religion

An extensive Pantheon of gods is present and active across the six realms. Generally Hione the All-Father is regarded as the head of the gods, many of whom are his children or grandchildren. However, the gods do not necessarily see eye to eye or act in good accord.

Each god or goddess has a certain realm of influence and particular principles. The gods influence the world mainly through clerics, granting prayers to the clerics who uphold their principles and withholding them from those who stray. Other characters may also champion a single god's cause, and they are known as followers of that religion. Followers are granted a boon by their god, but they too may earn the wrath of their deity for violating his principles.

> **Character Creation Example**
>
> As a gentleman, Mr. Brannigan's code of conduct might fall closest to the Mavors principles. However, his concept of justice naturally favors the upper class, a prejudice which is he is not prepared to examine in detail at this time. In any case, he is not ready to devote his life to a particular cause.
>
> Tony decides to start Mr. Brannigan as a a Pantheist. Perhaps he will come around to a particular god's cause during his adventures.

Religions For All PCs:

Aru holds that life and health are our greatest resources, emphasizing healing and opposing violence. Many followers take an oath to "cause no harm to any person." *Follower Benefit:* +3 Religion Bonus to the Heal skill.

Daglir is the patron God of craftsmen. While originally a Dwarven religion, it has expanded to include followers of all races. *Follower Benefit:* +3 Religion Bonus to Search and Traps skills.

Gaia is the goddess of nature, and her followers guard the natural order against waste and cruelty. *Follower Benefit:* +3 Religion Bonus to Move Silently and Survival skills.

Mavors stands for honor and justice, and his followers are sworn to defend the innocent. Many followers take an oath to "never lie or deceive." *Follower Benefit:* +3 Religion Bonus to detect lies or illusions.

Follower-Only Religions:

Pantheists pay their respects to each of the gods in their own sphere, without any special devotion to one or another. They may choose to adopt a particular religion at a later time.

Carrunos guides his Hunters in the wild, as in life. His followers despise pointless cruelty and wasteful killing. *Follower Bonus:* +3 Religion Bonus to Survival and Move Silently

Hione is the great guardian of knowledge. Hermit clerics collect and preserve knowledge to add to his store. *Follower Benefit:* +3 Religion Bonus to all Knowledge skills.

Janda is the goddess of truth, and her followers are devoted to honesty, the preservation of oaths, and upholding the law. *Follower Benefit:* +3 Religion Bonus to resist Persuasion or notice Sleight of Hand.

Leo holds that honorable combat is the greatest test of a being's worth. Followers often spend a good deal of time exploring the finer aspects of a "fair" fight. *Follower Benefit:* A brief examination reveals whether armor or weapons are magical.

Ratri guides her followers in the covert gathering of power and information, emphasizing guile over force. *Follower Benefit:* +3 Religion Bonus to Persuasion

Atheists are either very unobservant or very obstinate. Nevertheless, some adventurers simply revere their own ancestors, or make their way in the world as free of divine influence as is possible.

Note: Any pantheist or atheist may convert once (and only once) to become a follower of a chosen religion.

Step 5: Package (Convention Only)

At the convention, several Character Packages are offered for each character class. A package is a combination of Ability priorities, Feats, Skills, and equipment. If you choose a package, all those selections will be applied to your character automatically. If one of the packages is in line with your character concept, it can save you the time of working through all the options yourself.

Usually about a third of the players at the convention pick a package. If you'd rather customize everything yourself, simply select "no package."

The available packages include:

Mage Packages

> **Wizard:** Cast, cast, and cast some more (maximum spell points).
>
> **Sorcerer:** Your spells are irresistible (highest Save DC).
>
> **Adept:** A mage with an actual non-magical attack. Comes in handy for Magic Missile too!

Hero Packages

> **Swashbuckler:** A fast melee duelist who favors technique over power.
>
> **Fighter:** A melee generalist with multiple attacks.
>
> **Hammer:** A slow melee specialist with a powerful attack.
>
> **Barbarian:** An outdoorsman who flies into a furious rage.
>
> **Marksman:** Your best friend with a bow or crossbow.
>
> **Rogue**: Sneaky, skilled, and deadly if you catch your target unawares.

Guardian Packages

> **Predator:** Hunts and tracks a target, with powers both magical and mundane.
>
> **Samurai:** A capable melee warrior, with magical abilities on the side.
>
> **Ninja:** Use your magic to help you sneak better, then hammer the unsuspecting guard.
>
> **Warlock:** Primarily a Mage, but when you run out of spell points, not at all useless.

Cleric Packages

> **Bishop:** You have a lot of prayers, and they are darned effective.
>
> **Druid:** A cleric with a nearly supernatural sense for the surroundings... Perfect when a Hold Person can preempt an ambush.
>
> **Chaplain:** You may not have mastered the finer points of theology, but you're pretty good at kicking ass.

Package Example: Marksman

Marksman is a package available for Heroes who intend to be a bow or crossbow specialist.

Abilities: Highest score in Dexterity

Feats: Archer, Halfmove, Sharpshooter, Called Shot, Rapid Fire (plus Critical Hit if Elven or Human)

Equipment: Pack B, Chain Shirt, Small Shield, the largest bow or crossbow your race can handle, plus the largest melee weapon

---

Character Creation Example

The Hero package that most closely matches Tony's concept for Mr. Brannigan is the Rogue. However, Tony wants to select the individual feats and skills in order to ensure they best fit his concept.

Tony does not select a Character Package for Mr. Brannigan.

Step 6: Abilities

Each character's physical and mental attributes are characterized by scores in the following six Abilities. Normal humans have abilities ranging from 3 (almost cripplingly poor) to 18 (truly world-class). PrinceCon characters tend to have a different range, where scores of 6–8 are challenging at the low end, while scores of 20–22 aren't unheard of by the end of the convention. Some creatures may have ability scores of 30 or more, particularly in the case of Strength for exceptionally large or strong creatures such as Giants.

Based on the score, each ability has a modifier that applies to activities based on that ability (Skill checks, Saving Throws, and more).

Strength is a measure of the force a character exerts with his muscles. It affects his chance of hitting a target in melee and the amount of damage done.

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 Armor Class bonus to avoid attacks, and affects Reflex Saving Throws.

Constitution is a measure of a character's health and vitality. It affects Hit Points and Fortitude Saving Throws.

Intelligence is a measure of a character's mental discipline. It determines a mage's spell points and grants a number of bonus skills equal to the ability modifier.

Wisdom is a measure of a character's spiritual strength. It determines a cleric's prayer points. It affects Will Saving Throws. The Wisdom modifier applies as a bonus to Awareness skill checks, the most important skill in the game.

Charisma is a measure of a character's connection to the world and ability to influence other beings. It determines a Guardian's spell points.

Ability Scores

At the convention, the computer generates a set of Ability scores, and you can assign them to your Abilities as you like. If you chose a package, some of the scores will be assigned already, and you can assign the rest.

In a campaign, the Game Master may provide a different mechanism for generating and/or assigning ability scores.

Character Creation Example

In Tony's mind, Mr. Brannigan is not especially strong, has a reasonable Constitution, and a higher Dexterity. He is also quite charismatic, both via his nature and his nurture. His Intelligence may be better than average in order to support his diversity of interests. He probably isn't that wise, based on failing to find a path in life and turning to adventuring on a whim.

Tony arranges his Ability scores in the following order: Charisma (16), Dexterity (14), Intelligence (14), Constitution (12), Wisdom (10), Strength (8).

Ability Score Bonuses															
Score	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Bonus	−3.5	−3	−2.5	−2	−1.5	−1	−0.5	0	+0.5	+1	+1.5	+2	+2.5	+3	+3.5	+4

Step 7: Skills

Many characters will begin the game with training only in their class skills. Characters with additional levels of skill training to select include humans (who start with a free skill), characters with an Intelligence bonus of at least +1 (earning one additional level of skill training per full point of the bonus), and those who select a Feat granting them additional skills. For more on skills, see the Skill reference.

By far the most important skill in PrinceCon is Awareness, which is typically used for both surprise and sensory checks. Every adventure is practically guaranteed to involve multiple Awareness checks, to determine whether characters are surprised by enemies, to determine whether characters notice various (often important) things, to oppose enemies trying to sneak around or pick pockets, possibly to gauge the intent of people or creatures you encounter, and so on.

It is a legitimate approach to neglect your Awareness under the assumption that someone else in the party will pass their Awareness check and notify you, but it may mean you're sound asleep (and hard to rouse) when the party is ambushed at night.

> **Character Creation Example**
>
> By nature of being a Hero, Mr. Brannigan begins with one level of training in each of Awareness, Climb, Hide, Move Silently, Search, and Survival. The other critical skill for his background is Persuasion. As a younger son, he is probably accustomed to fitting into a large enough variety of roles and situations to justify the Disguise skill, and Tony decides that he's gotten a lot of extra practice Hiding from older siblings.
>
> Between the bonus skill for being human and his +2 Intelligence bonus, Mr. Brannigan has the skill slots to be trained in Persuasion, Disguise, and a second level of Hide.

Note that feats can improve your Awareness, including Knack and Ranger. If you have an Intelligence bonus (or the Skill Training feat), you can buy a second level of training in Awareness to improve your skill bonus.

For Mages, Guardians, and Clerics, the Concentration skill is also important. When you are casting or praying and are hit by a melee or missile attack, a Concentration check determines whether the spell or prayer is automatically disrupted. A high Concentration bonus can make you much more resistant to intrusions of this nature.

Other than those two, skills will typically be used only when you choose to apply them. Therefore, the utility of the other skills depends on your character concept and how you choose to approach challenges. For instance, if there is a guard in the party's way, you could probably find ways to use Acrobatics, Climb, Disguise, Hide, Move Silently, Persuasion, Sleight of Hand, or Traps to defeat or bypass the guard. (Of course, you might instead choose to use the Sneak Attack feat, the Hold Person prayer, or the Hallucination spell). If you do not go out of your way to use these skills, they will probably not be useful to you.

Strength-based Skills: Climb
Intelligence-based Skills: Knowledge (select a topic), Search, Spellcraft, Traps
Wisdom-based Skills: Awareness, Heal, Survival
Dexterity-based Skills: Acrobatics, Hide, Move Silently, Open Lock, Sleight of Hand
Constitution-based Skills: Concentration
Charisma-based Skills: Disguise, Persuasion

Step 8: Feats

Feats are the individual abilities that distinguish two characters of the same class. A character can use their feat selection to specialize in some particular area, perhaps to gain some abilities usually associated with members of another class, or to generalize. A first-level character starts with one feat (two if human), while fifth-level convention characters start with five feats (Heroes) or three feats (Clerics, Mages, and Guardians), plus the bonus feat if human.

There are too many feats to describe each in detail here, but these lists will give you an idea of some of the feats that may be most interesting to you. Heroes have the largest variety, both because they have more feat slots available, and because there are a large number of feats that can be helpful in combat. Most characters will begin with some feats from their class (or in the case of Clerics, their religion).

Note that many feats have prerequisites, and some feats may be selected more than once, either granting cumulative effects (e.g. Dodge) or applying to different things each time (e.g. Skill Training).

> **Character Creation Example**
>
> Starting as a 5th-level Human Hero, Mr. Brannigan has six feats to choose. He has some basic combat training: Archer and Warrior. He is better with the lighter weapons of a gentleman, and adds Weapon Finesse. The feat that best reflects his social upbringing is Spy. Youngest sons are accustomed to avoiding their older brothers, so he adds one level of Dodge. For his last feat, Tony considers Ranger, on the theory that Mr. Brannigan is a regular on hunts in the woods, but ultimately decides it would be better to add that through adventuring. Instead, since Mr. Brannigan is more of a socialite than a front-line fighter, he selects Skill Training and to get a second level of training in the Disguise and Persuasion skills.

General Interest Feats:

> Dodge, Knack, Iron Will, Ranger, Running, Skill Training, Spy

Mage Feats:

> **Most Common:** Magical Aptitude, Strong Magic
>
> **Other Options:** Unbreakable Concentration, Cast Wearing Armor and some Armor Proficiency, Sound Sleeper, Life Channel

Cleric Feats:

> **Most Common:** Divine Favor, Piety
>
> **Other Options:** Unbreakable Concentration, Divine Intervention, additional Armor or Weapon Proficiency

Hero Feats:

> **Melee Specialist:** Warrior, Berserker, Brute Force, Combat Maneuvers, Cleave, Critical Hit, Deadly Attack, Dodge, Great Blow, Great Cleave, Hard to Kill, Multistrike, Strength Focus, Toughness, Unarmed Combat, Whirlwind Attack
>
> **Missile Specialist:** Archer, Halfmove, Called Shot, Critical Hit, Deadly Attack, Deflect Arrows, Dodge, Mighty Draw, Rapid Fire, Running, Sharpshooter, Snap Shot, Split Move and Fire, Weapon Finesse
>
> **Outdoorsman:** Ranger, Skill Training and Knack (for Awareness, Survival, Heal, Traps, Climb, etc.), some Missile and/or Melee feats
>
> **Rogue:** Ranger, Sixth Sense, Spy, Skill Training and Knack (for Awareness, Disguise, Hide, Move Silently, Open Lock, Persuasion, Search, Sleight of Hand, Traps), Sneak Attack, some Missile and/or Melee feats
>
> **Paladin:** As many levels of Paladin as allowed, plus either Missile or Melee feats in order to take advantage of the Smite power

Guardian Feats: *select wisely from the Mage and Hero lists...*

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Step 9: Equipment

PrinceCon does not have systems for money or encumbrance, largely because there is not enough time during the convention to calculate and verify a customized load of equipment. Generally it is assumed that characters have "enough" money for things like food and lodging, and the Game Master will adjudicate any unusually large expenditures.

Adventuring Equipment

Adventuring equipment is managed by the Pack system. Each character can select one of five possible Pack options. Each Pack includes a certain preset collection of adventuring equipment, plus a certain number of slots for ready weapons. The more equipment you carry, the fewer weapons, and vice versa. Ranged weapons are assumed to include enough shots for the PC to use during their adventures, though magical quivers are often more limited.

A typical character will want a melee weapon and a missile weapon, and therefore Pack B is most common (Pack A for Eponai). However, some characters who don't intend to participate in combat may go with Pack A and a Dagger (which may be thrown in a pinch), a Quarterstaff (which makes a good walking stick), or no weapon at all (Aru clerics, I'm looking at you).

> **Character Creation Example**
>
> Upon deciding to embark on an adventure, Mr. Brannigan initially piles up "one of everything" — Pack A. But as he adds a melee and missile weapon to the pile, he realizes it's too much to carry. Reluctantly, he trims his load to Pack B.

No Pack: If you carry only a single one-handed weapon, no pack, and no shield, you can move faster than normal (typically by 30' per round). You also get the pleasure of arguing with the rest of the party over carrying your rations.

Pack A (1 Weapon): 3 flasks of oil, a grappling hook, a wine skin, a lantern, a small mirror, plus...

Pack B (2 Weapons): a 3' brass rod, a 10' collapsible pole, 12 hardened iron spikes, a mallet, parchment and charcoal, plus...

Pack C (3 Weapons): a 50' rope, 6 torches, a tinderbox, 3 large sacks, bandages, plus...

Pack D (4 Weapons): a knapsack, 1 week's rations, a water skin, and a basic toolkit

Weapons

Now we get to the important part. Which is to say, will your character cross the world peaceably with only a walking staff for company? Brandish a massive sword or battleaxe and strike fear into the hearts of his foes? Initial her enemies with a shortsword and a flourish? Nock an arrow and aim for the whites of their eyes? (Or huddle behind the beefy Heroes and hope nobody notices him casting?)

The weapons available to each character depend on the character's race and Weapon Proficiency feats (which may come with the character's class or may be selected as additional feats are earned). The available weapons are listed inside the front cover.

Normally, a character intending to fight will want the largest two-handed melee weapon available. The exceptions include characters who intend to use a large shield, who plan to wield one weapon in each hand (using Multistrike), who plan to carry only a one-handed weapon and go without a Pack, or who have a higher Dexterity than Strength and plan to use Weapon Finesse.

> **Character Creation Example**
>
> As a Hero, Mr. Brannigan is proficient in all weapons. But he was trained in agility, not brute force (thus his Weapon Finesse feat). He selects a Shortsword (a Light weapon for a human). He doesn't have as much damage potential this way, but is much more likely to hit his opponent. Tony takes a note to consider Multistrike in the future (and use the Swashbuckler option), if he ends up in combat a lot.
>
> For his ranged weapon, since Mr. Brannigan is not strong enough to fire a Heavy Crossbow every round, he opts for a Longbow instead.

In the case of missile weapons, you may need to choose between a Heavy Crossbow and a Longbow. While the crossbow does slightly more damage, only characters with a Strength of at least 17 can fire it every round (anybody can fire a Longbow every round). Remember that each missile weapon comes with a plentiful supply of shots.

Armor

Whereas the rule with weapons is "go big," armor is a more complex decision. The available armor types are listed inside the front cover. They are split according to the three Armor Proficiency feats plus shields, and only the occasional Cleric starts with all four feats. But there are several additional factors:

- Some races cannot wear Medium or Heavy armor at all.

- Medium or Heavy armor slows the movement rate for most characters who can wear it. The includes the Combat Step (affecting which enemies you can engage) and may mean you're unable to escape some situations.

- All armor, (but mostly Heavy armor) limits the character's Dexterity bonus (affecting missile attacks, Armor Class, various skills, and so on).

- Any armor heavier than Padding imposes an Armor Check Penalty on certain skills where the noise or bulk of the armor could interfere.

Thus your character's armor needs to fit their concept. A fleet-footed archer, a dexterous rogue, or a cunning spy might suffer unduly from the Dexterity limit or Armor Check Penalty. Even front-line warriors may want to be more nimble than a Breastplate allows. There's always the Dodge feat to make up the difference...

Finally, any character with Shield Proficiency can strap a Small Shield to their arm, even when wielding a weapon in that arm (although you do not get an AC bonus for a small shield that isn't held in hand). Large shields, however, must be held in hand (and involve a further Armor Check Penalty).

> **Character Creation Example**
>
> Though he's practiced in every type of armor up through the hereditary suit of Full Plate, Mr. Brannigan would rather be light on his feet instead of weighed down by heavy armor. He could wear Medium armor without affecting his Dexterity bonus, but the Armor Check Penalty would cause trouble for his Hide, Move Silently, and Sleight of Hand skills. He chooses Leather, the best armor without an Armor Check Penalty, and notes that he should consider some type of chain if he doesn't end up using those skills.
>
> He adds a small shield, since it's easy enough to strap to his free arm and doesn't interfere with his skills.

Step 10. Character Development

With that, your character is ready for their first adventure!

Over the course of your games, your character will gain Experience Points, and each time they gain enough experience, they will earn a new Level. Each new level may involve increasing ability scores, new feats, or additional skills. Over time, you'll use these opportunities to grow your character according to your initial concept, or diversify into new areas.

> **Character Creation Example**
>
> Because Mr. Brannigan starts at 5th level, he has two Ability bonuses to apply as well. He chooses to apply them both to Dexterity, increasing his Dexterity to 16.
>
> See Mr. Brannigan's finished character sheet in the next section.

The PrinceCon Character

Here's the the character sheet generated for Mr. Brannigan, the example used in the Character Creation section. This section introduces each of the entries on this sheet.

PrinceCon 1000 Character Sheet

Mr. Brannigan

Human Hero Level 5 (Pantheist)

Tony Smith   16000 XP

Abilities	Score	Mod.
Strength	8	-1.0
Dexterity	18	4.0
Constitution	12	1.0
Intelligence	14	2.0
Wisdom	10	0.0
Charisma	18	4.0

Attacks	Base	Bonus	Ability	Feat	Total	Damage
Melee	5.0	0	-1.0	1.0	10.0	0.0
Shortsword					+10	d6+0
Ranged	5.0	0	4.0	2.0	11.0	2.0
Longbow					+11	d8+2

Defense	Armor	None
Dodge:	4.5	4.5
Basic AC:	22	18
Touch:	18	18
Flatfooted:	14	10

Leather, Small Shield

Damage	42 HP
Normal:	
Non-Lethal:	

Saving Throws	Base	Bonus	Ability	Feat	Total
Will	1.67	0	0.0	0.0	1.67
Reflex	4.5	0	4.0	0.0	8.5
Fortitude	4.5	0	1.0	0.0	5.5

Casting	
Spell Points: N/A	
L1 Save DC: N/A	

(Special senses would be here)

Pack B   Movement: Running 120' (30' combat step)

Notes:

Skill	Ability	Base	Bonus	Ability	ACP	Total	Feats
Acrobatics	Dex	0.0	0.0	4.0	0.0	4.0	Archer
Awareness	Wis	8.0	3.0	0.0	N/A	11.0	Armor Prof. (Heavy)
Climb	Str	8.0	0.0	-1.0	0.0	7.0	Armor Prof. (Light)
Concentration	Con	0.0	0.0	1.0	N/A	1.0	Armor Prof. (Medium)
Disguise	Cha	8.0	6.0	4.0	N/A	18.0	Dodge
Heal	Wis	0.0	0.0	0.0	N/A	0.0	Knack
Hide	Dex	8.0	0.0	4.0	0.0	12.0	Long Combat Step
Knowledge (arms)	Int	8.0	0.0	2.0	N/A	10.0	Quickdraw
Move Silently	Dex	8.0	0.0	4.0	0.0	12.0	Shield Proficiency
Open Locks	Dex	8.0	0.0	4.0	N/A	12.0	Spy
Persuasion	Cha	11.0	6.0	4.0	N/A	21.0	Warrior
Search	Int	8.0	0.0	2.0	N/A	10.0	Weapon Finesse
Sleight of Hand	Dex	11.0	0.0	4.0	0.0	15.0	Weapon Prof. (Martial)
Survival	Wis	8.0	0.0	0.0	N/A	8.0	Weapon Prof. (Simple)
Traps	Int	0.0	0.0	2.0	N/A	2.0	

Character Basics

Player and Character Names

On the left above the Abilities box, you'll find your character's name. On the right next to the XP score, the player name.

Race, Class, Religion

A character's Race, Class, and Religion are shown on the top right of the PC sheet.

Level and Experience Points

Each character's Level and Experience Points (XP) are also listed on the top right of the sheet. If the XP total indicates that you are close to making the next level, look for a short expedition to get over the hump!

Abilities

The Abilities box on the top left shows the character's rating in each of the six Abilities, as well as the modifier that applies to activities based on that ability: skill checks, Saving Throws, attacks, Armor Class, and more.

Calculated Stats

Attacks

To the right of the abilities box, the PC sheet shows the Attacks box. This shows a character's basic melee and ranged weapon bonuses, as well as specific figures for their primary melee and primary ranged weapon (if any were selected).

Attack Values

Base: The character's Base Attack Bonus, determined by their class and level

Bonus: Additional bonuses based on the character's race and size

Ability: The bonus for the relevant Ability score

Feat: Bonuses granted by the character's feats (typically Warrior and Archer)

Total: The total to-hit bonus used for the roll (the sum of the preceding values)

Damage: The bonus to damage on a successful hit, based on Strength (for melee weapons) and feats

> **Attack Rolls**
>
> Attacks roll a d20 plus either the melee or missile attack bonus, and hit if the total is at least equal to the target's Armor Class. On a hit, the melee or missile damage bonus is added to the damage rolled for the particular weapon.
>
> The Combat Modifiers section lists additional conditions that modify the attack roll.

Note 1: Only the first melee and first ranged weapon are shown on the PC sheet, even though a character's Pack may allow more.

Note 2: The values printed on the PC sheet do not include any bonuses granted by magic items.

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Defense

Below the abilities box, the PC sheet shows the Defense box. This shows a character's defensive values in various situations, whether or not they're wearing their selected armor.

Defense Values

Dodge: The character's Dodge Bonus, based on level and feats

Basic AC: The character's normal Armor Class

Touch: The character's Armor Class versus touch attacks (not including armor)

Flatfooted: The character's Armor Class when flat-footed (not including Dexterity or Dodge bonuses)

> **Armor Class**
>
> A character's normal Armor Class is 10 plus their Dexterity bonus (though it may be limited by the weight of armor worn), their Dodge bonus, any racial bonuses (for size or natural armor), and the bonuses from their armor and shield (if any).

Note: The values printed on the PC sheet do not include any bonuses granted by magic items, or by special maneuvers such as Parrying or Combat Maneuvers.

Saving Throws

The Saving Throws box is in the center of the sheet, under the Attacks box. The saving throw roll is a d20 plus the bonus listed here:

Saving Throw Values

Base   The bonus from the character's class and level

Bonus   Any bonus from the character's race

Ability   The bonus for the related Ability score

Feat   Any bonuses granted by feats

Total   The total bonus used for the roll, the sum of the preceding values.

> **Saving Throws**
>
> Generally, when a character is subject to an unusual or magical attack, he gets a Saving Throw to avoid or reduce the effect. A particular attack always indicates which of the three types of Saving Throw applies (Reflex, Fortitude, or Will) and the Difficulty Class (DC) to be used as the target number.

Casting

This section, on the right side next to Saving Throws, is used only for Mages, Clerics, and Guardians.

The caption of the box includes the effective casting level (noted as, for instance, L8 for a Level 8 caster). Guardians cast as mages of one level lower, and rare races or feats may provide effective casting levels.

The Spell Points or Prayer Points value shows how many points are available to power the character's spells or prayers. This include the effects of the Magical Aptitude and Piety feats (bearing in mind the effect limits for those feats).

The L1 Save DC value shows the DC used for a Saving Throw to resist a Level 1 spell or prayer this character casts. For more powerful spells or prayers, the DC goes up by 1 for each additional level.

Skills

The table on the bottom left shows the character's skills and the corresponding bonuses. It lists all the skills the character can use: class skills, selected skills, and other skills that don't require training to use.

Skill Values

Ability   Which Ability bonus applies to the skill
Base   The bonus granted for your levels of training in this skill
Bonus   Any bonus from the character's Race or Religion or Feats
Ability   The bonus for the related Ability score
ACP   The Armor Check Penalty for the armor currently equipped
Total   The total bonus used for the skill roll, the sum of the preceding values.

> **Skill Checks**
>
> When you use a skill, roll a d20 and add the total skill bonus and any circumstance modifiers, aiming to reach a target number provided by the GM. Sometimes if the modifiers should not be known to the players, or if the outcome may depend on how successful the roll was, the GM will just ask you to make a skill check and announce your modified total.

Additional Information

Damage

The Damage box is on the left side under the Defense box.

Your character's overall health is primarily indicated by their total Hit Points (HP), shown here. The other two areas in this box are simply spaces for you to mark off damage as it is taken.

Current Hit Points are simply total Hit Points less damage taken. If a character's current Hit Points reach 0 or below, the character is Dying, or possibly Dead.

Some damage is designated as Nonlethal, and tracked separately. When a character's Nonlethal damage equals or exceeds *current* Hit Points, the character falls Unconscious.

Senses

Certain races have enhanced senses compared to ordinary humans. If your character has any enhanced Senses they are noted just below the Saving Throws box. If there is no entry there, the character has only ordinary human senses.

Pack

Just below the space for Senses, the character's Pack is listed. Every character may select one of four available Packs (or no Pack if they prefer to be particularly light on their feet).

Movement and Combat Step

Also under the Saving Throws and Senses, you'll see your character's primary movement rate. The movement shown is for a full Movement action during a combat round. The sheet also shows the character's Combat Step, which is the amount of movement allowed in conjunction with a melee attack.

Feats

The list on the bottom right shows the character's feats. Feats are special or exceptional talents, which set one character apart from another. Some feats may be taken more than once, in which case they will be listed with a number after the name (e.g. Strong Magic 4).

Character Growth

Characters will continue to grow and develop over time, increasing ability scores, adding feats and skills, and collecting magic items and other loot.

Experience and Levels

In order to track their development, characters earn **Experience Points** (or XP) for every expedition they go on.

Convention experience is awarded based on the length of the expedition, the time during the weekend that it takes place, and the experience score assigned by the Game Master at the end of the expedition.

Campaign experience is awarded at the GM's discretion, often assigned manually to each character or to the party as a whole.

At certain XP thresholds, a character gains a new **Level**. Each level gained brings higher Hit Points, improved attack bonuses and a better Dodge bonus, better Saving Throws, and more powerful Spells or Prayers. Characters can increase one of their Abilities by a point at every even level, and gain a new feat at every odd level (except for Heroes, who gain a feat at *every* level).

A **Level 1** character is just starting out in the world. *This is often the starting level for campaign characters.*

A **Level 5** character is a member of their craft or guild in good standing. *This is the starting level for convention characters.*

A **Level 11** character is qualified to be the leader of a craft or guild. A select few characters reach this level by the end of the convention.

A **Level 16** character would be a legendary hero or villain

Experience & Levels

Level	1	2	3	4	5	6	7	8	9	10
XP Required	0	2000	4000	8000	16,000	32,000	64,000	128,000	256,000	512,000
Award (All)	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability	Feat	+1 Ability
Award (Hero)		Feat		Feat		Feat		Feat		Feat

The level progression continues according to the same pattern beyond 10th level, doubling the XP required for each new level.

Leveling Up

When a character earns an Ability bonus, you may increase any one ability by a point, which also increases the modifier for that ability by $+\frac{1}{2}$.

When a character earns a new Feat, you may choose any feat, assuming the character meets the prerequisites for the selected feat.

A character may also earn Skills, either by applying an ability bonus to Intelligence or selecting the Skill Training feat. You may choose to add a level to any eligible skill, up to two levels of training per skill.

Note: you are not required to make these selections immediately. A character may go on for one or more levels without selecting the awards they have earned.

> **Convention Levels**
>
> At the convention, the computer generates a new character sheet after every expedition. When a character levels up, the new sheet will show the updated statistics based on the character's new level.
>
> You will still need to use one of the touch screens at the desk to select new Abilities or Feats for the level.

In addition to these selections, a number of calculated statistics should be updated:

Hit Points: Every character gains Hit Points with each new level, according to the progression in the next section.

Attack Bonuses: Every character's Base Attack Bonus increases with level (see the Player Classes Table). Additionally, ability bonuses applied to Strength or Dexterity affect the melee attack and damage bonuses, or the missile attack bonus.

Dodge Bonus: Every character's Dodge Bonus increases with level (also on the Player Classes Table), improving Armor Class. Additionally, if an ability bonus was applied to Dexterity, that improves AC as well.

Saving Throws: All Saving Throws improve with level, and improving Dexterity, Constitution, or Wisdom also improves the corresponding Saving Throw.

Skill Ratings: The base bonus for training in a skill increases with level. Improving an ability also improves the total bonus for skills based on that ability.

Spell Points or **Prayer Points:** Increasing Intelligence, Charisma, or Wisdom can give a Mage, Guardian, or Cleric additional Spell or Prayer points.

Spell or Prayer Save DC: The Save DC for a character's spells or prayers also include the relevant ability bonus, so increasing that ability will increase the Save DC.

Spell Costs or **Prayer Costs:** Mages, Guardians, and Clerics may gain access to a new level of spells or prayers. Even when they don't, the spell point cost or prayer point cost for existing spells or prayers goes down with each new level.

Feat Effects: New feats may affect certain bonuses or statistics. Make sure to account for these every time you select a new feat.

Hit Points

With each level, a character's Hit Points increase, making him the combat equal of more powerful villains and monsters.

Campaign Hit Points are usually determined by rolling the appropriate die when the new level is gained, adding the result and Constitution bonus to the prior total.

Convention Hit Points are standardized across characters in order to avoid errant dice distorting convention play. At first level, a character will always have the maximum possible hit points. At all higher levels, a character will have 75% of the maximum possible. Fractions are retained until the Constitution bonus is applied.

Convention Hit Points by Level

Level	Die	1	2	3	4	5	6	7	8	9	10
Mage	d4	4	6	9	12	15	18	21	24	27	30
Guardian	d6	6	9	13.5	18	22.5	27	31.5	36	40.5	45
Cleric	d8	8	12	18	24	30	36	42	48	54	60
Hero	d10	10	15	22.5	30	37.5	45	52.5	60	67.5	75

The character's Constitution bonus is added to the result, once for each level. For example, a Level 5 Hero (37.5 hits base) with 13 Constitution (+1.5 bonus) would add 7.5 hits from Constitution for 45 total hit points.

Applying an Ability increase to Constitution affects the Hit Points for all prior levels. That is, if the same character increased his Constitution to 14 (+2 bonus), his Hit Points would immediately increase to 47 (47.5, rounded down).

Magic Items

Beyond experience awards, each character accumulates gear, including Magic Items.

Convention magic items are recorded on item cards. Each item card is an index card with the description of the item, and must be initialed by the Game Master who gave it to you using a Magic Pen. Each time you go on a run, you will need to turn in your items with your character sheet, but you'll get them all back before the run begins.

Campaign magic items may be tracked by each player, or by the GM as "party loot," depending on the campaign.

You can keep these items for all your subsequent adventures, though some items will "burn out" after a number of uses (noted in the item description as a percent chance of failure on any given use). You can also trade item cards with other players, perhaps to build a collection more appropriate to your character.

The Spirit of PrinceCon II

Mage On Rinse

The party descends a stairway...

Hero: Hurry! We're not the only ones after the Maguffin. If those dirty bandits get there first...

Scout: Wait! Look at this. *(Points to a pool of water outside the door.)* It's a trap! That whole room is probably full of water. We'll be drowned!

Mage: No problem. *(Begins casting.)*

A swirl of magic coalesces into a Dimension Door. The entry door is at the bottom of the stairs, the exit at the top.

Mage: Go ahead now, I've diverted the water away.

Water rushes in and falls into the lower Dimension Door. To Hugh's surprise, the mass of water emerges from the top door and rushes down the stairs. He is still faster to react than the rest of the party, stepping into an alcove alongside the stairway. The rushing water washes the rest of the party down the stairs and into the lower dimension door... Whereupon the surprised party, along with the water, emerges from the upper door and rushes again down the stairs, picking up still more speed. And again. And again.

Mage: Sorry guys, just wait a sec... *(Begins casting.)*

A second Dimension Door opens. This one has both ends on the stairway, perhaps 5 steps apart. Sadly, Hugh has still not mastered geometry. The water and party rush into the new lower door, and emerge from the new upper door, only to tumble down the (admittedly fewer) stairs into the new lower door, and back out the new upper door, and so on. Meanwhile, all the water from the original dimension door pair is feeding into the smaller dimension door pair. Finally it overfills the available space, exploding into the alcove where Hugh has been hiding, and dragging him into the wash cycle.

Slightly over a minute later the dimension doors expire, and the water rushes out, leaving the beaten and bedraggled characters strewn across the stairway. The Game Master acknowledges that by all rights the characters should have drowned, but this was the sole remaining "Good" party on the final run of the convention, and therefore the last hope for a peaceful resolution for the world.

Mage: *(Cheerfully)* Well guys, at least we survived the trap.

Hero: *(Growls)* You're a dead man.

Scout: I'll hold him, you gut him.

Mage: Whoa guys, any one you walk away from...

Hero and Scout draw weapons. Mage defends himself, and while the powers of a final-run mage are formidable, he is eventually overwhelmed.

Mage's dying act is to trigger a magic item, permanently trapping the rest of the party inside a sphere of force.

...Needless to say, the forces of good did not prevail at PrinceCon 7

Changing the World

When your character tries to do something and there's some question as to whether or to what degree they will succeed, you resolve the outcome by rolling dice.

Rolling the Dice

When you attempt any action that has some chance of failure, you use a twenty-sided die (d20). To determine whether you succeed, you:

- Roll the d20.

- Add any relevant modifiers.

- Compare the result to a target number, normally provided by the GM.

- If the result equals or exceeds the target number, you succeed. If the result is lower than the target number, you fail.

Modifiers

A modifier is any bonus or penalty that applies to the d20 roll. A positive modifier is a bonus, while a negative modifier is a penalty. You might get a bonus for things like a high skill or ability or magical equipment, or suffer a penalty for things like operating in darkness or with one hand tied behind your back.

Stacking

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all). However they generally do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies.

There are two common exceptions to the way modifiers stack: multiple Dodge bonuses or multiple Circumstance bonuses *do* stack.

Difficulty Class

Difficulty Class (or DC) is simply a term for the target number of the d20 roll. It is normally assigned separately by the GM for every roll. For instance, if a character uses the Climb skill and has a total modifier of +8, and the Difficulty Class for the check is 15, the player must roll a 7 or better on the d20 to succeed. But then the character might come to a slippery part of the climb, and their next Climb check might have a DC of 20 instead.

In many cases, the rules covering certain situations will specify a typical Difficulty Class. For instance, there is specific DC to make a Saving Throw against a hostile spell or prayer.

Difficulty Class is not normally used for opposed rolls; instead each side rolls a d20, adds any appropriate modifiers, and the highest total wins.

Rolling Multiple Dice

Different dice may be used to calculate effects, such as the total effect of a spell or the damage done by a weapon. These dice rolls are described by expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that is added to (or subtracted from) the result.

Percentile Dice

Percentile dice (sometimes stated as d%) also work a little differently You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Skill and Ability Checks

When you use a skill, that is resolved as a skill check. For a skill check, roll a d20, add your total modifier for the skill in question, and compare the total to a DC provided by the GM.

When you use a raw ability against a fixed obstacle (such as Strength against a blocked door, or Intelligence to recall long-lost details), that is resolved as an ability check instead. For these types of checks you roll d20, add your ability score as a modifier, and compare the result to a DC provided by the GM.

Note that these DCs often look quite high, since characters can accumulate high skill bonuses, and even an average person gets a +10 bonus to an ability check.

Contests

When a situation results in two characters opposing each other over a single action, it is often resolved as a Contest instead of a single d20 check. In any Contest both characters roll a d20, add modifiers, and compare totals. The higher total wins, with ties preserving the status quo.

Skill Contest

When two skills are opposed, each side simply rolls d20 + total bonus. For instance, one character might roll Sleight of Hand while the other opposes it with an Awareness roll.

Level Contest

Certain situations, especially the effects of certain spells, call for a Contest of Levels, also known as a "level-vs-level battle." In this situation both sides roll d20 and add *three times* their character level.

Ability Contest

Some situations, such as an arm-wrestling match or a footrace between contestants with matched movement ability, may call for a raw contest between ability scores. In this type of situation each side rolls d20 plus the ability score (*not* the ability bonus).

Saving Throws

A Saving Throw represents the innate and autonomous ability of a character (or other target) to resist or avoid effects directed at it from a potentially harmful source (often a spell, prayer, trap, or poison). This reaction may *save* the character from some or all of the effect.

Characters (and monsters and other living beings) will automatically attempt to resist or avoid incoming magical or similar effects, *including ones that would be beneficial* such as Cure Prayers. Characters may explicitly drop saving throws to avoid this.

Objects targeted by a spell or prayer usually do not get a saving throw. If the object is being worn or carried, however, the wearer may make a Will save to prevent the effect (unless the spell description says otherwise).

Saving Throws follow the usual procedure of rolling a d20, adding modifiers, and comparing to a given DC. However, for a Saving Throw only, a roll of 1 always fails and a roll of 20 always succeeds.

A character's Saving Throw bonus is the total of:

- The base bonus for class and level listed on the Player Classes Table
- Racial bonuses (if any) listed on the Player Races Table
- The ability bonus for the appropriate ability
- Bonuses from any appropriate feats

There are three types of saving throws:

Fortitude saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Your Constitution bonus and the Great Fortitude feat add to Fortitude saves.

Reflex saves test your ability to dodge area attacks. Your Dexterity bonus and the Lightning Reflexes feat add to Reflex saves. Characters who are unconscious, paralyzed, or tightly restrained automatically fail Reflex saves.

Will saves reflect your resistance to mental influence as well as many magical effects. Your Wisdom bonus and the Iron Will feat add to Will saves. Characters who are unconscious automatically fail Will saves.

The most common things that incur Saving Throws are:

Spells: Most spells that directly affect a target allow a saving throw. The save DC is 10 + the Mage's Intelligence bonus (or Guardian's Charisma bonus) + the modified spell level. The Hard to Save modifier and the Strong Magic feat increase the DC.

Prayers: Most prayers that directly affect a target include a saving throw. The save DC is 10 + the Cleric's Wisdom bonus + the modified prayer level. Clerical Chanting and the Divine Favor feat may increase the save DC.

Items: Items that cause some magical effect typically allow a saving throw. The item description lists the save type and DC.

Poisons: Most poisons involve a saving throw, often Fortitude. Often the poison will continue to damage the victim until a save is made. See the poison's description for details and the save DC.

Traps: Most traps allow a saving throw; either Reflex to dodge or Fortitude to resist. See the description for the save type and DC.

Dropping Saving Throws

A character has the option of dropping all saving throws for a round. To do this you must declare it 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. It is also routinely done to accept enhancing spells or prayers before a combat begins.

Voluntary Effects

Some spells or prayers require a voluntary target. This does not involve a Saving Throw. You may accept or reject a voluntary effect regardless of whether you have dropped saves.

Combat

Time in Combat

Combat takes place in combat 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

Each character may act in each combat round. Certain actions are faster than others, so the combat round is broken into phases. Actions within a phase are usually resolved simultaneously, but take effect before actions in the following phases. In general, each character acts in only one phase of the round, though there are several exceptions to this principle.

Phase Summary

I. Declaration: This phase is mainly a time for players to decide how to act and declare their intentions for the round. This is generally not binding, except for three cases:
- If you are dropping saving throws for the round, it must be announced now.
- A mage or guardian casting a spell must declare the spell being cast (though not the target or modifiers).
- If you are using Combat Maneuvers or fighting defensively you must announce all modifiers now and commit to making a melee attack this round. Modifiers then apply for the entire round.

II. Powers: Innate abilities such as breath weapons and gaze weapons are resolved. Regeneration and continuing damage (e.g. poison) are applied. Mage spells cast with the Power Word modifier are resolved.

III. Combat: All attacks with missile and melee weapons are resolved. Natural weaponry, unarmed strikes, and grappling attempts are included. Most combat is simultaneous.

IV. Prayer: Prayers are announced and take effect in order of increasing prayer point cost, although clerics cannot be distracted by effects suffered in this phase.

V. Spell: Spellcasters choose the modifiers and targets of the spell they have declared, or else drop the spell (taking no action and spending no points). Spells take effect in order of increasing spell point cost, although casters cannot be distracted by effects suffered in this phase.

VI. Item: Characters may switch weapons, get things out of packs, etc. General manipulation of objects (e.g. opening or closing doors) takes place now.

VII. Movement: All characters who have not done anything else may move. Characters with the Halfmove feat take their partial move now. Characters who are dodging take their retreat now.

Free Actions

Characters may take any number of free actions in a round in addition to their usual action, subject to common-sense limits:

5' Adjustment: Characters may make a 5' adjustment move immediately before or after any other action they take in a round (except for another movement action).

Drop Prone: Characters may drop prone at any time as a free action.

Speak: Characters may speak in any phase (for example, to demand a surrender after a foe is injured), though a full-round monologue is generally considered to take place in the Powers phase.

Drop Item: Characters may drop an item they are holding at any time during the round. Mages who intend to cast must drop anything that would interfere with the casting during the Declaration Phase.

Pass Item: Characters may pass an item in hand to an adjacent character as a free action. (It takes an item phase action to withdraw an item from a pack to hand it to someone, and one of the characters must take a movement action if the two don't start out within 5 feet of each other.)

Stop Concentrating: Characters may stop concentrating (typically on maintaining a spell or prayer, but also on selected other tasks) as a free action.

Delayed Actions

Any action can be delayed to a phase later than its usual one. For example, an archer may hold his fire into the Movement phase, in order to shoot someone about to come out a door, or to wait for the onrushing attackers to move into a more favorable range. This can also be used to "cover" hostile characters, e.g. "Don't move or I'll shoot." However, delaying an action commits you to that action: the character may adapt to unexpected circumstances, e.g. by changing targets or not acting at all, but cannot opt to do something completely different (such as digging out a potion or running away).

This is particularly crucial for mages and clerics: to "hold" a prayer or spell commits the points (and, for mages, a definite set of modifiers), and if they are distracted, or choose not to cast after all, the points are lost.

Haste

Certain items and spells allow a character to act twice in a round. The actions can be in the same phase or in different phases. With the ability to delay phases this allows full flexibility: e.g. a Hasted hero who is out of reach of all opponents can delay his combat strike, rush into battle on his Movement phase, and then strike.

Haste does not, however, allow either clerics or mages to cast twice in one round: their second action must be used for something else, and for a mage, must be used for something that does not fall between the declaration and the completion of the spell.

Combat Phase

The Combat Phase is when most physical attacks occur, including attacks with missile or melee weapons, fists or other natural weapons, and other attacks like shoving, tripping, or grappling.

Movement

There are two types of movement that may be combined with an attack in Combat Phase:

5' Adjustment: Anyone can take the usual free 5' adjustment, either before or after any attack

Combat Step: If you have the Long Combat Step feat then you can use up to 1/4 your movement to reach an enemy in order to make a melee attack.

