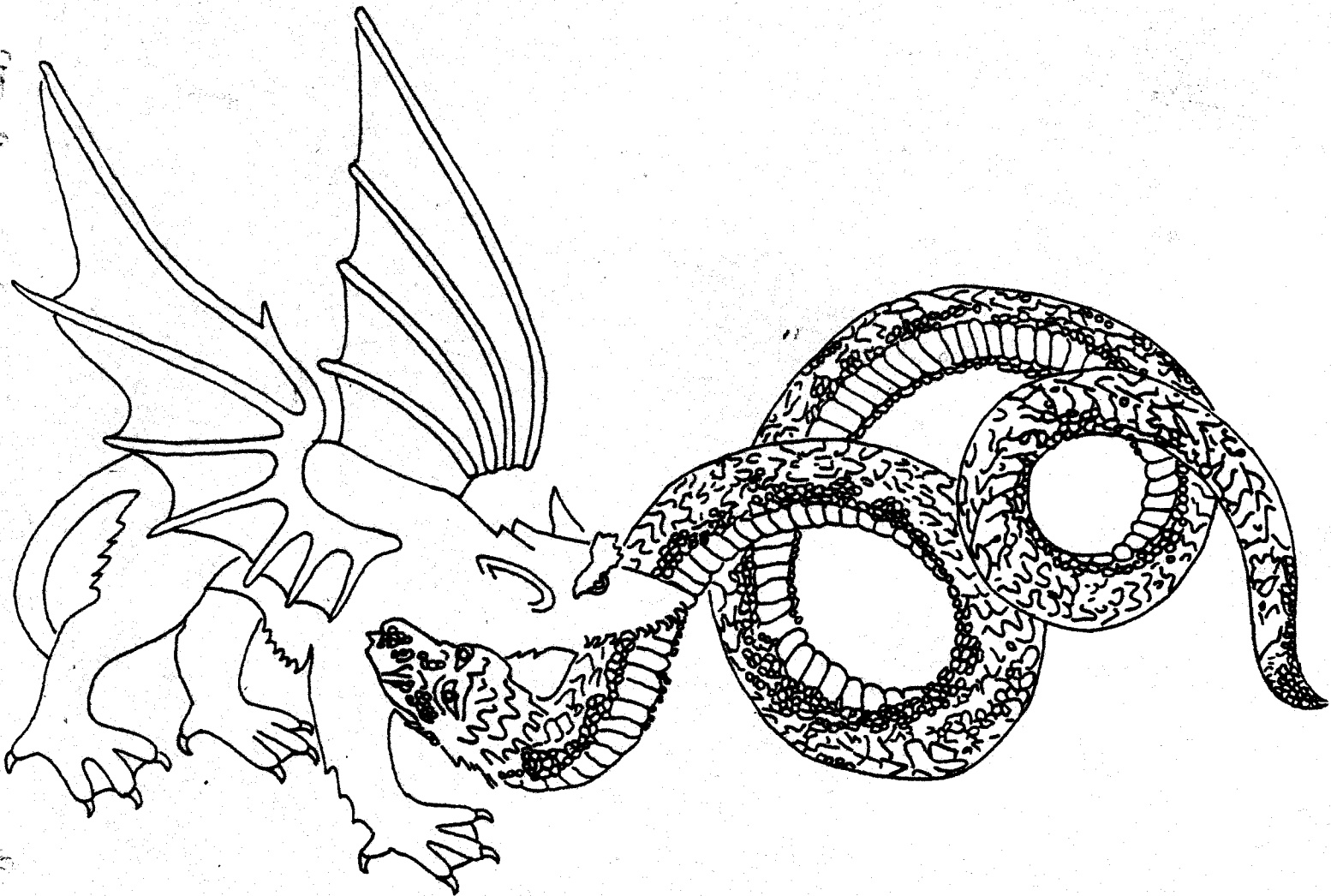


PRINCECON

VIII



Albie

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INTRODUCTION

Adventurers,

Welcome to PrinceCon VIII ! PrinceCon is an annual fantasy role playing convention open to all held at Whig hall of Princeton University. When you register at Hireling Hall (activities room, Whig hall) you'll receive a "character sheet". Do not lose it! You get to specify the race, class, alignment and weapons carried-- the computer does the rest. All characters except Fighter-Magic Users are given out at fifth level. F/MUs are given out at fourth level. With character sheet in hand, you are free to go on as many adventures as you wish. During those adventures you'll probably find various magical items. These are completely transferable from one adventure to the next. At the end of each adventure you should go to Hireling Hall to get the experience and victory points due you. If you advance in level the person at Hireling Hall will update your character sheet. If your character starts pushing up daisies you can get a new one of the same or different type; it will be given out one level lower than the last level you had achieved.

Adventures will start every hour or so throughout the weekend. Registration opens at 3:00 pm Friday and never closes--you can come any time. The first adventures leave at 4:00 pm Friday. There will be a schedule of all adventure start times and their estimated lengths posted. Most of the adventures last around 5 hours. All adventuring ends at 3:00 pm Sunday. At 4:00 pm Sunday the awards will be presented.

This rule book is the result of many peoples efforts over a period of many years. All these people deserve our thanks and praise. Some of the major contributors have been: Mark Blencowe, Mark Cribbs, Howard Mahler, Peter Mayewski, Dave Parker, David Ruzic, Steve Tihor, and Bob West. This years cover art was created by Marian Pugh.

Have a good time!

David Ruzic
Director-PrinceCon VIII

Adam Frankl
Eunuch-Simulation Games Union

ALIGNMENTS

We are now offering four alignment choices. You must specify which alignment you want to be at the same time you specify your race and class. Killing of fellow party members is discouraged for characters of all alignments! The only general exception to this is that any character may take reasonable and necessary action to protect himself.

Neutral-Greedy:

The neutral adventurer is out for himself. Good or evil doesn't matter; only self-interest and self-preservation are important. The neutral-greedy character realizes that he must co-exist with others in society, and therefore never kills others wantonly.

At double the spell point cost, neutral clerics can cast either side of reversible spells. Curative type spells on oneself or on one's religious followers are at normal cost.