Note that all of these are subject to the usual terrain modifiers. If you wish to enter combat with an opponent who is too far away to reach with these types of movement, then in the Movement Phase you can either execute a Long Charge covering up to half your normal running distance, or a regular full move action.

Movement is nominally simultaneous, for characters who are moving at all. If the exact timing, or ability to evade enemies, is important, movement may be resolved in 10' increments, with all characters moving until they run out of increments. Thus, slower-moving characters stop first and others can react to them.

Opposed characters with ready melee weapons cannot move past each other within striking distance except by mutual consent; if either chooses to engage both stop and they fight each other next round.

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Dropping Prone and Standing Up

Throwing yourself prone is a free action that can be taken at any time.

Getting up from a prone position is a movement action requiring your full movement; you can reduce it to the equivalent of a 5-foot step with an Acrobatics check (DC 15).

A prone attacker is penalized in melee, and the only missile fire allowed is with crossbows. A prone target is easier to hit in melee, and harder to hit with missile weapons.

Facing and Flanking

PrinceCon does not specifically track a character's facing. It may be generally known, as when using miniatures to represent a combat, but it does not have a specific game effect. In particular, simply being beside or behind someone does not grant an attack bonus against him or allow the use of the Sneak Attack feat.

However, note that in melee a character can engage up to three adjacent opponents of the same Size in front of him.

Sequence of Attacks

Almost all actions in combat phase are simultaneous; this includes missile, melee, and grappling attacks. The primary exception is in a *closing engagement*. If the characters were not in melee on the round before, and they are attacking each other, then the longer weapon strikes first; its damage is applied and resolved, and any consequences (such as falling down due to zero or negative hits) are applied before the shorter weapon can strike. This applies whether the characters moved into engagement on the previous round or they are moving to engage each other now. A missile weapon is considered longer than any melee weapon.

In practice, all combat can be treated as simultaneous, except the combatant with the longer weapon in a closing engagement can preempt the enemy they are closing with *if that enemy is attacking them back*.

Combat Phase Actions

Each character in combat may choose from the following actions:

Regular Attack: A normal missile or melee attack, without any additional modifiers. This may actually be multiple attacks if you use feats like Rapid Fire or Multistrike. It may include a 5' adjustment or Combat Step. If the opponent is farther away (up to half your movement), you can use a Long Charge in Movement Phase instead.

Parry: If you are fighting with two weapons but make only a single attack, you are assumed to be parrying attacks with the other weapon. This gives you a +1 shield bonus to AC for a Light weapon and a +2 shield bonus for a 1H weapon, only against melee attacks from the enemies you are engaging. Parrying in this manner is a free action.

Dodge: All characters can dodge, which precludes any type of attack. Dodging can be declared at any time, even before or after the Combat Phase, and even in response to an attack declared against you (but must be decided before that attack is rolled). Dodging is your action for the round, so you cannot Dodge unless you have an unused action left to forfeit. It grants a +6 dodge bonus to AC for the full round. When Dodging, you may retreat up to half your movement in the Movement Phase of the same round.

Interpose: If a friend and enemy are in melee, you can attempt to interpose, moving either your friend or the enemy (your choice) back 5' and preventing the enemy from attacking your friend. Since all actions are simultaneous, an interpose cannot stop the enemy from attacking your friend *this phase*, but it can prevent any future attacks. To successfully interpose, you must win your choice of a Contest of Strength or Contest of Dexterity. You are sacrificing your attack in order to interpose, but you can still use your Combat Step to reach the melee.

Disarm: To disarm an opponent, you make opposed d20 rolls, each adding your standard melee attack bonus, except you suffer an additional −3 circumstance penalty for the attempt. If your total is higher, you do no damage, but at the end of the phase your foe's weapon goes flying (1 foot per point by which you beat his roll). Due to the simultaneous nature of attacks in the Combat Phase, he may still use the weapon for an attack during this phase.

Trip: To trip an opponent you must first hit her with a touch attack using your regular melee bonus. Then you must win a Contest of Strength with your opponent, with both characters applying their Grappling Size Modifier as a modifier to the roll. If you win, your opponent falls prone at the end of the phase. A caster or cleric is automatically Distracted if they are tripped, and must make a Concentration check to cast.

Shove: Shoving an opponent uses the same sequence of rolls as tripping, but instead of falling down your foe is forced back 5 feet. If you wish you can follow him into the space he just vacated to maintain the same distance. You can push (and, if you wish, follow) an additional foot beyond the basic 5 for every point by which you won the Contest of Strength.

A caster or cleric is automatically Distracted if they are shoved, and must make a Concentration check to cast.

Grapple: Grappling is an attempt to physically subdue an opponent using the Grappling procedure. Grapple attempts are normally simultaneous with other Combat Phase attacks (you might tackle your foe even as she stabs you), except grapples always go last in a closing encounter.

Attack Rolls

Hitting in combat with a melee or missile attack is resolved by a d20 check where the target number is the Armor Class (AC) of the target. You get a standard attack bonus, and modifiers from any special circumstances that apply to the combat.

Melee Bonus: Base Attack Bonus + Size Modifier + Strength Bonus
Missile Bonus: Base Attack Bonus + Size Modifier + Dexterity Bonus
Armor Class: 10 + Base Dodge Bonus + Size Modifier + Dexterity Bonus + Armor Bonus

Other Bonuses: The Archer and Warrior feats increase the Missile and Melee bonuses, respectively. The Weapon Finesse feat changes the melee bonus to use Dexterity instead of Strength for Light weapons. The Dodge feat increases a character's Dexterity bonus to AC, and various combat actions can further increase the Dodge bonus (note that Dodge bonuses always stack). Racial bonuses other than for size are fairly uncommon, but for instance a Hobbit has a missile bonus.

Certain kinds of attacks (especially from spells) are defined as "touch attacks." These need only make contact, not penetrate armor. They therefore ignore all armor bonuses. Note that some "touch attacks" are ranged!

Combat Modifiers

There are situations that modify combat. In general, each one that applies grants a +3 to attack or to AC. Because these are all circumstance modifiers, they stack.

Surprise: +3 to attack if the target is surprised. Surprised opponents also lose any Dex or Dodge bonuses to AC (though Dex penalties, if any, are kept), and Sneak Attack damage applies.

Attacker Hidden: +3 to attack from hiding (e.g. a position you took with a successful Hide check) or from Total Concealment (including Invisibility).

Target Restrained: +3 to attack if the target is Pinned, tied up, etc. Restrained opponents also lose any Dex or Dodge bonuses to AC (though Dex penalties, if any, are kept), and Sneak Attack damage applies.

Cover: +3 to AC for cover, +6 to AC for heavy cover. Cover means there's an obstacle between you and your foe. If the attack would have hit except for the cover bonus, the cover is hit and may be damaged. Especially heavy cover may provide a larger bonus or make attacks impossible. Cover adds the same bonus to Reflex saving throws.

Concealment: +3 to AC for partial concealment (curtains, fog, partial illumination), or +6 to AC for total concealment (Invisibility, attacker blind, heavy fog, darkness). Remember that special senses may negate concealment.

Attacker has limited movement: +3 to AC if attacker is using a melee weapon from a prone position or while grappled. Among missile weapons, only crossbows can be used while prone, but there is no penalty; using a missile weapon while being Grappled or while Pinned is impossible.

Missile attacks into melee: The opponent of the target is treated as cover, which grants the target +3 AC. See also Firing into Melee.

Attacks against a prone target: +3 to AC for missile attacks, +3 to attack for melee attacks.

Attacks into a grapple: Roll randomly for target unless the intended target is Pinned. Grappled opponents also lose any Dex or Dodge bonuses to AC (though Dex penalties, if any, are kept).

Other circumstances: The above list is not exhaustive. In general, a circumstance bonus will be +3 to the attack or to AC as appropriate, but the GM can vary this to account for special circumstances.

Missile Fire

Every missile weapon has a range increment, in feet. Missile weapons take a −3 penalty for each full range increment. The maximum range is 5 range increments (at a −12 penalty).

Firing into Melee: An ally (defined as any character you don't want to hit) within 5' of your target provides cover against missile attacks (though not melee attacks or effects requiring saves). If you roll a 1–3 while firing into a melee, you hit your ally instead. Note that an ally does not provide cover if a target is large enough that you can find an aiming point on its body at least 10' away from any ally. Characters with the Sharpshooter feat can ignore these rules.

Crossbow Rate of Fire: Characters of Str 10 or less take a round between shots to crank a light crossbow and 2 rounds for a heavy crossbow. With Str 11 these times are reduced by one round each (so the light crossbow fires every round and the heavy every other round.) A character of Str 17 or more can fire a heavy crossbow every round.

Other missile weapons can be fired every round.

Surprise

Many situations in which one party is surprised, such as an ambush, are resolved with a combination of two effects: being flat-footed, and being surprised by an attacker.

When a character is first surprised, he is also flat-footed (not moving defensively). Once he is in combat, he may be surprised by a new attacker, but would no longer be flat-footed.

A **flat-footed** character loses his Dexterity bonus to AC as well as any Dodge bonuses, and attackers with the Sneak Attack feat do bonus damage on attacks. These bonuses are regained the round *after* he becomes aware of the attacks.

An attacker who **surprises** a character gains a +3 bonus to his attacks against that character for the round.

Grappling

Grappling is the process of wrestling with an opponent at close quarters. Typically each combatant is either trying to damage the opponent, pin (immobilize) the opponent, or escape.

Grapple check bonus

Size has a different effect on this kind of brute-force combat. Your grapple check bonus is the same as your melee attack bonus with the grappling size modifier replacing your regular size modifier. (The net effect of this is that Small characters subtract 5 from their melee attack bonus to find their grapple check bonus.)

The following table shows the normal Attack Modifier and the replacement Grapple Modifier for creatures of various sizes. All player character races are either Medium or Small, but of course you may come across creatures of other sizes.

	Colossal	Gargantuan	Huge	Large	**Medium**	**Small**	Tiny	Diminutive	Fine
Attack Modifier:	−8	−4	−2	−1	**+0**	**+1**	+2	+4	+8
Grapple Modifier:	+16	+12	+8	+4	**+0**	**−4**	−8	−12	−16

Starting a Grapple

To start a grapple:

1. You must grab your opponent: this requires hitting with a melee touch attack using your normal attack bonus. If you miss, the attempt is over.

2. If you succeed in grabbing, you must establish a hold: the two characters perform an opposed grapple check, i.e. each character rolls d20+grapple check bonus and the higher roll wins. If you win you have established a hold and you do your unarmed combat damage. If you tie or lose, the attempt is over.

If both opponents are willing to grapple and select the Grapple action for this phase, skip the steps above and just apply each opponent's unarmed combat damage to the other. The foes are now grappling.

Once the initial hold has been established, both characters are "grappling." After the initial round in which the grapple was started, it no longer matters who chose to start the grapple and who was grappled. **Each grappling character may take one grappling action per round, and loses their Dodge bonus and Dexterity bonus to AC for the duration of the grapple.** The grapple goes on until one character or the other breaks free.

While grappling, each character's action often involves an opposed grapple check, and like other actions in the phase, grappling actions are resolved simultaneously. If the results make sense, they are applied (for instance, one character tries to escape and fails, the other attempts to inflict unarmed combat damage and succeeds). If the results are contradictory they are ignored and the grapple continues (for instance, one character escapes while the other establishes a pin and both succeed, or each character successfully pins the other).

If one character escapes while the other successfully performs some action (such as a move or attack) then the action happens and the other character escapes afterward. The only exception is when one character casts a spell or prayer and the other escapes, in which case the escape happens immediately and the spell or prayer is handled in its usual phase.

Grappling Actions

These are the only actions available to characters who are grappling:

Pin Opponent: You can try to pin your opponent by winning an opposed grapple check. This leaves the opponent immobilized, though not helpless (see below).

Break Free: You can try to break free. This requires winning an opposed grapple check. If you succeed you withdraw to stand adjacent to your opponent. For this check you may substitute your Dexterity bonus for your Strength bonus if you wish.

Unarmed Attack: You can do your unarmed damage to your opponent. You must beat your opponent in an opposed grapple check to do this.

Armed Attack: You can attack your opponent with a Light melee weapon, if you have such a weapon in hand (missile weapons or 1H/2H melee weapons cannot be used). This attack takes a -4 penalty, although remember that the opponent loses their Dexterity and Dodge bonuses to AC.

Draw Weapon: You can try to draw a Light weapon. To succeed, you must win an opposed grapple check.

Cinema Finish: If your opponent has a light weapon in hand, you can try to wield the opponent's weapon against her. This requires an opposed grapple check against the opponent to gain control of her weapon hand, and a successful attack roll at -3 to actually hit with the weapon. Even if you succeed, she is still in possession of the weapon (you temporarily bent the business end toward her).

Half Move: You can try to move. If you win an opposed grapple check you can travel up to half your movement. Your opponent is still clinging to you.

Prayer: You can try to perform a prayer. This action will not be resolved until the Prayer Phase. You are automatically Distracted with the usual DC, even if you do not suffer any damage.

Spell: If you declared a spell for the round, you can still try to cast it. This action will not be resolved until Spell Phase. You are automatically Distracted with an additional +5 circumstance modifier to the Concentration check DC, even if you do not suffer any damage. The additional +5 penalty can be avoided by casting the spell with the +2 Reduced Gestures modifier.

Free a Friend: If you are in a grapple with 3 or more combatants, and one of your opponents holds another one pinned, you can break the pin by winning an opposed grapple check against the character holding the pin.

Pinning and Being Pinned

If you have another character pinned, you may take only the following grapple actions: **Unarmed Attack**, **Half Move**, **Prayer**, or **Spell** (only with +2 Reduced Gestures). At your option, you may prevent a pinned character from speaking. You may release the pinned character at any time: this ends the grapple and you withdraw to adjacent spaces.

If you are pinned, you can do almost nothing except try to break the pin by winning an opposed grapple check. You may cast a prayer if allowed to speak, or cast a spell with +2 Reduced Gestures and also +2 Reduced Incantation (unless you're allowed to speak). For breaking a pin, you may substitute your Dexterity bonus for your Strength bonus if you wish. If you win the check, you cease to be pinned although you are still grappling.

While you are pinned, opponents not involved in the grapple can target you specifically without risking hitting anyone else in the grapple. You still lose your Dexterity and Dodge bonuses to AC, and attackers are +3 to hit on top of everything else.

Attacking Grappling Characters

If someone outside the grapple attempts to attack somebody who is grappling but not pinned, roll randomly to see which of the grappling characters is actually targeted. Then resolve the attack against that target, bearing in mind they have lost their Dexterity and Dodge bonuses to AC. This applies for both melee and missile attacks.

Prayer Phase

A cleric does not commit to casting at the beginning of a round the way a mage does. If the cleric has not taken a previous action (such as dodging or attacking in combat), she may choose to cast a prayer. Prayer points are deducted for the prayer, and then it takes effect.

A cleric must be able either to speak or to move his hands to pray, so a bound and gagged cleric may not perform prayers. Armor worn has no effect on casting prayers or orisons.

Distraction

A cleric who has taken damage but not acted faces a risky choice. She may attempt to cast a prayer despite the distraction. She spends the prayer points for the prayer, and then rolls a Concentration skill check. If the skill check fails the prayer is wasted and the points are lost.

Distraction DC: 15 + (damage taken) + (level of prayer)

A Cleric who is grappling may also attempt to cast a prayer, but she must make a Distraction check whether or not she's actually taken damage.

Sequence of Prayers

Prayers are resolved in order of increasing spell point cost, but this is relevant only for prayers that interfere with each other (e.g. Cause Wounds vs. Withstand Causes.) Damage taken from another clerical prayer cannot distract a cleric. It can, however, distract a mage, since spells are slower than prayers.

Prayer Saving Throws

If the target of a prayer needs to make a Saving Throw, the Save DC is:

Prayer Save DC: 10 + the Cleric's Wisdom bonus + the modified prayer level

The Divine Favor feat may increase the save DC.

Concentrating on Prayers

Certain prayer descriptions refer to "concentration" being involved in casting, maintaining, or controlling the prayer. The cleric takes the usual effects of Concentrating. Unless otherwise stated in the description of the prayer requiring concentration, if the cleric takes damage, then a Concentration skill check will be required to avoid breaking concentration, but it is calculated as though the prayer were level 0.

Spell Phase

Casting a spell is an elaborate activity normally requiring a full round. This is represented by requiring the mage to choose his spell (but not modifiers) in the Declaration Phase. During the Spell Phase of the same round, the caster may choose to:

- Cast the spell. The caster decides which modifiers to apply. Spell points are deducted and the spell takes effect.

- Drop the spell at no spell point cost. The mage still cannot take any other action in the round, except for a 5-foot step.

- Hold the prepared spell to cast it in a later phase of the same round. The caster must choose modifiers and spend the spell points now. If the spell is interrupted or dropped in a later phase, the points are lost. A mage cannot hold a prepared spell past the end of the round.

Casting Requirements

A mage or guardian must be able to speak and gesture to cast spells normally. Gestures and incantations are obvious and loud.

Normally, a mage or guardian must have both hands completely empty to make magical gestures. He may cast cantrips while wearing any armor with which he is proficient. For actual spells, however, the weight of armor impedes gesturing. The Cast Wearing Armor feat allows you to cast spells normally while wearing any armor with which you are proficient. Lacking this feat, you must reduce the gestures to a level compatible with armor.

The Reduced Gestures modifier at the +1 level allows the mage to gesture one-handed, as well as to cast wearing any armor with which he is proficient. The +2 level allows the mage to cast with both hands full, when bound, or when wearing any type of armor.

The Reduced Incantation modifier allows the mage to cast when gagged or silenced.

Distraction

A mage who takes damage earlier in the round, or who is grappled, tripped, or shoved in combat, is distracted. A distracted mage has a choice. He can accept the distraction and allow the spell to fail. This costs no spell points. Or, he can attempt to maintain concentration and cast in spite of distraction. This requires a Concentration check.

Distraction DC: 15 + (damage taken) + (level of spell) + 5 if grappling

The grappling penalty can be avoided by using the +2 Reduced Gestures modifier.

If the concentration check succeeds the spell is cast successfully. If it fails, the spell fails and the spell points are lost.

Sequence of 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 increasing spell point cost. Thus a Shield spell that cost 4 points to cast would

give complete protection from a Magic Missile that cost 6 points, even though both were cast 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 spell as if it cost 6 points to cast. In the event of a tie, the higher-level caster's spell goes first.

Spell Saving Throws

If the target of a spell needs to make a Saving Throw, the Save DC is:

Spell Save DC: 10 + the Mage's Intelligence bonus (or Guardian's Charisma bonus) + the modified spell level.

The Hard to Save modifier and the Strong Magic feat may increase the save DC.

Concentrating on Spells

Certain spell descriptions refer to "concentration" being involved in casting, maintaining, or controlling the spell. The mage takes the usual effects of Concentrating. Unless otherwise stated in the description of the spell requiring concentration, if the mage takes damage, then a Concentration skill check will be required to avoid breaking concentration, but it is calculated as though the spell were level 0.

Casting with Attuned Objects

Though mages cannot normally cast with objects in hand, Attuned objects are magically linked to the caster and a properly trained mage can use such objects to make magical gestures rather than impede them. All spellcasters are trained in the use of an Attuned staff, wand, or dagger in spellcasting. These may be mundane or enchanted. Guardians, in addition, are trained in using Attuned weapons for magical gesturing: if a Guardian has had time to attune himself to all of his weapons, it should be assumed that he can cast spells while wielding any of them.

Any magical staff or wand that grants modifiers, or other aid or bonuses, to the casting of spells does not need to be Attuned by the wielder: as part of the enchantment it automatically, temporarily, Attunes itself to the wielder (only for so long as it is held). Wands that simply grant a specific spell or power (e.g. Wand of Fireballs) do not have this self-attuning ability and must be dropped before casting unless the wielder has previously Attuned them.

Item Phase

Readying or switching weapons, getting out a potion, opening a door, and other non-combat manipulations of inanimate objects are Item Phase actions.

A character with the Quickdraw feat may switch or ready weapons as a free action in Item phase. Otherwise, switching weapons (i.e. putting your current weapons away in their sheaths/scabbards and readying new ones) is a full action. Simply dropping your weapon(s) is a free action for anybody; a character without Quickdraw can try to ready a melee weapon as a free action with a Dexterity check against DC 20. Readying a missile weapon always requires a full action without Quickdraw.

For an items such as a potion or wand, grabbing it from a "handy" position (belt pouch, sheath) and using it is a single Item Phase action. If it's tucked in a pack, it's a full Item Phase action just to find it and get it out.

Using a ring, wand, scroll, or other item that produces a spell-like effect is an Item Phase action, and is a full action even if you already have it ready, unless the item itself says otherwise. The exceptions are items that modify other types of actions – a magic sword simply adds bonuses during Combat phase; a ring that provides the wearer with spell points operates in the spell phase; etc.

Movement Phase

Besides 5' adjustments, Combat Steps, shoves, and grapple moves, all movement takes place in Movement Phase, including:

Full Move: If you didn't take any other action this round, you may move your entire running distance.

Half Move: There are several situations in which a character may only move up to half their running distance: A character with the Halfmove feat who has made a missile attack in Combat Phase, a character who took a Dodge action, a caster who is Concentrating, or a caster who cast a spell this round with Cast on the Run.

Long Charge: If you declared a Long Charge in Combat Phase, you can move up to half your running distance and then execute a melee attack. Your movement can curve to avoid obstacles, but the last 20 feet must be in a straight line. If your opponent has an appropriate weapon, they can set it against your charge.

It is not unusual for a character to delay other actions into Movement Phase in order to react to other characters who are moving:

- Hold missile fire or a ranged spell until an enemy comes within range

- Hold a melee attack to fight a charging enemy

- Hold a touch-range spell or prayer to touch a friendly character who moves up to you

- Hold an action to hand an item to somebody else when they run up to you

Conditions, Damage & Healing

Suffering Damage

Hit Points

Hit points measure the physical and mental health of characters. A character's *maximum* hit points increase each time she reaches a new level. A character's *current* hit points are reduced from the maximum as she is damaged, and are increased back to the maximum as she heals.

Applying Damage

Most attacks that cause damage specify a die roll for the damage caused. In the case of attacks with a weapon, the weapon charts inside the front cover specify the damage code, whereas spells, prayers, poisons, traps, and other things that cause damage should list the damage code in their description.

To apply damage:

1. Roll for a Critical Hit if appropriate.

2. Roll a Saving Throw if called for (many types of non-weapon damage), and check whether a successful save reduces or eliminates the damage.

3. Adjust the damage code for Brute Force, Called Shot, Critical Hit, Combat Maneuvers, Deadly Attack, Great Blow, Mighty Draw, or Sneak Attack if any of these feats apply.

4. Roll and total the damage dice.

5. Add the character's damage bonus, if striking with a weapon or using an unarmed or natural attack:

   Melee Damage Bonus: Warrior bonus + Strength bonus (based on weapon size)
   Missile Damage Bonus: Archer bonus + Point Blank bonus (if applicable)

   Note that thrown weapons add the thrower's Strength bonus to damage regardless of weapon size. Some additional spells or spell-like effects also grant damage bonuses, such as Bane Prayers.

6. Add a magic weapon's bonus to the damage, if you're using one.

7. Reduce the total by the target's Damage Reduction or Resistance (if applicable).

8. If the total is more than zero, reduce the character's *current hit points* by the final total.

9. If the character's current hit points are reduced to zero or below, or equal to or below the amount of nonlethal damage he has taken, he falls unconscious at the end of the phase (and falls prone as well).

If the total damage is zero or less, the target is not affected in any way – in particular, it does not distract a mage or cleric, break concentration, or cause a stable character to begin dying again.

Melee Weapons & Strength Damage

A character's Strength-based damage varies with the size of weapon he wields. A light weapon always receives $+0.5\times$(Str mod) to damage, a one-handed weapon wielded in one hand always receives $+1\times$(Str mod) to damage, and any non-light weapon wielded in two hands receives $+1.5\times$(Str mod) to damage. However, characters with Strength modifiers below 0 always receive $+1\times$(Str mod) to damage regardless of what weapon they are using.

Missile Weapons & Point Blank

Any missile weapon with an increment of at least 50 feet does +1 damage to targets within 30 feet (known as Point Blank range).

Damage Reduction

Certain Feats, spells, and magic items grant characters *Damage Reduction*, usually abbreviated DR. The format in which this is described is DR *number*/*condition*. The *number* is the number of damage points which the DR subtracts from every attack. The *condition* describes what kind of damage ignores the DR and applies without subtraction. Note that one dose of poison counts as a single attack even though its damage is over multiple rounds.

Example: The Protection from Normal Weapons spell grants DR 10/+1. Any attack with a weapons doing less than 10 hits is ignored completely. If an attacker manages to do more than 10 hits, 10 is still subtracted from the damage. However, an attack with a +1 weapon (or any stronger level of enchantment) ignores the DR completely and does full damage.

Any DR that has a cancellation condition does not apply to energy, force, or mental/spiritual damage, such as is done by most spells or prayers. Such sources of damage are treated as automatically negating DR. However, if the cancellation condition is "–", *nothing* cancels the DR: it applies to absolutely all sources of damage, including magic and poisoning. The special DR granted by the Toughness feat in an example of DR that has a cancellation condition of "–".

A cancellation condition of a special material ("silver," "wood") is met by any enchanted weapon as well. A cancellation condition of weapon enchantment is met by any stronger enchantment as well.

Multiple sources of DR don't stack; use the highest that applies to the given attack.

Resistance to (Type)

Damage from energy and elemental effects is usually opposed by Resistance to a particular type of damage, rather than DR: for example, Resistance to Fire protects against fire and heat effects. Like DR, Resistance to (Type) always has a numeric rating: unlike DR, the rating indicates how much damage per round, rather than per attack, the resistance will stop. For example, Resistance to Fire 15 will stop the first 15 points of fire damage in a given round, but additional fire damage (whether from a single attack or multiple attacks) in the same round will get through to the character. This "per-round" resistance refreshes at the beginning of each Declaration phase.

Unconsciousness and Death

Dropping to 0 or negative hit points means a character falls unconscious at the end of the phase, and is prone from that point on. That means if the character was acting in the phase they were knocked unconscious, they may usually complete their action, but they lose actions in later phases. The exception is attacks in closing engagements, where a character might not get to strike back.

A character with exactly 0 hit points is Unconscious but Stable, and is in no further danger unless she takes more damage. A character with −1 to −9 hit points is Dying and will lose 1 hit point per combat round during Powers Phase until stabilized. A character who is at −10 hit points or worse *at the end of a round* is Dead. The Hard to Kill feat extends this range.

A dying character can be Stabilized with a Heal check:

Stabilize DC: 10 − (current hit points)

Thus, a character at −5 hits can be stabilized on a Heal roll of 15.

Also, any form of magical healing automatically stabilizes a dying character even if it doesn't restore enough hits to bring the character above 0. Finally, dying characters can stabilize spontaneously: before applying the additional point of damage each round, make a d% roll against the character's Constitution score. (The Hard to Kill feat makes stabilization automatic.)

Nonlethal Damage

Characters may also take nonlethal damage. Nonlethal damage does not subtract from hit points: it is tracked separately. Whenever your total of nonlethal damage equals or exceeds your current hit points, you fall unconscious. It doesn't matter whether this happens because taking more nonlethal damage raised your total, or because taking more regular damage lowered your hit points.

Temporary vs Increased Hit Points

Some magical effects may grant temporary hit points. Damage is taken from temporary hit points first, and lost temporary hits cannot be restored by any kind of healing. However, once temporary hit points are gone, they are gone: if you have lost all of your temporary hit points when the effect that granted them expires, absolutely nothing happens, while if you still have some left, they simply go away – this does not hurt, is not considered damage, and does not even interrupt spellcasting.

Other effects, in contrast, can increase your hit points on a temporary basis (most often by temporarily increasing your Constitution, as in the Berserker feat or the Aura of Power prayer). These increased hit points are just as real as your regular supply: they are not lost first, they can be healed, and when the effect that granted them lapses, your current hit points will drop by an amount equal to the original increase. In other words, your total of current damage will remain constant when an effect that increased your hit points wears off. This may put you from positive to negative hits, if you still had enough unhealed damage.

Any effect that grants temporary hit points will say so explicitly.

Ability Damage

Some attacks temporarily reduce the opponent's score in one or more abilities. While any loss is damaging, losing all points in an ability score renders the character helpless:
- Strength 0 means that the character collapses and cannot move at all.
- Dexterity 0 means that the character is paralyzed.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor.

Additionally, ability damage lowers your effective ability score, and all calculations that use that ability score or ability bonus, such as your Attack Bonus, Armor Class, and any relevant skill bonuses. In particular:
- If Constitution is damaged, the character's current and maximum Hit Points drop accordingly. If this puts him below 0 he falls unconscious at the end of the round. Regaining lost Constitution by any means recovers both current and maximum Hit Points.
- If a character's primary casting ability is damaged, his current and maximum Spell Points or Prayer Points drop accordingly. Regaining the lost ability points by any means restores maximum Spell Points/Prayer Points, but not current Spell Points/Prayer Points.
- Losing Intelligence does *not* cause a corresponding drop in skill training or skill ratings, except insofar as the character's Intelligence Bonus is reduced (lowering the total bonus for Int-based skills only).
- If one of a character's ability scores drops below the requirements for one of his feats, he may no longer use that feat until his ability recovers.

If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice).

Unless otherwise specified, striking a creature that does ability damage does not impose ability damage, even if the attack is unarmed or with natural weapons.

Ability damage can be healed naturally or magically.

Healing

Healing Regular Damage

The most effective way to heal a character is with Cure prayers, such as Cure Wounds. You may need to coordinate the right time to Drop your Saving Throws, but it will work much faster than natural healing.

Natural healing will restore hit points equal to the character's level for each full night of uninterrupted sleep (this is 8 hours for humans but depends on the character's race). Interrupted or inadequate sleep restores only half this amount. A Heal check can double the rate of natural healing for a night.

Healing Nonlethal Damage

Nonlethal damage is healed at the rate of your level per hour of rest. This can be prorated if desired: a fifth-level character gets rid of one nonlethal damage point every 12 minutes. Unconscious characters are automatically resting.

Any magical healing that cures normal damage automatically cures an equal amount of nonlethal damage as well. For instance, if a character with 4 points of regular damage and 10 points of nonlethal damage is cured for 6 points, that will heal all their regular damage and 6 points of nonlethal damage.

You regain consciousness as soon as your hit points exceed your nonlethal damage.

Healing Unconsciousness and Death

Note that a character does not die until the end of a round, so it is often possible for a cleric to use Cure Wounds in the Prayer Phase in order to revive a character who was knocked out or "killed" in an earlier phase (e.g. in Combat Phase).

Such a character would have fallen at the end of the phase in which he lost his last hit points. As a result of being unconscious he would automatically fail his Will save against the Cure, and if healed to positive hit points he would still be prone. Additionally, a character who was knocked unconscious or killed and then revived within the same round is Flat-footed and cannot take any further action in that round. (None of this applies if the character was damaged and healed within the same *phase*, however.)

If the character actually dies, there are several last resorts (given a cleric of the appropriate religion and level):

- Resuscitate (up to a minute or two after death)
- Raise Dead (up to two weeks or so after death; lose a level)
- Raise Dead Fully (up to a century or so after death; lose a level)
- Speak with Dead (at least you can say goodbye)
- *Animate Dead* (and now they'll dance for you)

Healing Ability Damage

Ability damage returns at the rate of 1 point per day (or double that if the character gets complete bed rest) for each affected ability. A successful Heal check doubles both rates. The prayer Restoration heals ability damage as well.

Healing Other Afflictions

Characters may suffer any number of afflictions over the course of their adventures: blindness, deafness, disease, paralysis, lycanthropy, poison, lost limbs, turning to stone, etc. Generally there is a cure prayer that reverses or eliminates each condition, or another similar prayer such as Neutralize Poison or Regrowth.

Character Conditions

Asleep

Characters who are asleep have a sharply reduced awareness of the surroundings, and must be awakened in order to act. This is different than being unconscious, because an unconscious person cannot be awakened at all. The effects of sleeping include:

- Sleepers have a Dexterity of 0 (−5 modifier) for purposes of Dexterity bonuses to AC and Reflex Saves.
- Sleepers are normally prone, giving melee attackers a bonus
- Sleepers have their normal Will and Fortitude saves.
- A sleeper who wakes up is Flat-footed for the remainder of the round in which they awake.

To wake up, you must make an Awareness check, with increasing bonuses for things like people talking around you, the sounds of combat nearby, someone shaking you and shouting in your ear, and actually suffering damage. However, victims of magical sleep may not be able to be awakened at all (see the appropriate spell description).

Blind

The character cannot see. He loses his Dexterity bonus to AC (if any), moves at half speed, and takes a −3 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading or visual Awareness checks) automatically fail. All opponents are considered to have total concealment to the blinded character (+6 AC against the character's attacks, and +3 to hit in return). Any ranged spells or prayers require a missile attack roll with RI 20' and the total concealment modifier to target successfully. If the character has enhanced senses, some of these penalties may be reduced or negated.

Concentrating

The character is focusing on a difficult task, such as casting a spell, maintaining a spell, or picking a lock. This precludes full awareness and ability to react. Damage or other interference will require a Concentration check to complete the task. While concentrating, the character is −5 to Awareness, cannot fight, and can move only at half speed. Using or Quickdrawing an item typically requires a concentration check (DC 20) to avoid losing focus, but pulling out or putting away an item as your full action does not. Concentration may be dropped as a free action; this cancels whatever the character was concentrating on.

Dead

A Dead character cannot be healed, either magically or naturally. However, a high-level cleric might still be able to restore the character.

Dying

The character's current Hit Points are negative, and she has not yet Stabilized. Each round during Powers Phase the character makes a d% roll against her Constitution to stabilize, and otherwise loses one additional Hit Point. At the end of the round where the character reaches −10 Hit Points, she is Dead.

Flat-footed

A character is flat-footed when he is unaware of any impending danger, and not moving defensively. This is normally caused by being surprised. He loses his Dexterity bonus to AC, as well as any Dodge bonus, and attacks against him may add Sneak Attack damage. Note that a character who is Asleep, Dead, or Unconscious also counts as being Flat-Footed.

Grappling

A grappling character loses his Dexterity bonus to AC, as well as any Dodge bonus.

Ignoring an Attack

For whatever reason, a character is not actively attempting to defend herself against an attack. Concentration does not qualify, but attempting to run past an opponent without engaging does. The attacker gets +3 to hit and may add Sneak Attack damage.

Pinned

A pinned character loses his Dexterity bonus to AC, as well as any Dodge bonus. Attackers are at +3 to hit and may add Sneak Attack damage. The pinned character cannot take any action except to attempt to escape the pin.

Stable

The character's current Hit Points are negative, but she is no longer dying (losing additional hit points). She is not in danger of dying for her Constitution in minutes, or while under continuous active medical care (i.e. from someone with at least one level in the Heal skill). She is still Unconscious, and will remain so until healed to positive hit points.

Stunned

A stunned character drops everything held, and loses his Dexterity bonus to AC (if any). Attackers are at +3 to hit and may add Sneak Attack damage. He may do nothing for the remainder of the current round, but may act normally in the following round.

Surprised

A surprised character is unaware of an attack against him. He does not suffer any penalties, but the attacker gains a +3 Surprise bonus to her attack roll and may add Sneak Attack damage.

When a character is first Surprised (e.g. by an ambush), he is also Flat-footed. Once he is in combat, if he is surprised by an additional attacker, he is no longer flat-footed, but the new attacker still gets the surprise bonus.

Unconscious

The character is completely unaware of his surroundings, unable to respond to stimuli, and unable to be awakened. If the unconsciousness is due to damage, he will not wake up until restored to positive hit points (or sufficient nonlethal damage is healed). If it is due to a spell or other magical effect, he cannot be awakened until the effect ceases.

Effects:

- Unconscious characters have a Dexterity of 0 (-5 modifier) for purposes of Dexterity bonuses to AC.
- Unconscious characters are normally prone, giving melee attackers a bonus.
- Unconscious characters automatically fail Reflex and Will saves, but have their normal Fortitude saves.
- A character who wakes up after being unconscious is Flat-footed for the remainder of the round, and generally begins prone.

Adventuring

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.

Weapon Picks: A missile weapon plus its ammunition counts as one weapon. A secondary ammunition supply (e.g. one quiver of normal bolts and one of silvered bolts) counts as a second weapon. A "brace" of two javelins, four daggers, or six darts counts as a one weapon. Otherwise, one weapon is one weapon.

Traveling Light: You can move at the fastest "No Pack" rate if you discard your pack and all its gear, do not carry a shield, and keep only a single Light or One-Handed weapon. Be aware that you won't have any food or water this way.

Pack Chart			
Pack A (1 Weapon)	**Pack B (2 Weapons)**	**Pack C (3 Weapons)**	**Pack D (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 iron spikes (*6)	Tinderbox	Water skin
Lantern	Mallet	3 large sacks	Basic Toolkit
Small Mirror*	Parchment & Charcoal	Bandages	
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.

Equipment in the Packs

The items that can be found in your pack are:
- **Basic Toolkit:** Small (1/2") sharp knife, spare armor laces, whetstone & weapon-cleaning oil, lockpicks if you know how to use them.
- **Brass rod:** is intended for poking around areas you don't want to stick a hand into but will serve as a club in a pinch (−1 hit and damage, breaks on any hit for 5 or more points). Can handle 50-lb load if used to brace something.
- **Bandages:** Enough to bind several significant wounds. Includes tiny vial of triply distilled alcohol for wound cleaning.
- **Collapsible pole** takes 1 round to collapse or extend. Will only support 5-lb load, intended for probing, not bracing.
- **Grappling hook** is rated for 300-lb load if securely seated.
- **Iron spikes** are 8" long, 1" thick, chisel-pointed. DC32 Strength check to open something spiked shut.
- **Knapsack** is the actual pack you're carrying the rest of it in. Well organized with multiple internal and external pockets.
- **Lantern** illuminates 40' clearly, 80' dimly (partial concealment).
- **Large Sacks** have 3-gallon volume / 30-lb weight capacity, 1gal /1 0-lb for Fey.
- **Mallet** is too small for combat use.
- **Oil:** Lantern oil is light, and compounded for brightness rather than heat while burning; it is of little use as a weapon (1d6 fire damage). Each flask will charge a lantern for 6 hours.
- **Parchment & Charcoal** for field notes. The charcoal is in thin sticks.
- **Rations:** Whatever proportions you like of hard cheese, harder bread, and dried meat.
- **Rope** is rated for 300-lb load, discuss warranty failures with Merrifoot & Gamgee Fine Ropemakers.
- **Small Mirror** is 3" across and has a clip so it can be mounted on a rod, pole, or stick for peeking around an obstacle.
- **Tinderbox** includes flint-and-steel firestriker as well as tinder.

● **Torches** burn for 1 hour, illuminate 20' clearly and 40' dimly (partial concealment).
● **Waterskin, Wineskin:** Waterskin is a gallon, wineskin a quart (quart and pint for a Fey). The wine is decent but not exceptional.

Armor

The several types of armor are grouped as Light, Medium, and Heavy according their effect on movement and the required armor proficiency. In addition, armor limits how much of a character's Dex bonus to AC actually applies: Light armor allows at most a +6 Dex bonus, Medium armor allows at most a +4 Dex bonus, and Heavy armor allows at most a +2 Dex bonus. Note that you add any bonus provided by the Dodge feat to your Dex bonus before comparing to the armor limit. The ACP entry is the Armor Check Penalty that applies to certain skill checks — skills that take ACP penalties are noted in the Skill List.

Light Armor (max +6 Dex)			Medium Armor (max +4 Dex)			Heavy Armor (max +2 Dex)			Shields		
Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Armor(notes)	Bonus	ACP	Shield	Bonus	ACP
Padding(1)	+1	0	Scale mail(4)	+5	−3	Breastplate(6)	+8	−5	Small	+1	0
Leather(2)	+2	−1	Full chain(5)	+6	−4	Full plate	+9	−6	Large	+2	−1
Chain shirt(3)	+3	−2									

(1) Underpadding of medium or heavy armor. One can sleep in padding or leather but not in heavier armor.
(2) Includes boiled leather, cuirboilli, studded leather, hide armor, etc.
(3) A short-sleeved tunic of chainmail that protects only the torso (all the way to the hips) and upper arms. Unlike other armors a chain shirt can be slid on or taken off as a single full-round action. Its underpadding is attached so a character who removes a chain shirt is completely unarmored.
(4) Overlapping small plates of metal covering the torso, upper arms, and upper legs. Includes helmet.
(5) Full suit of chainmail covering the whole body, including a helmet.
(6) A plate chest or chest-and-back protector, with chainmail covering all other areas. Also called half-plate.

Putting on or taking off light armor takes 5 combat rounds. Medium armors take a full minute (10 rounds), and heavy armors take 4 minutes.

Shield notes: A small shield may be strapped to the arm leaving the hand free, allowing the use of 2-handed weapons, although it provides no AC bonus unless held in hand. A large shield must be grasped in hand and allows only 1-handed weapons.

Weapons

The most common method of damaging enemies is with weapons. A strike from a weapon will do a random number of hit points of damage, as indicated by the die or dice to roll in the "Dmg" column of the weapons tables. The distinction of weapons as Simple or Martial is relevant only for purposes of weapon proficiency.

Silvered weapons are required to strike some targets, such as were-creatures. When used against other targets, they are −1 to hit and 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.

Blunt Weapons: Certain weapons have a "B" code in their damage listing. These weapons do blunt damage rather than piercing or cutting their targets. This is relevant to certain types of targets; however, the important point is that any weapon that does Blunt damage can be used to deal out non-lethal damage by applying a −2 penalty to hit. Other weapons, if used for non-lethal damage, are at −4 to hit and do damage as a Club regardless of the actual weapon type.

Missile weapons are weapons that can be used at range. Thrown weapons use the Dex bonus, not the Str bonus, to hit, but get the Str bonus to damage.

Simple Missile Weapons			
Weapon(notes)	Size	Dmg	RI
Dart(1)	Tiny	d4	20
Orb/Gem (2)	Tiny	varies	10
Sling	Small	d4B	50
Light Crossbow	Medium	d6	80
Heavy Crossbow	Large	d10	100

Martial Missile Weapons			
Weapon(notes)	Size	Dmg	RI
Javelin(1)	Small	d6	30
Net (3)	Medium	N/A	6
Shortbow(4)	Medium	d6	80
Longbow(4)	Large	d8	100

(1) These are thrown weapons; they are not listed in the melee table because they are balanced solely for throwing. They can be used in melee at a −4 penalty. They get the thrower's Str bonus to damage. When a thrown weapon can be treated as light, the character may carry a pair of them; thus a Medium size character may carry 2 javelins as one weapon slot.

(2) Magical orbs or gems, when thrown by hand. Damage as per item type. A gem must hit a hard target to be crushed, while an orb will still go off if it misses (just someplace else). Gems may be thrown by a sling instead of by hand, while orbs cannot.

(3) Nets require a Strength of 10 to use, are -2 to hit, and do no damage. On a hit, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty and his AC takes a -2 penalty. He can escape with a Dexterity check vs DC 20 (one attempt per round, -4 if he's grappled or in melee that round).

(4) Longbows and shortbows, regardless of Character size, must be wielded 2-handed.

RI: This is the range increment, in feet.

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.

Simple Melee Weapons				
Weapon(notes)	Size	Dmg	Length	RI
Unarmed (7)	-	d3NL	0	-
Dagger	Tiny	d4	1	10
Club(1)	Medium	d4B	3	10
Mace	Medium	d6B	3	-
Morningstar(2)	Medium	d8	6	-
Rod	Medium	d6B	3	-
Spear	Medium	d6S	5	20
Trident	Medium	d6S	5	-
Polearm(3)	Large	d8S	9(R)	-
Quarterstaff	Large	d6B	5	-

Martial Melee Weapons				
Weapon(notes)	Size	Dmg	Length	RI
Handaxe	Small	d6	2	10
Shortsword	Small	d6	3	-
Battleaxe	Medium	d8	3	-
Flail(2)	Medium	d8B	6	-
Longsword	Medium	d8	4	-
Warhammer	Medium	d6B	3	20
Whip (4)	Medium	N/A	8(R)	-
Bastd Swd(5)	Large	d10	5	-
Greataxe	Large	d12	5	-
Greatsword	Large	2d6	6	-
Halberd	Large	d10	7(R)	-
Lance(6)	Large	d10S	8(R)	-
Lance, mtd(6)	Medium	d10	8(R)	-

(1) Includes batons, singlesticks, and any other short, one-handed blunt nonmetal weapons. Clubs can be thrown only up to 2 range increments, not 5. All characters are considered to be proficient with clubs.

(2) Because they are flexible rather than hafted, morningstars and flails can be wielded normally by dwarves despite their length.

(3) Includes longspears, pikes, bills, ranseurs, guisarmes, and the nine million variants on glaives.

(4) A whip does no damage, but any target hit takes a -2 penalty to his Grapple Check Bonus. He can escape with a Strength check vs DC 20 (one attempt per round, -4 if he's grappled or in melee that round). The whip cannot be used again until the target breaks free.

(5) The stats for the "bastard" or "hand-and-a-half" sword assume it is being wielded two-handed by medium-size characters. It can also be wielded one-handed, functioning in all regards as a 1H weapon: the other combat stats are the same, but the wielder takes −1 to hit due to its unwieldiness.

(6) Lances are two-handed for medium characters when wielded on foot: they may be wielded one-handed when mounted. Mounted lances do double damage in a charge attack but cannot be set against charge. The lance does not do double damage in a charge attack delivered on foot, except when wielded by a Horse.

(7) Unarmed combat is always considered Light.

Damage notes:
NL: Nonlethal damage.

B: Weapon does blunt (bludgeoning) damage.

S: Weapon can be "set" against a charging opponent and does double damage if it hits under these conditions.

Length: Approximate length in feet. In a closing engagement, the longer weapon strikes first. (R) means that the weapon has "reach": it can strike targets 10' away but cannot attack adjacent targets (considered to be 5' away). Reach weapons can strike over or past a line of friendly combatants to attack from the "second rank." On a closing engagement, if both parties have reach weapons, they halt at 10' and the longer weapon strikes first; on subsequent rounds they are engaged and strike simultaneously. If only one has a reach weapon, they halt at 10' and the reach weapon strikes; if it hits, the opponent without a reach weapon is held off at 10' and can't strike at all that round, and the next round is treated as a closing engagement again.

Note that all reach weapons are longer than all non-reach weapons: on a closing engagement, against a non-reach weapon, the reach weapon strikes first. If it hits, the opponent will be held at 10' range and cannot strike back, and the next combat round is considered a closing engagement again.

RI: Range increment for thrown weapons. A weapon with - in this column cannot be thrown effectively.

Size and weight notes:

All melee weapons within a character's size class can be wielded 1H, all weapons in the next size class up must be wielded 2H, all weapons in lower size classes can be wielded as Light. For example, humans are medium-size characters and wield the large-size greatsword two-handed, the medium-size longsword one-handed, and small-size shortsword and tiny-size dagger as Light weapons. Hobbits are small-size characters and wield the medium-size longsword two-handed, the small-size shortsword one-handed, and tiny-size dagger as a Light weapon.

Character Size	Weapon size						
	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Fine	2H@−4	N/A	N/A	N/A	N/A	N/A	N/A
Diminutive	2H	2H@−4	N/A	N/A	N/A	N/A	N/A
Tiny	1H	2H	2H@−4	N/A	N/A	N/A	N/A
Small	Light	1H	2H	2H@−4	N/A	N/A	N/A
Medium	Carry 3	Light	1H	2H	2H@−4	N/A	N/A
Large	Carry 6	Carry 3	Light	1H	2H	2H@−4	N/A
Huge	Carry 12	Carry 6	Carry 3	Light	1H	2H	2H@−4
Gargantuan	Carry 24	Carry 12	Carry 6	Carry 3	Light	1H	2H
Colossal	Carry 48	Carry 24	Carry 12	Carry 6	Carry 3	Light	1H

2H@−4: Can be wielded two-handed at −4 to the attack roll

2H: Can be wielded two-handed

1H: Can be wielded one-handed

Light: Can be wielded as a Light weapon

Carry N: Can be wielded as a Light weapon; moreover, the character can carry N of the weapon as a single weapon slot. Note that past Carry 12, the character cannot actually wield the weapon; for example, a Gargantuan character can carry 24 daggers, but their hands are too big to manipulate a dagger as a weapon.

Dwarves & Weapons: While they are not small enough to be regarded as "small," dwarves' body proportions prevent them from using any non-reach weapon with a length greater than 5', and any weapon with a length greater than 3' must be used two-handed.

Breaking Things

At times you will want to destroy inanimate objects. (Trust us on this, you will.) There are two basic ways to do this. You can burst, shatter, snap, or crush something with brute strength, or you can attack with a weapon to do damage.

Simple things first. To break something with brute strength you just roll a d20, add your Strength score, and compare this with a DC set by the GM. You can take 10 on this roll, but you cannot take 20. With a successful Will save against DC 15, you can push yourself to a mighty effort: you roll 1d6, adding the amount rolled as a bonus to your d20 roll *and* taking the same amount rolled as nonlethal damage from fatigue. You can't make another mighty effort until you've rested enough to get rid of all the damage from your last one.

The following table is not meant to be exhaustive but should give an idea of typical DCs for breaking an object by brute strength.

Breaking Things With Strength					
Object	DC	Object	DC	Object	DC
Thin wood door	16	Rope (1" thick)	36	Box/Crate	24
Wood door	26	Chains	42	Treasure Chest	36
Reinforced door	36	Manacles	46	Brick Wall (1')	60
Metal door	46	Steel bars	38	Stone Wall (3')	90

Striking an object for damage requires hitting an AC of 3 + the object's Size modifier. (The base AC already includes all penalties for an unmoving object). All objects have a Hardness rating, which is subtracted directly from the damage done by all normal attacks. They also have hit points, and are broken once their hit points are reduced to 0 or below. Note that the hardness may depend on the type of attack — ropes, for example, are easily cut, but almost impossible to bludgeon. If an object has been damaged to half its hits or less, the DC to break it by brute strength (as above) drops by 5.

Weapons and Shields can be targeted as per a Disarm attack, but the intent is to break the weapon rather than remove it. All-metal weapons have a hardness of 10; weapons with wooden hafts (or all-wood weapons like quarterstaves and most clubs) have a hardness of 5. Light weapons have 2 hp, 1H weapons have 5 hp, 2H weapons have 10 hp. Wooden shields have 5 hardness, 5 hp if small, 10hp if large. Double both hardness and hp for metal shields.

For most other objects, hardness and hits depend on the material it's made of and how thick it is:

Substance	Hardness	HP/inch of thickness
Paper, fabric, rope	0 (10 vs blunt)	2
Glass	1	1
Ice	0	3
Leather	2 (10 vs blunt)	5
Wood	5	10
Stone	8	15
Iron/Steel	10	30
Mithril	15	30

Exotic materials and Patterned substances may have even higher Hardness.

A wall has its hit points for every 5 foot increment of length and/or height. Area attacks against walls will do their damage to every part of the wall within their ZOE.

The Patterning morphic spell has some effects that depend on the hardness of the material. For this purpose, materials with dual hardness (e.g. paper) use the lower value; any material that is soft and flexible may take Hardness of up to 10 against blunt damage "for free" as far as the spell is concerned.

Movement

Walking and Running

Movement rates are dependent on the character's encumbrance as described in the Racial Movement and Encumbrance Chart on the inside cover. In addition to encumbrance effects, movement can be slowed by terrain features or circumstances:

Bad Ground: Includes broken terrain, unstable rocks, numerous animal burrows, bogs, heavy mud, etc. Movement rate is 1/2 to 1/4 normal, depending on how bad things are, and vigorous movement such as combat or running may require an Acrobatics check against DC 20 to avoid falling prone.

Darkness: Presumes characters do not have a light source and do not have alternative senses or talents allowing navigation. 1/3 movement rate.

Bad Footing: Ice, weed-covered stream-beds, thin liquid mud, or other slippery surfaces generally require slowing to half speed **or** making a Acrobatics check against DC 20; failure results in falling.

Up Steep Slope: Half movement rate. (The effect of minor slopes can be ignored.) Extremely steep slopes may require Climbing rolls instead.

Down Slope: If a slope is steep enough to slow upward movement, downward movement at full speed is possible but requires a Acrobatics check against DC 20; on a failure, character falls and rolls taking d3 nonlethal. Downward movement at half speed is safe.

Obstructed Terrain: Heavy brush, walls too high to step over but low enough to clamber over, close-packed trees, etc. Movement is at least cut in half, and may be reduced as far as 5' steps or require Climbing or other skill rolls depending on just how bad the impediment is.

All movement modifiers are cumulative. The normal free 5' step is not allowed into any terrain that reduces a character's running speed. If a character's running speed is reduced to less than 10' she can move (in combat) only in 5' steps, and such steps count as movement actions (they cannot be combined with other actions).

Note for Mounts: If the total movement modifier reduces movement to 1/3 or less, four-legged mounts can move in only 5' steps regardless of their normal running speed.

Most creatures can run at full speed for only a minute (10 rounds) and then must slow down until they are walking. Extended travel even at a walking speed requires periodic rest: the per-day movement assumes an 8-hour travel day with a total of 2 hours of rest breaks. Obviously, a group can travel only as fast as the slowest member of the group. Mounted travel is only moderately faster than foot travel: while mounts can run faster than bipeds, their long-term endurance is limited. A forced march minimizes rest breaks, and may continue beyond 8 hours. During a forced march all characters take 1 point of nonlethal damage per hour for the first 8 hours. For each added hour the characters travel one hour's worth of walking distance, and suffer 1d6 nonlethal damage. *Exception*: characters whose movement is at least double that of the slowest walkers who set the overall pace are not fatigued by the forced march.

Long Distance Movement Chart					
Running move	30'	60'	90'	120'	Mounted
Walking (minute)	90'	180'	270'	360'	500'
Walking (miles/hr)	1	2	3	4	5
Walking (miles/day)	6	12	18	24	30
Forced march (m/d)	8	16	24	32	40

Terrain will alter long-term marching rates in the same way as it does running movement. *Exception*: If terrain or conditions reduce running movement to 5-foot steps, the terrain is considered **impassable** and long-term progress occurs only at the GM's option.

Winter Weather

Traveling through a meaningful amount of snow counts as "Bad Ground" or "Obstructed Terrain":

Snow above the ankle: Bad Ground, $1/2$ movement
Snow above mid-calf: Bad Ground, $1/4$ movement
Snow above the knees: Obstructed Terrain, $1/4$ movement to 5' steps only, depending on depth
Solid ice: Obstructed Terrain, movement in 5' steps only

Some options are available for extensive travel in the snow:

Snowshoes: $2/3$ movement over snow, but clumsy in combat (-2 to hit; -2 AC).

Skis: Full movement rate over snow, but clumsy in combat (-2 to hit; -2 AC), and it requires a full movement action to change your facing. Skis are also no help going uphill; you are reduced to $1/4$ movement. Downhill is another matter; your movement speed is doubled (tripled with a Dex check DC 20). Charging downhill on skis counts as a mounted charge for the purpose of Lances.

Skis and snowshoes require a minute to put on or remove; they can be removed in one round by slashing the bindings, but this ruins their use until you make camp for a day to repair the bindings.

Jumping

A character can reliably (no roll needed) make a standing broad jump of 5 feet plus the higher of his Str or Dex modifiers (in feet). A running jump with at least 20' of runway increases this jump distance by 1/10 of the character's running speed. If you can't quite clear a distance in a jump, you can still grab the far side (assuming there's anything to hold onto) if you come within your reach of it (treat horizontal reach as 4 feet for Medium size characters, 2 feet for Small.) Trying to jump even farther requires a Reflex save: the DC is 5 per foot of extra distance you're trying for, to a maximum of +5 feet (DC 25). Note that anything that increases a character's running speed also increases his running jump proportionately.

A character's vertical jump is the higher of his Str or Dex modifiers, in feet (minimum 1). Note that characters can reach a certain vertical distance without jumping at all: assume 8 feet for Horses, 6 feet for Dwarves, 7 feet for other Medium races, 5 feet for Small races. Also note that by shifting position in a leap any character can clear a vertical *obstacle* equal to half his height plus his vertical leap distance.

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. Fighting and weapon use are particularly impeded:
• Any thrown or projectile weapon has a range increment of 5'.
• Bows, unless special measures are taken to keep the strings dry, immediately become useless. (Crossbows have metal strings and do not suffer this problem).
• Thrusting weapons (dagger, spear, polearms, shortsword, lance) are unimpeded, but all other weapons are at -4 to hit. (Otters ignore this penalty.) Unarmed attacks are considered thrusting. Touch attacks and grappling are unaffected.
• A character's Dex bonus to AC is halved, rounding down. (Otters ignore this penalty.)
• Unless using some item or spell which allows speech underwater, mages who wish to cast underwater must use the Reduced Incantation modifier at +2. Clerics must cast by gestures since speech is impossible.

Other Ways to Die

Falling

When a character falls up to 10', they must make a Dexterity check or Acrobatics check against a DC of 15+distance fallen, or else end up Prone.

When a character falls more than 10', he takes 1d6 damage per full 10' fallen, and automatically ends up Prone. He must make a Fortitude Save (DC equal to the damage taken) or he is also Stunned.

Drowning and Suffocating

A character who takes a deep breath can hold it for Constitution rounds. Less well-prepared characters can hold their breath for Constitution $\times \frac{1}{2}$ rounds. After this, the character will start to drown. Drowning does 1d6 hits of nonlethal damage per round until the character passes out. It then starts doing lethal damage. The nonlethal damage will recover at the usual rate if the character gets air. Once unconscious, a drowned creature needs a Fortitude save (DC15) to start breathing again on its own; otherwise assistance will be needed (Heal check, DC15) to clear the airways of water and possibly apply artificial respiration.

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 goes through the same sequence of nonlethal and lethal damage as drowning, except that a character who is still alive will automatically start breathing again.

Poisoning

All poisons do some kind of damage to the victim. The most common kind of poison is a hit point (HP) poison. These poisons require a Fortitude save to resist: if this save is failed, the poison will do an initial "surge" of damage immediately, and will then do continuing damage at some number of hit points per round (inflicted in Powers phase). The continuing damage lasts for some duration, after which the victim may save again. On a successful save the damage stops, otherwise it continues for another duration — repeat until the victim saves. This can be abbreviated compactly: HP poison (1d6,1,10,DC15) means that the poison's initial surge is d6, the continuing damage is 1, the duration is 10, and the Fortitude save (both to avoid damage completely and to try to recover after each duration) has DC 15. These particular parameters for an HP poison are so common that it is called "standard" poison.

All hit point damage inflicted by a single dose of poison counts as one attack for bypassing DR. For example, a character with the Toughness feat four times has DR 4/-, and is struck by a standard poison. The poison rolls a 2 on contact, then does 1 damage per round. On the 3rd round of continuing damage, the poison has accumulated 5 damage, which is high enough to overcome the character's DR, so the character suffers his first point of actual damage. On each subsequent round, the poison will do full damage, since it has already overcome his DR.

Knockout drugs or sleep potions work exactly like HP poisons except that their damage is nonlethal. For both HP poisons and knockout poisons, *Slow Poison* will reduce the continuing damage to half rate (do not round, track half-points if necessary) but will *not* slow down the rate at which the victim saves to cancel further damage. *Neutralize Poison* will stop these poisons immediately and completely but does not heal damage already inflicted.

The other broad category of poisons is ability poison. These do Ability Damage. Only one saving throw is made: once again, Fortitude. The poison does its primary damage immediately when the save is failed, and secondary damage after a 10-round delay. *Slow Poison* will double the delay and allow an additional save to avoid the secondary damage. *Neutralize Poison* not only will prevent yet-to-be-suffered damage, but it will also heal all ability score damage inflicted by the poison, as the continuing effect of such poisons results from their lingering presence in the system.

Reference

Skills

Skills in PrinceCon represent an adventuring skill that a character can learn (in contrast to Feats, which are always exceptional and one either has them or doesn't). A character's skill might range from rather mundane to truly extraordinary. A character with a low bonus to the Disguise skill might pass for a different person to a casual glance from a distance, whereas a character with a Disguise skill bonus of +20 might pass close scrutiny by the elite guard who are on alert for assassins.

Skill Checks

To use a skill, roll a d20 and add your total bonus for that skill and any circumstance modifiers (such as for inadequate or exceptional equipment). The GM will provide a DC for the check; if your total equals or exceeds the DC you succeed, otherwise you fail.

Taking 10 or 20

If you are using a skill in calm circumstances without distraction, you may take 10: apply a result of 10+your total bonus, instead of rolling. If, in addition, there is plenty of time and no penalty for failure, you may spend 20 times as long as normal and take 20 on the skill check: that is, apply a result as if you had rolled a natural 20 on the die.

Skill Training

Your training in a skill is measured in levels, starting at 0 for skills you have not been trained in, and ending at 2 for skills you are fully trained in. You receive a single level of training in each class skill. If your Intelligence is 12 or higher, you receive a bonus skill level for each point of your Int bonus. Finally, the Skill Training feat gives you bonus skill levels. Each bonus skill level can be used for your first level of training in a new skill, or an additional level of training in a skill you already have, up to the maximum of 2.

Skill Bonuses

If you are not trained in a skill, your Base Bonus for that skill is +0.
If you have one level of training, your Base Bonus is: (your level)/2 + 1.5.
If you have two levels of training, your Base Bonus is: (your level) + 3.

For instance, a fourth-level character with 2 levels of Disguise has a Disguise Base Bonus of +7, whereas the same character with 1 level of Awareness would have an Awareness Base Bonus of +3.5. Without any training in Heal, he would have a Heal Base Bonus of +0.

In addition to the Base Bonus for a skill, you add your ability modifier for the ability that skill is based on, plus any racial bonuses, religion bonuses, and bonuses from Feats (such as Knack, Ranger, or Spy). Finally, if you are wearing armor, you add the Armor Check Penalty to any skills it applies to. (Note also that armor can limit your Dexterity bonus for Dex-based skills.) Remember that you only round toward zero after all the numbers have been added together.

Skill Descriptions

Two notations are used in the skill list:

Armor Check Penalty (ACP): Skills marked ACP take armor check penalties. If you are wearing armor with an armor check penalty or using a shield with an armor check penalty, the total ACP is subtracted from your bonus to any ACP skills.

Trained Only (TO): Skills marked as TO (Trained Only) cannot be used at all unless you have at least one level of training in the skill.

The skills, with their related abilities and notations, are:

Acrobatics (Dex, ACP): This skill is checked for any sort of physical maneuvering requiring agility: keeping balance on a narrow or slippery surface, swinging from a chandelier, leaping over a thrown table in a bar fight, somersaults, etc.

Awareness (Wis): This skill represents the ability to perceive relevant elements of the environment: it tends to be used in contests against Hide, Disguise, and Move Silently skills. It will usually be rolled at penalty unless you are trying to be aware of a specific kind of thing (e.g., if you are sneaking up on an enemy camp, a sentry on watch will roll at his full Awareness; Joe Soldier visiting the latrine will roll at −5 or worse.)

Climb (Str, ACP): Climb checks are used to climb obstacles of any sort. Climbing equipment (rope, pitons, etc.) may provide bonuses, or may make an otherwise impossible climb possible.

Concentration (Con): Concentration represents the ability to maintain focus against potential interruptions in spellcasting, or in maintaining spells that require concentration.

Disguise (Cha): This skill is used to disguise oneself as a different individual.

Heal (Wis): Heal represents the ability to treat the sick or injured. This skill can be used to:

- stabilize a dying character (DC $10 -$ HP).
- treat debilitating non-HP effects of some injuries (e.g. caltrops) (DC 15).
- double the rate of natural healing (DC 15) for one day.
- treat poisons or disease: at any point that the victim is making a save for poison or disease, the Heal check may be substituted for the victim's save, if the Heal check is higher.

Hide (Dex, ACP): Hide represents the ability to conceal oneself in any available cover or hiding places. Usually used in contests against Awareness.

Knowledge (Int, TO): Provides knowledge of the stated topic. This is actually a grab bag category of skills; you are free to define any knowledge category you want, though it may not be useful, when taking a bonus skill.

Move Silently (Dex, ACP): Allows you to move without noise. Typically used in contests against Awareness.

Open Locks (Dex, TO): Used to open locks (duh). May involve a set DC or a contest with a skill rating for the locksmith.

Persuasion (Cha): Used to persuade people, whether by fast-talk, magnificent oratory, clever lies, or skillful bargaining.

Search (Int): Finding something hidden by careful scrutiny, as opposed to the instant situational perception of Awareness. Can be used to find tracks or trails, but following them at any speed requires Survival.

Sleight of Hand (Dex, TO, ACP): Prestidigitation: palming objects, concealing things about your person, or elsewhere.

Spellcraft (Int, TO): Used to identify a spell as it's being cast, or to recognize an ongoing spell from its effects. For most spells, the DC is:

Recognize Spell DC: 15 + (base level of spell being cast)

If a Power Word is recognized, a second check with a DC 3 higher is required to notice that it is a Power Word in time to react to it.

Survival (Wis): The ability to find food and water, and find or construct shelter, in wilderness settings. DC depends on the environment. Also used to follow tracks, or obscure your own.

Traps (Int): The skill of both setting traps and outwitting them. Always used in a contested mode between trap-setter and trap-disarmer. Except under unusual circumstances, attempts to disarm a trap you yourself set always succeed. Spotting a trap you're not specifically looking for is a contest between the setter's Traps and your Awareness, with a penalty to Awareness. Spotting a trap you *are* specifically looking for uses either your Search or Traps rating, whichever is higher, against the setter's Traps. Disarming a trap once found always uses your Traps skill.

Background Knowledge and Mundane Skills

The skill list above addresses only skills that are of regular relevance to adventurers. Any character may, at the player's option, have a single level of skill training in one mundane non-adventuring profession, e.g. baker, cobbler, farmer, weaver, etc., without counting this skill against the normal allotment of bonus skills. Such skills generally use either Int or Dex as the key ability, will have the standard base rating of 1.5+Level/2, do not get racial bonuses (except for Dwarves who get +2 if it involves making things), and include the background knowledge and information relevant to the skill as well as the ability to practice it.

Feats

Feats are special or exceptional talents. Some are supernatural or magical in nature, while others represent a special aptitude or intense training. Feats that affect your combat abilities don't affect spells that you cast, not even spells that need a to-hit roll, unless the feat description explicitly says otherwise.

Some Feats have prerequisites, which are conditions a character must fulfill before taking the Feat. Aside from the need to fulfill prerequisite requirements, any character can choose any feat whenever level advancement entitles her to do so. Unless otherwise stated, a given feat can be taken only once.

Feats with Prerequisite Feats		Supernatural Feats	General Feats
Armor Prof. (Light)∗†	Weapon Prof. (Simple)∗†	Spellcaster Feats	Deflect Arrows
⇒Armor Prof. (Medium)∗†	⇒Weapon Prof. (Martial)∗†	Cast Wearing Armor†	Dodge
⇒Armor Prof. (Heavy)	⇒Archer	Life Channel	Great Fortitude
	⇒Critical Hit	Magical Aptitude	Hard to Kill
Combat Maneuvers	⇒Deadly Attack	Sound Sleeper	Heroic Surge
⇒Combat Aid	⇒Mighty Draw	Strong Magic	Improved Disarm
⇒Multistrike	⇒Rapid Fire	Unbreakable Concentration	Iron Will
⇒Whirlwind Attack	⇒Snap Shot		Knack
⇒Great Blow	⇒Sharpshooter		Lightning Reflexes
	⇒Called Shot	Clerical Feats	Paladin
Long Combat Step∗†	⇒Warrior	Divine Favor	Quickdraw∗†
⇒Halfmove	⇒Berserker	Divine Intervention	Running
⇒Split Move and Fire	⇒Brute Force	Piety	Skill Training
	⇒Blind Fighting	Unbreakable Concentration	Sneak Attack
Unarmed Combat	⇒Cleave		Toughness
⇒Critical Hit	⇒Great Cleave		Weapon Finesse
⇒Deadly Attack	⇒Critical Hit		
⇒Warrior	⇒Deadly Attack		
⇒Wrestler	⇒Strength Focus		
Ranger or Spy	Shield Proficiency∗†		
⇒Sixth Sense	⇒Expert Shieldwork		
∗ Heroes get these feats for free at first level.			
† Guardians get these feats for free at first level.			

Alphabetical List of Feats

Archer   *Prerequisite*: Weapon Proficiency (Martial)
Benefit: You are expert with all missile weapons, including thrown missile weapons (darts and javelins), but not thrown melee weapons (daggers, etc.) You get a +2 bonus to hit and damage with all such weapons. Your damage bonus is cumulative with the +1 for point-blank range if the range is point-blank.
Normal: Characters use missile weapons with their listed attack bonus and do not get damage bonuses, except for the +1 at point-blank range.
Note: You also get the to-hit bonus with any spell, prayer, or other attack that needs to roll to hit a target at range. The damage bonus applies only if the description states that the spell acts as a physical missile weapon.

Armor Proficiency (Light) *Prerequisite*: None
Armor Proficiency (Medium) *Prerequisite*: AP(Light)
Armor Proficiency (Heavy) *Prerequisite*: AP(Medium)
Benefit: A character wearing armor with which he is proficient takes no penalties to skills or combat, except for the armor check penalty to skills listed as taking armor check penalties.
Normal: A character not proficient with armor worn takes −3 to all attack rolls and skill checks, plus armor check penalties.
Note: Heroes and Guardians get proficiency with light and medium armor for free at 1st level. Clerics get armor proficiencies depending on religion.

Berserker *Prerequisite*: Warrior, Constitution 11+, Base Attack Bonus 3+
Negative prerequisite: This feat may NOT be taken by any follower of Aru. A convert to Aru who has the feat will never again use it.
Benefit: You may go berserk at will as a free action. This state of fighting rage provides a Morale bonus of +4 to both Str and Con, providing +2 to hit and damage in melee, and +(2×L) hit points. These are not temporary hit points: when your Con returns to normal you will lose 2×L hit points no matter what your current total, which may leave you at negative hits; however, you can be cured while the Berserk is still in effect. The battle frenzy reduces your armor class by 3, and opponents who attack you are credited with an additional level of Critical Hit (as in the case of Combat Maneuvers).
While Berserk, you must attack any foes within reach. If there are none, you must move as expeditiously as possible to engage a foe not in reach, except that you need not engage anyone who is obviously fleeing. While you need not move towards the nearest foe, you may not prefer a target if there is another that can clearly be engaged in fewer melee rounds. You will remain berserk as long as it seems to you that there are any foes still standing and reachable given your current means closing to melee range (falling unconscious or dead also ends the berserk). As a free action once per round in the Declaration Phase, you may elect to end your Berserk early by making a successful Will save against DC 15. Once the Berserk ends, you must rest, doing nothing more strenuous than a Full Move action, for twice as long as you were berserk; this precludes fighting, casting, and going berserk again, among other things. Until you complete this rest period you are at −3 on all attack rolls and skill checks.
You cannot use Combat Maneuvers, Strength Focus, Paladin healing, non-thrown ranged attacks, or cast Spells/Prayers while berserk.
You may go berserk a number of times per day equal to your (normal) Con bonus.
Normal: Characters without this feat cannot go berserk
Note: You can take this feat multiple times, but the Base Attack Bonus required goes up by 3 each time. Berserker N increases your Morale bonus to Strength to +2×(N+1), with the Con bonus unchanged, and you can go berserk (Con bonus)+N-1 times per day.

Blind Fighting *Prerequisite*: Warrior, and Base Attack Bonus 5+; OR Hobbit
Benefit: You can navigate comfortably even when you can't see and don't have to slow down when walking through darkness. You can fight effectively even when you can't see your opponents: opponents never get the +2 bonus for an unseen attacker against you, and you don't lose your Dex bonus to AC against unseen attackers. When attacking in melee, or with missile weapons at ranges of 30' or less, you ignore penalties for partial concealment, and treat total concealment as partial, even if the concealment is produced by something other than darkness.
Normal: Characters normally must slow to 1/3 movement rate when feeling their way through complete darkness. They are +2 to be hit and don't get a Dex bonus to AC when attacked by a foe they can't see, and suffer a −3 penalty for a partly concealed target or −6 for a fully concealed target.

Brute Force *Prerequisite*: Berserker, Strength 11+, and Base Attack Bonus 5+
Benefit: While Berserk, your bonus damage with two-handed weapons is 2×(Str bonus).
Normal: Two-handed weapons get 1.5×(Str bonus) damage.

Called Shot *Prerequisite*: Sharpshooter
Benefit: You may attempt a more difficult missile shot at a specific part of a target so as to inflict a more devastating injury. You take a −3 penalty to hit, and cannot use Sharpshooter. Name a body part that you are targeting and give some idea of what function it provides the creature if it is not obvious. Depending on the area, the effect will be one of the following, as determined by the GM. If the function suggested for the body part is totally wrong, the "relevant function" may be "none."
• For a vital area, do double damage. A critical hit will then do triple damage, not quadruple.
• For a limb, do half damage, but the target must make a Fortitude Save (DC 10 + Damage scored) or take a disability, which will generally be −6 to a relevant function. The exact nature is up to the GM.
• For a shoulder, hip, or a vulnerable limb, do 1d6 extra damage, and the target must make a Fortitude Save (DC 10 + Damage scored) or take a disability, which will generally be −3 to a relevant function.
Notes: Called Shots have no effect, in either mode, against Undead, golems, or other beings immune to critical hits. This feat cannot be used with Rapid Fire.

Cast Wearing Armor *Prerequisite*: Spellcaster and either Armor or Shield Proficiency.
Benefit: You are trained to perform magical gestures effectively while wearing any type of armor and/or shield with which you are

proficient. You don't need to use the Reduced Gestures spell modifier to accommodate your armor. You do still need to use it if you're wearing armor with which you *aren't* proficient. Guardians get this feat for free at first level.

Normal: A spellcaster without this feat must use the Reduced Gestures spell modifier (or Power Word) to reduce her gesturing requirement while wearing armor: +1 is needed if wearing armor with which she is proficient, +2 (eliminating gestures entirely) is needed if she is not proficient with the armor she is wearing.

Cleave   *Prerequisite*: Base Attack Bonus 2+, Warrior.
Benefit: If the opponent you attack is helpless (unconscious, dead, dying, paralyzed, pinned, etc.) at the end of the phase you attacked them in (and wasn't helpless at the beginning of the phase), whether through your efforts or those of another, you get an additional attack as a free action the following phase. If you have any unused combat step, you may use the remainder to engage a new opponent. If you have Multistrike, you may make only one cleaving attack (with any weapon), even if both opponents are felled. Remember that all actions in a given phase are simultaneous, so a cleave attack made in the Clerical Phase will not force a cleric to make a Concentration check. If the original attack occurred in Movement Phase, your cleave attack is also made in Movement Phase as if dependent on an additional 10' of movement.

Combat Aid   *Prerequisite*: Base Attack Bonus 3+, Combat Maneuvers.
Benefit: When choosing your Combat Maneuvers in the Declaration Phase, you may forego all of your positive adjustments and grant half of each to any ally you can see within 5'. These adjustments will act as and stack with your ally's own adjustments from Combat Maneuvers, but only while the two of you remain adjacent. Thus, if you select +2 to hit, −1 to damage and −1 to AC, and use Combat Aid, you give your ally +1 to hit, while you suffer −1 to damage and −1 to AC. If your ally has Great Blow, the effect of positive damage will be doubled for two-handed attacks. (It does not matter whether you have Great Blow.) One character can only receive Combat Aid from a single ally per round.

Combat Maneuvers   *Prerequisite*: Base Attack Bonus 1+
Benefit: During the Declaration Phase in each round, you may commit to making a melee attack this round in order to add or subtract up to 3 points (but never more than your Base Attack Bonus) from each of your to-hit bonus, damage bonus and/or base AC bonuses, provided that the sum of the three modifiers is zero. Thus, a character with BAB +2 may fight cautiously for −1 to hit, −1 damage, +2 AC, or recklessly for +2 to hit and −2 to AC, or make a furious swing for −2 to hit and +2 damage, or any other combination of bonuses and penalties that adds up to 0. For every full −3 you take to your Armor Class, any attacks against you that round have their critical hit "threat" range increased by one, as if the attacker had an additional level of the Critical Hit feat. These modifiers last until the end of the round.

If you declare any Combat Maneuvers, you cannot take any actions other than a Melee Combat Action (combat step + attack) or a Long Charge (half move + attack). You may still take a Combat Step without an accompanying attack, and any number of free actions. If you have an additional action (via Haste or similar effect) only the first action you take each round is restricted this way, but the attack and damage modifiers only apply to melee attacks.

Note: This feat may be taken multiple times. Each time you take it, and the BAB requirement increases by 3, and the number of points you can add or subtract from each stat increases by 3 (still limited to your BAB).

Critical Hit   *Prerequisite*: Warrior OR Archer OR Unarmed Combat
Benefit: You can do massive damage if you hit the target especially well. If you have the relevant prerequisite that applies to the attack (Archer, Warrior, or Unarmed Combat), then on a roll of natural 20, you "threaten" a critical hit. Roll d20 again: if the second roll would have hit the target, you "confirm" the critical hit and add the total of the damage rolled, plus all bonuses, to the result. Note that if some other ability or power is already doubling the damage, the result of this rule is triple damage, not quadruple damage.

Normal: Characters don't do extra damage no matter how well they roll to hit.

Note: This Feat can be taken multiple times. Each time increases the number of die rolls on which you threaten a critical hit: 19–20 if you have it twice, 18–20 for three times, etc. Numbers less than 20 still don't threaten a critical unless you actually hit the target with them, however.

Deadly Attack   *Prerequisite*: Base Attack Bonus 7+, Critical Hit
Benefit: If a critical hit is threatened but not confirmed, you still do $1.5\times$ the damage rolled (including all bonuses, but excluding any damage that would not be doubled by a Critical Hit), rounded down. This has no benefit if the critical hit is confirmed. For example, if you roll 20 to threaten a critical hit, followed by a 1, then multiply the damage you do by 1.5 and round down.

Normal: When a critical hit is threatened, but not confirmed, the damage is normal.

Deflect Arrows   *Prerequisite*: Dexterity 13+
Benefit: Once per round you may attempt to deflect or dodge a missile that would otherwise have hit you. You succeed in avoiding the missile by making a Reflex save against DC 20. You may make your saving throw attempt after the GM announces that the missile has hit you; you do not need to use up your dodge attempt ducking missiles that went wide on their own.

Normal: Once you have been hit by a missile you take the damage.

Note: This ability cannot be use to avoid enormous or area-filling projectiles.

Note: This ability is an automatic reaction and does not count as the character's action for the round; it does not interfere with any other combat actions in any way.

Divine Favor   *Prerequisite*: Cleric

Benefit: Your prayers are more likely to affect the world. The save DC against any prayer you perform is increased by +2. Also, you get a +2 bonus to the roll (not your effective level) whenever a prayer you have performed involves a Contest of Levels.

Note: You can take this feat multiple times. The effects stack.

Divine Intervention   *Prerequisite*: Cleric

Benefit: You may request aid from your benevolent deity beyond the power you are normally allotted. You may attempt, once per day, to perform a prayer for which you do not have sufficient prayer points. (You may make this attempt even if you have spent all your prayer points, provided you haven't made a previous attempt that day.) You must expend any and all of the prayer points you have and then attempt a Knowledge(theology) check with a DC of $10 + 4\times$ the number of points by which you fall short. If the skill check succeeds, the prayer takes effect. If the skill check fails, nothing happens and you are still down to 0 prayer points.

Normal: Clerics cannot perform prayers for which their current prayer points are insufficient.

Note: You can take this feat multiple times. Each time you take it allows one additional attempt at an "extra" prayer. However, once your deity *refuses* a request, all further Divine Intervention attempts automatically fail no matter how many Divine Intervention feats you've taken.

Dodge   *Prerequisite*: Dex 11+, increasing

Benefit: This feat increases your Dexterity Bonus to Armor Class by +2. Note that your total Dexterity Bonus to Armor Class including the Dodge feat is limited by wearing Armor.

Note: You can take this feat multiple times, and the effects stack. However, the Dex prerequisite to take the feat again increases by 2 points for each Dodge feat you already have: you must have Dex 13 to take Dodge twice, Dex 15 to take it three times, etc.

Expert Shieldwork   *Prerequisite*: Shield Proficiency, Base Attack Bonus 5+.

Gives an additional +2 shield bonus to AC and a +1 bonus to Reflex saves while wielding a large shield, or +1 shield bonus to AC and a +1 bonus to Reflex saves for a small shield. Note: You may take this feat multiple times. Its effects stack. Each time you take it, the BAB requirement goes up by 4.

Great Fortitude   *Prerequisite*: None

Benefit: You gain a +3 bonus to all Fortitude saves.

Great Blow   *Prerequisite*: Combat Maneuvers, Base Attack Bonus 5+.

Benefit: When using Combat Maneuvers for an attack on a two handed weapon or a one-handed weapon held in both hands, double the effect of any positive adjustment to damage. Thus an adjustment of -2 to hit $+3$ to damage and -1 to AC would give -2 to hit, $+6$ to damage and -1 to AC.

Great Cleave   *Prerequisite*: Cleave, Base Attack Bonus 6+

Benefit: If the free attack granted by Cleave renders your foe helpless, you gain another free cleaving attack in the following phase, using the same rules as the Cleave feat. For example, if you kill someone in the Combat Phase, then you gain a cleave attack in the Prayer Phase, and if this attack also knocks out or kills your target, you gain another cleave attack in the Spell Phase, and so on.

Halfmove   *Prerequisite*: Long Combat Step

Benefit: If you are firing a missile weapon (not making a melee attack), you may combine your action with a move of up to twice your long combat step. This move takes place in the movement phase, not the combat phase. If you're halfmoving after taking the normal 5-foot step as part of the combat phase, the 5-foot step counts as part of your distance moved that turn. If you delay your shot until Movement Phase, you may take some or all of your half-move before the shot, but suffer a -3 penalty, even if that part of the movement could be considered a 5-foot adjustment. The unused portion of the half-move may be taken after the shot.

Normal: Characters engaging in missile fire are limited to a 5-foot step.

Note: Elf heroes get this feat for free at first level as a class feature.

Hard to Kill   *Prerequisite*: Con 11+

Benefit: If you are at zero or negative hit points, you automatically stabilize without medical intervention. In addition, death occurs if you reach negative hit points equal to your Constitution, rather than at -10.

Normal: Characters at 0 or negative hit points lose one hit point per round and die at -10. They can stabilize (stop losing hits) if somebody else makes a Heal check at DC $10-$current HP, or spontaneously with a % chance each round equal to Con.

Heroic Surge   *Prerequisite*: None

At any time that you have less than half your normal maximum hit points, you may declare a Heroic Surge during Declarations. While

under the effect of a Surge, you get one extra action each round, as if you were under a Haste. The extra actions can be only attack or movement actions, although they can be combined with other actions — for example, you can Dodge, and then use your Heroic Surge to attack while still Dodging.

However, there are downsides to a Heroic Surge: you take 1 point of Constitution damage every round during Powers phase while it lasts, and you are at −3 to your missile attack bonus (since desperate frenzy doesn't go with accurate targeting).

You may end the Heroic Surge at any time, but you can start it only once per encounter, and you must have the stress of serious injury to be able to trigger it at all. Heroic Surge cannot be invoked while you're Hasted, and either a Haste or Slow effect on you will force it to end.

Improved Disarm *Prerequisite*: Base Attack Bonus 4+

Benefit: You do not suffer the usual −3 penalty when attempting a disarm maneuver. In addition, if you multistrike, you may use one of the attacks as a disarm and one as a regular attack. Both will take the relevant multistrike penalty based on type of weapon used.

Iron Will *Prerequisite*: None

Benefit: You gain a +3 bonus to all Will saves.

Knack *Prerequisite*: None

Benefit: You gain a +3 aptitude bonus to any 2 skills of your choice.
Note: This feat can be taken multiple times. Aptitude bonuses do not stack. Different skills must be chosen each time.

Life Channel *Prerequisite*: Spellcaster

Benefit: If you don't have enough magical power left for a spell you need to cast, you can power it with your own life force instead. This is always painful and sometimes risky. You must spend all of your remaining spell points, if any; you then take 1d3 points of Constitution damage for each spell point by which you fall short of the spell's requirement. Note that this damage is taken *after* the spell takes effect and so does not disrupt the casting or require a Concentration check.
Normal: Spellcasters cannot even attempt spells for which they do not have enough spell points.

Lightning Reflexes *Prerequisite*: None

Benefit: You gain a +3 bonus to all Reflex saves.

Long Combat Step *Prerequisite*: None

Benefit: If you are making a melee attack (not missile fire), you may combine your attack with a move of up to 1/4 of your normal movement (round down to nearest 5'), resolved in the combat phase of the round either before or after your attack. Your Long Combat Step is based on your *normal* movement for your current level of encumbrance; movement-increasing spells, prayers, and items don't affect it unless explicitly stated otherwise in the description.
Normal: A melee attack may be combined only with a 5' step.
Note: Heroes and guardians get this feat for free at 1st level.

Magical Aptitude *Prerequisite*: Spellcaster

Benefit: You gain +2 to your maximum number of spell points. This in no way increases the rate at which you recover expended points.
Normal: Casters normally have spell points equal to Intelligence (for mages) or Charisma (for guardians).
You may take this feat multiple times, and the effects stack. However, the total number of extra spell points you gain from Magical Aptitude cannot exceed your Intelligence bonus (Charisma bonus for guardians).

Mighty Draw *Prerequisite*: Archer, Str 13+

Benefit: Add your Strength bonus to damage with longbows (capped at +4) and shortbows (capped at +3). To some extent, this reflects your excellent judgment of bows, so this feat may be limited in its effect if you must make do with scavenged or inferior equipment.

Multistrike *Prerequisite*: Combat Maneuvers, Dex 15+, Base Attack Bonus 3+

Benefit: This feat has two modes. In each case, the same Combat Maneuvers applies to all attacks. Unless you have a feat or item that provides otherwise, you cannot use this in conjunction with special maneuvers such as Disarm or Grapple.
Two-Weapon Fighting: When fighting with a weapon in each hand, you may attack once with each of them, with a −6 penalty to both attacks. The penalty is instead −3 if at least one of those is a light weapon.
Swashbuckler: When fighting with a light weapon in one hand you may attack with it twice, each attack gets a −3 to hit. This mode can be used with a small shield, unused light weapon, or other small item in the off hand, but not a large shield or other heavy weapon/item.
Normal: Characters may not make more than one attack in one action.

Paladin *Prerequisite*: Wis 13+ AND Cha 13+ AND lay member (not cleric) of a specific god's religion

Benefit: A Paladin of a specific deity is a noncleric who is so devoted to that god's role and mission in the world that they gain some cleric-like abilities as long as they strive diligently in the god's service. A Paladin accepts the same strictures on behavior as a cleric of the same religion. A Paladin can Detect Evil per the prayer (and see the definition of 'Evil') as a free action, once per round. A Paladin

entering combat against entities that he would detect as Evil will be under the effects of a personal Protection from Evil I — this is not an action, nor something the Paladin can choose to do or not do, and lasts as long as the fight is going on and no longer. Once per day a Paladin may invoke the power to "Smite Evil": this is an effect equivalent to a Bane I prayer on the Paladin. Finally, Paladins can heal others by laying on of hands: their total dice per day of such healing is the sum of their Wisdom and Charisma bonuses (add before rounding down), and may be parceled out in 1 die increments as desired. This power cannot be used on oneself, and each die of healing applied to another costs the paladin 2 points of nonlethal damage from fatigue.

Note: Due to the inherently martial and confrontational nature of Paldinhood, Aru does not accept the devotion of Paladins.

Note: This feat can be taken more than once, though the Wis and Cha prerequisites increase by 1 for each increment of Paladin that you already have. Being a Paladin N grants Protection from Evil N, increases the Smite power to Bane N and allows it to be used N times per day, and increases the dice of healing to N times (Wis+Cha bonuses).

Piety *Prerequisite*: Cleric
Benefit: You gain +2 to your prayer point total. You still regain full prayer points at the time defined by your religion.
Normal: Clerics without this feat have prayer points equal to Wisdom.
You may take this feat multiple times, and the effects stack. However, the total number of prayer points gained from Piety cannot exceed your Wisdom bonus.

Quickdraw *Prerequisite*: Base Attack Bonus 1+
Benefit: You may switch weapons as a free action.
Normal: Switching weapons takes a full action.
Note: Heroes and Guardians get this feat for free at 1st level.

Ranger *Prerequisite*: Hero or Wisdom 11+
Benefit: Gain a +3 Expertise bonus to Awareness, Knowledge (naturalist), and Survival.
A similar +3 Expertise bonus applies to Hide, Move Silently, Search, and Traps, but only when used in a woodland or wilderness setting.
Note that an Expertise Bonus can be used in lieu of a Training Bonus if you don't have one, allowing the use of a trained-only skill.

Rapid Fire *Prerequisite*: Archer, Dex 13+, Base Attack Bonus +5 or more.
Benefit: With any missile weapon except a crossbow (including all thrown weapons), you may make two missile attacks as a single combat action. Both attacks are at −3 to hit. The attacks may be made against the same target, or two different targets within a 120-degree arc from your position. You may still take a 5' step, or half-move if you have that Feat. You cannot use Sharpshooter bonuses if you are Rapid Firing.
Normal: Characters can make only one missile attack, at one target, per combat round.

Running *Prerequisite*: None
Benefit: Your ground movement rate is increased by 30 feet per round at all encumbrance levels. This has no effect on other movement rates, if you have them.
Normal: Characters without Running move at rates indicated by their race and armor worn.