Chaotic-creative:

The chaotic adventurer doesn't like settled situations. He wants to explore the infinite variety of the universe. This desire invites the chaotic-creative character to be inventive and unconventional. He delights in setting up situations where people's own follies could prove their undoing and then saving them from destruction at the last moment. Killing other party members is greatly discouraged because death reduces the creative possibilities of the situation.

When a chaotic cleric casts a reversible spell he must specify a target for both effects! Which one occurs is determined randomly. On the cleric himself or on his religious followers a guaranteed curative spell may be thrown.

Evil-sadistic:

The evil adventurer wants to cause pain, hate, suffering and the destruction of all that is good. The evil-sadistic character seldom kills; that is much too merciful! It is better to slowly poison and disease those good types and let them slowly sink fighting natural forces or monsters. Money and power only matter as tools to promote division among companions, suspicion among friends and fear between relatives!

Evil clerics can only cast the cause-like side of reversible spells. They can cure themselves at three times the spell point cost and cure their religious followers at four times cost if they wish.

Good-saintly:

The good adventurer wants to promote love, brotherhood, order, and the elimination of all that is evil. The good-saintly character usually gives all humanoids chances to convert depending on the situation. He may take action against evil player characters provided that he has a firm basis for his actions.

Good clerics only cast the cure-like sides of reversible spells (at normal cost on any target). Their religious followers do have an advantage though--a good cleric can cast a guaranteed cure into melee on one of his followers. (Normally, in melee, a saving throw would be necessary; if the person saved, the cure would have no effect.)

Here is an example:

Joe is a PrinceCon character. He is walking along the edge of a deep canyon and has a cure potion in his pack. He soon comes along a person named Al lying on the ground. Al has a large sack of treasure beside him worth many times what the cure potion costs and is so badly injured that he can barely move and will soon die. What does Joe do?

If Joe is neutral-greedy character he may: Take the treasure and leave--maybe leaving the potion in trade.

If Joe is chaotic-creative character he may: Tie a string to the sack of treasure and place it between Al and the edge of the cliff. Then he would tie the other end of the string to the cure potion and position it so that if Al tipped the treasure off the cliff, the potion would come in reach giving Al at least a 50% chance of catching it before it too goes over the edge.

If Joe is an evil-sadistic character he may: Drip one drop of the potion into Al's mouth (just so Al knows what it is) and then hold it just out of reach over the cliff edge making Al struggle to get it. Once Al is hanging over the cliff by his finger tips, Joe would take the treasure and slowly roll pieces off the edge, tempting Al to loosen his grip and grab at the treasure. If Al is still hanging in there, Joe might try offering him the sharp edge of his sword as a hand hold ...

If Joe is a good-saintly character he may: Give Al the potion and help him back to town with his treasure--questioning him about whether he got the treasure fairly.

CHARACTER GENERATION

The characters used for the convention will be pregenerated by computer. All rolls of over 18 are reduced to 18. For a strength of 18 a die is rolled with the requisite remaining 18 half of the time and increasing to 19 otherwise. This roll is repeated until it fails to increase or the allowable maximum of 22 is reached. Any requisite rolled as a 2 is increased to 3. All hit dice are pre-rolled and recorded in the hireling hall. Characters with substandard requisites were rejected upon roll up, so that everyone is guaranteed a playable character.

<u>RACE</u>	<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>
Human	3d6	3d6	3d6	3d6	3d6	3d6
Elf	3d6	3d6	3d6	3d6	3d6	3d6
Dwarf	3d6+d4	2d8	3d6	3d6+d4	2d6+d4	3d6
Hobbit	2d8	3d6	3d6	3d6+d4	4d6	3d6

Players may choose the race and class of their character from among the possibilities below. Rangers and paladins occur occasionally among the good human fighters. Antipaladins occur occasionally among the evil human fighters. Bards sometimes occur among elvish and human fighters of any alignment. Warrior-priests sometimes occur among the human clerics. If you are fortunate enough to draw one of the special types you can play it.

Human: Fighter, Magic User, Cleric, Thief
 Dwarf: Fighter, Thief
 Elf: Fighter/Magic User, Thief, Fighter, Magic User
 Hobbit: Fighter, Thief

Alignment restrictions: Hobbit thieves MAY be good in alignment. All other races of thieves must be chaotic, neutral or evil.

The first character will be a fifth level character of the chosen class. Each new character a player gets will be one level lower than his previous character was when it died. If a player chooses an F/MU, he will receive a character one level lower than otherwise.

RELIGIONS

Every character is assigned two distinct colors on his character sheet. These are his religion. You can interpret this religion anyway you want to--but its name is the two colors on your sheet. All paladins must display their colors (tell what religion they are) at the start of each adventure. Other characters may want to name two colors also. If they display their true religious colors they will be told (in private) who else on the adventure is from the same religion--even if those other people are wearing false or no colors. In addition, a cleric who wears his true colors may get some idea of who else in the party are of the same alignment as he is, so that he knows who to try to convert.

To convert another player the cleric and the convert inform the DM. The DM will write the new colors on the convert's character sheet. When you convert for the nth time (including PREVIOUS adventures with that character) you will lose n(10%) of the experience points and victory points that you will gain on THAT adventure. Points gained on previous adventures can not be touched. For example: Joe converted in his first adventure. He would have received 10,000 e.p. and 10 v.p. but gets only 9,000 e.p. and 9 v.p. In his next adventure he does not convert and scores 18,000 e.p. and 6 v.p. His totals are now 27,000 e.p. and 15 v.p. In Joe's third adventure he converts again. The DM would have given him 15,000 e.p. and 20 v.p. but these are reduced to 12,000 e.p. and 16 v.p. Joe's total is now 39,000 e.p. and 31 v.p. If this character converts again he'll lose 30% of the points gained on that adventure. A follower has distinct advantages when it comes to being cured by a cleric of his own faith. Sometimes the cleric won't cure you unless you do convert! There are some restrictions on conversion:

- Clerics can not be converted.
- No one can convert outside his alignment.
(you can not change alignments.)
- Paladins become normal fighters if they convert.