Sharpshooter *Prerequisite*: Archer, Dex 13+, Base Attack Bonus 3+
Benefit: You have a +3 bonus to hit with any missile weapons (not thrown weapons) that applies only to offset penalties from range or cover. Note that if you offset the cover penalty from having a friendly character in melee with the target, you can safely shoot into melee without risk of hitting your friend.
Normal: A friendly character in melee with a target gives missile attacks on the target a −3 cover bonus, and shots that roll a 1–3 hit the friendly character.

Shield Proficiency *Prerequisite*: None
Benefit: You take no penalties when wearing a small or large shield, except the armor check penalty to indicated skills.
Normal: Wearing a shield gives you a −3 penalty to attack rolls and to all skills involving use of the hand or arm on which you wear the shield.

Sixth Sense *Prerequisite*: Ranger or Spy, two levels of training in Awareness
Benefit: You have an uncanny instinct for danger. You get a +5 bonus to your chance to wake up if asleep, and you retain your full Awareness even while concentrating on a task. If awake and able to respond normally, you cannot be Surprised or Flat-Footed: you always get your normal action, retain your Dex bonus to AC in a surprise round, and do not take extra damage from Sneak Attack unless you are helpless (Pinned, Unconscious, etc). You also retain your Dex bonus against attacks from concealed or invisible attackers. Finally, instead of dropping saves on a round-by-round basis, you may choose whether to attempt a saving throw individually for each effect you encounter.

Skill Training *Prerequisite*: None

Benefit: Select two different skills that you have fewer than two levels of training in. You gain one level of training in each skill, which increases your base skill bonus by (level+3)/2 each, to a maximum of level+3. This feat can be taken multiple times, but can never increase the base skill bonus above level+3.

Snap Shot *Prerequisite*: Rapid Fire

Benefit: You have the skill of shooting while making small adjustments to position. This counts as a single action so long as your original position, shooting position, and final position are within 5 feet of one another. Consequently, you may take a single quick shot without penalties while briefly "popping" out of complete cover or concealment. While so doing, you are exposed to attack only if an enemy pre-declares that they are covering your hiding place and are waiting for you to appear. You may not use the Rapid Fire, Sharpshooter, or Called Shot feats while making a Snap Shot. If you also have the Halfmove feat, you *can* make the usual half-move (reduced by 5 feet) in the Movement phase after a Snap Shot.

Normal: Characters cannot move both before and after shooting. As a consequence they cannot shoot without exposing themselves at least partially to enemy fire. Even a character who steps out, shoots, and uses Halfmove to get behind the cover again is exposed for the intervening portion of the round.

Note: Characters with the Split Move and Fire feat gain this feat for free, provided they meet all prerequisites for this feat.

Sneak Attack *Prerequisite*: Dex 13+

Benefit: When using a light weapon or a ranged weapon within one range increment to attack a foe who is Flat-Footed, Pinned, Surprised, Stunned, Unconscious, or Ignoring your attack, add half your base attack bonus (rounded up) in d6 of damage to the attack. The additional damage is not further increased by Critical Hit or other damage multipliers.

For example: a 3rd level Hero with Str 13 (+3 BAB, +1 damage) executes a Sneak Attack with a dagger (d4), the damage is d4+1+2d6. If the hit was critical, the result of the d4+1 would be doubled, but not the 2d6.

Note: you cannot Sneak Attack just because you have Total Concealment; one of the conditions listed above must also apply.

Sound Sleeper *Prerequisite*: Spellcaster

Benefit: Your sleep always counts as "uninterrupted" for spell point recovery, rest, and natural healing, no matter how often you are awakened. (Cats who take this Feat begin recovering spell points immediately rather than waiting 2 hours.)

Normal: Aside from racial modifiers, characters gain 2 spell points per hour for their longest period of uninterrupted sleep, 1 point per hour of interrupted sleep.

Note: Having this Feat does not make you any harder to awaken.

Split Move and Fire *Prerequisite*: Halfmove

Benefit: You do not suffer the −3 penalty for taking all or part of your half-move before a shot. The shot still needs to be held until Movement Phase.

Normal: Characters can use part of a half-move before firing by taking a −3 penalty.

Note: Characters with the Snap Shot feat gain this feat for free, provided they meet all prerequisites for this feat.

Spy *Prerequisite*: Hero or Cha 11+

Benefit: Gain a +3 Expertise bonus to Disguise, Open Locks, and Persuasion.

A similar +3 Expertise bonus applies to Hide, Move Silently, Search, and Traps, but only when used in an urban or heavily populated setting. Note that an Expertise Bonus can be used in lieu of a Training Bonus if you don't have one, allowing use of a trained-only skill.

Strength Focus *Prerequisite*: Warrior, Con 13+

Benefit: As an action during the Powers Phase, you gain an Enhancement Bonus to your Strength of +1 to +4 (your choice). The boost lasts (3+Con Bonus) rounds; when it wears off you take 1d6 nonlethal damage (fatigue) for every point of boost. This is a controlled evocation of hysterical strength, not berserk rage, and doesn't constrain your tactics in any way. You can even use it out of combat for feats of great strength at need. Note that as an Enhancement Bonus, this feat does not stack with other magical enhancements such as Enhance Ability and Aura of Power.

Note: You cannot use this feat while Berserk, and going Berserk immediately ends your Strength Focus if it was active.

Strong Magic *Prerequisite*: Spellcaster

Benefit: Your spells are good at overcoming resistance. The save DC against any spell you cast is increased by +2. Also, you get a +2 bonus to the roll (not your effective level) whenever any spell you cast involves a Contest of Levels.

Note: You can take this feat multiple times. The effects stack.

Toughness *Prerequisite*: Con 11+

You gain DR 1/-. The "-" means there is no form of damage that cancels your damage reduction: you take 1 less hit from any and every effect that does hit point damage to you. Note that one dose of poison is considered a single effect, so you reduce the total damage only by 1, not 1 for every round of continuing damage. Other continuing effects, such as ongoing spells, are considered to be doing separate damage every round and you get your DR against each increment.

Normal: Characters without Toughness take full damage from attacks.

Note: This feat may be taken more than once. The effects stack. However, the Con prerequisite increases by 4 for each increment of Toughness that you already have.

Unarmed Combat *Prerequisite*: Base Attack Bonus 2+, Dex 13+

Benefit: You are trained in unarmed combat techniques. Your unarmed damage is 1d6 and may be lethal or nonlethal damage at your option. You become proficient in unarmed and natural attacks, even if you lack Weapon Proficiency (Simple). (Catfolk can add +1 with claws, only when striking for lethal damage.) Your training gives you a +2 Training bonus to your Grapple check bonus, as well as to any opposed Strength checks that may be needed for a grapple, trip, or shove attempt.

Normal: Normal unarmed damage is d3NL, and characters without Weapon Proficiency (Simple) take a −3 penalty to hit. (Catfolk may strike with claws for d4 lethal damage instead).

Unbreakable Concentration *Prerequisite*: Spellcaster OR Cleric

Benefit: You get +5 to all Concentration checks.

You may take this feat multiple times. The effects stack.

Warrior *Prerequisite*: Weapon Proficiency (Martial) OR Unarmed Combat

Benefit: You gain +1 to both hit and damage to all melee weapons with which you are proficient, and/or with with unarmed and natural attacks (depending on which prerequisites you have).

Note: You also get the to-hit bonus with any spell, prayer, or other attack that needs to roll to hit a target in melee. The damage bonus applies only if the description states that the spell acts as a physical weapon or involves unarmed attacks.

Weapon Finesse *Prerequisite*: Dex 13+

Benefit: When making an attack with a melee or thrown light weapon, you may add 1.5× your Dexterity bonus instead of 1× your Strength bonus to your melee attack roll. Half your Strength bonus is still added to damage as normal for light weapons. Natural weapons are always considered light weapons.

Normal: Your Strength bonus is added to your melee attack rolls.

Weapon Proficiency (Simple) *Prerequisite*: None

Benefit: You know how to use all Simple weapons, and you are also proficient with unarmed and natural attacks.

Normal: You take a −3 penalty when wielding a weapon with which you are not proficient, or striking with your fists or another natural weapon.

Note: Heroes, Guardians, and most Clerics start with this feat for free.

Weapon Proficiency (Martial) *Prerequisite*: Weapon Proficiency (Simple)

Benefit: You know how to use all Martial weapons.

Normal: You take a −3 penalty when wielding a weapon with which you are not proficient.

Note: Heroes, Guardians, and some Clerics start with this feat for free.

Whirlwind Attack *Prerequisite*: Multistrike, Base Attack Bonus 6+, Dex 17+

Benefit: Two-Weapon Fighting penalties are reduced by 3 when each attack is made against a different opponent. No affect on Swashbuckling.

Wrestler *Prerequisite*: Unarmed Combat, Base Attack Bonus 3+

Benefit: Gain a +3 Expertise bonus to your grapple, trip, and shove attempts. You can use Multistrike to trip or shove (but not grapple) in addition to a regular attack. Multistrike penalties apply as if using a light weapon.

Special Senses

Different races and monsters in PrinceCon may have the following enhanced senses:

Blindsight: This is the ability to detect and locate objects and navigate by completely nonvisual means. Blindsight allows you to move and fight as if you can see your environs and your opponent clearly, although it won't reveal fine details or allow other visual tasks like reading text. Blindsight completely ignores darkness, invisibility, visual illusions, and visual obscurement such as fog. Blindsight cannot sense incorporeal beings. Blindsight may be based on different mechanisms: vibration, air or water currents, scent (but note that Bloodhound's spatial discrimination is not sharp enough to function as Blindsight), bat-style sonar, etc. Blindsight typically has a maximum range.

Bloodhound: The possessor has an extremely accurate sense of smell, and will be able to detect and identify nearby creatures, some poisons, and scent trails. This grants +5 to any roll involving smell. Following a scent trail gets no bonus if the scent trail is the *only* trace available to follow (Bloodhound merely makes it possible), but does grant the bonus if there are scent trails in addition to visible traces.

Catseye: Identical to Low-Light Vision except that Catseye triples illumination range rather than doubling it.

Darkvision: Darkvision is the ability to see in total darkness. It typically has a maximum range, most often 60'. Darkvision "sees" only black, white, and shades of gray, but otherwise reveals full detail. While Darkvision needs no light to see, it is still blocked by darkness magics.

Echolocation: This is a form of Blindsight. It relies on active emission of sound, so it does not function in a clerical Silence.

Enhanced Hearing: The possessor has extremely sharp hearing and gets +5 on any roll involving hearing.

Life Sense: This is the ability to sense the rough size and exact location of living beings within 60', even if they are invisible or out of line of sight. It functions through Darkness and heavy cover. Stone counts 10-fold toward range. Bright light impedes life sense to the same degree that darkness impedes normal vision.

Low-Light Vision: The possessor has full, clear color vision even in very dim light. Starlight is enough to read by. For combat, searching, and other considerations, any light source will illuminate twice as far for a character with low-light vision.

Panther Senses: Combines Catseye, Enhanced Hearing, and Bloodhound.

Creature Sizes

While player races are either Small or Medium, other creatures you encounter may be of any size. Size affects attack rolls, Armor Class, Grappling, the Hide skill, and a creature's weapon selection.

Creature Size Effects

Size	Armor Class	Attack Rolls	Grappling	Hide	Max Size
Fine	+8	+8	−16	+16	6 in.
Diminutive	+4	+4	−12	+12	1 ft.
Tiny	+2	+2	−8	+8	2 ft.
Small	+1	+1	−4	+4	4 ft.
Medium	+0	+0	+0	+0	8 ft.
Large	−1	−1	+4	−4	16 ft.
Huge	−2	−2	+8	−8	32 ft.
Gargantuan	−4	−4	+12	−12	64 ft.
Colossal	−8	−8	+16	−16	–

Spell Mechanics

Mages and guardians 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.

Note: Any reference to "mage" or "mages" in this section applies equally to guardians. The only functional difference is that a guardian casts spells as a mage one level lower, using spell points based on Charisma.

Spell Points and Recovery

A mage gets spell points which he may use to cast 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 (Charisma for guardians), though this total may be altered by feats or magic items. Once expended, spell points are regained by sleeping. A full night (whatever this means to the mage's race) of uninterrupted sleep will recharge the mage to full spell points. If the mage does not get this much sleep, or naps during the day for a quick recharge, the recovery rate is 2 points per hour of uninterrupted sleep, or 1 point per hour after an interruption, until the new stretch of sleep becomes the longest one: recovery then returns to the uninterrupted rate. Examples: A human mage sleeps 8 hours: full recovery. Same mage sleeps 4 hours, stands watch, sleeps 4 more hours: recovery 8 + 4 = 12 points. Same mage sleeps 7 hours: recovery 14. Same mage sleeps 3 hours , gets up for a battle, sleeps 4 more hours: recovery 6 in the first session, 5 in the second (recovering 1/hr for the first 3 hours in the second session, and 2/hr for the last hour) for a total of 11.

The mage's spell point total also represents the maximum number of spell points the mage can regain in any 24-hour period, no matter how much the mage sleeps.

Mage Spell Costs Chart																			
Spell Level	Level of Spell Caster																		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	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

Spells and Modifiers

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.

However, mages can add modifiers to tailor their spell effects. A modifier improves the spell in some way, at the expense of raising its effective casting level. There are several standard modifiers, such as Extra Range or Extra Duration, that can be applied to almost any spell. Other modifiers may be specific to particular spells, and will be given in the spell description. All modifier costs are multipliers of 1/2 level.

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.

Morphic Spells

Certain base spells, called Morphic Spells, don't have a fixed base level. They cover an entire domain of related effects, from which you build the exact spell you want from the elements given in the spell description. For example, the *Patterning* spell covers numerous ways of manipulating material, from mending torn cloth to shattering swords to permanently hardening stone. Once you've worked out the base level for the effect you want, other modifiers can still be applied to tailor the range, duration, and so on.

Modifier List

Spell modifiers affect the normal properties of a spell. Modifiers must be specified when the spell is cast in Spell Phase; they cannot be added to a spell after it has been cast. 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.

Cantrips can also be modified with most universal modifiers, although this destroys their special property of costing no spell points. When applying modifiers to a cantrip, treat its base level as 0. The final modified level cannot be less than 1. The Extra Effect and Extra Damage modifiers, since their details are always spell-specific, cannot be applied to a cantrip.

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

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. The recipient gets a Will save to negate the effect; if you want the effect to be cast on you it is useful to cooperate by dropping your save.

 Examples of this modifier: Mage Armor with Affects Others puts the armor around the target. 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.

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

Cast on the Run: For +1 to the casting level, a mage can cast a spell and still move up to half their movement in the Movement phase. This movement is presumed to be a brisk walk that does not warrant, in itself, either Reduced Gestures or Reduced Incantation modifiers, although these modifiers can be applied separately if they are needed or desired, as can Power Word. Note that the halfmove may occur only *after* casting the spell; that is, you cannot hold your spellcasting until Movement phase and then move 1/4 of your move, cast, and then 1/4 of your move. If you take the usual 5' adjustment before casting, then your halfmove is reduced by 5'.

Concealment: The spell is concealed, making it harder to detect using Detect Magic 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.

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

Extra Duration: This can be applied to any spell with a duration that isn't momentary, permanent, or more than 6 hours. Each increment of the modifier doubles the spell's duration, to a maximum of 6 hours. See Lasting Duration if you want to extend a spell beyond 6 hours. 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.

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

Extra Effect: This increases the effect of the spell as described in the spell description. 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. Two applications of Reduced Range allow the range in such an application to be "fine-tuned" to any desired size between half normal and zero. See At Range above. The default cost is $+\frac{1}{2}$.

Many 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 / Reduced ZOE: This can be applied to spells with non-individual ZOEs. 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 ZOEs 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 become 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. Two applications allow the ZOE to be shrunk as small as desired.

Hard to Save: The DC of the spell's saving throw is increased by +1. This is in addition to the increase in DC that comes from raising the spell's casting level, so the total increase to save DC is $+1\frac{1}{2}$ per increment of this modifier. The cost is $+\frac{1}{2}$.

Lasting Duration: This is an extension of Extra Duration that can be applied only to spells with durations of 6 hours or greater that aren't already lasting or permanent. It makes the duration of the spell "lasting". Spells with lasting duration last a long time, although they will eventually decay. For convention purposes, they last one adventure. They may be dispelled as normal. An individual may have only one spell of lasting or permanent duration on himself. Attempting to cast a lasting spell on a target with an existing lasting spell requires a Level Contest; success indicates the previous spell has been dispelled and replaced with the new one. The cost of Lasting Duration is +3 for all spells, even if the base duration is longer than 6 hours.

Power Word: This modifier allows any spell to be cast as a Power Word, that is, in the Powers Phase. Power Word innately includes Reduced Gestures at the no-gesture level (you do not have to pay for that modifier in addition) but cannot be combined with any level of Reduced Incantation (mages must shout Power Words at the top of their lungs). Unlike other spell modifiers, Power Word must be announced in the Declaration Phase, and cannot be held until later than the Powers Phase. Multiple Power Word spells cast in the same Powers Phase take effect in order of casting cost as usual. The default cost is +3.

Reduced Gestures: This modifier reduces or eliminates the gesturing required to cast. Normally, a mage casting a spell must make dramatic, careful gestures with both hands, sometimes shifting her weight and taking small steps as well. Among other things, this means that the weight of even light armor will throw off the mage's casting. For a +1 modifier, a spell can be cast with minor, inconspicuous one-handed gestures; the gestures can be disguised as some kind of innocuous action (contest of caster's Spellcraft vs. watcher's Awareness). Reduced gestures at this level allow the caster to cast while wearing any armor with which he is proficient. For +2, the caster can cast without making any kind of gestures. This allows a spell to be cast while bound or paralyzed, or while wearing any kind of armor regardless of proficiency. The Spellcraft check to identify what spell a caster is casting gets harder by +5 DC for every +1 modifier of Reduced Gestures the caster employs.

Reduced Incantation: Normally, a mage casting a spell must declaim the words of power in a firm, clear voice. Reduced Incantation at the +1 level reduces the incantation to some quiet muttering, which may be inaudible at a small distance or disguised as ordinary mumbled speech (contest of caster's Spellcraft versus potential observer's Awareness). Reduced Incantation at the +2 level allows casting without any sort of speech; this means the caster can cast while gagged, inside a Silence effect, underwater, or in any other way prevented from speaking. Reduced Incantation increases the difficulty of the Spellcraft check to identify the spell a mage is casting by +5 for every +1 increment of modifier.

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 spells and prayers with similar effects.

ZOE, Range, Duration, Saving Throws

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 an indefinite word such as "vicinity" is used the caster has great freedom.

Certain types of ZOE occur often enough to have special names.

Burst: A burst explodes outward from a point of origin in straight lines which are blocked by obstacles (unless the spell's effect destroys the obstacles, in which case it continues past them. A burst has a set radius from its point of origin. Obstacles produce "shadows" in a burst.

Spread: A spread is like a burst except that the line from the origin can bend around corners. Thus, a spread will tend to wrap around obstacles rather than being blocked by them, although they will shorten the total reach of the spread since the distance to the point of origin must be measured along a curved path.

Emanation: An emanation is like a spread, but continues to emanate from the point of origin for the duration of the spell.

Cone: A cone works like a burst except that the lines of effect trace outward only along a 60-degree arc; thus, the base of the cone (opposite the origin) is as wide as the cone is long. ZOE Cone spells almost always require the caster to be the point of origin (he is not, however, considered to be inside the ZOE) and have a range of "always zero."

Any other zone of effect specified as a geometrical figure (sphere, cube, etc) simply fills the region indicated without having a particular direction of origin, unless stated otherwise. A spell of this sort with a physical effect still cannot penetrate obstacles (except by destroying them), but the obstacle must be a complete, sealed wall – the effect will continue through to the far side to fill its normal ZOE if there are any significant gaps. If the spell is basically nonphysical — e.g. detects, Dispel Magic, etc. — its zone of effect ignores obstacles completely.

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. Note that part of the ZOE may extend beyond the range of the spell if it is cast at extreme range. 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 (assuming it can do so), treat the stone as 10 times its thickness for range determination purposes. 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 (no matter what, spell duration ends at the conclusion of a round).

Unless otherwise stated in the spell description, a spell's duration is fixed when the spell is cast. A spell with a duration of "concentration" requires continuous concentration by the caster, which effectively makes it dismissible as well. Otherwise, a spell will continue in effect until its duration expires: the caster will automatically succeed at *Dispel Magic* if he casts it on the spell (he does not have to fight a level battle against himself), but otherwise has no special way of getting rid of it. Even if the caster dies, spells with normal durations will continue in effect until they wear off.

Saving Throw: Most spells have saving throws, and in most cases a successful saving throw negates the effect of the spell completely. Unless otherwise stated, the DC of the save against a spell is 10 + (ability bonus) + (spell level). The ability bonus is that of the ability score from which the spell points derive. The spell level is the final level at which the spell is cast, including all modifiers.

Sometimes a save must be failed to gain some beneficial effect. This is made clear in the descriptions. Note, however, that a caster can always selectively drop his saving throw against a spell he is casting on himself, without dropping his other saving throws for the round.

Unless otherwise stated in the spell description, a spell that affects the caster and has a saving throw of "none" acquires a saving throw of "Will negates" when it is cast on another person using the Affects Others modifier. Likewise, a spell that affects an inanimate object with a saving throw of "none" acquires a saving throw of "Will negates" when cast on an object worn or carried by another person. Usually, if such spells are beneficial, they are cast out of combat with the agreement of the target, who drops his saving throws in order to accept them.

Using 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. **No unwilling/unknowing target may be affected by the same cantrip twice in one day.**

Spells

Mage Spell List

Cantrips	ZOE	Range	Duration	Saving Throw
Aroma	5' radius	60'	10 minutes	none
Candleflame	self	none	up to 10 minutes	none
Change Color	1 handful	touch	momentary	none
Clean	see spell	60'	momentary	none
Cobweb	5 sq. feet	60'	momentary	none
Count Objects	5' radius	60'	momentary	none
Dampen	5' radius	60'	momentary	none
Detect Magic Item	1 item	touch	momentary	none
Dry	5' radius	60'	momentary	none
Dust	5' radius	60'	momentary	none
Eyeglow	self	none	10 minutes	none
Freshen	4 servings	touch	momentary	none
Gather Objects	see spell	60'	momentary	none
Magelight	20' radius	none	10 minutes	none
Magical Dust	1 trail	none	1 hour	none
Memorize	1 page	60' LOS	5 days	none
Mend	1 cloth	touch	momentary	none
Pebble's Eye	1 pebble	touch	until dropped	none
Pop	20' radius	60'	momentary	none
Scarab	1 beetle	touch	1 hour	none
Swat	1 target	60'	momentary	none
Sweeten / Spice	1 dish	60'	momentary	none
Tap	5' radius	60' LOS	momentary	none
Turn Page	1 book	60' LOS	momentary	none
Warm / Chill	see spell	60'	momentary	none

Morphic Spells	ZOE	Range	Duration	Saving Throw
Attune	1 object	touch	permanent	Will negates
Counterspell	1 spell	LOS	momentary	level contest +3
Enhance Ability	1 target	touch	40 minutes	Fortitude negates
Hallucination	see description	120'	10 minutes	Will negates
Illusion	20' r sphere	120'	10 minutes	none
Locate	self	480'*	10 minutes	none
Monster Summoning	1 being	none	12 rounds	none
Patterning	see description	60'	momentary	none
Pyromancy	see spell	60'	see description	none
Shaping	1 target	none	see description	see spell
Skylore	120' r sphere	none	40 minutes	none
Veil	1 being / object*	touch	1 day	none

Level I Base Spells

	ZOE	Range	Duration	Saving Throw
Confuse	1 being	60'	12 rounds	Will negates
Detect Magic	self	as sight	10 minutes	none
Detect North	self	none	90 minutes	none
Displace Image	1 target	touch	10 minutes	Will negates
Enhance Hearing	1 target	10'	3 hours	none
Expeditious Retreat	1 target	touch	10 minutes	Will negates
Flame Weapon	1 weapon	10'	40 minutes	none/willing
Hold Portal	1 portal	10'	1 hour	none
Lance of (Element)	1 target	60'	momentary	none
Mage Armor	self	none	10 minutes	none
Magic Missile	60°	see spell	momentary	none
Message	1 person	480'	1 round	see spell
Range Finder	1 target	touch	10 minutes	Will negates
Range Loser	1 target	180'	90 minutes	Will negates
Read / Write Languages	self	as reading	40 minutes	none
Read Magic	caster	as sight	90 minutes	none
Shield	1 target	touch	10 minutes	Will negates
Sleep	60' cone	Always zero	see description	Will negates
Swim	1 target	touch	40 minutes	Will negates
Telescopic Vision	1 target	touch	3 hours	Will negates
Trip	1 biped	120'	momentary	see spell
Ventriloquism	self	60'	40 minutes	none

Level II Base Spells

	ZOE	Range	Duration	Saving Throw
Air Blast	60' cone	always zero	momentary	Reflex negates
Concentrate	caster	none	40 minutes	none
Darkvision	1 target	touch	12 hours	Will negates
ESP	60' r sphere	120'	40 minutes	Will negates
Faerie Fire	30' cube	60'	90 minutes	none
Faux Magic	Spell's ZOE	touch	1 day	none
Fire Bomb	10' r burst	60'	momentary	Reflex negates
Invisibility	see spell	10'	90 minutes	willing only.
Knock	see spell	10'	momentary	none
Levitation	1 target	touch	90 minutes	Will negates
Long Talk	special	5 miles	1 round	none
Magic Hand	special	10'	90 minutes	none
Magic Mouth	special	10'	until it speaks	none
Mini-Flash	1 being	60'	momentary	Reflex negates
Mirror Image	10' r circle	none	6 rounds	none
Observe Magic	self	60'	10 minutes	none
Pain	1 target	120'	momentary	Will negates
Prot / Enchanted Monster	1 target	touch	90 minutes	Will negates
Quickmarch	1 recipient	30'	3 hours	Reflex negates
See Invisible	1 target	touch	90 minutes	Will negates
Size Change	1 target	touch	90 minutes	Will negates
Weakness	1 person	120'	40 minutes	Fortitude negates
Web	see description	60'	40 minutes	Reflex negates
Wizard Lock	1 portal	10'	4 days	none

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Level III Base Spells

Level III Base Spells	ZOE	Range	Duration	Saving Throw
Analyze Spell	self	60'	10 minutes	none
Blindsight	1 target	touch	90 minutes	Will negates
Clairsentience	30' r sphere	240' no LOS	90 minutes	Will negates
Cool Object	see description	120'	12 hours	none
Disguise	1 being	10'	1 day	none/willing
Dispel Magic	10' r sphere	60'	momentary	level contest
Explosive Runes	see spell	see spell	until triggered	see spell
Fireball	20' r sphere	120'	momentary	Fortitude negates
Fly	1 target	touch	90 minutes	Will negates
Haste	1 being	30'	6 rounds	Reflex negates
Heat Object	1 object*	120'	12 hours	none
Implosion	1 being	120'	momentary	Fortitude *half*
Invade Dreams	1 sleeping target	see description	max 1 hour	Will special
Invisibility Sphere	10' emanation	none	90 minutes	none
Lightning Bolt	line 120' x 1'	always zero	momentary	Reflex negates
Prot / Normal Missiles	1 being	10'	90 minutes	Will negates
Rope Trick	special	24'	3 hours	none
Second Sight	1 target	touch	90 minutes	Will negates
Slow	1 being	120'	12 rounds	Reflex negates
Slow Motion	30' r sphere	120'	40 minutes	Reflex negates
Snowball	20' r sphere	120'	momentary	Fortitude negates
Suggestion	1 being	120'	2 weeks	Will negates
Water Breathing	1 being	10'	90 minutes	Will negates

Level IV Base Spells

Level IV Base Spells	ZOE	Range	Duration	Saving Throw
Blinding Flash	20' r burst	60'	2d6 rounds	Reflex negates
Chain Lightning	see spell	always zero	momentary	Reflex *half*
Cold Cone	60' cone	always zero	momentary	Reflex *half*
Control Self	self	none	90 minutes	none
Dimension Door	special	240'	12 rounds	none
Fear	60' cone	always zero	until saves	Will negates
Growth Plants	up to 80' x 80'	120'	1 week	none
Hallucinatory Terrain	2000' square	120'	1 day	none
Ice Storm	60' cube	120'	momentary	none
Levitation Sphere	10'r emanation	none	90 minutes	Will negates
Magic Bridge	120' x 10'	10'	40 minutes	none
Magical Trap	30' trigger range	10'	1 week	none
Massmorph	120' r circle	always zero	6 hours	none/willing
Prot / Normal Weapons	1 being	10'	90 minutes	none
Telepathy	60' r sphere	240' or 1 mile	90 minutes	see description
Temporary Bag of Holding	1 bag	contact	12 hours	none
Trace Summoning	1 being	120'*	4 days	none
Trace Warning	1 warning	unlimited	4 days	none
Wall of Electricity	see description	60'	10 minutes	see description
Wall of Fire	see description	60'	10 minutes	see description
Wall of Force	see description	60'	10 minutes	see description
Wall of Ice	see description	60'	10 minutes	see description
Wizard Eye	special	1 mile	10 minutes	none

Level V Base Spells

Level V Base Spells	ZOE	Range	Duration	Saving Throw
Charm Monster	1 being	60'	concentration	Will negates
Cloudkill	40' r x 10' H	60'	12 rounds	Fortitude negates
Cone of Weakness	60' cone	always zero	momentary	Fortitude half
Conjure Elemental	480' control	10' to summon	concentration	none
Contact Higher Plane	self	none	1 minute	veracity roll
Feeblemind	1 being	120'	permanent	will −3
Growth Animals	90' cone	always zero	90 minutes	Fortitude negates
Hold Monster	60' r sphere	60'	concentration	Will negates
Immolate	1 target	touch	40 minutes	none
Mind Link	1 being	unlimited	12 rounds	none
Mind Shield	1 target	touch	3 hours	none
Misdirection	30' r sphere	60'	12 rounds	Will negates
Pass Wall	see spell	10'	12 rounds	none
Phase In	1 being	60'r	20 rounds	none
Stone Walking	1 being	10'	6 hours	none
Summon	1 attuned object	480'	momentary	Will negates
Telekinesis	1 object	60'	12 rounds	none
Teleport	self	unlimited	momentary	none
Toll	5 mile radius	always zero	momentary	none
Trace Teleport	30' r	120'	4 days	none
Wall of Iron	see spell	60'	4 days	none
Wall of Stone	see spell	60'	4 days	none

Level VI Base Spells

Level VI Base Spells	ZOE	Range	Duration	Saving Throw
Anti-Magic Shell	20' r sphere	always zero	90 minutes	none
Death Spell	60' cube	120'	momentary	see spell
Disintegrate	see spell	60'	momentary	Reflex partial
Flame Storm	see spell	180'	8 rounds	Reflex half
Geas	1 being	touch	variable	Will negates
Invisible Stalker	1 mission	none	1 week	none
Legend Lore	one subject	n/a	momentary	none
Magic Jar	1 object*	see description	see description	Will negates
Move Earth	240' cube	240'	40 minutes	none
Move Water	see spell	240'	90 minutes	none
Repulsion	10 ' r sphere	self	10 minutes	none
Projected Image	self	120'	10 minutes	none
See True Form	1 target	120'	instantaneous	none
Shield Of Protection	self	none	until destroyed	none
Teleport Attack	1 being	60'	momentary	Reflex negates
Tremor	360' radius	960'	3 rounds	see description

Level VII Base Spells

Level VII Base Spells	ZOE	Range	Duration	Saving Throw
Damp Teleport	120' r sphere	none	1 hour	none
Mass Invisibility	120' square	60'	90 minutes	none
Permanency	1 spell	10'	permanent	none
Phase Door	6' W x 8' H *	10'	10 minutes	none
Reincarnate	1 body, 1 soul	none	momentary	willing only
Reverse Gravity	60' cube	120'	12 rounds	none
True Sight	self	as sight	90 minutes	none
Warning	self	none	1 day	none

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Level VIII Base Spells	ZOE	Range	Duration	Saving Throw
Clone	1 being	none	momentary	none
Cone of Feeblemind	60' cone	always zero	momentary	see spell
Mind Blank	self	none	1 day	none
Phase Shift	self	none	40 minutes	none
Power Word Stun	1 being	60'	4d6 rounds	special
Symbol	1 symbol	touch	until triggered	variable

Level IX Base Spells	ZOE	Range	Duration	Saving Throw
Alter True Self	self	none	momentary	none
Astral Spell	self	1000 miles	6 hours	none
Avalanche	see description	240'	momentary	Reflex half
Great Barrier	see description	none	3 hours	none
Mass Suggestion	240' r sphere	always zero	1 day	Will −3 negates
Meteor Swarm	see description	240'	momentary	Reflex half
Power Word Kill	1 being	60'	momentary	see description
Time Stop	60' cube	always zero	d4+2 rounds	none
Time Travel	self	none	permanent, momentary	none
Tsunami	see description	480 feet	d6 rounds	none

Descriptions of Mage Spells

All spells referred to in the tables above are explained in this section. Spells are listed by level, alphabetically within level.

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

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

Cantrips

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).
> *ZOE:* 5' radius; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* none

Candleflame: Creates a small flickering candle flame on the tip of caster's finger. Can be used to light fires, with patience. Extinguished as soon as caster actually touches anything with the finger.
> *ZOE:* self; *Range:* none; *Duration:* up to 10 minutes; *Saving Throw:* none

Change Color: Change the color of object or objects that can be completely enclosed in caster's hands. Range touch. Color change is real and permanent.
> *ZOE:* 1 handful; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Clean: Safely removes up to 5 lbs of dirt, grime, stains, grease, odors, etc. from any being or mass of nonliving material. Will only clean 10 square feet of large beings/masses.
> *ZOE:* see spell; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Cobweb: Creates up to 5 sqft. of cobwebs in specified location.
ZOE: 5 sq. feet; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Count Objects: Counts the number of one type of very common object in a 5 ft radius.
ZOE: 5' radius; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Dampen: Slightly moistens everything in up to a 5ft radius.
ZOE: 5' radius; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

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.).
ZOE: 1 item; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Dry: Dries everything (to natural air moisture) in up to a 5ft radius.
ZOE: 5' radius; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Dust: Adds a fine, even layer of dust or soot to everything in up to a 5ft radius.
ZOE: 5' radius; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Eyeglow: Caster's eyes glow eerily for up to 10 minutes.
ZOE: self; *Range:* none; *Duration:* 10 minutes; *Saving Throw:* none

Freshen: Reverses up to 5 days of spoilage in food and plants.
ZOE: 4 servings; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

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).
ZOE: see spell; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Magelight: A pale blue glow illuminates the caster's surroundings with the same intensity as a torch. Lasts 10 minutes.
ZOE: 20' radius; *Range:* none; *Duration:* 10 minutes; *Saving Throw:* none

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.
ZOE: 1 trail; *Range:* none; *Duration:* 1 hour; *Saving Throw:* none

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.
ZOE: 1 page; *Range:* 60' LOS; *Duration:* 5 days; *Saving Throw:* none

Mend: Allows the stitching of up to 5 ft of fabric. Mended stitches are no stronger than those created by hand.
ZOE: 1 cloth; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

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.
ZOE: 1 pebble; *Range:* touch; *Duration:* until dropped; *Saving Throw:* none

Pop: Caster points to a position he can see and a loud "pop" occurs, seemingly from that spot (audible from 20 ft).
ZOE: 20' radius; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

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.
ZOE: 1 beetle; *Range:* touch; *Duration:* 1 hour; *Saving Throw:* none

Swat: Caster glares and points at a living creature, who takes 1 HP damage and is instantly aware of the source of the damage.
ZOE: 1 target; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Sweeten / Spice: Noticeably sweetens or spices one dish of food.
ZOE: 1 dish; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Tap: Taps lightly up to three times on an item within the caster's LOS (audible from 5ft).
ZOE: 5' radius; *Range:* 60' LOS; *Duration:* momentary; *Saving Throw:* none

Turn Page: Turns the page of an open book within LOS of mage.
ZOE: 1 book; *Range:* 60' LOS; *Duration:* momentary; *Saving Throw:* none

Warm / Chill: Adjusts air temperature around body by up to 10 degrees or temperature of one food dish by up to 50 degrees.
ZOE: see spell; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

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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 twice for the attunement to work.

Once attuned to the target, the mage enjoys a connection which enhances the operation of some spells:

> Locate works better with attuned objects.
> Message works at much greater range with attuned persons.
> ESP works at greater range and effectiveness with attuned persons.
> Clairsentience works at greater range and effectiveness with attuned persons.
> Telepathy may be forced on attuned targets and used at greater range than normal.
> Summon only works with attuned objects.
> Teleport to distant locations is only safe with attuned places or objects.

Aside from these specific spell effects, *any* spell cast on an attuned target allows the target only half its normal saving throw bonus.

Attuning to a literal object or a place is a Level 1 base spell.
Attuning to a person is a Level 2 base spell.

It takes an hour to attune to an object. A mage can be attuned to a maximum of 7 objects without penalty. Attuning to more objects makes the spell more difficult: attempting to attune an 8th object requires a $+\frac{1}{2}$ modifier, the 9th attunement requires +1, etc. Note that these modifiers are not required if the mage drops one of his existing attunements in the process of casting the new one, which is the standard action for a mage already holding 7 attunements and requires no extra time or casting cost.

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 their home unless otherwise specified.

ZOE: 1 object; *Range:* touch; *Duration:* permanent; *Saving Throw:* Will negates

Counterspell: This spell can be cast only to negate a known spell in the process of being cast. The caster must recognize the target's spell as it is being declared during Declarations phase: this requires that the caster already have Analyze Spell running, or else make a Spellcraft check against 15 + (base level of spell being cast). Counterspell may be declared after other spellcasting has been declared, even if the caster is abandoning a spell preparation of his own in order to Counterspell, an exception to the usual rule that declarations are simultaneous.

The base level at which Counterspell is cast must equal the base level of the spell being countered (modifiers need not match). Another special property of Counterspell is that it is resolved, in the spell phase sequence, as though it cost 0 points to cast: thus it will always go off before the spell it is countering is completed. The target (the caster of the spell being countered) and the caster of the Counterspell engage in a contest of levels, with the Counterspell having a +3 level bonus (net +9 to the d20 roll). If the counterspell wins, the targeted spell fails, although the caster still pays full spell points.

Clerical prayers cannot be Counterspelled. Spells cast as Power Words cannot be counterspelled unless the Counterspell is cast as a Power Word also; Analyze Spell will give warning at the beginning of the Powers phase when a caster is about to speak a Power Word, or a second Spellcraft check against 18 + (base level of spell being cast) will alert the Counterspell caster that a Power Word is needed. If the Counterspell caster cannot or chooses not to match the original caster's Power Word, the Counterspell may simply be dropped at no cost, as with any spell.

ZOE: 1 spell; *Range:* LOS; *Duration:* momentary; *Saving Throw:* level contest +3

Enhance Ability: This spell allows a mage to temporarily boost any living being's abilities. The base cost is $\frac{1}{2}$ spell level per +1 enhancement bonus up to a modified ability score of 20, +1 full level per point of additional enhancement bonus. (So to give a 16-Strength Hero a Strength 18 would cost 1 spell level, 20 would cost 2, 21 would cost 3, 22 would cost 4 levels, etc.) Increases to Con provide extra hit points, which are real, not temporary. Increases to Int or Cha **do not** provide additional spell points, nor do increases to Wis provide additional prayer points. Modifiers: Extra ZOE $+\frac{1}{2}$ allows one extra person to be affected by the same casting, per increment; multiple beneficiaries can be touched until the charge is exhausted. This replaces the usual progression of Extra ZOE.

ZOE: 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Fortitude negates

Hallucination: This spell projects hallucinations directly into the mind. The base level depends on the nature of the hallucination and the nature of the target.

Type Of Target: The base level is 0 for a spell targeting a single being, or 2 for ZOE of 20' radius sphere. In the latter case, all the beings initially in the ZOE are targeted, and are affected for the duration (or until they save against the Hallucination). Entering or leaving the ZOE after the spell has been cast does not have any effect. In both cases, the scope of the hallucinations is unrestricted (e.g. it may extend well beyond the ZOE).

Type Of Hallucination:
- A minor change, such as introducing an unimportant object or sensation (perhaps the smell of warm bread): +0.
- A major change, such as introducing imaginary opponents, changing the apparent positions of combatants, relocating terrain features, changing the direction of a sensation such as gravity: +1.
- A complete change, such as making friends look (and act and sound) like enemies, enclosing an entire area in a phony building, or overriding a target's senses so they are unaware of damage they are taking: +3
- Hallucination can do non-lethal damage to those who fail to save: +1.
- Hallucination can do lethal damage to those who fail to save: +2.
- Hallucination has non-damage-based incapacitating powers: +2.
- Hallucination involves complex or preprogrammed activity: +1.
- Caster retains control and can adjust the hallucination: +0, but duration changes to "Concentration".

Unlike illusions, hallucinations have no real existence. Constructs and other beings immune to mental effects cannot perceive them. Hallucinated light does not illuminate the real surroundings, but shows what the caster decided the victim should perceive.

Any being gets a Will save upon first exposure to a hallucination. Those who save faintly perceive the hallucination and can tell it is unreal. Generally they may immediately notify their comrades.

A character who believes he is the victim of a hallucination can take a full-round action to get another saving throw. This must be declared in Declaration Phase and the save attempt occurs during Powers Phase (so it could never be done on the round the hallucination was cast).

A Hallucination, unlike an illusion, can harm those who believe in it if empowered to do so. Without those modifiers, attacks and other effects will cause pain but no actual harm to the victim. A damaging Hallucination may do at most 1d6 damage per total level of the spell, per victim, per round. For instance, a level 3 hallucination of a fireball – major change, lethal damage – would cause at most 3d6 damage per target. However, it need not follow the reduced damage spread of an actual Fireball spell. With two levels of Hard To Save, it could cause 4d6 per target. In the Powers phase following any round in which a victim takes damage, whether directly from the hallucination or from effects concealed by the hallucination (such as a hallucination of a solid floor and cozy legs while you actually stand in a pool of acid), he gets a saving throw to free himself from the hallucination.

If the Hallucination is only empowered for non-lethal damage, then the damage inflicted will be non-lethal even if the hallucination is of something (molten lava, sword blows) that normally causes lethal damage. If a player character is the victim of a nonlethal-damage hallucination, the GM has the right to announce damage while secretly tracking and recording the fact that it is nonlethal.

The victim actually suffers any damage taken while under the influence of a Hallucination; it does not disappear when he saves or when the duration ends. A character killed by lethal damage from a hallucination actually dies; however, there is never visible damage. An Aru might conclude he was "frightened to death."

The entry for "non-damage-based incapacitating powers" is for hallucinations of creatures with powers such as a Medusa's petrifying gaze, a Basilisk's deathgaze, or a ghoul's paralysis. The victims of such abilities may make a Will save against the ability even if they believe the hallucination; the DC of this save cannot be higher than the save DC of the spell even if the monster's power would normally have a higher DC. If the power has no saving throw, the victim gets a Will save against the spell DC. In addition, they do not actually die, turn to stone, etc., but merely believe they have suffered this fate for the duration of the spell. (Of course, there is little functional difference between believing you are paralyzed, and actually being paralyzed.)

ZOE: see description; *Range:* 120'; *Duration:* 10 minutes; *Saving Throw:* Will negates

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 at no extra cost.

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 Permanency 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.

Light and Darkness: Aside from some cantrips and highly specialized spells such as Ventriloquism and Magic Mouth, Illusions are the mage's main power over light and darkness, noise and silence. Illusory light sources create real light which can illuminate areas beyond the spell's ZOE. Illusory shadows genuinely do block vision. (However, if they are to affect people inside them, they must be cast to survive the touch of flesh, unlike light sources which can simply be placed out of the way. Unlike Darkness prayers, they do not block Darkvision.) Similar concerns apply to sounds and silence: real sounds can be heard at a distance, while an anechoic zone will only deafen people inside it and must be built to withstand their presence. Note that neither light nor sound can ever be made bright enough to be harmful, nor can an illusion's glow have the properties that make sunlight deadly to some Undead.

Cost: $\frac{1}{2}$ level per level of visual or aural mode. +2 spell levels for programmed. +1 for interactive . +1 for the illusion to not be dispelled by touch of flesh. +1 for a "traveling" illusion with a movable ZOE. The ZOE is centered on some object or being and moves with it. Of course, it must either be "touchproof" or else the actual illusions must be restricted to a part of the ZOE that doesn't come into contact with anyone. In addition, an illusion cast on an unwilling person or an object carried by an unwilling person allows a Will save to negate the spell. Extra ZOE doubles the ZOE for +1. The progression is geometric

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 1 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 (again, this can include a category of person or creature, or a place meeting certain specifications) 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 lying 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 powers 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. If it completes the suggested service, it will revert to its typical behavior, taking into account whatever happened since its arrival.

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.

A base spell of level N allows the summoning of one monster of level N, 1d3 of level N-1, or 1d6 of level N-2. The caster may choose the monster from the Monster Summoning Table (see page 97) 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. Attempting to summon a monster that is appropriate but doesn't happen to exist in the vicinity will result in the arrival of a plausible substitute at the GM's discretion. Modifiers: Extra Duration is +1.

ZOE: 1 being; *Range:* none; *Duration:* 12 rounds; *Saving Throw:* none

Patterning: This strengthens or weakens, but does not transmute, nonliving substances and objects. The base spell level depends on how strong the material is, as defined by its Hardness (see p.44). The base spell level is 1/3 of the Hardness of the target, rounding **up** to the nearest half-level. The final spell level, including base plus modifiers, must be at least 1. Patterning cast on a composite object (e.g. a hafted weapon) can be cast at a level too low to affect the strongest materials, in which case it will affect only the weaker materials. If a substance has multiple Hardness ratings against different attack types (e.g. rope), use the lowest.

Patterning has several applications which may raise the base level of the spell. All applications have duration "momentary": their effects are real and permanent and cannot be dispelled. Note, however, that Strengthened and Grand Patterned materials do detect as magical: the magic is innate to the substance and cannot be removed except by destroying it or undoing the Patterning.

Bind: makes something a seamless whole, strengthening any weak points or flaws. Fastening a tool to its handle, or a weapon blade into its haft, need only affect the weaker material. Bind can splice ropes. When Binding a complex object, such as a lock, parts that are *intended* to move retain their freedom of movement. Bind makes an object as strong as it can be without introducing preternatural properties to the materials. It incidentally repairs all scuffs, scratches, and other minor cosmetic flaws. It cannot repair major holes or gaps. Level +0.

Weaken: simply weakens the material or object. Its Hardness, hit points, and strength (load capacity) can be lowered to half their normal values. Weaken undoes Strengthen; when weakening a Strengthened material the material properties can be lowered to half their *natural* (pre-Strengthening) values. Level +0.

Seal: has all the effects of Bind, and in addition will make things watertight or even airtight. It can also be reversed (Unseal) to make a normally watertight or airtight substance leaky. Level +$\frac{1}{2}$.

Mend: has all the effects of Bind, plus Seal/Unseal if desired, *plus* it can repair major damage. Holes up to half the size of the ZOE can be repaired; an object significantly smaller than the ZOE can be reassembled from a few scattered fragments. Mend *cannot* build brand-new objects from raw materials; the thing you are trying to mend must have previously existed in the form you are trying to restore. +1 level.

Break: is the obvious opposite of Mend. An object that more or less fills the ZOE can be broken in half or have a hole half its size punched through it. Smaller objects can be broken into more pieces proportionately. +1 level.

Disintegrate: is just a more extreme form of Break. The object is reduced to a fine powder from which it *cannot* be reconstituted by Mending. +2 levels.

Strengthen: allows you to increase the Hardness, hit points, and strength/loadbearing of a material. Simply cast the spell at the base level for the Hardness you want to achieve instead of the current Hardness of the material. When strengthening flexible material like rope or fabric, you choose whether the increase in Hardness merely makes it more resistant to damage or actually makes it rigid and hard. Load strength and hit points can be increased by a factor of either the proportion by which you are increasing Hardness, or the base level of the Patterning spell, whichever is **less**.

Grand: enchants a material with magical permanence and unity. Hardness per se is not altered, but it acquires DR50/- against all forms of physical or magical attack, including energy attacks such as fire, lightning, acid, etc. Its strength or load capacity increases tenfold. Note that Grand Patterned clothing does not extend its invulnerability to the wearer. Once an object has been Grand Patterned, to affect it further with Patterning requires the caster to apply the Grand modifier **and** win a Level Contest with the original caster. **All** magic items (save scrolls, potions, and naturally magical materials) have been Grand Patterned as part of their construction.**+4 levels.**

The ZOE for any form of Patterning is one object (or portion of a larger object) that may weigh up to 200 lbs and fit into a cube not more than 10 feet on a side. This can be doubled for +1 (geometric progression)

ZOE: see description; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none

Pyromancy: Use of this spell allows the mage to control, start, or stop fires. Applications can be combined in a single casting if so indicated. All applications have duration "momentary", except Control which has duration "concentration".
Applications:

Ignite: Flammable material in the ZOE will ignite. Level 1 will ignite anything that will catch from a brief touch of a torch flame. Level 2 will ignite even the most recalcitrant materials that are actually flammable. Can be combined with Intensify.

Intensify: N levels of Intensify will multiply the heat/light/damage (normal fires typically do 1d6/round) by N+1. Fuel consumption rate increases proportionately. Can be combined with Ignite. Consecutive castings of Intensify add to the multiplier, they don't multiply it.

Quench: Flames go out through the ZOE. Level 1, or equal to the number of d6/round this fire inflicts, whichever is higher.

Bank: As Quench, but instead of putting the fire out you may reduce it to any desired intensity of burning, including glowing embers or a slow smolder.

Smother: May be included as part of Quench or Bank at no additional cost. The fire produces increased smoke of any desired thickness up to "opaque" and "unbreathable". The smoke will dissipate normally, although it will be renewed if the fire is still burning.

Fireworks: As Quench but the fire shoots out sparks and flares to 3× the radius of the base ZOE, which can ignite secondary fires if they meet highly flammable material.

Control: You may control the movements of the flames, and direct the spread of the fire as you see fit, even against the wind. Control can be combined with Intensify, Bank, or Smother, in which case you may turn the secondary effect on and off at will. If you spread the flames beyond the original ZOE you may shift the ZOE to determine which part of the conflagration you control, but you cannot expand it.

Special Modifier: Magical (+2). This is necessary to control or manipulate magical fires (e.g. Wall of Fire spells, flaming swords). If applied to igniting or manipulating a normal fire it will make the fire magical.

The base ZOE of pyromancy is a sphere of 20' diameter (10' radius), or any one object, stack of objects (e.g. pyre), or active fire that fits into the ZOE. It can be cast on just part of a larger fire if desired. Extra ZOE extends the radius by 10' per $+\frac{1}{2}$ level.
ZOE: one object or 10'r sphere; *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, 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.

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 humaniform hands and vocal abilities.

Any of these modifiers may be used in a Shaping cast on a non-living object. For example, creating a sword requires the casting of the Combat Abilities modifier. In general, if something can inflict damage, it must have the Combat modifier. Unlike with living targets, Combat may be bought without first buying Movement, and Magical may be bought without first buying Senses. Magic items can not be affected or created by this spell.

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

ZOE: 1 target; *Range:* none; *Duration:* see description; *Saving Throw:* Fortitude negates (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 −1 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 −2 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 −1 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 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

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 rounds duration), cannot take Extra Duration.
ZOE: 1 being; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* Will negates

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 Image: Displaces the subject's image against all forms of vision including Darksight. The subject gains the combat benefits of Partial Concealment from this (attacks are -3 to hit). Stealth and other effects of partial concealment are not provided, since the subject's image is still in plain sight, just in the wrong place. Modifiers: Extra Effect (additional -1 modifier) +1. The defensive benefit can't be made bigger than -5; this spell cannot provide Total Concealment.
ZOE: 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates

Enhance Hearing: Adds +5 to Awareness for hearing rolls only.
<div align="center">*ZOE:* 1 target; *Range:* 10'; *Duration:* 3 hours; *Saving Throw:* none</div>

Expeditious Retreat: Recipient's running rate is doubled, with concomitant increase in jumping distance for running jumps. This is an enhancement bonus to the character's running, equal to her normal running rate. It does not change the length of the combat step. No other movement type is affected. Although the name was coined by 1st level mages, there is no actual requirement that the extra movement be used to retreat. Modifiers: Affects Others is only a $+\frac{1}{2}$ modifier for this spell.
<div align="center">*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates</div>

Flame Weapon: Allows the caster to cause any edged weapon to flame along its edge. This grants an enhancement bonus to hit and damage in combat: +1 against most targets, +2 against Trolls, +3 against Undead and plant creatures. No bonus is gained against beings with any level of Fire Resistance. Note that magical weapons also have enhancement bonuses, so the two do not stack if this is cast on a magical weapon. The flame can be turned on and off by the wielder as a free action for as long as the spell lasts, if for example the wielder wishes to sheathe the weapon. If cast on a weapon held or carried by another, it automatically fails unless the weapon's wielder is willing for it to take effect. Modifers: Extra Effect (additional +1 vs all targets) +1. For this spell, the Concealment modifier makes the weapon look like a magical weapon instead of a spell.
<div align="center">*ZOE:* 1 weapon; *Range:* 10'; *Duration:* 40 minutes; *Saving Throw:* none/willing</div>

Hold Portal: Holds closed a door, chest, panel, etc., which must be completely closed at the time of casting. A strongly anti-magical creature (e.g. Balrog) may shatter it. Dispel Magic gets rid of it automatically, as does a Knock, which will open the door. Forcing the door open by brute strength requires a strength contest against the effective strength of the door's construction. This is usually 25 for interior doors and 30 or more for gates but the GM may assign higher or lower values based on the condition of the door. Forcing the door destroys it.
<div align="center">*ZOE:* 1 portal; *Range:* 10'; *Duration:* 1 hour; *Saving Throw:* none</div>

Lance of (Element): Exists in three different elemental versions: Fire, Ice, and Lightning (elemental fire, water, and air respectively). The Earth element equivalent is the Magic Missile spell (see below). Each Lance creates the given element and flings it at a single target. Resistance effects will reduce damage: Resistance to Cold is the appropriate defense against Ice Lance. The Lance spell is a ranged touch attack which ignores cover penalties, including the "cover" provided by a friendly character in melee: therefore it can never hit an unintended target, though it can simply miss. The base damage is 2d6. Modifiers: Extra Damage (+1d6) $+\frac{1}{2}$; Increased Accuracy (+2 to the attack roll) $+\frac{1}{2}$.
<div align="center">*ZOE:* 1 target; *Range:* 60'; *Duration:* momentary; *Saving Throw:* none</div>

Mage Armor: Hardens the air around caster's clothing into a resistant shell that follows the caster's movements, granting an armor bonus of +6. Note that since this is an armor bonus, it does not stack with any armor worn but does stack with the Shield spell. Likewise, as an armor bonus it is cancelled by touch attacks. The "armor" is completely invisible and non-encumbering, and does not penalize the caster in any way. Modifiers: Extra Effect (+1 additional AC) $+\frac{1}{2}$.
<div align="center">*ZOE:* self; *Range:* none; *Duration:* 10 minutes; *Saving Throw:* none</div>

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 (Damage d10+1, Range Increment 100', point-blank damage d10+2 within 30'). The Extra Range modifier increases the range increment, including point-blank range (which doubles from the base 30' with each application). The base spell gives one missile, extra missiles are added as a modifier. Multiple missiles may be aimed at separate targets as long as all are within a $60°$ arc. Roll for each missile separately to see if it hits. A Shield spell provides total defense. Modifiers: Extra Effect (1 more missile) +1. Extra Damage (additional +1 to each missile) $+\frac{1}{2}$.
<div align="center">*ZOE:* $60°$; *Range:* 100' missile range increment; *Duration:* momentary; *Saving Throw:* none</div>

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, Will negates. 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'.
<div align="center">*ZOE:* 1 person; *Range:* 480'; *Duration:* 1 round; *Saving Throw:* none or Will negates</div>

Range Finder: The recipient will know the precise range (but not velocity) of all objects which he can see. This gives +2 to hit on any ranged to-hit roll. This cancels a Range Loser, regardless of any disparity in bonus or duration. Modifiers: Extra Effect (+1 more bonus) $\frac{1}{2}$, Find Velocity (in addition to giving exact knowledge of objects' direction and speed of movement, this grants an extra +2 to hit) +1.
<div align="center">*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates</div>

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 -2 to all ranged attacks that make to-hit rolls. This cancels and is canceled by Range Finder . Modifiers: Extra Effect (-2 more penalty).
<p style="text-align:center;">*ZOE:* 1 target; *Range:* 180'; *Duration:* 90 minutes; *Saving Throw:* Will negates</p>

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.
<p style="text-align:center;">*ZOE:* self; *Range:* as reading; *Duration:* 40 minutes; *Saving Throw:* none</p>

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.
<p style="text-align:center;">*ZOE:* caster; *Range:* as sight; *Duration:* 90 minutes; *Saving Throw:* none</p>

Shield: The recipient becomes completely immune to Magic Missile, counts as having an interposed shield (half damage) against Ice Storm. Against attacks that must roll to hit, the spell grants a +4 shield bonus. Modifiers: Extra Effect (+1 more shield bonus) $+\frac{1}{2}$.
<p style="text-align:center;">*ZOE:* 1 target; *Range:* touch; *Duration:* 10 minutes; *Saving Throw:* Will negates</p>

Sleep: A Sleep spell can affect a maximum of 12 HD of creatures within the ZOE. The spell will affect the lowest-level targets first, continuing until the strength of the spell is used up or no more creatures can be affected. Larger creatures use up spell strength disproportionately: beings of 1 or 2 HD count at face value, but a 3HD creature counts as 4, 4HD counts as 8, 5HD counts as 16, etc. Creatures of less than 1 full HD are also put to sleep but don't count against the total. Undead or other non-living entities can not be slept regardless of level, nor can living organisms that do not naturally sleep. Creatures that fail their save cannot be awakened by non-magical means for 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 Effect (+3HD).
<p style="text-align:center;">*ZOE:* 60' cone; *Range:* Always zero; *Duration:* see description; *Saving Throw:* Will negates</p>

Swim: This spell allows the recipient to swim at 60' per round. The recipient may stay afloat or stay under water as he desires. It does not give the ability to breathe underwater. Modifiers: Extra Speed (+30' / round) $+\frac{1}{2}$.
<p style="text-align:center;">*ZOE:* 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* Will negates</p>

Telescopic Vision: While the spell lasts, recipient may switch at will between normal vision and up to $\times 6$ magnification. This is only useful to scrutinize a particular location at any given moment: trying to "scan" with the magnified view produces only a headache-inducing blur. Modifiers: Extra Effect (+3x).
<p style="text-align:center;">*ZOE:* 1 target; *Range:* touch; *Duration:* 3 hours; *Saving Throw:* Will negates</p>

Trip: This spell knocks the victim prone if he fails his save. Prone combatants are at a disadvantage, and normally take time to get up. This spell has a built-in saving throw penalty.
<p style="text-align:center;">*ZOE:* 1 biped; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Reflex at -3 negates</p>

Ventriloquism: The mage may make the sound of his voice come from somewhere else up to the spell range distant. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. This function of the spell may be used in conjunction with Magic Mouth, Long Talk, or Disguise.
<p style="text-align:center;">*ZOE:* self; *Range:* 60'; *Duration:* 40 minutes; *Saving Throw:* none</p>

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).
<p style="text-align:center;">*ZOE:* 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Reflex negates</p>

Concentrate: Caster gains +2 to his concentration check. Modifiers: Extra Effect (+1 to concentration check) +1/2.
<p style="text-align:center;">*ZOE:* caster; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none</p>

Darkvision: Recipient gains 60' Darkvision. If recipient already has Darkvision, its range is extended by 60'. This applies even if the extant Darkvision is a magical effect rather than innate. Modifiers: Extra Effect (+60' Darkvision range) $+\frac{1}{2}$
ZOE: 1 target; *Range:* touch; *Duration:* 12 hours; *Saving Throw:* Will negates

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 at -4 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:* Will negates

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, Observe Magic, and Analyze Spell. 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 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. Modifiers: Extra Damage (+d6).
ZOE: 10' r burst; *Range:* 60'; *Duration:* momentary; *Saving Throw:* Reflex negates

Invisibility: It makes something not visible, including to those using Darkvision. 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. 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. Modifiers: Extra Effect (Improved) +1: Improved Invisibility is not broken by any of the above conditions, although note that many of them will give the invisible character's location away. The invisible character can fight while invisible. Combat does strain the spell: any round in which the recipient attacks counts as 10 minutes towards the spell's duration. The invisible character can still dismiss her invisibility at will.
ZOE: One target that fits into a 10' cube; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* willing only.

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

Levitation: It allows the recipient 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 coast to a halt over one round during which it will descend a total of 60' or as far as it had already fallen, whichever is less. Modifiers: Extra Weight (+200 pounds) +1, Extra Ceiling (+100') $+\frac{1}{2}$, Extra Speed (+60' / round, cannot cause damage) $+\frac{1}{2}$.
ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

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. Controlling the Hand requires the same degree of attention as controlling one's natural hands; spell concentration is not required. The caster can control the hand from any range once it has been created, but of course will not know what is going on at the hand's location if he gets too far away. 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 Reflex save is made, it is blind for 2d4 rounds. If its eyes are closed or covered, give +4 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:* Reflex negates

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, 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 negates

Prot / Enchanted Monster: Gives the recipient +4 to AC and saving throws against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinns, Efreets, Homunculi, Salamanders, Summoned Demons, Angels, Simulacra, and undead.) This is an "unnamed" bonus that adds to all other kinds of bonuses. Modifiers: Extra Effect (+1 more protection).
ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

Quickmarch: The recipient of this spell has all natural movement rates doubled. This is an enhancement bonus to each movement mode, equal to its base value. Quickmarch does not change your combat step distance. It does not interact with any magically endowed movement ability, e.g. Fly spell. Modifiers: Extra ZOE (double number of recipients, geometric progression) $+\frac{1}{2}$.
ZOE: 1 recipient; *Range:* 30'; *Duration:* 3 hours; *Saving Throw:* Reflex negates

See Invisible: Recipient can see any invisible objects or beings within her normal LOS. Telescopic vision applies normally: this is an enhancement to the recipient's vision, not a detection spell that reports visually.
ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

Size Change: The recipient may freely vary his size anywhere from 2 times his normal size to $\frac{1}{2}$ his normal size while the spell lasts, although he may only go up or down one size category per round, and this must be done in the Declaration Phase. Everything that he is carrying or wearing changes size with him, although enlarged weapons do normal damage. There is corresponding change in his mass and movement rate, and an enhancement bonus to Strength. Note that as an enhancement bonus, the Strength increase does not stack with similar magical effects such as Enhance Ability or Aura of Power.

Every doubling or halving of the recipient's size changes his size category by one step. This changes the character's size modifier, which affects both attack rolls and AC as indicated on the table.

Size Change Factor	$\times\frac{1}{16}$	$\times\frac{1}{8}$	$\times\frac{1}{4}$	$\times\frac{1}{2}$	$\times1$	$\times2$	$\times4$	$\times8$	$\times16$
Size Mod	+8	+4	+2	+1	+0	-1	-2	-4	-8
Strength Bonus	-8	-6	-4	-2	0	+4	+8	+12	+16
Hide bonus	+16	+12	+8	+4	0	-4	-8	-12	-16
Grapple bonus	-16	-12	-8	-4	0	+4	+8	+12	+16
Running Multiplier	$\times\frac{1}{4}$	$\times\frac{1}{3}$	$\times\frac{1}{2}$	$\times\frac{2}{3}$	$\times1$	$\times1.5$	$\times2$	$\times3$	$\times4$

The character's Str score cannot be reduced below 1. Note that the character's Str *modifier* for combat will be changed by an amount equal to half the Str score change. Characters who are innately Small in size already start on the $\times\frac{1}{2}$ column rather than $\times 1$ and will be modified by size shifts accordingly. Modifiers: Extra Effect (x2 to maximum size multiplier/divisor) +2.

ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

Weakness: The victim must save or lose 2d4 strength. A person whose Str is reduced to 0 cannot move. Str cannot be reduced below 0. Modifiers: Extra Effect (+d4 Str loss).

ZOE: 1 person; *Range:* 120'; *Duration:* 40 minutes; *Saving Throw:* Fortitude negates

Web: This may be cast as a wall between two (or more) anchors giving vertical support, or as a horizontal circle which settles over its targets and then onto the ground. As a wall, it is up to 20' tall by up to 100' wide by 6" thick and blocks LOS; as a circle, it covers a circle of ground 30' in radius and coats everything therein in a 6" thick layer. Characters in danger of being caught by the web as it forms may make a Reflex save to avoid the strands: thereafter a vertical wall will still entrap anyone who blunders into it, but the horizontal circle will be coated with dirt after 1 round and can no longer catch new victims. Entrapped characters roll d20 + Str damage bonus each round, accumulating their total: when the total passes $10\times$ the thickness in inches, they are free. A character who had a bladed weapon already in hand can add the weapon damage to this accumulating roll each round. The web strands are highly flammable: a torch, or a flaming weapon, can slash someone free in a single round. A trapped character cannot use missile weapons, nor use melee weapons except to cut the web. Trapped casters are considered to be bound; this does not impede clerics (unless they have also been gagged), but mages and guardians must use the Reduced Gestures modifier (at the "No Gestures" level) to cast spells. Trapped characters can use natural abilities not requiring movement. Attacks against trapped characters are at +2: trapped characters lose their Dex bonuses and all dodge bonuses. Modifiers: Extra ZOE does not make it thicker. Extra Effect (+6" to thickness) +1.

ZOE: see description; *Range:* 60'; *Duration:* 40 minutes; *Saving Throw:* Reflex negates

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. 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 Declaration 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

Blindsight: Recipient gains a Blindsight ability based on acute hearing and sensitivity to vibration and air currents. The base range is 60'. If the character has enhanced hearing, either naturally or through a spell/prayer, the base range is 90'. If the caster is deafened or inside the ZOE of Silence, range is halved. If the caster is wearing medium or heavier armor, range is halved. (If both conditions apply, Blindsight is effectively negated – range is zero.) Modifiers: Extra Effect (+30' range) $+\frac{1}{2}$ (do **not** use standard Extra Range progression; Extra Range will affect the range at which you can cast the Blindsight spell on someone).

ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

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:* Will negates

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. This spell does not grant the wearer a save when cast on an object being worn. 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 may be used to imitate voices.

ZOE: 1 being; *Range:* 10'; *Duration:* 1 day; *Saving Throw:* none/willing

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 100 for details on dispelling a Mass or Touch prayer). If the mage fails to dispel a permanent 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

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 Int score 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. Explosive Runes are automatically concealed against detection magic at no extra cost. They can only be triggered by a deliberate effort to read the protected text: waving a Rune-written sheet in front of somebody's face is not a viable combat tactic. Runes can be incorporated on an inscription written or carved into a wall, door, chest, or other object more durable than a scroll or book; in this case the object bearing the runes is not destroyed. Whoever triggered the explosion by reading the runes does not get a saving throw: others within the burst radius get a Reflex save. Modifiers: Extra Damage (+d6).

ZOE: 1 inscription/10' burst; *Range:* must handle object; *Duration:* until triggered; *Saving Throw:* none/Reflex negates

Fireball: This creates an explosion of magical fire. The explosion loses power as it expands. The inner layer is a 10' spread from the origin point: all in this area take 5d6. The outer layer is a 20' spread from the origin (that is, all distances between 10' and 20' along the "spread path") and does half the damage of the inner layer. In either layer a Fortitude save cancels the damage. The magical fire does not ignite loose combustibles, but will destroy any scrolls on a person killed by it. It will do damage to inanimate objects if it exceeds their Hardness rating. Modifiers: Extra Damage (+3d6) +1.

ZOE: 20' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Fortitude negates

Fly: Recipient can fly through the air. Maximum speed is 180' / round, of which 60' can be vertical. The recipient can carry besides his own weight, 50 pounds of encumbrance. Flying requires the same concentration as walking. Hovering allows casting. Combat steps 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 (+120' / round, +40' vertical) $+\frac{1}{2}$, Extra Weight (+200 pounds) +1, Extra Ceiling (+1000') $+\frac{1}{2}$.

ZOE: 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

Haste: The recipient of the spell acts twice in each round. The extra actions may be taken in the same or different phases, and actions may be delayed as normal (for example, a Hasted Hero who is out of reach of all foes may delay his Combat strike until movement so as to run into battle and swing, all in the same round). Haste does not allow mages to cast spells faster, nor clerics to pray faster, although both casting and praying can be combined with other actions. Mages and guardians can take an extra action that would fall between the declaration and the completion of spellcasting only by delaying that action until after spell phase.

At the end of every round in which a Hasted character takes his extra action, he takes one point of Constitution damage from the strain (which immediately reduces his current and maximum hit points by L/2). Note that taking the extra action is optional on a round by round basis.

ZOE: 1 being; *Range:* 30'; *Duration:* 6 rounds; *Saving Throw:* Reflex negates

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. This spell does not grant the wearer a saving throw to negate a spell cast on an object being worn.

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. This can damage inanimate objects, constructs, corporeal undead, etc. Modifiers: Extra Damage (+3d4) +1.

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

Invade Dreams: The caster can send a message to a sleeping person. The sleeper will have a vivid, lucid dream of the caster appearing and speaking the message, and will remember the dream with full accuracy upon awakening. Caster and sleeper need not have a common language: the dreaming mind will translate the caster's intended meaning. The caster has no control over the sleeper's dream environment and cannot, in particular, make the dream threatening or frightening (although the content of the message can be). The caster does not perceive the sleeper's dreamscape or reactions and does not get any return information from the sleeper. While there is no saving throw for the spell itself, a sleeper who does not wish to listen to the caster any more can terminate the spell at any time with a successful Will save. Time spent in an invaded dream still counts normally as restful sleep for all purposes. If external phenomena awaken the sleeper during the invaded dream, any remaining part of the message is lost. The sleeper may choose to awaken at the dream's end. The caster may send a message up to 10 minutes long, although most useful messages are shorter.

The spell may be cast on a visible sleeping target, or on a location where someone is known to be sleeping, with 240' range (LOS not required when casting at a location). It may be cast on a person known to the caster with a range of up to 10 miles. It may be cast on a person to whom the caster is attuned at *any* range. If the target is not asleep at the time of casting, the spell automatically fails (but still costs full points).

Modifiers: Two-Way +1. If this modifier is used, the caster does perceiver the sleeper's dreamscape and can hear any answer the sleeper makes; in fact, the two may engage in extended conversation. The sleeper dreams lucidly: he is aware of being asleep but has full normal waking mental function. The *sleeper* has complete control of the dream environment, although he cannot use this control to harm the caster in any way. In this mode the conversation may last up to 1 hour, although either participant may end the spell at any time.

ZOE: 1 sleeping target; *Range:* see description; *Duration:* max 1 hour; *Saving Throw:* Will special

Invisibility Sphere: An expanded version of Invisibility. The spell affects a 10' emanation centered on the caster. All objects and beings within the ZOE at the time of casting (including the caster) become invisible; other beings that enter the ZOE later do not. 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). The group of invisible beings cannot see each other unless they have some means of seeing invisible. Modifiers: Extra Effect (Improved)+1. Improved Invisibility has the same effect as the single-target version: invisible beings remain invisible after invisibility-breaking actions. As for Invisibility, each round in which invisible beings attack counts as 10 minutes against the spell duration. This applies if any of the invisible beings attack and is not worsened if all of them do: the question is whether anybody made an attack in a given round.

ZOE: 10' emanation; *Range:* none; *Duration:* 90 minutes; *Saving Throw:* none

Lightning Bolt: A line of electricity stretches from the caster's hand to the limit of the spell's effect, doing 5d6 electrical damage to all it touches. Targets get a Reflex save to dodge. Lightning bolts do not bounce or ricoshet and always proceed in a straight line from the caster. Modifiers: Extra ZOE affects the length, but according to the usual progression for Extra Range instead of ZOE. Extra Damage (+3d6) +1.
> *ZOE:* line 120' x 1'; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Reflex negates

Prot / Normal Missiles: The recipient gains DR 10/+1 against missiles only. Missiles of +1 or better bonus negate the protection. Extra Effect (+5 DR amount) $+\frac{1}{2}$; Extra Effect (increase required bonus to penetrate DR by +1) $+\frac{1}{2}$.
> *ZOE:* 1 being; *Range:* 10'; *Duration:* 90 minutes; *Saving Throw:* Will negates

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 recipient to see perfectly normally without the use of his eyes, or the need for any light. Unlike Darkvision, full color vision is preserved and there is no range limit. This spell does work in a clerical darkness.
> *ZOE:* 1 target; *Range:* touch; *Duration:* 90 minutes; *Saving Throw:* Will negates

Slow: Slow prevents the affected creature from acting in consecutive rounds. A successful Haste will negate a Slow.
> *ZOE:* 1 being; *Range:* 120'; *Duration:* 12 rounds; *Saving Throw:* Reflex negates

Slow Motion: All beings in the ZOE who fail their saving throws have their movement rate halved. Slow supercedes Slow Motion while they are both in effect. A successful Swiftness, Quickmarch, or Expeditious Retreat negates a Slow Motion.
> *ZOE:* 30' r sphere; *Range:* 120'; *Duration:* 40 minutes; *Saving Throw:* Reflex negates

Snowball: Does 5d4 cold damage throughout the ZOE. 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:* Fortitude negates

Suggestion: If the single target fails to save (vs. Will), then the caster may make one suggestion to him. The caster applies his Charisma bonus as an extra modifier to the save DC. (That is, for a mage the final save DC will be 10 + casting level + Int mod + Cha mod, while for a guardian it will be 10 + casting level + 2x Cha mod). The suggestion must be short and simple. Its phrasing is incorporated into the spell incantation and the target will be aware of it even if she makes her saving thow. The victim who fails the Will ST will then follow the suggestion, provided it is something that he might conceivably have chosen to do herself. A victim who fails to save will have no memory of the spell's having been cast on him and will believe her actions were her own idea.
> *ZOE:* 1 being; *Range:* 120'; *Duration:* 2 weeks; *Saving Throw:* Will negates

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:* Will negates

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 +5 to save. Modifiers: Extra Duration (+d6) +1.
> *ZOE:* 20' r burst; *Range:* 60'; *Duration:* 2d6 rounds; *Saving Throw:* Reflex negates

Chain Lightning: Identical to Lightning Bolt except that the base damage is 6d6, the line of lightning may swerve through any desired angle after every 10' segment, and targets still take half damage even if they save. Although this flexible ZOE can bend around to cross the same spot multiple times, any one target is only in the ZOE once, and only affected once, no matter how many times the line crosses it. Modifiers: Extra ZOE increases the bolt length using the Range progression, not the usual ZOE progression. Extra Damage (+3d6) +1.
> *ZOE:* 120' x 1' flexible line; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Reflex *half*

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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.
<div align="center">ZOE: 60' cone; Range: always zero; Duration: momentary; Saving Throw: Reflex half</div>

Control Self: This spell protects the caster from mental attacks, giving complete immunity to Fear, Confusion, and to any paralyzing or immobilizing attack that has a Will save. 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).
<div align="center">ZOE: self; Range: none; Duration: 90 minutes; Saving Throw: none</div>

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. For the base spell, the origin door has one "entrance" side: the "back" side of the origin door has no effect on movement (although it is still opaque). The destination door likewise has one "exit" side from which all travelers emerge, though creatures at the destination location may walk through the destination door in either direction without being affected by the spell. Spells cast in the appropriate direction may trace their range and/or ZOE through the Door's transposition. Modifiers: Transparent $+\frac{1}{2}$: from the entrance side of the origin door, one can see out the exit side of the destination door, and vice versa. Two-Sided $+\frac{1}{2}$: both sides of the origin door act as entrances, each linked to an opposite side of the destination door. Two-Way +1: as Two-Sided, but there is no longer a distinction between the origin and destination doors: any being, object, or spell effect entering either side of either door emerges from the corresponding side of the other door.
<div align="center">ZOE: special; Range: 240'; Duration: 12 rounds; Saving Throw: none</div>

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 / HD rounds, HD being hit dice or 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 / HD rounds per chance to save).
<div align="center">ZOE: 60' cone; Range: always zero; Duration: until saves; Saving Throw: Will negates</div>

Growth Plants: May only be cast 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.
<div align="center">ZOE: up to 80' x 80'; Range: 120'; Duration: 1 week; Saving Throw: none</div>

Hallucinatory Terrain: 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. Creatures below Int 2 will be totally unaffected by the spell.
<div align="center">ZOE: 2000' square; Range: 120'; Duration: 1 day; Saving Throw: none</div>

Ice Storm: May only be cast outdoors. 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 will give complete protection. Resistance to Crushing protects against Ice Storm damage, but Resistance to Cold has no effect. It does not affect completely non-corporeal beings, (e.g. Spectres). Any character who has a ready shield as of the Spell Phase is presumed to block the hail and takes only half damage, as do those with a Shield spell. A Fireball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Modifiers: Extra Damage (+d6).
<div align="center">ZOE: 60' cube; Range: 120'; Duration: momentary; Saving Throw: none</div>

Levitation Sphere: 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.
<div align="center">ZOE: 10'r emanation; Range: none; Duration: 90 minutes; Saving Throw: Will negates</div>

Magic Bridge: Allows the caster to produce a temporary bridge, similar to a fine netting, so it may also be climbed. It may not be detached by ordinary means, but Dispel Magic has its usual chance of working. The bridge will remain until the end of the spell duration, or until the caster dismisses it. The bridge dimensions must not exceed the ZOE. The bridge can 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.
ZOE: 30' trigger range; *Range:* 10'; *Duration:* 1 week; *Saving Throw:* none

Massmorph: May only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, Medium size or smaller.) They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. A Detect Magic will detect the spell. The caster must concentrate in order to maintain the spell. Anyone taking any action that would break Invisibility 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/willing

Prot / Normal Weapons: The recipient gains DR 10/+1 against all attacks (as the +1 indicates, weapons of +1 or better enchantment, and all magical and energy effects, ignore the damage reduction.) Modifiers: Extra Effect (+5 DR) $+\frac{1}{2}$, Extra Effect (raise magical bonus to penetrate DR by additional +1) $+\frac{1}{2}$.
ZOE: 1 being; *Range:* 10'; *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 cast on a single visible individual, there is no saving throw but the spell takes effect only if the target is willing to accept it.
If cast on an attuned invidividual, LOS is not needed and the base range is 1 mile, but the target gets a Will save to avoid the spell.
If cast at the ZOE, LOS is not needed. A random individual from among all those in the ZOE is selected as target, and gets a Will save to negate the effect. The caster may attempt to influence the target by telepathic pressure once the link is established. Treat this as a +4 to the caster's Charisma (+2 increase in Cha bonus) for any relevant skill, intimidation, etc. (Intimidation attempts are a Contest of Charisma with character level added as an expertise modifier.)
ZOE: 60' r sphere; *Range:* 240' or 1 mile; *Duration:* 90 minutes; *Saving Throw:* see description

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. Resistance to Lightning includes generic Electricity. 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 Fortitude or Reflex saving throw (whichever has the higher bonus) to pass through the wall, failure resulting in them bouncing out in the direction they entered from. Base damage is 2d6: creatures who are standing in water or are otherwise well grounded take double damage. Note that this damage is taken regardless of the saving throw. Creatures in the wall when it is created get a Reflex saving throw to dodge and avoid damage. Modifiers: Extra Damage (+1d6 base damage), Bending (can turn 90° every 20', as a smooth curve or as a corner) +1.
<div align="center">

ZOE: see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description
</div>

Wall of Fire: Creates a wall of magical fire. Mechanics are identical to Wall of Electricity except as follows:
- The relevant Resistance is, of course, Fire.
- Being grounded is irrelevant: it is Undead and Cold-based creatures who take double damage.
- The wall is opaque; beings on each side have Total Concealment from beings on the other side.
- Cold/ice based spells cannot be cast through the wall.
<div align="center">

ZOE: see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description
</div>

Wall of Force: Creates an invisible wall of pure force. May be either a 20' hemisphere or a plane up to 60' wide and 20' high. At the caster's option the "hemisphere" mode can also be a full sphere, extending down into ground and blocking tunnels or tunnelers. It has no thickness. While the Wall provides no concealment it blocks all missile fire and all spells that create physical effects, and movement.
- Missiles will bounce off regardless of size or power. Opponents attempting to melee each other through the wall treat one another as having DR20/-.
- Spells or prayers that work through material manifestations (solid objects, lightning, fire, etc.) are either blocked by the Wall or have their ZOE cut off by the Wall. Any spell or prayer that does not depend on such effects (e.g. light/darkness spells, spells with Will saves, etc.) is completely unaffected by the Wall. Gases diffuse through the wall but forceful movement is blocked: Air Blast will be stopped, but a Cloudkill kept in contact will seep through in d6 rounds.
- Moving through the Wall requires a Strength check (d20+full ability score) of 40. A creature can take 10, but cannot take 20. Since the Wall is a force effect, incorporeal and ethereal creatures are still blocked; however, movement that does not pass through the intervening space (e.g. Dimension Door, Teleport, natural "blink" abilities) is not affected. Modifiers: Tougher (+10 to Strength check,+5 DR) +$\frac{1}{2}$, Bending (can turn 90° every 20' as smooth curve or corner) +1.
<div align="center">

ZOE: see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description
</div>

Wall of Ice: Creates a wall of supernaturally cold ice. The wall may either be a hemisphere of 20' radius, or a plane up to 60' long and 20' high. The wall is 1' thick and has hardness 0 and 36 hit points per 5' square of facing, just as would normal ice (see Breaking Things, p.44). The ice is opaque. However, any being touching the ice takes 2d6 damage (Resistance to Cold protects normally, fire-based creatures take double damage), with no saving throw. (Creatures occupying the space where the wall forms get a Reflex save to dodge it as it crystallizes; they may choose which side they end up on if they succeed, and are placed randomly to one side or the other, after taking damage, if they fail.) Passing through a hole in the wall, unless there is at least an extra 5' of clearance, requires a Reflex save to avoid brushing against the ice and taking damage. Fire magic cannot be cast through the wall even if it could normally be cast through a solid obstacle. The wall remains where it is cast for the duration, unless dispelled. Modifiers: Extra Damage (+1d6 for all), Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1.
<div align="center">

ZOE: see description; *Range:* 60'; *Duration:* 10 minutes; *Saving Throw:* see description
</div>

Wizard Eye: Creates a remotely controlled invisible visual sensor in the form and size of an average demihuman eyeball. The eye initially appears within 5' of the caster, but can then travel in any direction within the range of the spell as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal. The eye moves up to 180'/round. The eye sees exactly as you would see if you were there; thus, if you have cast See Invisible on yourself, the eye can see invisible objects. You must concentrate to move an eye or see through it. If you do not concentrate, or move out of range of the eye, the eye is inert until you are again within range and concentrate. Modifiers: Extra Speed (+180'/round) + 1/2
<div align="center">

ZOE: special; *Range:* 1 mile; *Duration:* 10 minutes; *Saving Throw:* none
</div>

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 negates

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. Each round a creature is in the Cloudkill it is dosed with a strong HP poison (d6 surge, 2/rnd continuing, 10 rnd duration, DC as spell). A creature that stays in contact for multiple rounds will suffer multiple doses. However, once a creatures makes its initial save against any dose, it cannot be further poisoned by that Cloudkill, though it will continue to take the ongoing damage of any doses already suffered. 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:* Fortitude negates

Cone of Weakness: All within the cone take 2d4 points of temporary ability damage. (Fortitude save to half). Although Strength is customary as implied by the name, any physical ability (i.e. Strength, Dexterity, or Constitution) can be targeted. Strength or Dexterity can be reduced to 0 by this spell, leaving the target helpless; Constitution cannot be reduced below 3 (the spell cannot be used to kill through Constitution loss).

ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Fortitude half

Conjure Elemental: This spell conjures a 16 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.

Name	AC/T/FF	Hit Points	Attacks	Run/Fly/Swim
Fire Elemental	29/24/14	120 (16HD)	+20 Unarmed 4d6+4	120'/ – / –
Earth Elemental	28/18/19	144 (16HD)	+24 Unarmed 4d8+14	90'/ – / –
Water Elemental	30/22/17	136 (16HD)	+22 Unarmed 4d8+10	60'/ – /180'
Air Elemental	30/27/13	120 (16HD)	+24 Unarmed 4d6+4	– /240'/ –

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: The target's Intelligence is reduced to 6 through permanent ability damage. This cannot be cured by rest or ordinary Cure spells (although Cure Feeblemind will do nicely). Feebleminded Mages lose all casting ability. Guardians retain their Charisma-based spellcasting powers but must make an Int check (d20+Int) against DC20 to remember any particular spell when they try to cast it. Other classes will not be so crippled although they may provide much inadvertant amusement to their companions until cured.

ZOE: 1 being; *Range:* 120'; *Duration:* permanent; *Saving Throw:* will −3

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:* Fortitude negates

Hold Monster: This spell will affect up to 3 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) $+\frac{1}{2}$. The save DC increases by +2 if it is targeted at a single monster only.

ZOE: 60' r sphere; *Range:* 60'; *Duration:* concentration; *Saving Throw:* Will negates

Immolate: The recipient may cause her body to burst into flames at will. Turning the flames on or off is a free action in Powers phase. Creatures who come into contact with the recipient take 3d6 points of fire damage. Cold-based creatures take double damage. The flame aura extends beyond the character's body, so direct contact is not necessary: the character may dodge a blow and yet inflict immolation damage on the attacker's arm. An opponent is assumed to contact the flame aura and take damage if any of the following conditions apply:
- Opponent grapples or is grappled by the immolator.
- Opponent hits AC10 or better with natural weapons, or with any melee weapon 3' or less in length.
- Immolator successfully hits opponent with a touch attack.
- Immolator successfully hits opponent with a melee weapon 3' or less in length.

While immolated, the recipient has Resistance to fire damage, with a per-round rating equal to the maximum immolation damage. Note that the immolation itself does not damage the character even if this Resistance is cancelled: two immolators running equally powerful spells will do no damage to each other. Modifiers: Extra Effect (+1d6 damage and +1' flame reach) $+\frac{1}{2}$.

ZOE: 1 target; *Range:* touch; *Duration:* 40 minutes; *Saving Throw:* none

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 recipient's mind against mental attacks or possession attempts. It gives +6 on saves and +3 to level in Level Contests when defending against these attacks. If cast on a recipient of lower level than the caster, the level of defense is the caster's level +3 rather than recipient's level +3. Modifiers: Extra Effect (+2, +1) +1

ZOE: 1 target; *Range:* touch; *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 −4 to melee combat and −8 to missile combat and spell targeting. Spells that do not normally need a targeting roll have a flat 8-in-20 chance of being launched in a random direction. Modifiers: Extra Effect (added −2) +1.

ZOE: 30' r sphere; *Range:* 60'; *Duration:* 12 rounds; *Saving Throw:* Will negates

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

Stone Walking: It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is at one 5' step per round. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breathe while he is in the stone. Modifiers: Extra Effect (+5' speed) +1.

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. 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 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:* Will negates

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 his home 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

Toll: Produces a mystical disturbance that can be perceived by: angels, demons, free-willed elementals, Aerial Servants, Conjured Servants, patrolling Invisible Stalkers, beings in the astral plane, and any spellcaster or cleric of level 12+. Such beings can perceive the disturbance at a range of up to 5 miles regardless of intervening obstacles, and know its exact location. The disturbance has no other effect beyond catching the attention of those beings able to perceive it. Modifiers: Extra ZOE uses the Range progression rather than the ZOE progression.

ZOE: 5 mile radius; *Range:* always zero; *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: Creates an iron wall three inches thick (Hardness 10, 90HP). The wall must lie in a vertical plane and has a maximum area of 500 square feet. It may be battered down as one would a normal iron wall. Otherwise it will last until dispelled or the duration ends. Modifiers: Harder (+2 Hardness) $+\frac{1}{2}$, Thicker (+1 inch, adds 30 HP) $+\frac{1}{2}$, Bending (can turn 90° every 20 feet, as a smooth curve or as a corner) +1. Extra ZOE increases the square footage normally. Lasting is only a +1 modifier due to the long base duration.

ZOE: 3" thick x 500 sq.ft.; *Range:* 60'; *Duration:* 4 days; *Saving Throw:* none

Wall of Stone: Creates a stone wall one foot thick (Hardness 8, 180 HP). The maximum area is 1000 square feet, and the wall must lie in a vertical plane. 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. Lasting is only a +1 modifier due to the long base duration.

ZOE: 1' thick x 1000 sq.ft.; *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 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

Death Spell: 4d8 creatures die instantly. This spell has no effect on creatures that aren't alive (undead, constructs, etc.) Creatures of less than 1 full HD also die but don't count against the total. Creatures of 4HD or more count as multiple creatures: a creature counts as 1 extra target for each extra HD above 3. The spell targets lower levels first. Modifier: Extra Effect (+1d8 creatures dies) +1.

ZOE: 60' cube; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Fortitude at -6 negates

Disintegrate: The spell emanates as a ray, requiring a ranged touch attack to hit the target. The target may be one living or animated being of any size, one object or connected group of objects that fits into a 10' cube, or a 10' cubic piece of a larger object. If the target fails to save it is reduced to a small amount of impalpable dust. A successful save means the target only takes 5d6 damage.

ZOE: 1 being or 10'cube; *Range:* 60'; *Duration:* momentary; *Saving Throw:* Reflex partial

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, Reflex save to half. Resistance to Fire protects normally, 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:* Reflex half

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. No Strength loss is suffered as long as the victim makes some significant effort towards the task that day; all Strength loss is recouped as soon as the victim starts working on the task again. Modifiers: Extra Difficulty (double the task completion time) +1.