EXPERIENCE POINTS

A standardized experience point system is used. The DM assigns relative e.p. and an overall party modifier. The total e.p. given out on the adventure = (number of survivors)(number of hours played)(4,000) (overall party modifier). The e.p. is then split up according to relative scores. The overall modifier can range from .5 to 2.0 but will normally be close to 1.0. This system is designed to remove the gross inequalities between DMs of previous years and to discourage the killing of party members.

People or groups who waste time thinking that it will result in more e.p. will be sadly mistaken. We reserve the right to tamper with our system.

EXPERIENCE POINT CHART
(all numbers in thousands)

<u>Level</u>	<u>Fighter</u>	<u>Magic User</u>	<u>Cleric</u>	any race of <u>Thief</u>
1	0	0	0	0
2	2	2.5	1.5	1.2
3	4	5	3	2.4
4	8	10	6	4.8
5	16	20	12	9.6
6	32	35	25	20
7	64	50	50	40
8	120	75	100	60
9	240	100	200	90
10	480	200	300	125
11	720	300	400	250
+1	+240	+300	+100	+125

<u>Level</u>	<u>Dwarven Fighter</u>	<u>Hobbit, Elven Fighter</u>	<u>Elven F/MU</u>	<u>Elven MU</u>
1	0	0	0	0
2	2	2	4.5	2.5
3	4	4	9	5
4	8	8*	18*	10
5	16	24	44	20
6	32*	56	91	35
7	96	120	170	50
8	208	232	307**	75**
9	448	472	597	125
10	923	952	1277	325
11	1408	1432	1957	525
+1	+480	+480	+1080	+600

* pinned as a fighter ** pinned as MU _____ name level

EXPERIENCE SYSTEM: We are using the Men and Magic experience point system, modified for non-human races. Instead of absolute pinning we are using delta doubling, which is independent of requisites. At any level above the level where a character would normally pin, the amount of experience which he must gain to reach his next level is doubled. Elven F/MU's experience is the sum of the fighter and magic user requirements for that level.

VICTORY POINTS and AWARDS

In past conventions high level characters often started playing very conservatively late in the weekend. They wanted to insure that they'd be alive at the end of the convention so they could win a prize. This takes a lot of the fun out of having high levels around. This victory point system is designed to be fair to all and let high levels not be afraid to die.

Victory Points (v.p.) are distinct and separate from Experience Points (e.p.). Unlike e.p. , victory points are accumulated up until the moment of death. Like e.p. , victory points are associated with a character and will be recorded on your character sheet at Hireling Hall.

The awards being given out are : Best Fighter, Best Cleric, Best Thief, Best Magic-User, and The Most Evil Character. (At PrinceCon VIII there will also be a top prize given out to the person who solves the mystery of Mythen earliest and certificates to all the runners up of different alignments or types in the aforementioned categories.)

A maximum of three adventures with the same character may be counted in your victory point total. Each of these three adventures must be with a different DM. Fighter-Magic users score v.p. in both categories. Don't be discouraged if your thief only gets 2 v.p. on a particular adventure and your friend a fighter gets 18 v.p. Non-evil thieves are only competing against non-evil thieves! --all the v.p. systems may not be scaled the same. For example, if you go on three adventures with a non-evil MU and then get trashed, pick up a new character (say a thief) , and take him on some successful adventures, you could end up winning two awards. If you chose another non-evil MU as your second character you would be competing with yourself. Note that all evils compete among each other regardless of class and do NOT compete against non-evils for any "Best ... " prize.

For obvious reasons we aren't going to tell you exactly what scores v.p. If you follow the guidelines below and play true to your alignment you should score well.

- Evils: Do evil things. (Outright killing of party members usually does not qualify.)
- Fighters: Fight! But don't allow other non-fighter party members to come in danger. Especially protect clerics of your own religion and others of your own alignment.
- Magic-Users: Use items and spells often and effectively and according to your alignment. Accumulate knowledge.
- Thieves: Find treasure , items, and clues. Dispose of same according to your alignment.
- Clerics: Convert others to your own religion. Don't let your followers die or defect. Be true to your alignment in all your actions. Use prayer points effectively.

SAVING THROWS

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

<u>Level</u>	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>+1</u>
Base	20	24	28	32	36	40	43	46	49	52	55	57	59	61	63	65	66	+1

Bonuses

<u>Class</u>	<u>Physical</u>	<u>Mental</u>	<u>Spiritual</u>
Fighter	+10	-10	0
Magic User	-10	+10	0
Cleric	0	0	+10
Thief	0	+5	-10
Paladin	+10	-10	+10
Ranger	+10	0	0
Bard	+5	+5	-10
Warrior Priest	+5	0	+5
F/MU	0	0	0
<u>Race</u>			
Human	0	0	0
Dwarf	+10	-5	0
Elf	0	+5	+5
Hobbit	+5	0	+5

Saving Throws are divided into three types:

Physical: Fireball, Lightning Bolt, Paralyzation, Poison, Sleep, etc.

Mental: ESP, Suggestion, Hold Person, Harpy's Lure, etc.

Spiritual: Finger of Death, Cures/Causes, Quests, Curses, etc.

When an individual makes a saving throw, he will generally know that he saved against something, but will only know the general type of saving throw involved (Physical, Mental or Spiritual). If an individual fails to save, he will not be aware that he needed to make a saving throw.

RACIAL CHARACTERISTICS

ELVES: Infravision, Generally knowledgeable about woodland situations, Can do 2 of the following 3 things in one melee round: move up to half their movement rate, take out a new weapon, fire a missile weapon.

DWARVES: Infravision, Generally knowledgeable about stone work and underground areas. Ability to recognize and evaluate Mithril, gems and jewelry.

HOBBITS: NO infravision, Have hairy feet.

DEATH

Death occurs when one has fewer than 0 hit points remaining. At 0 hit points you are unconscious until you can roll under your constitution on 3d6 or are cured by external means. Once conscious you are still groggy (-20% to hit others, +10% to hit you, half movement rate) for 2 hours or until cured above 0 hit points.

EFFECTS of REQUISITES

STRENGTH: Affects melee and damage for all classes. Also determines ability to open doors. Door opening is rolled on a d100 with a number less than or equal to the number shown on the requisite effects table meaning success.