ZOE: 1 being; *Range:* touch; *Duration:* variable; *Saving Throw:* Will negates

Invisible Stalker: The caster summons an invisible stalker (AC: 21/17/17; HD: 8d8+16; Attacks: +10 slam 2d6+4; Move: 180'/0'/0'; Special: Invisible, Darkvision) 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: This spell provides some knowledge of a legendary item, place, or being (hereafter "subject"). The base spell provides only the most general and widespread knowledge about the subject. Additional levels grant more information; model this as the GM answering 1 additional question about the subject per extra level. (This answer may go into as much detail as the GM considers appropriate, and should always be at least one complete sentence. The GM should volunteer an interesting fact if the the caster doesn't have an adequate question list.) For definiteness, a subject qualifies as "legendary" if either spoken or written stories about it existed prior to the caster's birth. The subject need not be present; range is meaningless to this spell. Indeed, Legend Lore does not require that its subject still exist, or even that its subject ever existed at all – although in the latter cases even a base level casting always reveals that the subject has been destroyed or that it was fictional, as appropriate. This spell cannot be cast with reference to the same subject more than once per day.

ZOE: one subject; *Range:* n/a; *Duration:* momentary; *Saving Throw:* none

Move Water: This spell will temporarily remove a 1 million cubic foot section of a body of water (exact dimensions up to the caster; i.e., it could be 100' cubed, or 500'x100'x20'). During the spell's duration, the remaining body of water acts as if the Moved water was still there; that is, water does not fill the space vacated. The spell only moves water; anything that was in the Moved section of water will remain, and fall to the bottom of the ZOE.

ZOE: 1 million cubic feet; *Range:* 240'; *Duration:* 90 minutes; *Saving Throw:* none

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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 Will save. 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:* Will negates

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

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

Repulsion: This spell creates a 10' r invisible, mobile sphere which prevents creatures from approaching you. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.
> *ZOE:* 10 ' r sphere; *Range:* self; *Duration:* 10 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 has hardness 6 and 30 h.p. It will still soak up all of the damage from the attack that breaks it. The shield may be shifted to a different attacker each round. It lasts until brought down. Modifiers: Extra Effect (+1 hardness and +5 h.p.) +1.
> *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 Reflex save to dodge the effect. 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:* Reflex negates

Tremor: This spell causes an earthquake. The main ZOE is a 360' radius circle. During each round of the duration, fixed rigid structures in the ZOE take 40 points of structural damage, ignoring hardness. Flexible structures or those not fixed to the ground take no damage. Multi-story buildings collapse when their walls are reduced to 1/2 hit points (2-3 stories) or 3/4 hit points (4+ stories);

collapsing buildings damage those inside appropriately (10d6 crushing damage is typical). Underground structures collapse as per 4 story buildings; treat them as having 10,000 structural hits *divided by* their unsupported free span in feet.

Non-flying creatures who attempt to move within the ZOE must make a Reflex save or fall while the tremor continues. There is a 1 in 6 chance each round that any being in the ZOE will fall into a crack or be struck by debris; this requires another Reflex save, those failing take 2d6 damage. Outside the main ZOE, the tremor can still be felt and may cause alarm but is essentially harmless; it can be felt to a distance of 15 times the ZOE radius. Modifiers: Extra Duration (+2 rounds), Extra Effect (+10 structural damage per round, +1d6 debris damage per impact) +1.

ZOE: 360' radius; *Range:* 960'; *Duration:* 3 rounds; *Saving Throw:* see description

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. All must be in the initial ZOE, but can leave it invisibly.

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

Permanency: 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 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. As with any resurrection magic the soul must consent to be reincarnated. The target must *succeed* in a Fortitude save with a DC equal to the number of days the target has been dead. The body can be of any species, but if it is not of the same species as the target then the resurrection save is at −4. Physical statistics (including Str, Dex, Con) are drawn from the body after the Reincarnation succeeds; mental ones (Int, Wis, Cha) from the soul. A failed roll means that the soul will never inhabit that body. Modifiers: Bonus to Resurrection Roll (+2) $+\frac{1}{2}$.

ZOE: 1 body, 1 soul; *Range:* none; *Duration:* momentary; *Saving Throw:* willing only

Reverse Gravity: Gravity within the zone of effect is reversed. If there is a roof overhead within the height of the ZOE nonflying characters will fall to the roof taking normal falling damage. If there is no roof they will fall to the top of the ZOE, above which normal gravity takes over, and spend the rest of the duration oscillating about this fixed height. At the end of the spell duration, affected objects and creatures fall downward. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

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

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 spell.
ZOE: 60' cone; *Range:* always zero; *Duration:* momentary; *Saving Throw:* Will at −3 negates

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, becoming ethereal. He is unaffected by all weapons and spells in his original plane. He can see in the original plane, but cannot hear or touch. He moves in the original plane, although he is not constrained by any obstacle. He may be attacked as normal in his new plane, and he may be forced back to the old plane by Phase In. Dispel Magic will not affect an out-of-phase mage. The mage moves at 120 feet and can move in 3 dimensions. He is not made invisible by this spell. He may cancel the spell and return to the normal phase at will, but may not then switch back.
ZOE: self; *Range:* none; *Duration:* 40 minutes; *Saving Throw:* none

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 current hit points of the target. This spell automatically has the Power Word modifier applied at no extra cost. Modifiers: Extra Effect (+10 more hit points).
ZOE: 1 being; *Range:* 60'; *Duration:* 4d6 rounds; *Saving Throw:* special

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

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 +9 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 with $\frac{1}{2}$ damage if physical saving throw is made.
ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Reflex half

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 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 which affects all who can hear him. All saves are at −3.
ZOE: 240' r sphere; *Range:* always zero; *Duration:* 1 day; *Saving Throw:* Will −3 negates

Meteor Swarm: This produces four 20d6 fireballs in a square pattern with centers 20 feet feet apart. Each is per the spell Fireball with $\frac{1}{2}$ damage if reflex saving throw is made.
ZOE: see description; *Range:* 240'; *Duration:* momentary; *Saving Throw:* Reflex half

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 current hit points of the target. This spell automatically has the Power Word modifier applied at no extra cost. Modifiers: Extra Effect (+10 hit points of target).
ZOE: 1 being; *Range:* 60'; *Duration:* momentary; *Saving Throw:* see description

Time Stop: The caster is speeded up so greatly that from her view point, time stops for d4+2 rounds after casting. The caster cannot harm any person or object in normal time, but can move and rearrange objects not fastened down. The caster's cast spells but their durations and effects will be in normal time; effectively no spell will take effect until the Time Stop ends at which time they all go off at once.
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 beings 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 beings as appropriate to his scenario and the terrain where cast and may grant requests for unlisted entities 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 creatures are available in any area with which he is familiar, or about which he has been briefed.

If the mage attempts to summon a creature that is not available, the results are unpredictable and depend on why the indicated being 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 monster (no available fit). If one summoned a Pegasus, unaware that all the Pegasi had just died of the plague, the spell would probably have no effect (out of stock).

Most special abilities have been omitted in the interest of space. The GM can supply such information upon request. The AC column gives normal/touch/flat-footed AC. Hit Dice includes the bonus for typical Constitution scores, if relevant, and the average HP total. Attacks are listed with bonus and effect; all attacks can be used each round unless "or" is used. Ranged attacks will list their range increment (RI) The "Move" column gives per round movement rates for Flying / Running / Swimming.
Grab: An attack that is followed by a notation "/+x grab" means that the creature follows that attack with a same-round grapple attempt at the stated bonus: success means that it has "latched on" with that attack and will deliver its damage automatically every round until the victim breaks the grapple. *grab(swallow)* means victim is not just grabbed but swallowed, separate swallow damage listed is half crushing, half acid each round, do 1/4 of creature's hit points to cut oneself out.

Level 1				
Name	**AC/T/FF**	**Hit Points**	**Attacks**	**Run/Fly/Swim**
Alligator *	13/10/13	5 (1 HD)	+3 Bite 1d8+2 w/+6 Grab	30'/ – /60'
Cave Grub *	12/12/12	2 (1 HD)	+2 Burrow 1d4 (continuing, d6 to cut out)	50'/ – /50'
White-Tailed Eagle *	15/15/11	5 (1 HD)	2× +3 Talons (1d4) w/+5 Bite (1d4)	10'/240'/ –
Great White Owl *	15/15/12	3 (1 HD)	2× +3 Talons (1d3)	10'/180'/ –
Hound *	14/14/11	4 (1 HD)	+3 Bite 1d6/+4 Grab	180'/ – /20'
Monkey *	14/14/11	3 (1 HD)	+2 Bite 1d3 or +5 Throw Stone 1d3 (RI 10')	60-90'/ – /10'
Pig *	14/10/14	13 (2 HD)	+3 Bite 1d4+2	120'/ – /10'
2× Rat *	13/13/12	1 HP	+3 Bite 1HP	60'/ – /60'

Level 2				
Name	**AC/T/FF**	**Hit Points**	**Attacks**	**Run/Fly/Swim**
Bugbear	19/12/17	16 (3 HD)	+6 Greataxe d12+3	100'/ – /10'
Electric Eel *	13/13/11	4 (1 HD)	+2 Bite d4 or +4 (touch) 2d6 shock	– /10'/80'
Giant Bat *	14/13/12	7 (2 HD)	+5 Bite 1d8 & Latch	1'/150'/ –
Gray Wolf *	16/14/12	11 (2 HD)	+5 Bite d8+2 w/+4 grab	180'/ – /20'
Gray Goo	13/11/13	13 (2 HD)	+4 (Touch) 2d6 acid	30'/ – /30'
Medium Horse *	14/12/11	16 (3 HD)	+5 Kick 1d6+3	180'/ – /10'
Pit Viper *	17/14/14	4 (1 HD)	+3 Bite 1HP + Poison (d6/1/10,DC15)	50'/ – /10'
Wild Boar *	16/12/14	19 (3 HD)	+5 Tusks 2d4+2	150'/ – /10'

Level 3

Name	AC/T/FF	Hit Points	Attacks	Run/Fly/Swim
Banshee	12/10/12	18 (4HD)	Wail (60'r), Chill Touch	– /120'/ –
Barracuda *	17/13/15	18 (4HD)	+6 Bite d12+2	– / – /120'
Brown Bear *	18/12/15	32 (5HD)	+5 Bite 2d6+4, 2× +9 Claws 1d8+8 (Grab)	180'/ – /20'
Cave Worm	18/9/18	26 (4 HD)	4× +4 (Touch) paralyze (d6 rounds), +0 bite d12	90'/ – / –
Dire Wolf *	17/13/13	27 (5 HD)	+7 Bite 1d12+3/+12 grab	180'/ – /20'
Giant Lizard *	14/9/14	30 (4 HD)	+7 Bite d12+3 (swallow 2d6)	120'/ – /20'
Glassflesh Beast	9/9/9	30 (4 HD)	+4 (touch) Paralysis, +0 Engulf 2d6 acid	30'/ – /30'
Jub Jub Bird *	17/17/9	18 (4 HD)	+9 Beak 2d6, 25% blind eyes	10'/240'/ –
Panther *	16/14/12	18 (4 HD)	+7 Bite d8+3, 2× +4 Claws 1d4, +8 Grab/Rake	200'/ – /10'
Pegasus	16/14/11	30 (4 HD)	2× +7 Kick 1d6+4	240'/360'/10'
War Horse *	18/13/14	26 (5 HD)	2× +6 Kick 1d6+4	180'/ – /10'

Level 4

Name	AC/T/FF	Hit Points	Attacks	Run/Fly/Swim
Anaconda *	16/11/13	55 (10 HD)	+23 grapple/constrict	60'/ – /60'
Arctic Wolf *	17/12/14	33 (6 HD)	+8 Bite 2d6+4, cold breath 2d6 (60'cone)	180'/ – /20'
Cockatrice	16/11/16	22 (4 HD)	+5 (Touch) petrify (Fort. DC14 negates)	60'/150'/0'
Giant Crocodile *	22/9/22	52 (8 HD)	+11 Bite 2d8+8/+21 grapple	40'/ – /180'
Giant Spider *	21/9/21	39 (6 HD)	+10 Bite 1d6 & poison (d6,1,10,DC18) or suck	120'/ – / –
Griffon	20/15/14	45 (7 HD)	+11 Bite 2d8+3, 2× +9 Claws 1d4+2	90'/280'/ –
Hydra (6 head)	18/9/18	50 (7 HD)	6× +9 Bite d10+3	90'/ – /60'
Siberian Tiger *	20/15/14	58 (7 HD)	+12 Bite 2d6+4, 2× +18 Claws 2d4+8, +22 Grab/Rake	200'/ – /20'
Rock Troll	17/9/17	55 (7 HD)	2× +11 Claws 1d6+8/Rend or wpn+8, DR 5/+1, regenerate	90'/ – /20'
Yeti	18/12/15	42 (5 HD)	2× +9 Claws 1d8+4 (hug 1d12), Sneak Attack	90'/ – / –

Level 5

Name	AC/T/FF	Hit Points	Attacks	Run/Fly/Swim
Great White Shark *	22/8/22	49 (11 HD)	+18 Bite 3d10+6/+25 grab (swallow 3d6)	– / – /150'
Cave Bear *	22/11/20	58 (9 HD)	+13 Bite 2d8+5, 2× +19 claws 1d8+8 (hug 2d10)	140'/ – /30'
Elephant *	20/10/18	78 (12 HD)	2× +16 Tusks 2d8+15, Trample 5d6 (Ref. DC 21)	150'/ – /10'
Fire Giant	22/8/22	70 (10 HD)	+20 Sword 3d6+15, +10 rock 2d6+10+2d6 fire (RI 120)	120'/ – /10'
Hot Salamander	19/12/17	52 (7 HD)	2× +14 Claws 2d6+2 +1d6 Fire	120'/ – / –
Hydra (8 head)	19/8/19	88 (9 HD)	8× +15 Bite 2d6+5	90'/ – / 60'
Jabberwock	22/9/22	55 (10 HD)	+11 Bite d10+2, 2× +16 claws 1d8	180'/ – / –
Phase Spider	28/28/19	44 (8 HD)	+12 Bite 2d6 + poison (2d6,2,10,DC20)	90'/ – / –
Stone Giant	25/11/23	75 (10 HD)	+16 Club 2d10+12 or +10 rock 1d12+12 (RI 180)	120'/ – /10'
Rhino *	26/9/26	75 (10 HD)	+14 Horn 2d8+6 & knockdown, Trample 5d6 (Ref. DC 21)	140'/ – /10'
Wyvern	20/10/18	50 (9 HD)	+16 Bite 2d8+4, +12 sting 1d6 + poison (8d6,0,0,DC16half)	60'/180'/ –

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

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Prayer Mechanics

Clerics are worshipers who have established a special bond with a specific deity. In addition to the class features listed under Classes, Clerics of each god/dess have religion-specific class features as detailed under Religions.

Each religion has a corresponding order of clerics responsible for leading the faithful in the worship and service of the god. There are numerous deities and temples beyond the four major ones detailed here; however, the priests and priestesses of Aru (healing), Daglir (building), Gaia (nature), and Mavors (justice) are most likely to be effective in an adventuring career. It should be noted that the clerics and devoted followers of a specific deity typically continue to respect and revere all of the Gods, they simply have a special affinity for one of them.

All clerics carry consecrated holy symbols with them, and these are normally considered necessary to cast prayers. The GM may, at his discretion, prohibit a cleric who has lost his symbol from casting any, some, or all prayers (except, of course, for *Consecrate Object*) until he obtains or consecrates one.

Prayer Points

A cleric performs prayers that channel the power of her deity into the world. 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 plus any bonuses granted from feats such as Piety. 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.

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

Effects of Similar Prayers

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.

Prayers and 'Evil'

Several prayers affect "Evil," such as Detect Evil, Dispel Evil, etc. Evil for purposes of these prayers is determined by the cleric's religion. In general, one of the following three conditions must hold for a target to be affected:

1. Supernaturally devoted to an evil purpose.

2. So steeped in evil acts that it has become habitual.

3. Involved in an act so overwhelmingly evil that it overrides any prior history.

In each of these cases, evil is as seen through the eyes of the cleric's god. Thus, undead are evil under #1 to everyone except Clerics of Undeath. A sword enchanted to make its wielder a sociopathic killer would be evil to most clerics under #1. A cleric of a god to whom your god is unalterably opposed would be evil under #1.

For prayers by a Janda cleric, a habitual liar would be evil under #2, even when telling the truth. A normally-truthful person who is currently lying would only be evil to the Janda cleric under #3 if the lie was truly momentous. An Aru cleric would find a headsman to be evil under either #2 or #3, while a Janda cleric would not (so long as all those executed were lawfully sentenced).

Multi-Level Prayers

To reduce space requirements, some prayers that appear on every level of a religion's listings are listed under "Multi-Level Prayers." The lists and descriptions will therefore have a single entry for, e.g., "Cure Wounds N" where N is the prayer level, rather than a separate listing of Cure Wounds 1 at 1st level, Cure Wounds 2 at 2nd, etc.

Massable Prayers

Many single-target prayers also have a Mass version. The Mass version is always identical to the regular prayer except in how many targets it effects, as detailed below. The Mass version of the prayer is **always two levels higher** than the basic version. To save space, rather than listing the Mass version as a separate prayer its existence is noted by "(M)" in the prayer list (next to the name) and by a mention in the description that the prayer is Massable.

Mass Prayer Effects
The Mass version of a prayer has the following options for zone of effect (ZOE).

Self: The cleric is the center of a spherical ZOE. The radius can be as large or small as desired. The cleric can affect herself or not as she sees fit. A maximum of L beings can be affected; the beings closest to the cleric are affected first (ties broken randomly).

Sphere: The ZOE is a 10' radius sphere centered on the cleric. The prayer affects *all* beings within the sphere, regardless of how many there are. The cleric can *not* choose to be unaffected.

Spread: The center of the ZOE may be placed anywhere within the normal prayer's range. The effect is then resolved as a *spread* (see p.63) of 30' radius, affecting all beings within the spread regardless of total number. The Cleric cannot choose to be unaffected. *This ZOE cannot be chosen for the Mass version of a prayer whose normal range is less than 30'.*

A prayer can be both multi-level and massable: for example, the Cure Wounds prayers are both, and so are listed as multi-level prayers named "Cure Wounds N(M)."

ZOE, Range, Duration, Saving Throws

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: A prayer with Renewable duration always has a normal duration listed as well, with "(R)" listed to denote that the duration is renewable. If the prayer is performed normally, it has its normal duration. If the prayer is performed with *double* the normal prayer point expenditure, its duration is extended to the next time the cleric would normally regain prayer points. In the moment of regaining points the cleric may opt to renew any or all renewable prayers currently in effect, by immediately expending their normal (*not* doubled) prayer point costs. Renewable prayers can be renewed even if the cleric is asleep or unconscious at renewal time.

Saving Throw: Most prayers are negated by a Will save. This is true even of beneficial prayers, since one's instinctive response to supernatural forces cannot distinguish between the harmful and the beneficial (and some prayers may be harmful to some while deadly to others). The save DC for a prayer is always 10 + prayer level + cleric's Wisdom modifier. Note, however, that a cleric performing a beneficial prayer on himself can drop his save against that prayer without having to declare that he is dropping all saves.

Unless otherwise specified, any prayer that has a saving throw can have the save DC increased by spending extra time performing the prayer. This is called "chanting" and must be done immediately before performing the prayer: the cleric spends a round as if he were performing the prayer, but announces in the prayer phase that he is merely chanting for a prayer (and states which one). Each round of preparation increases the save DC by 1. If this DC increase is built up to +9, then the saving throw is canceled entirely; the prayer will have no saving throw when it is performed. Note that a Contest of Levels is not a saving throw and prayers resisted in this way cannot be improved by chanting.

Chanting is an action but it costs no prayer points. It can be interrupted by distraction: a cleric must make a Concentration check against 15 + level of prayer + damage taken to avoid losing her accumulated save DC bonus.

Religions

Apostles of Life

God:	Clerics:	Principle:	Symbol:
Aru	Healers	Life, Health, Peace	Caduceus

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 an oath to "Cause no harm to any person." 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 the Caduceus. (These are images and heraldry, not the physical Caduceus that all clerics also carry.) Note that an oath to do no harm to *people* does not extend to animals, monsters, undead or supernatural beings, etc.

Breaking the oath, or displaying the Oathsworn version of the Caduceus if one has not taken the oath, is a felony and will tend to attract the attention of followers of Mavors. Oathbreaking (not impersonation) will also cause the character to lose all benefits of being a follower (or a cleric!) until he or she has once again come to terms with Aru. On the other hand, attacking or willfully harming someone displaying the Oathsworn 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 Oath. These followers may engage in combat for just causes but still abhor meaningless violence and destruction. Healers and Oblates (clerics of Mavors) are strong allies. The Oblates protect the Healers, who so often need protection because they tend to go where the trouble is. The Healers treat all the injuries the Oblates 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.

Religion-Specific Class Features:

- Weapons: Aru clerics are proficient in no weapons at all (except the club, for which proficiency is universal). An Aru cleric's caduceus can, in ultimate extremity, be wielded as a small club: unlike a regular club it does non-lethal damage only (there is no penalty for this).

- Armor: Aru clerics are proficient with light armor, although to go unarmored is more respected in the Aru community.

- Skills: An Aru cleric adds Knowledge(medicine) and Knowledge(herblore) to her skill list, and gets a +5 bonus to the Heal skill.

- Aru clerics are completely immune to all *Cause* prayers and save at +2 against all poisons, diseases, and draining effects.

- The *Cure Wounds* prayers of Aru clerics roll double the standard number of dice.

- The *Resist Cause Wounds* prayers of Aru clerics provide double the standard amount of Resistance against Cause Wounds prayers.

- Aru clerics can tell at a glance whether a living being within 5' is injured in any way, and the approximate nature and severity of the injury.

Follower Special Benefit: Any non-cleric who chooses to be a follower of Aru gains a +3 Religion bonus to the Heal skill.

Multi-level Prayers	ZOE	Range	Duration	Saving Throw
Aura of Power N (M)	1 recipient	10'	$60 + 10L$ minutes	Will negates
Bless N (M)	1 person	touch	$60 + 10L$ minutes [R]	Will negates
Cure Wounds N (M)	1 being	120'	momentary	Will negates
De-were N	60' cone	none	$6 + L$ rounds	Will negates
Dispel Undead N	60' r sphere	120'	momentary	Will negates
Life Force N (M)	1 person	120'	until dawn	voluntary
Protection from Evil N (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Resist Cause Wounds N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Poison N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Ward Undead N	10'r circle	zero	$60 + 10L$ minutes [R]	none

Level I Prayers	ZOE	Range	Duration	Saving Throw
Augury	self	none	none	special
Consecrate Object	1 object	touch	see spell	none
Detect Disease (M)	varies	varies	momentary	varies
Detect Evil	varies	varies	momentary	varies
Detect Poison (M)	varies	varies	momentary	none
Detect Possession (M)	1 being	120' LOS	momentary	Will negates
Detect Prayer (M)	1 person	120' LOS	momentary	none
Detect Undead	see spell	480' or 120'	momentary	none
Detect Water	see spell	480' or 120'*	momentary	none
Purify Food and Water	see spell	touch	momentary	none
Read Language (M)	1 being	120'	$60 + 10L$ minutes [R]	none
Sanctuary	self	none	see spell	Will negates
Sleep of Healing	L beings	touch	8 hours	voluntary
Slow Poison	1 being	touch	$60 + 10L$ minutes [R]	none
Sterilize	see spell	touch	permanent	Will negates
Swiftness (M)	1 being	60'	$60 + 10L$ minutes [R]	Will negates

Level II Prayers	ZOE	Range	Duration	Saving Throw
Comprehend Language (M)	1 person	touch	L hours [R]	none
Consecrate Water	L pints	touch	1 day [R]	none
Cure Deafness (M)	1 being	120'	momentary	Will negates
Cure Paralysis (M)	1 being	120'	momentary	Will negates
Detect Hostility (M)	1 being	120' LOS	momentary	Will negates
Hold Person	30' r sphere	240'	concentration	Will negates
Light	40' illumination	120'	$60 + 10L$ minutes [R]	none
Slow Disease (M)	1 being	touch	1 day	none

Level III Prayers	ZOE	Range	Duration	Saving Throw
Continual Light	20' r sphere	360'	permanent	none
Cure Affliction (M)	1 being	120'	momentary	Will negates
Cure Blindness (M)	1 being	120'	momentary	Will negates
Cure Disease (M)	1 being	120'	momentary	Will negates
Detect Curse (M)	see spell	120' LOS	momentary	Level Contest
Dispel Prayer	10' r sphere	60'	momentary	Level Contest
Empathic Cure	1 being	touch	momentary	Will negates
Life Sense (M)	1 being	none	L hours [R]	none
Neutralize Poison (M)	1 being	touch	momentary	none
Observe Prayer	1 being	120' LOS	$6 + L$ rounds	none
Silence 15'r	see spell	zero	$60 + 10L$ minutes [R]	none
Suspend Animation	1 being	60'	L days	voluntary only
Withstand Disease (M)	1 being	10'	$60 + 10L$ minutes [R]	none
Withstand Paralysis (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level IV Prayers	ZOE	Range	Duration	Saving Throw
Analyze Magic	self	120' LOS	$6 + L$ minutes	none
Create Water	vicinity	60'	momentary	none
Cure All Wounds (M)	1 being	120'	momentary	Will negates
Cure Lycanthropy (M)	1 being	touch	momentary	Will negates
Detect Food (M)	see spell	480' or 120'	momentary	none
Golden Rule	self	none	$60 + 10L$ minutes [R]	Will negates
Preservation	see spell	10'	L days	none
Regrowth	1 living being	touch	permanent	none
Remove Curse (M)	1 curse	240'	permanent	Level Contest
Restoration (M)	1 being	120'	momentary	special
Restore Memory (M)	1 being	touch	special	see spell
Resuscitate (M)	1 body	120'	see spell	none
Withstand Causes (M)	1 being	10'	$60 + 10L$ minutes [R]	none
Withstand Drain (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level V Prayers	ZOE	Range	Duration	Saving Throw
Commune I	self	see spell	L minutes	none
Controlled Empathic Cure	1 patient	touch	momentary	Will negates
Create Food	Vicinity	60L'	momentary	none
Cure Insanity (M)	1 being	120'	momentary	Will negates
Dispel Evil	see spell	120'	momentary	Level Contest
Immunity to Poison (M)	1 being	touch	1 day	none
Raise Dead	1 dead being	10'	permanent	see spell
Toll	$L/2$ miles	none	momentary	none

Level VI Prayers	ZOE	Range	Duration	Saving Throw
Consecration I	see description	touch	see spell	none
Create Air	vicinity	120'	momentary	none
Cure Feeblemind (M)	1 being	120'	momentary	Will negates
Quest	1 being	touch	until fulfilled	Will negates
Swords to Plowshares	1 weapon	touch	see spell	special
Word of Recall	self	infinite	instantaneous	none

Level VII Prayers	ZOE	Range	Duration	Saving Throw
Commune II	self	see spell	L minutes	none
Pax	10L' r sphere	$10 \times L'$	1 day	Will negates
Raise Dead Fully	1 body	10'	permanent	none

Level VIII Prayers	ZOE	Range	Duration	Saving Throw
Aerial Servant	1 Aerial Servant	10'	see description	none
Consecration II	see description	touch	see spell	none
Wind Walk (M)	1 person	touch	up to 1 day	none

Level IX Prayers	ZOE	Range	Duration	Saving Throw
Astral Spell (M)	self	$100L$ miles	L hours [R]	none
Conjure Servant	GM discretion	proximity	L hours [R]	none
Permanent	same	same	Permanent	none

Brethren of Stone

God:	Clerics:	Principle:	Symbol:
Daglir	Builders	Craftsmanship	Hammer

Beliefs: The Brethren of Stone are craftsman who have achieved a holy level of proficiency at creating items and molding metal and stone. They believe that all of creation is raw material, and when the entire world has been shaped into its proper form, then the new age of prosperity will begin. They worship Daglir Firsthammer, the patron of craftsmen and the first to work metal and stone.

Originally, the Brethren of Stone was a 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.

Religion-Specific Class Features:

- Weapons: Daglir clerics are proficient with all simple weapons, plus the traditional Dwarven mainstays of battleaxe, greataxe, and warhammer. This training is maintained even though not all Daglir clerics are dwarves nowadays.

- Armor: Daglir clerics are proficient with all forms of armor, and with shields.

- Skills: Daglir class skills include Knowledge(engineering), Knowledge(geology), Open Lock, Search, and Traps. Daglir clerics additionally get a class bonus of +2 to Search and Traps skills.

- Daglir clerics are experts at all forms of crafts and construction; these are not represented as skills, but the GM should note this expertise whenever it becomes relevant.

Follower Special Benefit: Non-clerics who choose to be followers of Daglir gain a +3 Religion bonus to Search and Traps skills.

Multi-level Prayers	ZOE	Range	Duration	Saving Throw
Aura of Power N (M)	1 recipient	10'	$60 + 10L$ minutes	Will negates
Bane Demon N (M)	1 person	60'	$60 + 10L$ minutes	voluntary
Bless N (M)	1 person	touch	$60 + 10L$ minutes [R]	Will negates
Cure Wounds N (M)	1 being	120'	momentary	Will negates
Daglir's Fist N (M)	1 follower	touch	$60 + 10L$ minutes [R]	none
Enchant Armor N (M)	1 piece of armor	touch	$10L$ minutes	none
Enchant Weapon N (M)	1 weapon	touch	$10L$ minutes	none
Magic Resistance N	1 being	touch	$60 + 10L$ minutes [R]	voluntary
Protection from Evil N (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Resist Acid N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Cold N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Crushing N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Fire N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Poison N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Ward Elementals N	10'r circle	zero	$60 + 10L$ minutes [R]	none

Level I Prayers	ZOE	Range	Duration	Saving Throw
Augury	self	none	none	special
Binding	$20' \times 20'$	touch	$6 \times L$ hours	none
Color Change	L objects	10'	momentary	none
Consecrate Object	1 object	touch	see spell	none
Consecrate Stone	1 group of stones	none	L days or perm	none
Create Weapon	1 weapon	none	momentary	none
Daglir's Skin (M)	1 follower	touch	L hours	Will negates
Detect Altitude (M)	1 being	see spell	see spell	none
Detect Evil	varies	varies	momentary	varies
Detect Magic (M)	1 person	120' LOS	momentary	none
Detect North (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Detect Size	1 object	touch	momentary	none
Meld Stone	self	touch	$60 + 10L$ minutes [R]	none
Read Language (M)	1 being	120'	$60 + 10L$ minutes [R]	none
Sealing	see spell	touch	momentary	none
Stonewall	1 wall	touch	special	none
Throwing Stones	20 stones	none	1 day [R]	none

Level II Prayers	ZOE	Range	Duration	Saving Throw
Analyze Item	1 item	touch	momentary	none
Analyze Magic	self	120' LOS	$6 + L$ minutes	none
Comprehend Language (M)	1 person	touch	L hours [R]	none
Darkness	10' r sphere	120'	$60 + 10L$ minutes [R]	none
Darkvision (M)	1 person	touch	L hours [R]	none
Detect Illusion (M)	1 object	120' LOS	momentary	special
Detect Location	self	see spell	momentary	none
Detect Metal	see spell	480' or 120'	momentary	none
Detect Prayer (M)	1 person	120' LOS	momentary	none
Detect Secret Doors (M)	1 person	touch	$60 + 10L$ minutes	none
Detect Trap (M)	see spell	480' or 120'	momentary	none
Message via Metal (M)	special	L^2 miles	until delivered	none
Observe Prayer	1 being	120' LOS	$6 + L$ rounds	none
Shape Stone	self	none	$60 + 10L$ minutes [R]	none
Soap Stone	1 stone	none	lasting	none

Level III Prayers	ZOE	Range	Duration	Saving Throw
Analyze Structure	1 item	touch	momentary	none
Continual Darkness	20' r sphere	360'	permanent	none
Daglir's Ears	2 flat stones	touch	$60 + 10L$ minutes [R]	none
Daglir's Eyes	see spell	touch	$60 + 10L$ minutes [R]	none
Detect Poison (M)	varies	varies	momentary	none
Dispel Magic	10' r sphere	120'	momentary	Level Contest
Dispel Prayer	10' r sphere	60'	momentary	Level Contest
Float Stone	self	none	$60 + 10L$ minutes [R]	none
Hurl Boulder	1 boulder	touch	momentary	none
Meld Metal	self	touch	$60 + 10L$ minutes [R]	none
Message via Stone (M)	special	L^2 miles	until delivered	none
Purify Metal	$10L$ lbs. of ore	touch	instantaneous	none
Silence 15'r	see spell	zero	$60 + 10L$ minutes [R]	none
Speak with Stone (M)	1 stone	as speech	$60 + 10L$ minutes [R]	none
Stone Window	$4L$ cubic feet	touch	$60 + 10L$ minutes [R]	none
Withstand Paralysis (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level IV Prayers

	ZOE	Range	Duration	Saving Throw
Brittle	1 object $10L$ lbs	touch	L hours [R]	none
Enhance Gem (M)	1 gem	touch	momentary	none
Manipulate Stone	self	touch	$60 + 10L$ minutes [R]	none
Metal Window	$4L$ cubic feet	touch	$60 + 10L$ minutes [R]	none
Petrify	1 object	touch	instantaneous	see description
Quarry Stone	1 stone	none	Permanent	none
Remove Curse (M)	1 curse	240'	permanent	Level Contest
Shape Metal	self	none	$60 + 10L$ minutes [R]	none
Stone Doll	1 stone doll	touch	$60 + 10L$ minutes [R]	none

Level V Prayers

	ZOE	Range	Duration	Saving Throw
Animate Objects	60' r sphere	120'	$60 + 10L$ minutes [R]	none
Commune I	self	see spell	L minutes	none
Doom of Stone	1 space	60'	special	none
Harden Stone	l cubic feet	touch	permanent	none
Manipulate Metal	self	touch	$60 + 10L$ minutes [R]	none
Neutralize Poison (M)	1 being	touch	momentary	none
Pass Wall	see description	touch	$6 + L$ rounds	none
Restore Writing	L^2 square feet	touch	momentary	none
Shatter	1 object	touch	momentary	none
Stone to Mud	up to a 30' cube	touch	$60 + 10L$ minutes [R]	none
Toll	$L/2$ miles	none	momentary	none

Level VI Prayers

	ZOE	Range	Duration	Saving Throw
Assay Item	1 item	touch	momentary	Will negates
Consecration I	see description	touch	see spell	none
Disintegrate	1 object	touch	instantaneous	Fortitude negates
Flesh to Stone (M)	1 being	touch	momentary	Will negates
Harden Metal	L cubic feet	touch	permanent	none
Move Earth	120' cube	240'	$60 + 10L$ minutes [R]	none
Word of Recall	self	infinite	instantaneous	none

Level VII Prayers

	ZOE	Range	Duration	Saving Throw
Anti-Magic Shell	30' r sphere	none	$60 + 10L$ minutes [R]	none
Commune II	self	see spell	L minutes	none
Inhibit Magic	see spell	120'	$60 + 10L$ minutes [R]	Will negates
Raise Dead	1 dead being	10'	permanent	see spell

Level VIII Prayers

	ZOE	Range	Duration	Saving Throw
Blade Barrier	15' r circle	120'	$60 + 10L$ minutes [R]	none
Consecration II	see description	touch	see spell	none
Grand Patterning	1 object	touch	permanent	none
Work Enchanted Object	see description	touch	L hours [R]	Level Contest

Level IX Prayers	ZOE	Range	Duration	Saving Throw
Astral Spell (M)	self	$100L$ miles	L hours [R]	none
Conjure Servant	GM discretion	proximity	L hours [R]	none
Earthquake	see description	see description	1 minute	variable
Immunity to Magic (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Permanent	same	same	Permanent	none
Raise Dead Fully	1 body	10'	permanent	none

Keepers of Nature

God:	Clerics:	Principle:	Symbol:
Gaia	Wardens	Nature	Tree of Life

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.

Religion-Specific Class Features:

- Weapons: Gaia clerics are proficient with dagger, club, spear, quarterstaff, dart, javelin, sling, and self bows.

- Armor: Gaia clerics are proficient with light armor and with shields. They are forbidden to wear metal armor, however, and so will not use chain shirts.

- Skills: Gaia clerics get Awareness, Hide, Knowledge(naturalist), Knowledge(herblore), Move Silently, and Survival as additional class skills.

- Wardens will not sleep indoors or eat "enslaved" foods (crop plants or domestic animals) unless they have no choice in the matter.

- Wardens will not ride any animal or in any animal-drawn conveyance (carts, wagons, etc.) without the animal's permission.

- Wardens performing the *Speak with Animals* prayer expend no prayer points.

Follower Special Benefit: A non-cleric who chooses to follow Gaia gains a +3 Religion bonus with Move Silently and Survival.

Multi-level Prayers	ZOE	Range	Duration	Saving Throw
Aura of Power N (M)	1 recipient	10'	$60 + 10L$ minutes	Will negates
Bane Demon N (M)	1 person	60'	$60 + 10L$ minutes	voluntary
Bane Undead N (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Command Elements N	see spell	none	L hours [R]	none
Cure Wounds N (M)	1 being	120'	momentary	Will negates
De-were N	60' cone	none	$6 + L$ rounds	Will negates
Hunter's Blessing N (M)	1 being	touch	$60 + 10L$ minutes [R]	voluntary
Protection from Animals N (M)	1 being [M]	touch	$60 + 10L$ minutes [R]	none
Protection from Evil N (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Resist Acid N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Cold N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Elements N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Fire N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Lightning N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Poison N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Summon Animal N	1 being	10'	12 rounds	none
Transformation N (M)	1 being	touch	special	voluntary
Ward Animals N	10' r circle	zero	$60 + 10L$ minutes [R]	none
Ward Elementals N	10'r circle	zero	$60 + 10L$ minutes [R]	none
Ward Undead N	10'r circle	zero	$60 + 10L$ minutes [R]	none

Level I Prayers	ZOE	Range	Duration	Saving Throw
Augury	self	none	none	special
Cat's Eye (M)	1 person	touch	$60 + 10L$ minutes [R]	Will negates
Consecrate Object	1 object	touch	see spell	none
Detect Animal	see spell	480' or 120'	momentary	none
Detect Disease (M)	varies	varies	momentary	varies
Detect Evil	varies	varies	momentary	varies
Detect Food (M)	see spell	480' or 120'	momentary	none
Detect North (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Detect Plants	see spell	480' or 120'	momentary	none
Detect Undead (M)	see spell	480' or 120'	momentary	none
Detect Water	see spell	480' or 120'*	momentary	none
Friend of Elements (M)	1 being	60'	L hours [R]	none
Pack Scent (M)	1 being	10'	$60 + 10L$ minutes [R]	Will negates
Predict Weather	self	$5L$ miles	$6L$ hours	none
Purify Food and Water	see spell	touch	momentary	none
Sleep of Healing	L beings	touch	8 hours	voluntary
Speak with Animals (M)	1 person	as speech	$60 + 10L$ minutes [R]	none
Swiftness (M)	1 being	60'	$60 + 10L$ minutes [R]	Will negates

Level II Prayers	ZOE	Range	Duration	Saving Throw
Bloodhound (M)	1 person	touch	$60 + 10L$ minutes [R]	none
Consecrate Water	L pints	touch	1 day [R]	none
Darkness	10' r sphere	120'	$60 + 10L$ minutes [R]	none
Darkvision (M)	1 person	touch	L hours [R]	none
Detect Curse (M)	see spell	120' LOS	momentary	Level Contest
Detect Illusion (M)	1 object	120' LOS	momentary	special
Detect Magic (M)	1 person	120' LOS	momentary	none
Detect Poison (M)	varies	varies	momentary	none
Detect Prayer (M)	1 person	120' LOS	momentary	none
Detect Trap (M)	see spell	480' or 120'	momentary	none
Double Range	1 weapon	touch	$60 + 10L$ minutes [R]	none
Enemy of Nature (M)	1 being	60'	L hours [R]	Will negates
Hide Among Plants	1 being	touch	$60 + 10L$ minutes [R]	none
Life Sense (M)	1 being	none	L hours [R]	none
Light	40' illumination	120'	$60 + 10L$ minutes [R]	none
Message via Trees (M)	special	L^2 miles	until delivered	none
Pass Freely (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Pathfinder (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Seeming	self	none	$60 + 10L$ minutes [R]	none
Silence 15'r	see spell	zero	$60 + 10L$ minutes [R]	none
Slow Poison	1 being	touch	$60 + 10L$ minutes [R]	none
Web	10L foot cone	zero	until dawn	Reflex special

Level III Prayers

	ZOE	Range	Duration	Saving Throw
Charm Animals	30' r sphere	120'	$60 + 10L$ minutes [R]	Will negates
Charm Plants	30' r sphere	240'	$60 + 10L$ minutes [R]	Will negates
Comprehend Language (M)	1 person	touch	L hours [R]	none
Continual Darkness	20' r sphere	360'	permanent	none
Continual Light	20' r sphere	360'	permanent	none
Create Water	vicinity	60'	momentary	none
Cure Disease (M)	1 being	120'	momentary	Will negates
Dispel Magic	10' r sphere	120'	momentary	Level Contest
Dispel Prayer	10' r sphere	60'	momentary	Level Contest
Entangle	5' r circle	240'	concentration	Reflex
Find Being	1 being	L miles	L hours	Will negates
Free Elements	see spell	touch	$60 + 10L$ minutes [R]	none
Haste (M)	1 being	touch	$6 + L$ rounds	Will negates
Observe Prayer	1 being	120' LOS	$6 + L$ rounds	none
Panther Senses (M)	1 being	10'	$60 + 10L$ minutes [R]	Will negates
Polymorph to Animal	self	none	variable	none
Speak with Plants (M)	1 person	as speech	$60 + 10L$ minutes [R]	none
Water Walking (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Withstand Paralysis (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level IV Prayers

	ZOE	Range	Duration	Saving Throw
Cure Affliction (M)	1 being	120'	momentary	Will negates
Cure Lycanthropy (M)	1 being	touch	momentary	Will negates
Enter Plant	1 plant	touch	$60 + 10L$ minutes [R]	none
Eyes of Animals (M)	1 target	120'	$60 + 10L$ minutes [R]	none
Eyes of Trees (M)	1 tree	touch	$60 + 10L$ minutes [R]	none
Foresee Elements	$10L$ mile radius	none	momentary	none
Growth Plants	up to $50' \times 50'$	240'	L days	none
Hold Person	30' r sphere	240'	concentration	Will negates
Insect Plague	see spell	480'	L hours [R]	special
Massmorph	120' r	zero	L hours [R]	none
Neutralize Poison (M)	1 being	touch	momentary	none
Preservation	see spell	10'	L days	none
Remove Curse (M)	1 curse	240'	permanent	Level Contest
Stampede	$10L'$ cone	zero	L rounds	Will negates
Sticks to Snakes	1 group of sticks	touch	10 minutes	none
Withstand Disease (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level V Prayers

	ZOE	Range	Duration	Saving Throw
Commune I	self	see spell	L minutes	none
Create Air	vicinity	120'	momentary	none
Dawn	20' r sphere	360'	1 day [R]	none
Growth Animals	60' cone	zero	$60 + 10L$ minutes [R]	Will negates
Immunity to Fire (M)	1 being	touch	1 day	none
Invoke Elemental	1 elemental	10'	negotiable	none
Polymorph to Plant	self	none	1 day	none
Regrowth	1 living being	touch	permanent	none
Toll	$L/2$ miles	none	momentary	none

Level VI Prayers	ZOE	Range	Duration	Saving Throw
Animate Plants	60' r sphere	120'	$60 + 10L$ minutes [R]	none
Consecration I	see description	touch	see spell	none
Cure All Wounds (M)	1 being	120'	momentary	Will negates
Possess Animal	1 animal	240'	indefinite	Level Contest
Raise Dead	1 dead being	10'	permanent	see spell
Redirect Elements	1 natural disaster	see description	Permanent	none
Restoration (M)	1 being	120'	momentary	special

Level VII Prayers	ZOE	Range	Duration	Saving Throw
Animate Objects	60' r sphere	120'	$60 + 10L$ minutes [R]	none
Commune II	self	see spell	L minutes	none
Part Water	see spell	$10 \times L$'	$60 + 10L$ minutes [R]	none

Level VIII Prayers	ZOE	Range	Duration	Saving Throw
Calm Elements	L mile r	none	permanent	none
Consecration II	see description	touch	see spell	none
Wind Walk (M)	1 person	touch	up to 1 day	none

Level IX Prayers	ZOE	Range	Duration	Saving Throw
Aerial Servant	1 Aerial Servant	10'	see description	none
Astral Spell (M)	self	$100L$ miles	L hours [R]	none
Conjure Servant	GM discretion	proximity	L hours [R]	none
Dispel Permanence	see spell	120'	momentary	Level Contest
Raise Dead Fully	1 body	10'	permanent	none

Oblates of the Sword

God:	Clerics:	Principle:	Symbol:
Mavors	Oblates	Justice	Red Swords

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

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

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

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

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

Many followers of Mavors, especially clerics, take the truth sayer oath. This is a sacred oath to never lie or deceive. Truth Sayers must always display their holy symbol. They may never engage in intentional ambiguity or ambushes. Truth Sayers may withhold information only if not withholding it would be dishonorable or unjust. For instance, a Truth Sayer can swear not to tell someone something and withhold that information without breaking their oath, but they would have to state that they can not answer. The Truth 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.