INTELLIGENCE: Is the magic-users total spell points.

WISDOM: A cleric's spell points.

CONSTITUTION: Determines chance for a successful resurrection, and a character's system shock roll for spell survival.

DEXTERITY: Give a bonus for all classes when employing missile weapons. Dexterity also may effect strike order. Fighters who have a dexterity of 15 or greater gain a parry bonus. It improves the armor class by 1 for a dexterity of 15, by 2 for 16, by 3 for 17, and by 4 for a dexterity of 18. This bonus is usable only against the opponent who the fighter is currently swinging at, and only if this opponent is using a edged weapon.

CHARISMA: Affects rallying of feared individuals and negotiation dice. (Negotiation dice: In a given situation a DM assigns a certain roll (on 2d6) needed to convince a non-player character or friendly monster to do an action. A roll is then made to determine their action. Charisma modifies this roll: +1 for 15, +2 for 16, +3 for 17, and +4 for an 18 charisma.)

Requisite Effects Table

Req.	STR Hit%	STR Damage	STR Doors	DEX Missile	CON Resur.	CON S.Surv.	CON Hit Dice
3	-11	-1	2	-12	30	35	-1
4	-9	-1	4	-10	35	40	-1
5	-7	-1	6	-8	40	45	-1
6	-5	0	9	-6	45	50	-1
7	-3	0	12	-4	50	55	0
8	-1	0	16	-2	55	60	0
9	0	0	20	0	60	65	0
10	0	0	25	0	65	70	0
11	0	0	30	0	70	75	0
12	0	0	36	0	75	80	0
13	+1	0	42	+2	80	85	0
14	+3	0	49	+4	85	90	0
15	+5	0	56	+6	90	94	+1
16	+7	+1	64	+8	94	97	+1
17*	+10	+2	72	+10	97	99	+2
18	+13	+3	81	+12	99	99	+3
19	+16	+4	90/-				
20	+20	+5	94/6				
21	+24	+6	97/13	Hill Giant Strength			
22#	+28	+7	99/22	Stone Giant Strength			
23	+32	+8	99/33	Frost Giant Strength			
26	+44	+11	99/70	Fire Giant Strength			
29	+56	+14	00/99	Cloud Giant Strength			
30	+60	+15	00/00	Storm Giant Strength			
31	+64	+16	00/00	Titan Strength			

* = Ogre Strength

= Maximum strength for humanoids.

/ = First number is for doors, second number is for wizard locked doors, and held portals. Using brute force on a wizard locked door will shatter the door and it may not be closed again.

STANDARD PACKS and EQUIPMENT

Write down your choice of pack (A, B, C, or D) and weapons on your character card. If you are not using the armor of your class you must clearly state that on your card also.

A	B	C	D
1 weapon	2 weapons	3 weapons	4 weapons
knapsack	knapsack	knapsack	knapsack
1 weeks rations	1 weeks rations	1 week rations	1 weeks rations
50' rope	50' rope	50' rope	
6 torches	6 torches	6 torches	
10' pole (in 3 sections)	10' pole (in 3 sections)	10' pole (in 3 sections)	
tinderbox	tinderbox		
12 iron spikes	12 iron spikes		
mallet	mallet		
bull's eye lantern	regular lantern		
3 flasks of thick crude oil	1 flask of thick crude oil		
3 large sacks	1 large sack		
one 4" metal hook			
sm. utility knife			
1 wine skin--full			
one 3' iron rod			
garlic			

In addition, each class has the following:

Fighters: sm. sharpening stone, plate mail armor, shield
 Clerics: holy symbol, 2 ounces (un)holy water, chainmail armor
 Thieves: thieves' tool kit, leather armor, shield
 Magic-Users: small metal mirror, robes

Notes about armor and SILVERED weapons:

- a bow as a weapon choice includes a quiver with 20 arrows or bolts, 5 of which are silvered.
- any weapon may be silvered by denoting that on your character sheet. Silvered weapons and arrows strike normal targets at -5% to hit and -1 point of damage.
- you can trade your armor for any other kind by clearly stating your armor choice on your character sheet.
- it takes time to put on armor: 15 rnds. for plate, 10 rnds. for chain, and 5 rnds. for leather. The ability to sleep in armor is left to the DM's discretion.
- a character may employ a better armor type than his class starts with but he then loses all the special abilities of his class while that armor is on.

WEAPONS

Weapon	2	3	4	5	6	7	8	9	Man	Dwf	Elf	Hob	ManS	Larg
Battle Axe **	-1	0	+1	+1	0	0	0	0	F*	F*			d8	d8
Hand Axe	-3	-2	-1	-1	0	0	+1	+1	F	F	F	F	d6	d4
Dagger	-3	-3	-1	-1	0	0	+1	+2	FMT	FT	FMT	FT	d4	d3
Flail **	+2	+2	+1	+2	+1	+1	+1	+1	FC*		F*		d8	d8
Halbred **	0	+1	+1	+2	+1	0	0	0	F*		F*		d10	2d6
Mace	0	+1	0	0	0	0	0	0	FC	F-	F		d6	d4
Military Pick **	+2	+3	+2	+3	0	0	0	0	F*		F*		d6	d4
Morning Star **	0	0	+1	+2	+1	+1	+2	+2	FC		F		d8	d6
Mtd. Lance ***	0	0	+1	+2	+3	+3	+3	+3	F		F		d8	2d12
Pike ***	-1	0	0	0	0	0	0	0	F		F		d8	d12
Pole Arms ***	-1	0	0	+1	+1	+2	+2	+2	F		F		d8	d12
Spears &&	-2	-1	-1	-1	0	0	0	0	F	F-	F-		d6	d8
Staff	0	0	0	0	0	0	0	0	&*		&*		d6	d6
Short Sword	-2	-2	-1	0	0	0	0	+1	FT	FT	FT	FT	d6	d8
Sword	-2	-1	0	0	0	0	0	+1	FT	F*	FT		d8	d12
2-Handed Sword**	+1	+2	+3	+3	+2	+2	+2	+2	F*		F*		d10	3d6
War Hammer	0	+1	0	+1	0	0	0	0	FC-	F		F	d6	d4
Long Bow ***	-2	0	0	+2	+3	+3	+3	+3	FT		FT		d6	d6
Short Bow	-3	-2	0	0	+1	+2	+2	+2	FT		FT	FT	d6	d6
Heavy Crossbow	-1	0	+1	+2	+3	+4	+4	+4	FT	FT	FT		d6	d6
Light Crossbow	-3	-2	0	0	+2	+3	+3	+3	FT	FT	FT	FT	d6	d6
Sling***	0	+1	0	0	0	0	0	0	FCT-			FT	d4	d6

F = Fighters

M = Magic Users

C = Clerics

T = Thieves

& = Usable by all classes

* = must be used 2-Handed

** = requires two spaces in line

*** = requires open spaces

- = usable at -2

&& = variable damage (see below)

Other notes:

- > -3 means -15% to hit
- > a shield subtracts one from your armor class
- > plate is AC 3, chain is AC 5, leather is AC 7, robes is AC 9
- > AC's less than 2 are treated like AC 2 on this table.
- > completely or almost completely nude is AC 10 (as 9 on this table)
- > a bow includes a quiver with 20 arrows or bolts (5 are silvered)
- > a heavy crossbow can fire once every 3 rounds.
- > a light crossbow can fire once every 2 rounds.
- > spears may do additional damage when set against a charge. The hitting probability is not altered. The damage is d8,2d6.
- > this table is the BASE ARMOR TYPE. +2 chainmail has a base armor class of 5 and the correct modifier would be found in the 5 column.

COMBAT SYSTEM

The combat system used for the convention will be Howard Mahler's percentile combat system. This system is a linear system based upon Men and Magic's alternate combat system, with the quantized jumps removed. Fighters and monsters gain 4% per level (or hit die), clerics and thieves gain 3% per level, and magic users gain 2% per level. Written as a formula giving a number a character of level L must roll under on a 100 sided die ("00" is high and treated as 100).

Fighters	$4 \times L + 5 \times AC$
Clerics & Thieves	$3 \times L + 5 \times AC$
Magic Users	$2 \times L + 5 \times AC$
Monsters	$4 \times HD + 5 \times AC + 12$

If a monster is attacking with natural weaponry, such as teeth, claws, etc. use the monster line for his attacks. If a monster is attacking with a weapon treat him as a fighter of Level=Hit Dice and use the fighter table. Certain monsters receive bonuses to hit and in damage when using weapons as fighters, they are; Goblin +2%, Orc +5%, Hobgoblin +7%, Gnoll +10%, +1, Gnome +2%, Centaur +7%, +1, Balrog +10%, +2.

GRAPPLING

Each character and monster has a base grappling value (BGV):

Characters: $BGV = (SIZE)(level) + 5(AC) + 2(dex) + 2(str)$

Monsters: $BGV = (SIZE)(hit\ die) + 50$

where SIZE = 10, 5, 2 for L, M, S. Treat Dwarves and Hobbits as S and Elves and Humans as M.

If the attacker has a net or whip add 20 to his BGV. For every hit point of damage on the attacker subtract 3 from his BGV. If the defender is planning to cast a spell this round subtract 20 from his BGV. (If the grappling fails the spell will go off, if it succeeds, the spell is lost.) Then compare the attacker's BGV to the defender's. If it is larger the grappling attempt has a chance to succeed. The chance of success is the difference between the two values.

If more than one person is attempting to grapple, their combined value is equal to the value of the best grappler, plus 1/2 of the next best, plus 1/3 of the next, and so on. After a successful grappling the grappler(s) must spend the next round tying up the victim, or he will break free by the end of it.

IMPORTANT NOTE: Grappling occurs at the end of the melee phase. The defender gets a chance to swing at at least one of his attackers before the grappling attempt is made (unless, of course, the defender is attempting to throw a spell). The attacker may do nothing else that round.

COMBAT SEQUENCE

Each melee round is divided into seven phases, each of which is reserved for a specific activity. In general a character may only participate in one of the following phases per round.** In order of occurrence the phases are:

- I. Movement phase - All movement occurs within this phase.
Movement rates (in yards/rnd) are: Plate=6 Chain=9 Other=12
- II. Breath phase - All attacks by breath weapons and gazes occur during this phase. Regeneration, immolation, poisoning, and laying hands on oneself also occur now.
- III. Missile phase - All attacks by missile weapons, including Manticore spikes occur in this phase.
- IV. Melee phase - Melee combat occurs during this portion of the round. When previously unengaged opponents meet, the longer weapon strikes first. On all subsequent rounds the "rules for determining strike order" apply. Grappling occurs at the end of this phase.
- V. Clerical Spell phase - Clerical spells take effect in decreasing order of (caster's level minus spell level). Treat spells read from scrolls as level 0. Laying hands on others occurs at the end of this phase.
- VI. Magic User Spell phase - Magic-user spells take effect in decreasing order of (caster's level minus spell level). Treat spells read from scrolls as level 0. This is also the phase when magic-users prepare spells. (Remember: MU's must prepare a spell the round before it is cast, Clerics do not have to prepare spells.)
- VII. Item phase - Taking things out of your pack, pockets etc. occur now. Use of a magic item (not weapons, of course) also occurs at this time.

Rules for determining strike order WITHIN THE MELEE PHASE

The DM has his choice of one of the following systems:

- A. Modified Dexterity - Take the sum of the character's base armor class and his dexterity. (For monsters use movement rate instead of dexterity.) The highest value swings first.
- B. Random - Each character and monster rolls a d6 to determine which part of the round he swings in.
- C. Simultaneous - Everyone swings at once.

** Except Elves: An elf is more agile and can do any 2 of the following 3 things in one round: Move up to half his movement rate, Fire a missile weapon, Take out a new weapon.