Religion-Specific Class Features:

- Weapons: Oblates are proficient with all simple and martial weapons.

- Armor: Oblates are proficient with all forms of armor and shields.

- Skills: Oblates gain Awareness, Knowledge(law), and Search as additional class skills.

- Oblates gain +5 when trying to detect a lie (this is usually a contest between the liar's Persuasion and the skeptic's Awareness).

- Oblates may perform the prayer *Detect Illusion* without expending prayer points.

- In most organized states, a cleric of Mavors is an agent of the law, fully empowered to act as investigator, judge, or even executioner.

- Any Oblate who abuses his powers, whether secular or spiritual, to perpetrate injustice immediately loses the favor of Mavors (the ability to perform prayers and orisons) until he atones for his misdeed. Mavors, a somewhat hands-on deity, will *tell* the character that he is being punished, and why, and exactly what he must do to atone (this is usually a grueling quest with significant risk of death).

Follower Special Benefit: A non-cleric who chooses to follow Mavors gains a +3 Religion bonus for any attempt to detect a lie, recognize an illusion for what it is, or disbelieve/resist an illusion.

Multi-level Prayers	ZOE	Range	Duration	Saving Throw
Aura of Power N (M)	1 recipient	10'	$60 + 10L$ minutes	Will negates
Bane Demon N (M)	1 person	60'	$60 + 10L$ minutes	voluntary
Bane Felon N (M)	1 person	60'	$60 + 10L$ minutes	voluntary
Bless N (M)	1 person	touch	$60 + 10L$ minutes [R]	Will negates
Courage N (M)	1 person	touch	$60 + 10L$ minutes	voluntary
Cure Wounds N (M)	1 being	120'	momentary	Will negates
Enhance Weapon N	10' r sphere	zero	$60 + 10L$ minutes [R]	none
Protection from Evil N (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Resist Cause Wounds N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Crushing N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Resist Poison N (M)	1 being or object	10'	$60 + 10L$ minutes [R]	none
Ward Undead N	10'r circle	zero	$60 + 10L$ minutes [R]	none

Level I Prayers	ZOE	Range	Duration	Saving Throw
Augury	self	none	none	special
Consecrate Weapon	1 weapon	touch	see spell	none
Detect Dishonor	varies	varies	varies	varies
Detect Evil	varies	varies	momentary	varies
Detect Illusion (M)	1 object	120' LOS	momentary	special
Detect North (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Detect Prayer (M)	1 person	120' LOS	momentary	none
Detect Religion (M)	1 being	120' LOS	momentary	Will negates
Double Range	1 weapon	touch	$60 + 10L$ minutes [R]	none
Read Language (M)	1 being	120'	$60 + 10L$ minutes [R]	none
Swiftness (M)	1 being	60'	$60 + 10L$ minutes [R]	Will negates

Level II Prayers	ZOE	Range	Duration	Saving Throw
Bane Undead I (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Comprehend Language (M)	1 person	touch	L hours [R]	none
Detect Hostility (M)	1 being	120' LOS	momentary	Will negates
Detect Possession (M)	1 being	120' LOS	momentary	Will negates
Detect Trap (M)	see spell	480' or 120'	momentary	none
Detect Undead (M)	see spell	480' or 120'	momentary	none
Find Deodand	self	L miles	L hours [R]	none
Light	40' illumination	120'	$60 + 10L$ minutes [R]	none
Observe Prayer	1 being	120' LOS	$6 + L$ rounds	none
Rally	1 person	120'	momentary	none
See Illusion (M)	1 person	10'	$60 + 10L$ minutes [R]	none
Silence 15'r	see spell	zero	$60 + 10L$ minutes [R]	none
Speak with Dead	1 dead body	10'	10 minutes	none
Testimony (M)	1 being	30'	$60 + 10L$ minutes [R]	Will negates

Level III Prayers	ZOE	Range	Duration	Saving Throw
Analyze Dishonor	self	120' LOS	momentary	Will negates
Bane Undead II (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Continual Light	20' r sphere	360'	permanent	none
Detect Curse (M)	see spell	120' LOS	momentary	Level Contest
Detect Poison (M)	varies	varies	momentary	none
Dispel Illusion	see spell	240'	momentary	Level Contest
Dispel Prayer	10' r sphere	60'	momentary	Level Contest
Divine Confession	self	none	momentary	none
Find Felon	1 person	L miles	L hours [R]	Will negates
Haste (M)	1 being	touch	$6 + L$ rounds	Will negates
Pathfinder (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Question	1 being	10'	$6 + L$ rounds	Will negates
Withstand Paralysis (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level IV Prayers	ZOE	Range	Duration	Saving Throw
Analyze Magic	self	120' LOS	$6 + L$ minutes	none
Bane Undead III (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Cure Paralysis (M)	1 being	120'	momentary	Will negates
Hold Person	30' r sphere	240'	concentration	Will negates
Neutralize Poison (M)	1 being	touch	momentary	none
Oath	1 being	touch	1 year	voluntary only
Question Dead	1 dead body	10'	10 minutes	none
Remove Curse (M)	1 curse	240'	permanent	Level Contest
Smite Illusion (M)	1 being	touch	$60 + 10L$ minutes [R]	none
Withstand Causes (M)	1 being	10'	$60 + 10L$ minutes [R]	none
Withstand Drain (M)	1 being	10'	$60 + 10L$ minutes [R]	none

Level V Prayers	ZOE	Range	Duration	Saving Throw
Bane Undead IV (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Commune I	self	see spell	L minutes	none
Cure Insanity (M)	1 being	120'	momentary	Will negates
Dispel Evil	see spell	120'	momentary	Level Contest
Fairness	30' radius*	none	$60 + 10L$ minutes*	see description
Investigation	vicinity	zero	1 hour	Will negates
Purify	1 person	touch	momentary	voluntary
Quest	1 being	touch	until fulfilled	Will negates
Restore Writing	L^2 square feet	touch	momentary	none
Toll	$L/2$ miles	none	momentary	none
Track Felon	self	self only	$L/2$ days	none

Level VI Prayers	ZOE	Range	Duration	Saving Throw
Bane Undead V (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Consecration I	see description	touch	see spell	none
Convert Weapon	1 weapon	touch	see spell	special
Dueling Ground	30' radius*	none	$60 + 10L$ minutes*	none
Raise Dead	1 dead being	10'	permanent	see spell
Restore Memory (M)	1 being	touch	special	see spell
Reveal Truth	$10 \times L'$ radius	zero	$60 + 10L$ minutes [R]	special
Speak with Monsters (M)	1 person	as speech	$60 + 10L$ minutes [R]	none
True Sight	self	as senses	$60 + 10L$ minutes [R]	none
Word of Recall	self	infinite	instantaneous	none

Level VII Prayers	ZOE	Range	Duration	Saving Throw
Aerial Servant	1 Aerial Servant	10'	see description	none
Bane Undead VI (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Blade Barrier	15' r circle	120'	$60 + 10L$ minutes [R]	none
Commune II	self	see spell	L minutes	none
Great Oath	1 person	touch	1 year	voluntary

Level VIII Prayers	ZOE	Range	Duration	Saving Throw
Bane Undead VII (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Consecration II	see description	touch	see spell	none
Convert	1 being	60'	see spell	Level Contest +3
Release	1 being	60'	momentary	Will negates

Level IX Prayers	ZOE	Range	Duration	Saving Throw
Astral Spell (M)	self	$100L$ miles	L hours [R]	none
Bane Undead VIII (M)	1 person	60'	$60 + 10L$ minutes [R]	voluntary
Conjure Servant	GM discretion	proximity	L hours [R]	none
Divine Audience	1 cleric and deity	unlimited	1 Min	none
Permanent	same	same	Permanent	none
Raise Dead Fully	1 body	10'	permanent	none

Masters of the Hunt

God:	Clerics:	Principle:	Symbol:
Carrunos	Hunters	Hunt, Wild Creatures	Wolf Tooth

Beliefs: Masters of the Hunt worship Carrunos the Hunter, who personifies the necessary process by which life feeds on life. Carrunos clerics despise pointless cruelty and any wasteful killing, such as killing for sport or killing more than is needed. Animal products are not to be wasted nor used frivolously. They also hold that the spirits of animals killed with proper respect reincarnate into their own kind.

Follower Special Benefit: Any non-cleric that follows Carrunos gains a +3 Religion bonus to Survival and Move Silently.

Order of the Sage

God:	Clerics:	Principle:	Symbol:
Hione	Hermits	Knowledge	Lamp

Beliefs: Hermits worship the god Hione, who sits on an enchanted isle and guards all knowledge. They are devoted to the acquisition of knowledge, the care of archives, and the like. They do not favor lies or violence, although they are not forbidden either.

Follower Special Benefit: Followers of Hione get a +3 bonus to all Knowledge skills.

Knights of Justice

God:	Clerics:	Principle:	Symbol:
Janda	Justicars	Truth, Justice	White rose

Beliefs: Knights of Justice worship Janda, goddess of truth. They are devoted to the cause of truth, the preservation of oaths, and the protection of the innocent. They regard order and law as the greatest good. They do not hesitate to punish evildoers on the spot.

Follower Special Benefit: Non-clerics who choose to follow Janda gain +3 to resist Persuasion or notice Sleight of Hand

Chosen Warriors of Leo

God:	Clerics:	Principle:	Symbol:
Leo	Warriors	Glory of Combat	Flaming Sword

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

Follower Special Benefit: With a brief examination, a follower of Leo can tell whether any weapon or suit of armor is magical (but not specific details).

Shadows of Ratri

God:	Clerics:	Principle:	Symbol:
Ratri	Infiltrators	Darkness, Concealment	New Moon

Beliefs: Shadows of Ratri are devoted to the acquisition of power and information by the most subtle means available. They seek the overthrow of their enemies by undermining them from within. While they tend to avoid direct confrontation, preferring stratagems instead, the Shadows of Ratri will take overt action if necessary.

Follower Special Benefit: Any non-cleric who follows Ratri gains a +3 Religion bonus to Persuasion.

Prayers

All prayers referred to in the religion descriptions are explained here. All prayers are listed alphabetically.

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

Orisons

Orisons are very minor prayers clerics learn in their early training. 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 orisons 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 an orison is convenience, not power, and the GM may decide when a particular effect is beyond the level of a "trick".

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

Note: Orisons are resolved in prayer phase as though they were 0-cost, 0-level prayers. However, any higher level prayer which opposes/negates an orison will win with no contest. All enhancement orisons are self-only, and all ranges are 60' unless further restricted. **No unwilling/unknowing target may be affected by the same orison twice in one day.**

An orison that only affects willing targets does not have a saving throw; it automatically fails if the target doesn't want it to work. Otherwise, any orison that affects a living target is negated by a Will save.

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 holy, and whether the religion to which it is holy is friendly or hostile to the cleric's own. 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 willing 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. ST: Will negates.
Heal Scratches:	Stops bleeding and heals 1 HP of surface wounds. Willing targets only. (Unconscious targets are considered willing.) Unlike Cure prayers, does not affect undead in any way. A character who has had Heal Scratches performed cannot benefit from the orison again until she has lost more hit points (for whatever reason).
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 performance.
Mild Curse:	Cleric chants and gestures wildly at a target who suffers no ill effect except a slight fear of the Cleric. (-1 to attempts to resist fear or intimidation for the rest of the day.) ST: Will negates.

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.

Generic Prayers

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: Massable prayer. 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. The effects are:
To-Hit bonus for any targeted attack against [type] is increased by +N;
Any attack (even unarmed) counts as +N for overcoming DR;
Damage for any missile or melee attack is increased by +Nd4;
Damage inflicted cannot be regenerated.
ZOE: 1 person [M]; *Range:* 60'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* voluntary

Cure Prayers: Massable prayer. A Cure prayer alleviates the specific kind of harm listed in the spell description. The cure is real and permanent: the ailment cannot be brought back by "dispelling" the cure.
ZOE: 1 being [M]; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

Detect Prayers: These prayers allow the cleric 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 cleric a choice. The default ZOE, Range, Duration and Saving Throw are given below but some prayers will have different traits.

Type 1: Ascertains an environmental fact. The cleric will have continuously updating knowledge of the given fact (within the detect range) for as long as the prayer lasts.
ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ [R]; *Saving Throw:* none

Type 2: Must be cast on a specific target, who gets a Will save. A successful save seems the same as if there were nothing to detect.
ZOE: 1 being; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* Will negates

Type 3: The cleric 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 cleric learns the direction to all sources of X within range, and also learns the distance to the largest source, if applicable.
ZOE: self; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

Eyes Prayers: This prayer allows the cleric to see from the position of the target. If the target is animate, then the cleric can see out of its eyes as well as it can see. If the target is inanimate and does not have eyes, then the cleric can see from the object in all directions as well as the cleric can see. The target must be in range at the time of casting; afterwards the cleric may move as far away as he wishes. The cleric 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

Protection N Prayers: Massable prayer. These prayers are usually also multi-level prayers. They grant a single being protection against a category of adversary (e.g. Protection from Animals IV, Protection from Evil II). The "protection" consists of a +N deflection bonus to AC and a +N bless bonus to all saving throws, where N is the level of the prayer. These prayers have no save because they do not *directly* affect the recipient.

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

Resist Prayers: Massable prayer. These are always multi-level prayers that grant Resistance to some form of damage as per the spell name, e.g. Resist Fire N. The rating of the Resistance is $2 + N^2$ points per round: thus for N of 1/2/3/4/5, the amount of protection is 3/6/11/18/27 points per round of the given damage type.

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

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

Ward Prayers: These prayers ward a non-movable circular area (up to 10' radius) against a particular type of being or threat. Ward prayers are multi-level. All within the area get a +N deflection bonus to AC against targeted attacks of the warded type, and +2N bless bonus to saving throws against the warded type. Creatures of the warded type must make a Will save (the DC is increased by N over the normal save DC for a prayer of the Ward's level) to enter the circle, and cannot enter at all if they have less than 2N hit dice.

ZOE: 10'r circle; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* special

Withstand Prayers: Massable prayer. 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

Prayer Descriptions

Aerial Servant: This prayer summons a creature somewhat like an Invisible Stalker. It is an inherently invisible patch of animated air; its invisibility cannot be dispelled, although See Invisible, True Sight, and Blindsight will reveal it. It can carry up to 500 lbs. and moves (flying) at 480'/round. 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 fight or grapple the Servant. The Servant will not fight unless it is attacked, or unless it cannot reach or return with its target without fighting. It will not fight to the death but will retreat (if possible) on losing half or more of its hit points. If prevented from performing its task, it will return and report its failure to its summoner before departing for its home plane. **Aerial Servant statistics**: Size Large, Move 480 (flying), Hit Dice 16d8 +32 (48-176 h.p.), AC 19 (11 touch, 17 surprised, 9 both), Abilities Str 26 Dex 14 Con 14 Int 10 Wis 16 Cha 16, attack +16 for 2d8+8, grapple check bonus +21, saves F+12 R+7 W+8. Special Senses: Blindsight (air currents) 120', Locate (goal of task) as per mage spell but unlimited range.

ZOE: 1 Aerial Servant; *Range:* 10'; *Duration:* see description; *Saving Throw:* none

Analyze Dishonor: Describes what the target has done dishonorably. Only one dishonorable event will be discribed per performance, starting with the most dishonorable event. If the target fails to save, the cleric may use this prayer again to analyze the next most serious offense, continuing until the target saves. **Chanting cannot increase the save DC of this prayer by more than the Cleric's Wisdom modifier.** Once the target saves, more performances 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:* Will negates

Analyze Item: This prayer allows the cleric to determine the function[s] of a non-magical item. This prayer will only reveal functions 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 cleric. Concealed spells, enchantments and prayers require a successful Level Contest. For spells, the prayer reveals the base spell and all modifiers. For prayers, it reveals the base prayer, religion, and any options (including the type of Detect prayers).
ZOE: self; *Range:* 120' LOS; *Duration:* $6 + L$ minutes; *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 $+4$ circumstance 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 performed this prayer; the bonus is $+6$ if the Cleric herself is the one using the skill. The item may not have a volume greater than $6L$ 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 feet^3, more than 2000 lbs, nor more than L in number. A single large object might have 8 hit dice, and attack once for 2d8, hitting as an 8HD monster. Smaller objects would do less damage. Larger objects will be slower than small ones, and objects designed to move will be fastest of all. Draw analogies to monsters where possible.
ZOE: 60' r sphere; *Range:* 120'; *Duration:* $60 + 10L$ minutes [R]; *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:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Anti-Magic Shell: Forms an invisible shell around the caster. No spell, prayer 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.
ZOE: 30' r sphere; *Range:* none; *Duration:* $60 + 10L$ 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:* Will negates

Astral Spell: Massable prayer. The cleric's Astral Form may travel through the Astral Plane up to the prayer range. The Astral Form moves at 100 mph, can cast prayers as does the Cleric, and may be attacked by other Astral/Ethereal creatures. The cleric's body remains behind in a trance and may be reentered and left many times. If the Astral Form cannot return to the body for any reason (including death) the body lives on in a coma. If the Astral form has died, it cannot be raised until the body is slain. If the body is destroyed while the Astral Form is alive, the Astral form is permanently destroyed!
ZOE: self; *Range:* $100L$ miles; *Duration:* L hours [R]; *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. The Cleric must make a Will save (DC 15; may substitute a Knowledge(theology) check against DC20, but in this case a natural 1 still always fails.) If the saving throw or skill check, which is rolled secretly by the GM, succeeds, the Cleric gets the 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 produce the same result as the first.
ZOE: self; *Range:* none; *Duration:* none; *Saving Throw:* special

Aura of Power N: Massable prayer. The recipient of the prayer gains an enhancement bonus of +2N to the ability score of the cleric's choice. If the recipient is a follower of the cleric's own religion, the duration is doubled. Increases to Intelligence, Wisdom, or Charisma never grant additional spell or prayer points, though they do affect skills and saving throws (including the save DC of spells or prayers cast while the caster's ability is enhanced). Note that while enhancement bonuses on the same ability do not stack, repeated castings can be used to enhance different abilities without penalty. As a matter of flavor clerics may call this prayer by different names according to source and application: Mavors' Might, Aru's Bounty of Health, Daglir's Majesty, Panther Reflexes, and so forth.
ZOE: 1 recipient; *Range:* 10'; *Duration:* $60 + 10L$ minutes; *Saving Throw:* Will negates

Bane Demon N: Generic prayer type Bane. Massable prayer. To qualify as a demon, a being must (1) not be native to this world or reality, (2) possess supernatural powers, and (3) be malevolent (toward at least some of the natives of this reality). An entity will be affected by this Bane prayer only if it meets all three criteria.

ZOE: 1 person; *Range:* 60'; *Duration:* $60 + 10L$ minutes; *Saving Throw:* voluntary

Bane Felon N: Generic prayer type Bane. Massable prayer. 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:* $60 + 10L$ minutes; *Saving Throw:* voluntary

Bane Undead N: Generic prayer type Bane. Massable prayer. Affects undead.

ZOE: 1 person; *Range:* 60'; *Duration:* $60 + 10L$ 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: $20' \times 20'$; *Range:* touch; *Duration:* $6 \times L$ 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 jump free on a successful Reflex save. Otherwise, all beings passing through take 7d10 damage from the blades. The blades can hit all creatures vulnerable to +3 weapons.

ZOE: 15' r circle; *Range:* 120'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Bless N: Massable prayer. Cast on one being not currently in combat, this prayer grants a +N blessing bonus to the being's to-hit rolls.
Exception: The Aru version grants its bonus to saving throws: $-N$ to save against Cures, $+N$ to all other saves.

ZOE: 1 person; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

Bloodhound: Massable prayer. The recipient will have a greatly increased sense of smell. The recipient can recognize individuals and track them by scent; this gives +5 to any roll for finding or following tracks *unless* the scent trail is the only tracking cue available. In this case Bloodhound allows normal tracking rolls even if tracking would otherwise be completely impossible. Recipient gets +5 to Awareness or Search rolls to find nearby creatures unless they are odorless (e.g. incorporeal Undead). Recipient can recognize most poisonous substances by their scent before a harmful dose is received: +2 synergy bonus to any saving throw against the poison *if* there is some action or reaction the character can take to reduce the dose taken, +5 to any roll to find poison in food or drink. (Actually identifying the specific poison will require an appropriate Knowledge skill.)

ZOE: 1 person; *Range:* touch; *Duration:* $60 + 10L$ 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 D-in-20 where D is the damage done by the blow. Note that while the brittleness is temporary, a broken object stays broken.

ZOE: 1 object $10L$ lbs; *Range:* touch; *Duration:* L hours [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: Massable prayer. This prayer grants the recipient vision equivalent to Catseye. It grants the additional benefit of instant adaptation to changes in light level, there is no risk of being dazzled by sudden bright light and no time to adjust to dim light. The latter benefit is the only benefit gained by a recipient who already has Catseye naturally.

ZOE: 1 person; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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.

$\hspace{3cm}$ *ZOE:* 30' r sphere; *Range:* 240'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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.

$\hspace{3cm}$ *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 performance can accomplish any of the following results. Repeated performances 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 -2 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 -1 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.).

$\hspace{3cm}$ *ZOE:* N mile r, does not move with caster; *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.

$\hspace{3cm}$ *ZOE:* self; *Range:* no limit to object of inquiry; *Duration:* L minutes; *Saving Throw:* none

Comprehend Language: Massable prayer. 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.

$\hspace{3cm}$ *ZOE:* 1 person; *Range:* touch; *Duration:* L hours [R]; *Saving Throw:* none

Conjure Servant: By means of this prayer, the cleric summons an immensely powerful servant of his deity 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 will be appropriate to the religion. Due to the potentially unbalancing effects of such vast entities, the details of each deity's servants are left to the GM's discretion. In general, more powerful clerics can summon more powerful beings. 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.

$\hspace{3cm}$ *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. This prayer does not, itself, need a consecrated object for its performance.

$\hspace{3cm}$ *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 Daglir. Casting the prayer once causes the consecration to last L days. Casting it again, immediately, creates a permanent consecration. Consecrated stone causes great pain to undead and demons, forcing them to make a Will saving throw to continue contact. If the 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 break contact. It may, however, repeat its attempt to desecrate the stone on its next round. All stone(s) consecrated by the same prayer 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 stones are involved.

Throwing Stones 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 Water: This prayer enables the cleric to create Holy Water. Holy water has effects on the Undead and certain demonic beings, who suffer d6 damage when a pint is thrown upon them. Thrown holy water is a ranged touch attack with a range increment of 10'. It may be used in melee without penalty but still uses the thrower's ranged attack bonus. 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

Consecrate Weapon: Consecrates a weapon appropriate to the cleric's religion. This is typically a dagger, sword, or hammer, but should be whichever weapon the god is best known for. A Consecrated weapon still takes a weapon slot in the cleric's pack. However, it also counts as a consecrated holy symbol for performing prayers.
ZOE: 1 weapon; *Range:* touch; *Duration:* 1 hour to cast, effect is permanent; *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 ± 2 effect over an area of 1000 ft^2 to a height of 10'. Consecrate II gives a ± 4 effect in a volume of 100,000 ft^3, 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. All visual senses are absolutely blocked, even Darkvision, providing total concealment to all within. The creator of the darkness, and other clerics of the same deity, can see through it without penalty. For an additional 20' radius outside the primary zone there is partial darkness: torches, lanterns, etc. cannot produce full illumination and cast partial illumination in their normal full-light radius. 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: 20' r sphere; *Range:* 360'; *Duration:* permanent; *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. The brightly glowing ZOE will project full, clear illumination for an additional 20' and partial illumination for 20' beyond that, but this is just normal illumination : these radii are not part of the ZOE and do not penetrate obstacles. If a *Continual Darkness* and a *Continual Light* come into contact, they cancel in the overlapping area.
ZOE: 20' r sphere; *Range:* 360'; *Duration:* permanent; *Saving Throw:* none

Controlled Empathic Cure: Generic prayer type Cure, 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 to the target for every two points suffered by the caster. 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:* Will negates

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: Massable prayer. This adds a +2N morale bonus to the recipient's Will save against Fear or any similar effect, and likewise to any attempt by the recipient to inspire or lead others (whether using the Persuasion skill or other means). The benefit is +3N for followers of Mavors.

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. The air created is real and cannot be dispelled.

ZOE: vicinity; *Range:* 120'; *Duration:* momentary; *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 $30L$ humans. The food may also be animal feed, one horse may be fed in place of three men. The food created is real and cannot be dispelled.

ZOE: Vicinity; *Range:* 60L'; *Duration:* momentary; *Saving Throw:* none

Create Water: This prayer will cause water to appear in a convenient place or container specified by the cleric, enough for $8L$ humans. A horse requires three times the water that a man does. The water created is real and cannot be dispelled. It is of purity suitable for consecration.

ZOE: vicinity; *Range:* 60'; *Duration:* momentary; *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. The weapon, once created, is real and cannot be dispelled.

ZOE: 1 weapon; *Range:* none; *Duration:* momentary; *Saving Throw:* none

Cure Affliction: Generic prayer type Cure. Massable prayer. Cleric may cure blindness, deafness, paralysis, or insanity, provided they are magically caused. Cannot cure naturally occurring afflictions (use the specific individual Cures for that).

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

Cure All Wounds: Generic prayer type Cure. Massable prayer. This will cure all damage from a living recipient, and reduce an undead target to 1 hit point.

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

Cure Blindness: Generic prayer type Cure. Massable prayer. The recipient's sight is restored to normal. If blindness is due to severe physical damage to the eyes, the cleric must also succeed at a Heal skill check (DC20) to direct regeneration of the damage.

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

Cure Deafness: Generic prayer type Cure. Massable prayer. If major structural parts of the ear are missing, then the cleric must also make a Heal check at DC20 to restore them while performing the prayer. Otherwise, deafness is automatically cured, provided the recipient does not resist the prayer.

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

Cure Disease: Generic prayer type Cure. Massable prayer. This will cure all normal disease, and those Caused diseases that are not combined with a Curse, etc.

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

Cure Feeblemind: Generic prayer type Cure. Massable prayer. This prayer will reverse a Mage Feeblemind spell.
ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

Cure Insanity: Generic prayer type Cure. Massable prayer. 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:* Will negates

Cure Lycanthropy: Generic prayer type Cure. Massable prayer. 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:* Will negates

Cure Paralysis: Generic prayer type Cure. Massable prayer. This prayer cures paralysis.
ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

Cure Wounds N: Generic prayer type Cure. Massable prayer. This will cure Nd6 points of damage from a living target. Since Undead are powered by an inversion of life processes, it will *inflict* Nd6 points of damage on an undead target. (However, Dispel Undead is much better at getting rid of undead, if your religion has it.) If the recipient is a follower of the cleric's religion, the amount healed is increased by 1 per die.
ZOE: 1 being; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

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: Massable prayer. 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:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Daglir's Skin: Massable prayer. This prayer makes the recipient's skin stone hard, granting an armor bonus of +10. Other armor bonuses (natural, equipment, etc.) are not cumulative with this. No armor proficiency is required, except spell casters are impeded as if wearing heavy armor (i.e. they must take a +2 penalty modifier to their casting costs, cast Power Words only, or have the feats Cast Wearing Armor and Armor Proficiency (Heavy)). The recipient is not encumbered in any way and takes no armor check penalties, unless wearing real armor in addition to the prayer (which is possible, just pointless).
ZOE: 1 follower; *Range:* touch; *Duration:* L hours; *Saving Throw:* Will negates

Darkness: This prayer, cast upon some object, causes it to emanate darkness. Within 10', darkness is total (Total Concealment from all visual senses). Within 20', darkness is partial (partial concealment from normal sight, no concealment from Darkvision or Catseye). Out to 40' there is a perceptible gloom but it has no game effects. The Cleric who performed the Darkness prayer can still see through it, as can any higher level cleric of the same deity. 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

Darkvision: Massable prayer. The recipient will have Darkvision with a range of 60'. If the recipient already has Darkvision then his Darkvision range is extended by 60'. Note that this range increase applies even if the recipient's extant Darkvision comes from a preexisting instance of this prayer.
ZOE: 1 person; *Range:* touch; *Duration:* L hours [R]; *Saving Throw:* none

Dawn: This prayer is identical to a Continual Light but with all the attributes of full daylight, including damage to Undead and other creatures vulnerable to the Sun.
ZOE: 20' r sphere; *Range:* 360'; *Duration:* 1 day [R]; *Saving Throw:* none

De-were N: This will compel lycanthropes of up to $2N$ 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.
ZOE: 60' cone; *Range:* none; *Duration:* $6 + L$ rounds; *Saving Throw:* Will negates

Detect Altitude: Generic prayer type Detect. Massable prayer. 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 prayer type Detect. 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 prayer type Detect. Massable prayer. 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:* Level Contest

Detect Disease: Generic prayer type Detect. Massable prayer. 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. The save DC in mode 2 cannot be improved by chanting. Type 2,3,4.
ZOE: varies; *Range:* varies; *Duration:* momentary; *Saving Throw:* varies

Detect Dishonor: Generic prayer type Detect. 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 prayer type Detect. This prayer reveals if a target is evil or the presence of evil in the ZOE. The save DC in mode 2 cannot be improved by chanting. Type 2,3,4.
ZOE: varies; *Range:* varies; *Duration:* momentary; *Saving Throw:* varies

Detect Food: Generic prayer type Detect. Massable prayer. This prayer reveals the presence of edible food. By default, this means "edible" to the cleric's own species, but the cleric can specify a different species if desired (e.g. cattle fodder). Type 3,4.
ZOE: 60'r sphere or 1 person; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Hostility: Generic prayer type Detect. Massable prayer. 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:* Will negates

Detect Illusion: Generic prayer type Detect. Massable prayer. This prayer reveals if any particular thing is an illusion, magical or otherwise. If a magical illusion is involved, it resists with its caster's Will save as it was at the time of casting. Type 2.
ZOE: 1 object; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* special

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 landmass 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 or island; *Duration:* momentary; *Saving Throw:* none

Detect Magic: Generic prayer type Detect. Massable prayer. 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: 1 person; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* none

Detect Metal: Generic prayer type Detect. 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 prayer type Detect. Massable prayer. 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 prayer type Detect. 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 prayer type Detect. Massable prayer. 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 clerics 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 prayer type Detect. Massable prayer. This prayer reveals a second personality or influence in living being. Examples are Demonic Possession, Magic Jar, etc. The possessing being gets the saving throw. Note that while chanting can eliminate the saving throw, a possessed being may take countermeasures during such a prolonged performance. Type 2.
ZOE: 1 being; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* Will negates

Detect Prayer: Generic prayer type Detect. Massable prayer. 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: 1 person; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* none

Detect Religion: Generic prayer type Detect. Massable prayer. This will reveal the subject's god. Type 2.
ZOE: 1 being; *Range:* 120' LOS; *Duration:* momentary; *Saving Throw:* Will negates

Detect Secret Doors: Generic prayer type Detect. Massable prayer. 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: 1 person; *Range:* touch; *Duration:* $60 + 10L$ minutes; *Saving Throw:* none

Detect Size: Generic prayer type Detect. 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 prayer type Detect. Massable prayer. As a type 3, this prayer reveals the presence, location and general nature of the trap nearest to the center of the ZOE. As a type 4, it reveals the location and nature of the nearest trap only, along with the direction to other traps within range. Type 3,4.
ZOE: 60'r sphere or self; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Undead: Generic prayer type Detect. Massable prayer. 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 1 person; *Range:* 480' or 120'; *Duration:* momentary; *Saving Throw:* none

Detect Water: Generic prayer type Detect. 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

Disintegrate: This prayer will disintegrate an inorganic or dead object. Magical objects get a saving throw. The object must be less than $50L$ pounds.
ZOE: 1 object; *Range:* touch; *Duration:* instantaneous; *Saving Throw:* Fortitude negates

Dispel Evil: The cleric may attempt to dispel an evil enchantment, or to dismiss an evil summoned creature below the level of greater demon. 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 performer may attempt to dispel one illusion. If the cleric 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 spells and prayers. It cannot be used on items. Success requires a Level Contest. Attempts against clerical prayers take a -3 penalty to the performer's 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 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. For Mass prayers, if the caster is in the ZOE, make a single Level Contest to dispel the entire prayer. Otherwise, treat each recipient in the ZOE as a separate prayer and roll for each.
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 saving throw.
ZOE: 60' r sphere; *Range:* 120'; *Duration:* momentary; *Saving Throw:* Will negates

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 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 powers 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 Concentration on successive rounds to continue the constriction.

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 affect 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. The cleric can expend the prayer point cost again on the last round of its duration in order to extend it for another L rounds without a break.
ZOE: 1 space; *Range:* 60'; *Duration:* special; *Saving Throw:* none

Double Range: Doubles all range increments on one Missile weapon. May be cast on a bow, crossbow, or sling to double the range of all missiles fired from that weapon.
ZOE: 1 weapon; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Dueling Ground: As Fairness, but the area will also be surrounded by a translucent dome. Entering or leaving the Dueling Ground, or attempting to affect it from outside (or the outside from within) will require a Level Contest, in addition to the required saving throws. Performer may specify a condition to terminate the duel (e.g. first injury to a participant) which will end the prayer; in this case, all present will know when and how it has ended.
ZOE: 30' radius*; *Range:* none; *Duration:* $60 + 10L$ minutes*; *Saving Throw:* none

Earthquake: This prayer smites the target location with a devastating earthquake (Richter $\frac{1}{2}L$). In the epicenter zone (a radius of $30 \times L$ feet from the origin point), fixed walls (whether they are formed into buildings or not) take $100 + Ld10$ points of damage, disregarding object hardness. (For a typical 16th level performer this will, on average, smash stone walls 11 inches thick or wooden walls 17 inches thick.) Structures that can flex, or are not anchored to the ground, do not take this damage. Structures that are Grand Patterned take no damage. Multi-story buildings will collapse if their load-bearing walls are reduced to less than half their starting hits (2 or 3 stories) or less than 3/4 their starting hits (4 or more stories). Underground structures are treated as 4+ story buildings: natural underground caverns or passages should be treated in the same way but considered to have 10,000 structural hit points *divided by* their unsupported free span in feet. Collapsing buildings will do damage to those within according to their size and construction (10d6 is probably typical). Mobile non-flying creatures in this zone must make Reflex saves or fall down; any attempt to move other than by crawling requires another Reflex save. There is a 1 in 6 chance each round that any creature in the epicenter will be struck by falling objects or rolling rocks, or slide into a temporary crack; this will necessitate another Reflex save to avoid $\frac{L}{2}$d6 of crushing damage.

From $30' \times L$ to $100' \times L$ the damage is half as severe as described above, and the save DC is reduced by 5. Beyond that zone, to a radius of L miles, fragile objects (e.g. glass windows) will shatter, and beings must make one Reflex save (DC10) to avoid falling down at the start of the tremor, but no other effects are incurred. The performing cleric herself, if within the ZOE, will display an eerie immunity to all of the earthquake's effects: she will not fall down, collapsing debris will pile miraculously around here, she will even emerge unscathed atop a destroyed building or cavern if she was within.
ZOE: see description; *Range:* see description; *Duration:* 1 minute; *Saving Throw:* variable

Empathic Cure: Generic prayer type Cure, except that the range of this prayer is touch. It will transfer points of damage from the target to the cleric, curing three points of damage off the target for every two points suffered by the performer of the prayer. 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:* Will negates

Enchant Armor N: Massable prayer. This prayer grants one piece or full suit of armor a $+N$ enhancement bonus. This is not cumulative with other forms of enhancement bonus, such as from existing armor enchantments: use the best that applies. If multiple pieces of enchanted armor are worn, again only the best bonus applies.
ZOE: 1 piece of armor; *Range:* touch; *Duration:* $10L$ minutes; *Saving Throw:* none

Enchant Weapon N: Massable prayer. This prayer grants one weapon a $+N$ enhancement bonus to hit and damage. This is not cumulative with other enhancement bonuses (all magical weapon bonuses are enhancement bonuses unless explicitly stated otherwise). A magical bonus to a missile weapon applies in full to every projectile fired from that weapon.
ZOE: 1 weapon; *Range:* touch; *Duration:* $10L$ minutes; *Saving Throw:* none

Enemy of Nature: Massable prayer. The target of this spell will attract hostile attention from all animals she encounters. Animals will immediately notice the character as soon as they have any chance at all to perceive her. 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:* Will negates

Enhance Gem: Massable prayer. 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 overcome damage resistance X/+N (that is, any level of damage resistance that is penetrated by +N weapons or better). It does not actually grant bonuses to hit.

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 Prayer Phase as long as the caster concentrates. A Reflex 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 with strength. The latter may be attempted once per round and requires a Contest of Strength against the plants' Strength of $10 + L$. . Verbal prayers will not be disrupted. Damage to the cleric negates the prayer.

ZOE: 5' r circle; *Range:* 240'; *Duration:* concentration; *Saving Throw:* Reflex

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 cleric of higher level capable of performing this prayer. 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 prayer type Eyes. Massable prayer. 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 prayer type Eyes. Massable prayer. 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 make a Will save or admit the fact. (Merely the fact of the dishonor, not details regarding its nature.) A further Will save is required to avoid performing the corresponding honorable action. For example, if a liar fails both saving throws, he will blurt out the truth. The duration is extended to $6 + L$ days on a consecrated area.

ZOE: 30' radius*; *Range:* none; *Duration:* $60 + 10L$ minutes*; *Saving Throw:* see description

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. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

ZOE: 1 being; *Range:* L miles; *Duration:* L hours; *Saving Throw:* Will negates

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 aledged felony is not in fact a felony, the prayer fails. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

ZOE: 1 person; *Range:* L miles; *Duration:* L hours [R]; *Saving Throw:* Will negates

Flesh to Stone: Massable prayer. This prayer allows the cleric to turn a single living creature into stone. Creatures larger than Medium-size get +2 to their save per size category. Chanting is limited to the Cleric's wisdom bonus.

ZOE: 1 being; *Range:* touch; *Duration:* momentary; *Saving Throw:* Will negates

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 looses 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: $10L$ mile radius; *Range:* none; *Duration:* momentary; *Saving Throw:* none

Free Elements: This prayer may be performed for any elemental being that is under external control (elemental being as defined under Friend of Elements). It gives the being one Will saving throw to break free of the control. The DC of this save is the save DC appropriate to the effect that resulted in the control: if there is no such save DC, substitute a Contest of Levels between the elemental being and the controller. If the elemental being's Will save bonus was not precomputed, assume it is half the being's HD total.

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

Friend of Elements: Massable prayer. The recipient of this prayer will, for the duration, be percieved 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

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 cleric is damaged. Chanting cannot improve the save DC by more than the Cleric's Wisdom bonus.

ZOE: self; *Range:* none; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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 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

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

ZOE: 60' cone; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

Growth Plants: 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 (Obstructed Terrain). Moving 5' through the brush requires a full round plus either a Strength check against DC20 or a Climbing check against DC15. A path can be cleared through the growth by cutting or smashing it at the rate of 2 h.p. per foot of progress: this is the only way that quadrupeds or creatures of Large size can get through at all. *Growth Plants* 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 $50' \times 50'$; *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. Prayers 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 (Hardness rating is doubled, by an enhancement bonus). More importantly, it makes the stone partially resistant to prayers that only affect non-magical stone. Prayers 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: l cubic feet; *Range:* touch; *Duration:* permanent; *Saving Throw:* none

Haste: Massable prayer. This prayer allows the recipient to act twice in each combat round as per the mage spell Haste.

ZOE: 1 being; *Range:* touch; *Duration:* $6 + L$ rounds; *Saving Throw:* Will negates

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

ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *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 -4 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:* Will negates

Hunter's Blessing N: Massable prayer. This prayer grants the recipient bonuses to abilities relevant to hunting. The recipient gains a $+N$ blessing bonus to his ranged attack bonus and to the skills Awareness, Hide, Move Silently, and Traps. The recipient gains a $+2N$ blessing bonus to Survival. The recipient gains a $+N/2$ (round down) blessing bonus to damage with bows and crossbows. The recipient gains a limited form of the Sharpshooter ability: he can ignore the cover bonus for a friendly character in melee with the target (but no other kind of cover bonus), and so never risks hitting a friendly character when shooting into melee. Finally, the recipient's running move is increased by $10' \times N$. In combat, this bonus movement can be taken in the movement phase after firing a missile. Whenever the recipient is affected by another movement-enhancing spell or prayer such as Swiftness, this prayer does not grant its usual additional movement, but it still allows $N \times 10'$ of movement to be taken after firing a missile.

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.

All of the N-dependent effects for this prayer treat N as one higher if the recipient is a follower of Gaia, Danu, or Carrunos.

ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* voluntary

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. The range increment is $50' + 5' \times L$. The boulder does 6d6 damage out to the first range increment and loses 1d6 per range increment thereafter

ZOE: 1 boulder; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Immunity to Fire: Massable prayer. This prayer provides total immunity to all forms of fire, equivalent to Resist Fire N for infinite N. Supernatural fire from a powerful being (e.g. dragonflame) may, however, be able to break the immunity: roll a Level Contest between the flame-source and the caster (not the being protected). If the attacker wins the Contest (ties go to the defender), then that attack is still cancelled, but the Immunity spell has been broken and further flame attacks affect the character normally.

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

Immunity to Magic: Massable prayer. The recipient of this prayer cannot be directly affected by any spell, prayer, supernatural ability of a creature, or spell-like effect from an item, so long as the prayer lasts. The prayer itself can still be dispelled. Magical weapons still get their bonuses, and indirect effects are still dangerous.

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

Immunity to Poison: Massable prayer. This prayer provides total 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

Inhibit Magic: May be cast on a person or an object: in either case the ZOE is a 30' sphere centered on the target and moves with the target. If cast on a person, the person gets a Will save to completely negate the prayer. Anyone attempting to cast a mage spell from a point inside the ZOE must win a Level Contest against the performer of *Inhibit Magic*: on a failure the spell fails but still costs full spell points. In addition, if the target of the prayer was a person, that person *automatically* fails any attempt to cast a spell. This prayer has no effect on prayers.

ZOE: 30' r sphere about a person or object; *Range:* 120'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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 to those within. Each round, any being within the cloud will take 1 point of damage on a roll of 6 on a d6 (roll separately for each target). 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. Will). 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 days of the event.

ZOE: vicinity; *Range:* zero; *Duration:* 1 hour; *Saving Throw:* Will negates

Invoke Elemental: Caster calls forth an elemental; a natural source of its element must be in the vicinity. Air elementals cannot be invoked underground or under water, even if the caster has air to breathe. Earth elementals cannot be invoked unless the caster is touching natural soil or rock (not worked architectural stone or brick). Water elementals require at least a small creek, and fire elementals a free-burning fire. The elemental that appears will range from 8 to 16 HD depending on how dominant its element is in the environment. Air elementals will be strongest high in the air, Wind Walking or Flying or on a windblown mountain summit; Earth Elementals will be strongest far underground, Water when far out to sea, etc.

Unlike the mage spell Conjure Elemental, the elemental is NOT under the invoker's control; however, it is no worse than neutrally disposed toward the invoker and can usually be persuaded to perform some not-too-onerous task. Elementals will be more kindly disposed to invokers who can provide things they covet: rare or magical stones for Earth; pure water, preferably consecrated, from sacred springs for Water; flowers and scents gathered from consecrated groves for Air; abundant fuel or rich incense for Fire. No concentration is required, as the elemental is not under outside control. Multiple invocations within 24 hours will tend to annoy an elemental. This prayer requires only normal performance 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 Ward Elementals circle, and doing so is not considered offensive.

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

Life Force N: Massable prayer. This grants the recipient, who must actively accept the prayer's benefit, Nd6 temporary hit points which will last until dawn, if not lost to damage before then. Multiple Life Force prayers on the same recipient do not stack, only the highest total of temporary hits applies: however, the total from an existing prayer is considered to be only the points remaining after damage has been subtracted. Damage is always taken from temporary hit points first; temporary hits cannot be Cured; the loss of temporary hit points at dawn, if any are still left, has no effect on the recipient's regular hit point total.

ZOE: 1 person; *Range:* 120'; *Duration:* until dawn; *Saving Throw:* voluntary

Life Sense: Massable prayer. 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: The recipient of this prayer gains magic resistance. Any attempt to affect her with a spell, prayer, spell-like item power, or spell-like innate power, must win a Level Contest against the prayer's effective level of 2N. Note that this effect resists *all* magic, including beneficial applications. Simple bonuses from magical arms and armor are not affected.

ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* voluntary

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 will not work. Anyone taking any action that would break an Invisibility 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: Massable prayer. The caster touches a metal surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of metal connected to that touched by the caster in an unbroken circuit of metal, he will hear the message in the cleric's voice. The mass version gives the same message to up to L people.