***** FIGHTERS *****

Fighters can be of any race. A basic fighter has a minimum strength of 14. Their first hit die is 4+d4. Subsequent hit dice are d8. When requesting a fighter one may be lucky enough to get one of the following special subclasses:

Rangers

Rangers are a subclass of human fighters. Rangers are always good; if a Ranger does not behave in a good manner, he will permanently lose his Ranger status. Rangers gain several special abilities. When not in metal armor, a Ranger may follow trails and tracks when above ground, and listens as a thief two levels higher. A Ranger gains a damage bonus equal to his level when fighting "giant class" of all types. At ninth level a Ranger gains the ability to throw Magical and Clerical spells as a Magic User/Cleric of level-8. Rangers may employ Magical and Clerical scrolls once they reach 8th level, but they may never use other items forbidden to fighters. At first level, Rangers receive 2d8 for hit dice; after that the progression for hit points is the same as for fighters.

Minimum Requisites : Int 12+, Wis 12+, Con 15+, Str 10+

Experience Progression : As Fighter

Race: Human only

Alignment: Good only

Weapons : As fighter

Armor : Any

Paladins

Paladins are a strongly aligned subclass of human fighters. Paladins are either extremely good or extremely evil (Anti-Paladins). Paladins function as normal fighters with certain special abilities. All Paladins/Anti-Paladins may read clerical scrolls and are immune to disease. Paladins have the ability to lay on hands, up to their level times per day, curing 2 points of damage from the person they lay hands on. Anti-Paladins have a similar ability which does 2 points of damage to a person; these may be transferred through a weapon which hits as a damage bonus. Paladins of 5th level and above may cure disease by laying on hands, up to once per day per 5 levels of the paladin. Anti-Paladins are carriers of disease and may cause disease in the same manner. If any Paladin/Anti-Paladin compromises his principles, Paladin status will be forever lost.

Minimum Requisites : Cha 17+ Str 11+

Experience Progression : As Fighter

Race: Human only

Alignment: Good or Evil

Weapons : As Fighter

Armor : Any

Bards

Bards are a subclass of fighters, who are jacks of all trades. A Bard fights as a fighter of his level, acts of a thief of 1/2 of his level (round up) without the ability to do multiple damage, and acts as a magic user of 1/2 his level (round down). A Bard has full abilities in all these areas when wearing leather armor and carrying a shield. In all other respects, regarding the use of items, treat Bards as fighters.

Minimum Requisites : Str 12+, Int 12+, Dex 12+, Cha 15+

Experience Progression : As fighters

Race: Human or Elvish

Alignment: Any

Weapons : As fighters

Armor : As fighters

***** THIEVES *****

Thieves may be of any race. Their minimum dexterity is 14. Their first and subsequent hit dice are d4. Thieves may use any weapon that the weapon list allows them but they must use a dagger to get multiple damage from backstabbing. The multiplier is 2 for a first through fourth level thief; 3 for a fifth through eighth level; 4 for a ninth through twelfth level and so on. Only hobbit thieves may be of the good alignment. Thieves become visible when performing any of the following: attacking, opening doors, picking locks, disarming traps, or climbing walls.

Thieving Table

	Hear Noise	Secret Doors*	Find Trap*	Remove Trap@	Open Locks	Move Silent	Hide Shadow	Pick Pocket@	Climb Walls
Dwarf	0	+5%	+20%	+20%	+10%	-10%	0	0	-10%
Elf	+5%	+15%	-10%	-10%	0	+15%	+15%	+5%	+5%
Hobbit	+15%	0	+5%	+5%	+10%	+15%	+15%	+5%	+10%
Non-thief	15%	15%	7%	2%	4%	5%	3%	0	0
Thief 1	30	33	20	15	10	25	15	20%	88%
Thief 2	35	36	24	20	15	30	20	24	89
Thief 3	40	39	28	25	20	35	25	28	90
Thief 4	45	42	32	30	25	40	30	32	91
Thief 5	50	45	36	35	30	45	35	36	92
Thief 6	55	48	40	40	35	50	40	40	93
Thief 7	60	51	44	45	40	55	45	44	94
Thief 8	65	54	48	50	45	60	50	48	95
Thief 9	70	57	52	55	50	65	55	52	96
Thief 10	75	60	56	60	55	70	60	56	97
Thief 11	80	63	60	65	60	75	65	60	98

* = If being shown by someone else who already found it, give +20%

@ = This assumes the thief is trying to avoid setting off the trap or being caught with his hand in the cookie jar. If the thief is willing to take the risk give him +20% -- but then an unsuccessful attempt sets off the trap or gets him caught!

Notes:

- >If a thief fails at removing a trap or picking pockets, roll again. If the second roll fails then the trap is sprung or he is detected.
- >Each individual may only make one attempt per day at a particular lock door or trap.
- >The numbers given here represent a base chance. This may be modified due to peculiar circumstances by the DM.
- >In order to remove a trap, listen at a door, or open a door, one must find the trap or door first.
- >A climbing walls roll must be made every 10'. There is always at least a 1% chance that a thief will fall off.

***** MAGIC-USERS *****

Magic-users may be either human or elvish. They have a minimum intelligence of 14. They may be of any alignment. Their first and subsequent hit dies are d4.

Magic System

The MU gets spell points which he may use to throw any spell he knows.

For the convention, magic-users can cast any spell that they are high enough in level to cast as long as they have enough spell points remaining.

Spell Points and Spell Costs:

When fresh, a Magic User gets a number of Spell Points per day equal to his Intelligence. Spell costs depend on the level and the MU and the level of the spell thrown:

Spell Level	Magic User's Level																	
	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
2			8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3					8	6	5	4	3	2	2	1	1	1	1	1	1	1
4							8	6	5	4	3	2	2	1	1	1	1	1
5									8	6	5	4	3	2	2	1	1	1
6											8	6	5	4	3	2	2	1
7													8	6	5	4	3	2
8															8	6	5	4
9																	8	6

Preparing and Throwing MU Spells:

Spells take effect at the end of the melee round in which they are thrown. Thus they are dealt with after the effects of regular missile fire and melee.

While preparing a spell, throwing a spell, or holding a spell prepared, an MU may be distracted. The chance of distracting him when he is throwing a spell or holding a spell prepared is 2 times the number of hits that he receives during the melee round divided by the number of hit points he started the round with. (For example, if he had 20 hit points left and took 5, the distraction chance would be 2 times 25% = 50%.) When actually preparing a spell, the MU is easier to distract; the chance is 4 times the hit-fraction, rather than 2 times.

If distracted when preparing a spell, the MU merely has accomplished nothing at all, at no spell point cost. If distracted while attempting to throw a spell, the MU does not get the spell off, but may succeed in holding it prepared. Immediately roll again, and if he again fails he is forced to drop the spell (at the usual 1/3 spell cost). Similarly, distraction when attempting to hold a spell prepared results in losing the spell points only if the roll is failed again.

If the MU can not speak (clerical silence or gagged) the spell point cost is doubled. If the MU can not move his hands and arms the cost is also double. (A gagged and bound MU could still cast but at 4 times cost!)

Regeneration of Spell Points

After 12 hours of sleep an MU will recover the maximum number of spell points, giving him the total number of points shown on the table below. For each hour of sleep less, and each time he was awakened, reduce the next day's points by 1.

Daily Allotment of Spell Points

MU's	Spell Points Used Day Before -																	
Intelligence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11	11	11	11	11	11	11	10	10	9	7	6	-	-	-	-	-	-	-
12	12	12	12	12	12	12	12	11	11	9	8	6	-	-	-	-	-	-
13	13	13	13	13	13	13	13	12	12	11	10	8	7	-	-	-	-	-
14	14	14	14	14	14	14	14	14	13	13	12	10	9	7	-	-	-	-
15	15	15	15	15	15	15	15	15	14	14	13	12	11	9	8	-	-	-
16	16	16	16	16	16	16	16	16	16	15	15	14	13	11	10	8	-	-
17	17	17	17	17	17	17	17	17	17	16	16	15	14	13	12	10	9	-
18	18	18	18	18	18	18	18	18	18	18	17	17	16	15	14	12	11	9

Spell Delay System

The spell delay system is very straightforward: If X is the highest level of spells an MU can throw, he may not throw two level X spells in a row without waiting a round. He may not prepare a spell during that waiting round either.

Ranges

A range stated in inches(") means 10 feet below ground and 10 yards above ground. Ranges stated in feet or other units are independent of elevation. For example, if a range is shown as 3", it means 30' or 30 yards. Ranges are generally to the center of the zone of effect.

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Magic Spells

Level One Magical Spells

SHIELD: It gives the MU Armor Class 2 vs. missiles, and AC 4 vs. other attacks. Duration: 20 melee rounds.

SLEEP: Roll N d4 for the strength of a sleep cast by a Nth level MU, the sleep will effect creatures within the cone, beginning with the lowest levels, until the strength of the spell is used up or no more creatures can be affected. It takes one point of sleep to sleep a 1st level; 2 to sleep a 2nd level; 4 for a 3rd level; 8 for a 4th level. Only creatures of 4th level (or hit dice) or below can be slept. Sleep DOES have a saving throw vs. physical. Undead or other non-living entities can not be slept regardless of level. Area of effect: 60' by 30' cone emanating from the caster. A slept creature can not be awoken by non-magical means for 10 rounds. Left to its own waking, a creature would awake in 2 hours.

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. Duration: 10 minutes per level of caster. It is not necessary to use this spell to cast a spell off a scroll.

DETECT MAGIC: A spell to determine if there has been enchantment laid on a person, place or thing. The caster will see a blue glow around anything magical. Duration: 6 + level of caster melee rounds. Only one object person place or thing may be examined per round.

IGNITE FIRE: The caster may ignite a single object, which must be able to be quickly lit by an ordinary torch (ex. an oil soaked rag). Range: 12". Duration: 1 melee round.

HOLD PORTAL: It holds closed a door, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. Balrog) may shatter it. (Dispel Magic gets rid of it automatically. Knock allows the door to be opened.) Duration: 2D6 melee rounds. Range: 3".

FAERIE FIRE: It surrounds all objects or creatures, within the zone of effect, with a pale blue glow. There is no saving throw. It will outline invisible objects or creatures. Area of Effect: 1" by 1". Duration: 6 + level of caster melee rounds. Range: 6".

ICE LANCE: It does D8 + level of the caster, of cold damage, requiring the normal roll to hit AC 9 as a missile weapon, but there is no saving throw. Cold resistance provides complete protection. Range: 6"

SEALING: It will make a wooden structure water tight, even against storm force waters. The structure must otherwise be in good shape before the spell is cast. Zone of effect: one structure with largest dimensions at most 10 yards per level of caster. Duration: 1 day per level of the caster. Maximum Range: 1" from caster to center of structure.

BINDING: It may be used to mend or strengthen either wooden or cloth structures, including ropes or other fabrics. It will not render the mended structure water tight. Range: 10 feet. Duration 6 hours per level of the caster. Zone of Effect: 2 feet by 2 feet.

LIGHTNING LANCE: It does D8 + level of the caster of damage, requiring the normal roll to hit AC 9 as a missile weapon, but no saving throw. Resistance to Lightning provides complete protection. Range: 6"

WIND VEERING: It changes the direction of the prevailing wind 45 degrees in the desired direction. Repeated applications of this spell will thus be able to provide any wind direction desired. Duration: 4 hours per level of the caster. Zone of Effect: Ship on which the caster is located at the time of casting, or the area within a 10" radius of the caster. This spell may be used above ground only.

MAGIC MISSILE: A magical missile or missiles emanate from the finger of the caster. They are +1 to hit vs. AC 9, and do 1 + D6 of damage. (There is no saving throw.) The MU gets 1 missile at 1st-3rd levels; 2 missiles at 4th-6th level; 3 missiles at 7th-9th levels etc. All missiles in a burst must be aimed at the same target. Roll for each missile separately to see if it hits. Range: 15".

COLOR CHANGE: The MU can change the color of objects small enough that they could be completely enclosed in his hand. Range: 1/2 foot per level or the caster. Duration: (level of caster)(weeks)

VENTRILLOQUISM: The MU may make the sound of his voice come from somewhere else. 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.) Range: 6". Duration: 10 minutes per level of the caster.

LOCATE ANIMALS: The caster must specify the particular species of animal to be located. He will be informed of the straight line direction to the animal. Range: 20". Duration: 10 minutes per level of the caster.