ZOE: special; *Range:* L^2 miles; *Duration:* until delivered; *Saving Throw:* none

Message via Stone: Massable prayer. The caster touches a stone surface, speaks a message of up to 25 words in length, and names the intended recipient. As soon as the recipient touches a piece of stone connected to that touched by the caster in an unbroken circuit of stone, he will hear the message in the cleric's voice. The mass version gives the same message to up to L people.

ZOE: special; *Range:* L^2 miles; *Duration:* until delivered; *Saving Throw:* none

Message via Trees: Massable prayer. 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^2 miles; *Duration:* until delivered; *Saving Throw:* none

Metal Window: As Stone Window 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

Move Earth: This prayer allows the caster to slowly move great quantities of earth. Hills and ridges may be moved up to 5' per round. 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: Massable prayer. This prayer instantly and permanently halts any and all poisons currently at work in one living being. It does not cure any damage resulting from previous actions of the poison(s).

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

Oath: The cleric hears a voluntarily sworn solemn oath. He, and any other cleric of the same religion 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: 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: 1 being; *Range:* 120' LOS; *Duration:* $6 + L$ rounds; *Saving Throw:* none

Pack Scent: Massable prayer. The recipient takes on the smell of a specific pack of animals or an animal that identifies its friends and foes primarily by smell. He will be treated as friendly, but may only communicate with the animals by actions. This prayer may alternatively be used to place a hostile pack scent on a creature, thus causing the pack to act adversely to the creature.

ZOE: 1 being; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

Panther Senses: Massable prayer. Gives the recipient the combination of the Mage spell Enhance Hearing, and the prayers Cat's Eye, and Bloodhound.

ZOE: 1 being; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

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

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

ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *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: Massable prayer. Allows the recipient to move through confusing terrain without getting lost. He will keep his bearings, have a general idea of time, know which way is north, and be able to find objectives if he knows where they are. This prayer is of reduced effectiveness against magically confusing terrain and Misdirection prayers.

ZOE: 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *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. The save DC cannot be increased by chanting.

<div align="center">ZOE: 10L' r sphere; Range: $10 \times L'$; Duration: 1 day; Saving Throw: Will negates</div>

Permanent: This prayer makes a prayer last until dispelled. Any number of prayers may be made permanent, but no permanent may be performed 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.

<div align="center">ZOE: same; Range: same; Duration: Permanent; Saving Throw: none</div>

Petrify: This prayer allows the cleric to turn a single wooden object to stone. Magical items get a saving throw. This prayer will affect a mass of wood of $10L$ pounds or less. Living creatures made of wood get a Will save for no effect. The save DC cannot be increased by chanting

<div align="center">ZOE: 1 object; Range: touch; Duration: instantaneous; Saving Throw: see description</div>

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 normal intelligence and hit points. He may fight in animal form if necessary, but may not cast prayers. The cleric must make a Will save against his own prayer to return to his natural form, with at most 1 attempt per day.

<div align="center">ZOE: self; Range: none; Duration: variable; Saving Throw: none</div>

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.

<div align="center">ZOE: self; Range: none; Duration: 1 day; Saving Throw: none</div>

Possess Animal: Per possess but it only affects animals.

<div align="center">ZOE: 1 animal; Range: 240'; Duration: indefinite; Saving Throw: Level Contest</div>

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.

<div align="center">ZOE: self; Range: $5L$ miles; Duration: $6L$ hours; Saving Throw: none</div>

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. 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.

<div align="center">ZOE: $20 \times L$ pounds in a mass; Range: 10'; Duration: L days; Saving Throw: none</div>

Protection from Animals N: Generic prayer type Protection N. Massable prayer. Animals are non-language-using, non-enchanted, natural species; giant types are included if they are not the product of enchantment. Also protects against plant creatures, despite the name.

<div align="center">ZOE: 1 being [M]; Range: touch; Duration: $60 + 10L$ minutes [R]; Saving Throw: none</div>

Protection from Evil N: Generic prayer type Protection N. Massable prayer. The recipient is protected from evil.

<div align="center">ZOE: 1 being; Range: touch; Duration: $60 + 10L$ minutes [R]; Saving Throw: none</div>

Purify: Removes all supernatural consequences of the recipient's dishonor. Cannot work unless the recipient has already performed all necessary and sufficient acts of repentance, atonement, and/or restitution required to amend the consequences of his dishonorable acts. Also requires that the recipient actively cooperate in the performance of the prayer.

<div align="center">ZOE: 1 person; Range: touch; Duration: momentary; Saving Throw: voluntary</div>

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: $10 \times L$ 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 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. Note that advance preparation of this prayer cannot increase the save DC by more than 5.

ZOE: 1 being; *Range:* touch; *Duration:* until fulfilled; *Saving Throw:* Will negates

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. Chanting cannot increase the save DC by more than the Cleric's wisdom modifier.

ZOE: 1 being; *Range:* 10'; *Duration:* $6 + L$ rounds; *Saving Throw:* Will negates

Question Dead: Generic prayer type Speak. As Speak with Dead except the deceased may give one-word answers (not limited to yes/no).

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

Raise Dead: The cleric points his finger at a dead body and says "Arise!" It is automatically restored to life, barring the list of caveats below. A resurrected being is 1 level lower than it was when it died, although earned XP not yet recorded at the time of death may offset this penalty. (A 1st level who is restored to life loses 1 point of Con instead.) The resurrectee has 1 hit point and will require considerable rest or additional magical healing. The various caveats that can impede resurrection are:

• The body cannot have suffered more than $2L$ days of decay. Note that some spells and prayers may delay or arrest decay, extending this limit.

• No being can be restored to life unwillingly. A dead entity's spirit will be aware of the nature and identity of any cleric trying to raise him, and of the circumstances of the attempt, and may decline to return.

• A body that has risen to walk as Undead cannot be restored to life by this prayer, although it will do the same damage to an Undead being as Cure All Wounds.

ZOE: 1 dead being; *Range:* 10'; *Duration:* permanent; *Saving Throw:* voluntary or Will negates

Raise Dead Fully: This prayer is identical to Raise Dead, except that:

• The body can be dead for up to $10 \times L$ years, and no more than a scrap or relic of the remains need be present.

• The victim is restored to full health and function instantly, although still loses a level.

ZOE: 1 body; *Range:* 10'; *Duration:* permanent; *Saving Throw:* none

Rally: Gives target one additional saving throw against any mind-effecting spell, prayer or power, improved by the performing cleric's Wisdom bonus.

ZOE: 1 person; *Range:* 120'; *Duration:* momentary; *Saving Throw:* none

Read Language: Massable prayer. This will give the recipient the ability to read and write 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 speak the language. The caster must be able to identify the language unambiguously, or have a sample of the writing on hand.
ZOE: 1 being; *Range:* 120'; *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:* Will negates

Remove Curse: Massable prayer. 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 Acid N: Generic prayer type Resist. Massable prayer. This prayer gives Resistance $2 + N^2$ to magical (including alchemical) and natural acid attacks.
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Cause Wounds N: Generic prayer type Resist. Massable prayer. This prayers grants Resistance $2 + N^2$ against Cause Wounds and Cause All prayers.
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Cold N: Generic prayer type Resist. Massable prayer. This prayer gives Resistance $2 + N^2$ to magical and natural cold.
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Crushing N: Generic prayer type Resist. Massable prayer. Crushing includes being buried alive, constriction, bear hugs, implosions, etc. It does not include blunt weapons. The Resistance rating is $2 + N^2$ as usual.
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Elements N: Generic prayer type Resist. Massable prayer. This prayer simultaneously grants Resistance to Fire (including heat), Lightning (including generic electricity) and Cold. A single total Resistance rating applies to all the types, the recipient does not resist each type of damage separately. Also, the Resistance rating is calculated using $N - 1$ rather than N (as though the spell were a level lower).
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Fire N: Generic prayer type Resist. Massable prayer. This prayer gives Resistance $2 + N^2$ to all forms of fire and heat.
ZOE: 1 being or object; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Resist Lightning N: Generic prayer type Resist. Massable prayer. This prayer gives resistance $2 + N^2$ to all forms of lightning and electrical attacks.

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

Resist Poison N: Generic prayer type Resist. Massable prayer. The Resistance $2+N^2$ granted by Resist Poison N is calculated per dose rather than per round: thus, a particular dose of poison will start doing damage only if or when its continuing damage exceeds the Resistance rating (and will then continue to do damage at its standard rate). The victim gets all normal saves to halt the poisoning progression even if he hasn't started taking damage yet.

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

Restoration: Generic prayer type Cure. Massable prayer. This restores one drained life energy level to one recipient. The level cannot be increased above the value before the drain took place. Alternatively, restores 1d6 points of temporary ability score damage, or 1 point of permanent ability score damage.

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

Restore Memory: Massable prayer. 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 as it was first written, or to its condition as it was $100 \times L^2$ years ago, whichever is later. If the inscription contains multiple pieces of writing from different eras they will each be separately restored as above. If later writings overlie earlier ones, whether accidentally or as a deliberate effort to deface or hide the previous text, the most recent writing will be fully restored but marks indicating the existence of earlier text will be clearly visible: subsequent performances of the prayer will erase the newest text to reveal the layer immediately below (this can be repeated as many times as there are layers). The substrate, whether parchment, stone, or any other material, is restored in the same way, but only to the depth needed to hold the writing.

ZOE: L^2 square feet; *Range:* touch; *Duration:* momentary; *Saving Throw:* none

Resuscitate: Massable prayer. This prayer is cast at a recently dead body. It will bring the body back to life, 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 recipient is considered to be alive but stable for as long as the Resuscitate lasts; however, unless the recipient is cured by other magic, to a hit point total compatible with life (-9 or above for most people), he will die when the prayer ends and cannot be resuscitated again. On the other hand, if the resuscitated victim is cured to a survivable hit point total, the Resuscitate ends immediately, the victim is automatically alive and stable as per the effects of magical healing, and the victim can even be Resuscitated again if killed again, counting the duration from the newer death rather than the older. Unlike true resurrection, being snatched back from death's door by Resuscitate does not cost the recipient an experience level. Note that the duration limit of Resuscitate is based on when the victim was killed, not on when the prayer was performed; note also that since the victim is dead at the time, no saving throw is allowed, and that while the victim is unconscious due to damage, Will saves automatically fail.

ZOE: 1 body; *Range:* 120'; *Duration:* until $6 + L$ rounds have transpired since death; *Saving Throw:* none

Reveal Truth: This spell dispels all illusions within the ZOE. The ZOE must be centered on the caster and moves with him. Only illusions made permanent receive a Level Contest to remain, and the caster uses 2×L in such cases.

ZOE: $10 \times L'$ radius; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* special

Sanctuary: So long as the cleric refrains from any offensive action, and so long as the prayer lasts, any creature must make a Will save in order to attack to cleric with missile, melee, or targeted magical effects. The save is checked after the would-be attacker has committed to the attack; the attack then balks, wasting the action. Even though the saving throw has been failed, the attacker realizes that some force is preventing him from making a direct attack on the cleric. The cleric remains fully vulnerable to area effects not specifically targeted at him. A separate Will save is needed for each attack attempt; failure does not foreclose future attempts to attack, nor does success guarantee the ability to attack the cleric on future rounds. Chanting cannot increase the save DC by more than the Cleric's wisdom modifier.

ZOE: self; *Range:* none; *Duration:* $60 + 10L$ minutes [R], or until first offensive action; *Saving Throw:* Will negates

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.
<div align="center">*ZOE:* 1 structure fitting within a 100' cube; *Range:* touch; *Duration:* momentary; *Saving Throw:* none</div>

See Illusion: Massable prayer. 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.
<div align="center">*ZOE:* 1 person; *Range:* 10'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

Seeming: The cleric takes on the appearance of a natural plant or animal not more than twice nor less than $\frac{1}{4}$ her actual size. This is an illusion: caster's actual form and abilities are completely unchanged. The illusion will deceive sight, hearing, and smell, but not touch. While the prayer will turn the sounds of the Cleric's movement into the natural sounds (if any) of the creature's movement, and further allow the Cleric to imitate the natural calls or sounds (if any) of the creature, the Cleric retains the ability to speak in her own voice at will. The caster may end this prayer and resume her true appearance at any time. Taking actions that are impossible for the illusory shape (e.g. a rabbit turning a doorknob) do not dispel the illusion, but tend to raise suspicions anyway.
<div align="center">*ZOE:* self; *Range:* none; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

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.
<div align="center">*ZOE:* self; *Range:* none; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

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.
<div align="center">*ZOE:* self; *Range:* none; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

Shatter: This prayer causes one inorganic, rigid, non-magical object to shatter into tiny pieces. The object must be less than $20L$ pounds.
<div align="center">*ZOE:* 1 object; *Range:* touch; *Duration:* momentary; *Saving Throw:* none</div>

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.
<div align="center">*ZOE:* 15' r sphere moving with caster; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

Sleep of Healing: Generic prayer type Cure. Cast on up to L recipients, this will cause them to sleep very soundly for eight hours, at the end of which time all will benefit as if they have had two full nights and days of rest and natural healing. 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.
<div align="center">*ZOE:* L beings; *Range:* touch; *Duration:* 8 hours; *Saving Throw:* voluntary</div>

Slow Disease: Generic prayer type Cure. Massable prayer. Any disease(s) that the recipient has will progress at half rate.
<div align="center">*ZOE:* 1 being; *Range:* touch; *Duration:* 1 day; *Saving Throw:* none</div>

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.
<div align="center">*ZOE:* 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

Smite Illusion: Massable prayer. Any blow by the recipient which hits an illusion will dispel it if the caster wins a Level Contest vs. the creator of the illusion. The prayer continues until it fails to dispel an illusion that is hit or the duration expires.
<div align="center">*ZOE:* 1 being; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none</div>

Soap Stone: This prayer enchants a stone object so that it purifies and cleanses material that comes into contact with it. It purifies food, water and poison as the Purify Food and Water prayer. 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.
<div align="center">*ZOE:* 1 stone; *Range:* none; *Duration:* lasting; *Saving Throw:* none</div>

Speak with Animals: Generic prayer type Speak. Massable prayer. The animal's species must be specified at the time of casting. Animal is as defined under Charm Animals. The animals in question will always give the cleric a hearing, unless pressed by fear, or attacked, or controlled. The cleric gets a +2 bonus on any roll made for negotiation.

ZOE: 1 person; *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. The dead person will know only what she knew at the time of death, and can, if inclined to lie, lie by making a Will save. (There is no save against the prayer as a whole, nor can preparation impair the Will save to lie.) The caster must be in the presence of the body, and the deceased cannot be dead for more than L^2 days. The cleric must be able to communicate in a language the dead being spoke while alive.

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

Speak with Monsters: Generic prayer type Speak. Massable prayer. May not be used to speak with small children.

ZOE: 1 person; *Range:* as speech; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Speak with Plants: Generic prayer type Speak. Massable prayer. 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: 1 person; *Range:* as speech; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Speak with Stone: Generic prayer type Speak. Massable prayer. The cleric will be able to converse with stone as a sentient creature. Stones have an extremely long temporal frame of reference. Anything that has not stayed in the same place relative to the stone for years is just a fleeting glimpse to the stone. A simple stone found laying in a meadow will perceive the world rushing by as it races downhill, probably towards a stream then the ocean in just a few short millennia. To the stone that has just been affected by this prayer, it seems like time has stopped. Most stones have never seen a person sit still long enough to perceive until they die. Asking a stone if someone passed by last hour would be like asking a person if they saw that photon wander through. Stones can be useful sources of certain types of information. Many stones have been used for eons by Daglir clerics to leave information. Usually these are prominent carved stones or the key stones of arches or lintels. Most any stone can tell you about the rise and fall of local mountains, passes through the mountains, both over and underground, the presence of buried ruins, people, treasure, etc.

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

Stampede: The cleric projects an aura of fear in a $10 \times L$ foot cone. All beings in the ZOE who fail a Will save will flee the cleric using their fastest movement mode for L melee rounds. Herd animals, if more than 50% of the herd is affected, will all flee in the same direction (the direction from the cleric to the center of the herd); even individuals who save keep pace with the herd. A stampeding herd will not stop when the prayer duration expires, but will keep running until it gets tired (usually 10-30 minutes) or meets an obstacle.

ZOE: $10L'$ cone; *Range:* zero; *Duration:* L rounds; *Saving Throw:* Will negates

Sterilize: Generic prayer type Cure. This prayer will immediately and completely cleanse any infected wounds and halt the course of any disease, including supernatural disease, that is a result of wound infection or was inflicted by means of the wound. This can also be used to sterilize a surface.

ZOE: L wounds on 1 being; *Range:* touch; *Duration:* permanent; *Saving Throw:* Will negates

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. The cleric may choose to create poisonous snakes, but each counts double against the total hit dice limit. Snake venom requires a Fortitude save against (15 + half snake's HD total): failure results in 1d6 immediate hit point damage, then 1 point per round for 2d10 rounds. At the end of the continuing damage period the victim may save again; on a failed save damage will continue for another 2d10 rounds (reroll), repeat as needed. 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 Diminutive (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 is a mindless construct and cannot interpret even the simplest instructions, so the Cleric must concentrate whenever he wishes to make the doll act (instructions are not needed, the Doll moves in response to the Cleric's will). This concentration need not be continuous, the Cleric may ignore the Doll at any time and return his attention to it later so long

as the prayer duration lasts. The Doll does not have articulated fingers, so it has very limited grasping capabilities and it can not climb anything more difficult than stairs.

Stone Doll stats: Str 4 Dex 10 Con – Int – Wis 10 Cha 10, AC 19 (+4 Size, +5 natural) (AC 14 vs touch, reduce AC by 5 when not active), 3 hit points, melee attack (punch) for +1 (+4 size, -3 Str) to hit, d6 -3 damage (minimum 1 point), running move 30', saves F+0 R+0 W+0. Being made of stone, the Doll is immune to normal (not magical) fire. As a construct, it has no metabolism and does not need rest, food, or nourishment, and is immune to any effect requiring a Fortitude save unless it works on objects. It is likewise immune to any magic that tries to affect its nonexistent mind (this should be obvious from the description). The Doll gets a +8 size bonus to Hide but otherwise is too clumsy to apply skills usefully.

ZOE: 1 stone doll; *Range:* touch; *Duration:* $60 + 10L$ minutes [R]; *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

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 has hardness 5 (due to the loose structure) and 200 hits, with a break DC of 30 + Cleric's Wisdom modifier. The total (length × height) of the wall may not exceed $40 \times L$ square feet. 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. Once built the wall is a permanent, natural object and cannot be dispelled, though it can be broken through or weathered away.

ZOE: 1 wall; *Range:* touch; *Duration:* special; *Saving Throw:* none

Summon Animal N: This prayer summons animals from the mage Monster Summoning Tables. 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 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, 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: Massable prayer. 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. This prayer *does* affect the combat step: the standard 5' step becomes a 10' step, while the Long Combat Step feat is likewise doubled. Does not stack with any other movement-increasing spell or prayer.

ZOE: 1 being; *Range:* 60'; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* Will negates

Swords to Plowshares: This prayer operates exactly like a Convert Weapon 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: Massable prayer. 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:* Will negates

Throwing Stones: This prayer enchants a collection of baseball sized stones so that they can be hurled as lethal long-range projectiles (damage d6B, range increment $50 + 10 \times L$ feet).
- Being blunt weapons, they can be thrown for nonlethal damage at a -2 penalty.
- Being thrown weapons, they add the thower's Strength bonus to their damage, though they use the ranged attack bonus to hit.
- Any character can throw a Stone without weapon proficiency.
- The enchantment on each individual Stone is expended when it is thrown, hit or miss.

Suitable stones may be easily fashioned using the Meld Stone prayer, or found in most brooks. A collection of up to 10 stones (5 for Fey) may be carried as a weapon choice. A character may stow up to 5 stones (2 for Fey) about her person without having to devote a weapon choice to the encumbrance. Casting Consecrate Stone, 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 $L/2$ 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 any cleric or spellcaster of at least level 12 or 12 HD. This prayer produces no compulsion to do anything.

ZOE: $L/2$ miles; *Range:* none; *Duration:* momentary; *Saving Throw:* none

Track Felon: A cleric who has witenessed a felony, or who possesses some witness or an object in certain evidence of a felony may obtain the direction, without range restriction (or range information), 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:* self only; *Duration:* $L/2$ days; *Saving Throw:* none

Transformation N: Massable prayer. This prayer will transform one individual into an animal. There is no saving throw; however, it is only effective on followers of Gaia, who must be willing. The subject takes on the form, attacks, abilities, and armor class of the animal. Attacks are made with the character's standard melee attack bonus and a +2 natural weapon bonus. If the creature has more than one attack, the attack with the largest damage is primary, the others are secondary and attack at -2. The primary attack gets the character's Strength damage bonus, if this is positive; others do not. All combat bonuses from Feats still apply (except Multistrike which is overruled by the natural attack rules above). The recipient of the prayer also gains Nd4 temporary hit points. Of course animals are incapable of casting prayers. The transformation lasts until the cleric regains prayer points, but can be terminated earlier with a Will save against the normal save DC; however, only one attempt at early termination can be made. The creature form depends on the level of the prayer (note that at level IV and V there are choices available):

N	Animal	AC/T/FF	HP	Attacks	Run/Fly/Swim
I	Wolf	14/13/11	+1d4	Bite 1d8	240'/ – /20'
II	Boar	16/12/14	+2d4	Tusks 2d6	200'/ – /10'
III	Cougar	16/15/11	+3d4	Bite 1d10, 2× Claws 1d4	200'/ – /20'
IV	Tiger	17/15/12	+4d4	Bite 1d10, 2× Claws 1d6	240'/ – /20'
IV	Eagle	15/15/10	+4d4	Bite 1d4, 2× Talons 1d2	10'/360'/ –
V	Bear	18/12/16	+5d4	Bite 2d6, 2× Claws 1d4, Rend	180'/ – /30'
V	Shark	16/10/16	+5d4	Bite 2d8	– / – /180'

ZOE: 1 being; *Range:* touch; *Duration:* special; *Saving Throw:* voluntary

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

Ward Animals N: Generic prayer type Ward. Animals are non-language-using, non-enchanted, natural species; giant types are included if they are not the product of enchantment.

ZOE: 10' r circle; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Ward Elementals N: Generic prayer type Ward. Elementals are those beings conjured or invoked under that name, or similar beings such as sylphs, salamanders, undines, etc.

ZOE: 10'r circle; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Ward Undead N: Generic prayer type Ward. Ward Undead affects all kinds of undead.

ZOE: 10'r circle; *Range:* zero; *Duration:* $60 + 10L$ minutes [R]; *Saving Throw:* none

Water Walking: Massable prayer. 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 N prayer.

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

Web: The Cleric spins forth gossamer strands from her fingertips in a standard cone effect to a maximum range of 10L feet (range may be shorter if desired.) All beings within the ZOE must make a Reflex save or be entangled in the webs. (Beings with a Size modifier, positive or negative, add it to their saving throw.) An entangled being can get free in any of three ways: 1. Even the slightest fire burns the web strands instantly; a character with a torch can free himself or another character in 1 round, even a lit candle will take no more than 3 rounds. 2. The web can be broken by brute strength by rolling 25+L on d20+Strength. 3. The web can be cut with edged weapons: it has hardness 5 and 10 HP. The Web will dissolve at dawn if any beings are still trapped.

ZOE: 10L foot cone; *Range:* zero; *Duration:* until dawn; *Saving Throw:* Reflex special

Wind Walk: Massable prayer. 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: 1 person; *Range:* touch; *Duration:* up to 1 day; *Saving Throw:* none

Withstand Causes: Generic prayer type Withstand. Massable prayer. 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 prayer type Withstand. Massable prayer.

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

Withstand Drain: Generic prayer type Withstand. Massable prayer. This prayer grants an extra saving throw against level drains and temporary or permanent ability drains.

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

Withstand Paralysis: Generic prayer type Withstand. Massable prayer. In addition to granting an extra saving throw against paralysis effects, Withstand Paralysis renders the recipient completely immune to nonmagical forms of paralysis (if any exist). It is of no benefit to characters who are already paralyzed.

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

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, Stone Window, or Shatter on the object as if it were non-magical.

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

Appendices

PrinceCon Skills Compared to OGL Skills

Appraise, Craft, Decipher Script, Escape Artist, Forgery, Gather Information, Handle Animal, Intimidate, Jump, Perform, Profession, Ride, Speak Language, Swim, Use Magic Device, Use Rope: All of these are either not used or are resolved using a non-skill mechanic (see below).

Balance and Tumble are subsumed by Acrobatics.

Listen, Sense Motive, and Spot are subsumed by Awareness.

Bluff and Diplomacy are subsumed by Persuasion.

Craft(trapmaking) is an aspect of Traps.

Non-Skill Mechanics for OGL skills:

Escape Artist / Use Rope: See Grappling for how combat effects that would invoke Escape Artist are resolved. Tying someone up, or escaping from bonds, is a Contest of Dexterity with total character level added as an expertise bonus. Escaping manacles requires the Open Lock skill. Snapping bonds by brute strength requires a Strength roll.

Forgery: is resolved by roleplaying the creation of the fake and GM's adjudication of the procedure's effectiveness.

Gather Information: is resolved by roleplaying the information gathering attempts.

Handle Animal: Basic competence is assumed. Efforts to train, or deal with, a specific animal are handled by Charisma checks against a DC set by the GM.

Intimidate: Attempts to intimidate are a Contest of the intimidator's Charisma against the target's Wisdom, with both sides adding total character level as a morale bonus.

Jump: is handled by the mechanics for Jumping (see p. 47).

Ride: Basic competence is assumed. Tricky situations may require a Reflex save.

Speak Language: Languages a character can speak are determined by the campaign or Con background.

Swim: All races have natural swimming movement rates; skill checks are never required.

Spell name	Mages	Aru	Daglir	Gaia	Mavors		Spell name	Mages	Aru	Daglir	Gaia	Mavors
Aerial Servant	–	8	–	9	7		Conjure Elemental	5	–	–	–	–
Air Blast	2	–	–	–	–		Conjure Servant	–	9	9	9	9
Alter True Self	9	–	–	–	–		Consecrate Object	–	1	1	1	–
Analyze Dishonor	–	–	–	–	3		Consecrate Stone	–	–	1	–	–
Analyze Item	–	–	2	–	–		Consecrate Water	–	2	–	2	–
Analyze Magic	–	4	2	–	4		Consecrate Weapon	–	–	–	–	1
Analyze Spell	3	–	–	–	–		Consecration N	–	6	6	6	6
Analyze Structure	–	–	3	–	–		Contact Higher Plane	5	–	–	–	–
Animate Objects	–	–	5	7	–		Continual Darkness	–	–	3	3	–
Animate Plants	–	–	–	6	–		Continual Light	–	3	–	3	3
Anti-Magic Shell	6	–	7	–	–		Control Self	4	–	–	–	–
Aroma	C	–	–	–	–		Controlled Empathic Cure	–	5	–	–	–
Assay Item	–	–	6	–	–		Convert	–	–	–	–	8
Astral Spell	9	9	9	9	9		Convert Weapon	–	–	–	–	6
Attune	M	–	–	–	–		Cool Object	3	–	–	–	–
Augury	–	1	1	1	1		Count Objects	C	–	–	–	–
Aura of Power N	–	N	N	N	N		Counterspell	M	–	–	–	–
Avalanche	9	–	–	–	–		Courage N	–	–	–	–	N
Bane Demon N	–	–	N	N	N		Create Air	–	6	–	5	–
Bane Felon N	–	–	–	–	N		Create Food	–	5	–	–	–
Bane Undead N	–	–	–	N	2		Create Water	–	4	–	3	–
Binding	–	–	1	–	–		Create Weapon	–	–	1	–	–
Blade Barrier	–	–	8	–	7		Cure Affliction	–	3	–	4	–
Bless N	–	N	N	–	N		Cure All Wounds	–	4	–	6	–
Blinding Flash	4	–	–	–	–		Cure Blindness	–	3	–	–	–
Blindsight	3	–	–	–	–		Cure Deafness	–	2	–	–	–
Bloodhound	–	–	–	2	–		Cure Disease	–	3	–	3	–
Brittle	–	–	4	–	–		Cure Feeblemind	–	6	–	–	–
Calm Elements	–	–	–	8	–		Cure Insanity	–	5	–	–	5
Candleflame	C	–	–	–	–		Cure Lycanthropy	–	4	–	4	–
Cat's Eye	–	–	–	1	–		Cure Paralysis	–	2	–	–	4
Chain Lightning	4	–	–	–	–		Cure Wounds N	–	N	N	N	N
Change Color	C	–	–	–	–		Daglir's Ears	–	–	3	–	–
Charm Animals	–	–	–	3	–		Daglir's Eyes	–	–	3	–	–
Charm Monster	5	–	–	–	–		Daglir's Fist N	–	–	N	–	–
Charm Plants	–	–	–	3	–		Daglir's Skin	–	–	1	–	–
Clairsentience	3	–	–	–	–		Damp Teleport	7	–	–	–	–
Clean	C	–	–	–	–		Dampen	C	–	–	–	–
Clone	8	–	–	–	–		Darkness	–	–	2	2	–
Cloudkill	5	–	–	–	–		Darkvision	2	–	2	2	–
Cobweb	C	–	–	–	–		Dawn	–	–	–	5	–
Cold Cone	4	–	–	–	–		De-were N	–	N	–	N	–
Color Change	–	–	1	–	–		Death Spell	6	–	–	–	–
Command Elements N	–	–	–	N	–		Detect Altitude	–	–	1	–	–
Commune N	–	5	5	5	5		Detect Animal	–	–	–	1	–
Comprehend Language	–	2	2	3	2		Detect Curse	–	3	–	2	3
Concentrate	2	–	–	–	–		Detect Disease	–	1	–	1	–
Cone of Feeblemind	8	–	–	–	–		Detect Dishonor	–	–	–	–	1
Cone of Weakness	5	–	–	–	–		Detect Evil	–	1	1	1	1
Confuse	1	–	–	–	–		Detect Food	–	4	–	1	–

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Detect Hostility	–	2	–	–	2
Detect Illusion	–	–	2	2	1
Detect Location	–	–	2	–	–
Detect Magic	1	–	1	2	–
Detect Magic Item	C	–	–	–	–
Detect Metal	–	–	2	–	–
Detect North	1	–	1	1	1
Detect Plants	–	–	–	1	–
Detect Poison	–	1	3	2	3
Detect Possession	–	1	–	–	2
Detect Prayer	–	1	2	2	1
Detect Religion	–	–	–	–	1
Detect Secret Doors	–	–	2	–	–
Detect Size	–	–	1	–	–
Detect Trap	–	–	2	2	2
Detect Undead	–	1	–	1	2
Detect Water	–	1	–	1	–
Dimension Door	4	–	–	–	–
Disguise	3	–	–	–	–
Disintegrate	6	–	6	–	–
Dispel Evil	–	5	–	–	5
Dispel Illusion	–	–	–	–	3
Dispel Magic	3	–	3	3	–
Dispel Permanence	–	–	–	9	–
Dispel Prayer	–	3	3	3	3
Dispel Undead N	–	N	–	–	–
Displace Image	1	–	–	–	–
Divine Audience	–	–	–	–	9
Divine Confession	–	–	–	–	3
Doom of Stone	–	–	5	–	–
Double Range	–	–	–	2	1
Dry	C	–	–	–	–
Dueling Ground	–	–	–	–	6
Dust	C	–	–	–	–
ESP	2	–	–	–	–
Earthquake	–	–	9	–	–
Empathic Cure	–	3	–	–	–
Enchant Armor N	–	–	N	–	–
Enchant Weapon N	–	–	N	–	–
Enemy of Nature	–	–	–	2	–
Enhance Ability	M	–	–	–	–
Enhance Gem	–	–	4	–	–
Enhance Hearing	1	–	–	–	–
Enhance Weapon N	–	–	–	–	N
Entangle	–	–	–	3	–
Enter Plant	–	–	–	4	–
Expeditious Retreat	1	–	–	–	–
Explosive Runes	3	–	–	–	–
Eyeglow	C	–	–	–	–
Eyes of Animals	–	–	–	4	–
Eyes of Trees	–	–	–	4	–
Faerie Fire	2	–	–	–	–
Fairness	–	–	–	–	5
Faux Magic	2	–	–	–	–
Fear	4	–	–	–	–
Feeblemind	5	–	–	–	–
Find Being	–	–	–	3	–
Find Deodand	–	–	–	–	2
Find Felon	–	–	–	–	3
Fire Bomb	2	–	–	–	–
Fireball	3	–	–	–	–
Flame Storm	6	–	–	–	–
Flame Weapon	1	–	–	–	–
Flesh to Stone	–	–	6	–	–
Float Stone	–	–	3	–	–
Fly	3	–	–	–	–
Foresee Elements	–	–	–	4	–
Free Elements	–	–	–	3	–
Freshen	C	–	–	–	–
Friend of Elements	–	–	–	1	–
Gather Objects	C	–	–	–	–
Geas	6	–	–	–	–
Golden Rule	–	4	–	–	–
Grand Patterning	–	–	8	–	–
Great Barrier	9	–	–	–	–
Great Oath	–	–	–	–	7
Growth Animals	5	–	–	5	–
Growth Plants	4	–	–	4	–
Hallucination	M	–	–	–	–
Hallucinatory Terrain	4	–	–	–	–
Harden Metal	–	–	6	–	–
Harden Stone	–	–	5	–	–
Haste	3	–	–	3	3
Heat Object	3	–	–	–	–
Hide Among Plants	–	–	–	2	–
Hold Monster	5	–	–	–	–
Hold Person	–	2	–	4	4
Hold Portal	1	–	–	–	–
Hunter's Blessing N	–	–	–	N	–
Hurl Boulder	–	–	3	–	–
Ice Storm	4	–	–	–	–
Illusion	M	–	–	–	–
Immolate	5	–	–	–	–
Immunity to Fire	–	–	–	5	–
Immunity to Magic	–	–	9	–	–
Immunity to Poison	–	5	–	–	–
Implosion	3	–	–	–	–
Inhibit Magic	–	–	7	–	–
Insect Plague	–	–	–	4	–
Invade Dreams	3	–	–	–	–

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Investigation	–	–	–	–	5
Invisibility	2	–	–	–	–
Invisibility Sphere	3	–	–	–	–
Invisible Stalker	6	–	–	–	–
Invoke Elemental	–	–	–	5	–
Knock	2	–	–	–	–
Lance of (Element)	1	–	–	–	–
Legend Lore	6	–	–	–	–
Levitation	2	–	–	–	–
Levitation Sphere	4	–	–	–	–
Life Force N	–	N	–	–	–
Life Sense	–	3	–	2	–
Light	–	2	–	2	2
Lightning Bolt	3	–	–	–	–
Locate	M	–	–	–	–
Long Talk	2	–	–	–	–
Mage Armor	1	–	–	–	–
Magelight	C	–	–	–	–
Magic Bridge	4	–	–	–	–
Magic Hand	2	–	–	–	–
Magic Jar	6	–	–	–	–
Magic Missile	1	–	–	–	–
Magic Mouth	2	–	–	–	–
Magic Resistance N	–	–	N	–	–
Magical Dust	C	–	–	–	–
Magical Trap	4	–	–	–	–
Manipulate Metal	–	–	5	–	–
Manipulate Stone	–	–	4	–	–
Mass Invisibility	7	–	–	–	–
Mass Suggestion	9	–	–	–	–
Massmorph	4	–	–	4	–
Meld Metal	–	–	3	–	–
Meld Stone	–	–	1	–	–
Memorize	C	–	–	–	–
Mend	C	–	–	–	–
Message	1	–	–	–	–
Message via Metal	–	–	2	–	–
Message via Stone	–	–	3	–	–
Message via Trees	–	–	–	2	–
Metal Window	–	–	4	–	–
Meteor Swarm	9	–	–	–	–
Mind Blank	8	–	–	–	–
Mind Link	5	–	–	–	–
Mind Shield	5	–	–	–	–
Mini-Flash	2	–	–	–	–
Mirror Image	2	–	–	–	–
Misdirection	5	–	–	–	–
Monster Summoning	M	–	–	–	–
Move Earth	6	–	6	–	–
Move Water	6	–	–	–	–

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Neutralize Poison	–	3	5	4	4
Oath	–	–	–	–	4
Observe Magic	2	–	–	–	–
Observe Prayer	–	3	2	3	2
Pack Scent	–	–	–	1	–
Pain	2	–	–	–	–
Panther Senses	–	–	–	3	–
Part Water	–	–	–	7	–
Pass Freely	–	–	–	2	–
Pass Wall	5	–	5	–	–
Pathfinder	–	–	–	2	3
Patterning	M	–	–	–	–
Pax	–	7	–	–	–
Pebble's Eye	C	–	–	–	–
Permanency	7	–	–	–	–
Permanent	–	9	9	–	9
Petrify	–	–	4	–	–
Phase Door	7	–	–	–	–
Phase In	5	–	–	–	–
Phase Shift	8	–	–	–	–
Polymorph to Animal	–	–	–	3	–
Polymorph to Plant	–	–	–	5	–
Pop	C	–	–	–	–
Possess Animal	–	–	–	6	–
Power Word Kill	9	–	–	–	–
Power Word Stun	8	–	–	–	–
Predict Weather	–	–	–	1	–
Preservation	–	4	–	4	–
Projected Image	6	–	–	–	–
Prot / Ench. Monster	2	–	–	–	–
Prot / Normal Missiles	3	–	–	–	–
Prot / Normal Weapons	4	–	–	–	–
Protection/Animals N	–	–	–	N	–
Protection/Evil N	–	N	N	N	N
Purify	–	–	–	–	5
Purify Food and Water	–	1	–	1	–
Purify Metal	–	–	3	–	–
Pyromancy	M	–	–	–	–
Quarry Stone	–	–	4	–	–
Quest	–	6	–	–	5
Question	–	–	–	–	3
Question Dead	–	–	–	–	4
Quickmarch	2	–	–	–	–
Raise Dead	–	5	7	6	6
Raise Dead Fully	–	7	9	9	9
Rally	–	–	–	–	2
Range Finder	1	–	–	–	–
Range Loser	1	–	–	–	–
Read / Write Languages	1	–	–	–	–
Read Language	–	1	1	–	1

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Read Magic	1	–	–	–	–
Redirect Elements	–	–	–	6	–
Regrowth	–	4	–	5	–
Reincarnate	7	–	–	–	–
Release	–	–	–	–	8
Remove Curse	–	4	4	4	4
Repulsion	6	–	–	–	–
Resist Acid N	–	–	N	N	–
Resist Cause Wounds N	–	N	–	–	N
Resist Cold N	–	–	N	N	–
Resist Crushing N	–	–	N	–	N
Resist Elements N	–	–	–	N	–
Resist Fire N	–	–	N	N	–
Resist Lightning N	–	–	–	N	–
Resist Poison N	–	N	N	N	N
Restoration	–	4	–	6	–
Restore Memory	–	4	–	–	6
Restore Writing	–	–	5	–	5
Resuscitate	–	4	–	–	–
Reveal Truth	–	–	–	–	6
Reverse Gravity	7	–	–	–	–
Rope Trick	3	–	–	–	–
Sanctuary	–	1	–	–	–
Scarab	C	–	–	–	–
Sealing	–	–	1	–	–
Second Sight	3	–	–	–	–
See Illusion	–	–	–	–	2
See Invisible	2	–	–	–	–
See True Form	6	–	–	–	–
Seeming	–	–	–	2	–
Shape Metal	–	–	4	–	–
Shape Stone	–	–	2	–	–
Shaping	M	–	–	–	–
Shatter	–	–	5	–	–
Shield	1	–	–	–	–
Shield Of Protection	6	–	–	–	–
Silence 15'r	–	3	3	2	2
Size Change	2	–	–	–	–
Skylore	M	–	–	–	–
Sleep	1	–	–	–	–
Sleep of Healing	–	1	–	1	–
Slow	3	–	–	–	–
Slow Disease	–	2	–	–	–
Slow Motion	3	–	–	–	–
Slow Poison	–	1	–	2	–
Smite Illusion	–	–	–	–	4
Snowball	3	–	–	–	–
Soap Stone	–	–	2	–	–
Speak with Animals	–	–	–	1	–
Speak with Dead	–	–	–	–	2

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Speak with Monsters	–	–	–	–	6
Speak with Plants	–	–	–	3	–
Speak with Stone	–	–	3	–	–
Stampede	–	–	–	4	–
Sterilize	–	1	–	–	–
Sticks to Snakes	–	–	–	4	–
Stone Doll	–	–	4	–	–
Stone Walking	5	–	–	–	–
Stone Window	–	–	3	–	–
Stone to Mud	–	–	5	–	–
Stonewall	–	–	1	–	–
Suggestion	3	–	–	–	–
Summon	5	–	–	–	–
Summon Animal N	–	–	–	N	–
Suspend Animation	–	3	–	–	–
Swat	C	–	–	–	–
Sweeten / Spice	C	–	–	–	–
Swiftness	–	1	–	1	1
Swim	1	–	–	–	–
Swords to Plowshares	–	6	–	–	–
Symbol	8	–	–	–	–
Tap	C	–	–	–	–
Telekinesis	5	–	–	–	–
Telepathy	4	–	–	–	–
Teleport	5	–	–	–	–
Teleport Attack	6	–	–	–	–
Telescopic Vision	1	–	–	–	–
Temporary Bag of Holding	4	–	–	–	–
Testimony	–	–	–	–	2
Throwing Stones	–	–	1	–	–
Time Stop	9	–	–	–	–
Time Travel	9	–	–	–	–
Toll	5	5	5	5	5
Trace Summoning	4	–	–	–	–
Trace Teleport	5	–	–	–	–
Trace Warning	4	–	–	–	–
Track Felon	–	–	–	–	5
Transformation N	–	–	–	N	–
Tremor	6	–	–	–	–
Trip	1	–	–	–	–
True Sight	7	–	–	–	6
Tsunami	9	–	–	–	–
Turn Page	C	–	–	–	–
Veil	M	–	–	–	–
Ventriloquism	1	–	–	–	–
Wall of Electricity	4	–	–	–	–
Wall of Fire	4	–	–	–	–
Wall of Force	4	–	–	–	–
Wall of Ice	4	–	–	–	–
Wall of Iron	5	–	–	–	–

Spell name	Mages	Aru	Daglir	Gaia	Mavors
Wall of Stone	5	–	–	–	–
Ward Animals N	–	–	–	N	–
Ward Elementals N	–	–	N	N	–
Ward Undead N	–	N	–	N	N
Warm / Chill	C	–	–	–	–
Warning	7	–	–	–	–
Water Breathing	3	–	–	–	–
Water Walking	–	–	–	3	–
Weakness	2	–	–	–	–
Web	2	–	–	2	–
Wind Walk	–	8	–	8	–
Withstand Causes	–	4	–	–	4
Withstand Disease	–	3	–	4	–
Withstand Drain	–	4	–	–	4
Withstand Paralysis	–	3	3	3	3
Wizard Eye	4	–	–	–	–
Wizard Lock	2	–	–	–	–
Word of Recall	–	6	6	–	6
Work Ench. Object	–	–	8	–	–

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Back Charts

Long Distance Movement Chart					
Running move	30'	60'	90'	120'	Mounted
Walking (minute)	90'	180'	270'	360'	500'
Walking (miles/hr)	1	2	3	4	5
Walking (miles/day)	6	12	18	24	30
Forced march (m/d)	8	16	24	32	40

Pack Chart			
Pack A (1 Weapon)	**Pack B (2 Weapons)**	**Pack C (3 Weapons)**	**Pack D (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 iron spikes (*6)	Tinderbox	Water skin
Lantern	Mallet	3 large sacks	Basic Toolkit
Small Mirror*	Parchment & Charcoal	Bandages	
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.

Mage Spell Costs Chart

Spell Level	Level of Spell Caster																		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	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
Affects Others	+1	Allows another to take the role of the caster in the functioning of the spell.
At Range	$+\frac{1}{2}$	Boost range to 60'. Doesn't work on spells that have "Always Zero" range.
Concealment	+1	Conceals spell from Detect Magic
Extra 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.
Extra 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.
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.
Hard to Save	$+\frac{1}{2}$	Increase save DC by +1.
Lasting	+3	Spells that last at least 6 hours now last a whole adventure.
Power Word	+3	Spell goes off in Powers Phase. Requires no gestures.
Reduced Gestures	+1 or +2	+1 reduce, +2 eliminate
Reduced Incantation	+1 or +2	+1 reduce, +2 eliminate

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

Bai Rot

Baku

Shiang

Bai Kol

Imzir

Bhind

Jakutru

Byrsa

Carthu

Thulak Kolom

Nassau

Blackpool

Newcastle

The North Shore

Freeport

(Polar Ice)

(Polar Ice)

Talin

Vosgod

Vidim

Sylvania

Bai Trom

Divi

Tromso

Lascaux

Kjallaga

Rochelle

Montalban

Cadiz

Hesperia

Tabir

Brava

to
Nova Terra