TELESCOPIC VISION: It allows the MU to see things as if they were closer to him. The MU must concentrate on one region. The maximum magnification is twice the level of the caster. (Thus an MU1 could see things twice normal size while an MU5 could see things 10 times normal size.) Duration: 10 melee rounds. Range: line of sight.

DISPLACE SELF: It warps light (and infrared) waves, so that the caster appears to be up to 10 feet away from where he actually is. This will add 10% to defense from melee or missile attacks, and plus 15% versus targeted non-area spells. It provides no defense vs. area spell. Duration: 20 melee rounds.

RANGE LOSER: If the single victim fails to save (vs. Mental), he will be unable to accurately gauge distances. He will not be aware of this fact. (Give the victim an additional -20% to missile fire at medium range, -40% at long range. Increase the error on spell targeting by +20% at medium range, and +40% at long range.) Range: 36" Duration: 2D4 melee rounds.

READ LANGUAGES: The caster can read one specific language. He can do so as would an ordinary native. Duration: 10 minutes per level of the caster.

CONFUSE: A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult, and must submit orders in writing.) In addition there is a 1/3 chance each melee round that the creature will not be able to decide what to do that melee round, and thus will do absolutely nothing at all. Those creatures controlled by some outside source, will not be affected. (Of course the outside source will have to make any relevant control check.) Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of D6 minus the level of the caster melee rounds. Duration: 12 melee rounds from the time cast. Range: 12". Zone of Effect: one creature. The saving throw is vs. mental

MESSAGE: The caster points at his target who will telepathically receive the message. (The message can not be overheard, and background noise or Silence Spell have no effect.) Range: 12". Duration: 1 melee round. Maximum Effect: a message 10 words long.

CLEANSE: It will clean any non-living material or a being. Maximum Effect: 1/2 pound of dirt per level of the caster. Dirt, grime, etc. slough off the target, without damaging delicate items. Range: 1". Duration: 1 melee round. Zone of Effect: 10 cubic feet.

DETECT NORTH: It lets the caster know which direction is true geographical North. Duration: 1 melee round.

Level Two Magical Spells

ANALYZE SPELL: It will inform the caster of all MU spells that are being prepared, thrown or are currently in effect. It will give the spells' directions, distances, and states. Zone of Effect: sphere 3" radius centered on caster. (Count stone, etc., as 10 times its actual thickness.) Duration: 1 melee round.

STRENGTH: Increases the requisite Strength of one individual: a Fighter's strength by 2D4, a Cleric's by D6, a Thieves by D4. If 10 melee rounds are taken to throw the spell there is no saving throw (otherwise vs. phys.) A person will not be able to receive a second Strength for 24 hours. Duration: 80 minutes. Range: 24".

WEB: It creates a barrier of sticky strands which are difficult to sever, but are subject to flame. Hill Giants and similarly large creatures can break through in 1-4 melee rounds. Man size creatures take 2-8 melee rounds. A flaming sword would slash through in a single melee round. Duration: 10 minutes per level of the caster. Zone of effect: a wall 20' wide, 10' high, 1/2' thick; the wall must lie in a plane Range: 3".

MIRROR IMAGE: The MU creates d4 images of himself, randomly distributed around him, 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. Duration: 6 + level of the caster melee rounds.

WEAKNESS: Similar to the Strength Spell, but opposite in effect.

SOUND AMPLIFICATIONS: Allows the recipient to hear noises normally too faint for him to hear. Add +30% to chance for hearing when listening at doors. Range: 1" when cast. Duration: 6 + level of caster melee rounds.

FIREBOMB: It does fire damage of D6 + level of the caster. It has no effect on Fire-Based creatures, and Fire Resistance gives complete protection. Save results are as per FireBall. Zone of Effect: 10' radius sphere. Range: 6".

PYROTECHNICS: It requires some form of non-magical fire or flame. The spell extinguishes the fire source, provided it occupies an area of at most 1 square yard. The spell can be used to create either a fireworks like display, or at least 20 cubic feet of smoke. The overall effects depend on the size of the fire used. Duration: 6 melee rounds. Range: 24".

INFRAVISION: It allows the caster to see infra-red light rays, (as do Elves and Dwarves). Duration: 1 day. This spell may not be made permanent.

WIZARD LOCK: It holds closed a door, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. a Balrog) may shatter it. (Dispel Magic if successful gets rid of the spell. Knock if successful allows the door to be opened. Knock has the same chance of success as does Dispel Magic, i.e. as in a "level vs. level battle".) An MU three levels higher than the caster, or the caster himself, will not be affected by the spell. Duration: 1 day per level of the spell caster. Range: 3".

WIND BRINGER: It causes a gentle breeze (8-12 M.P.H.) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is only usable above ground. Zone of Effect: the ship the caster is on at the time of casting or the area within 10" radius of the caster. Duration: 4 hours per level of the caster.

MINI-FLASH: May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Saving Throw (vs. Physical) is made, it is blind for 2D4 melee rounds. If its eyes are closed or covered, give plus 20% on the saving throw. (This spell is useless vs. creatures that do not use eyes, such as Undead or bats.) Range: 6".

SEE INVISIBLE: It allows the caster to see invisible objects or beings, if he would otherwise see them. It is cast upon oneself. Duration: 1 hour.

INVISIBILITY: It makes something not visible, including to those using Infravision. The spell will be broken if the recipient: casts a spell, actively uses a magical device, opens a door, immerses himself in water, engages in melee, or fires a missile. The recipient may always break the spell if he chooses. It has been found that extended periods invisible (about an hour or more) tend to attract various nasty beings, especially Spectres. The longer the period, the greater the danger. Also they seem to be able to hit a victim better than usual when he is invisible. Zone of Effect: One object or being (including objects he is carrying at the time of casting and continues to carry), provided its largest dimension is no more than 1 yard per level of the caster. Range: 24". Maximum Duration: 1 hour per level of the caster.

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 a living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point. Range: 3". Duration: 10 minutes per level of the caster.

RANGE FINDER: The caster may point to one solid object, and he will know the distance to it. Maximum range: 5 miles per level of the caster. Duration: 1 melee round.

LONG TALK: The caster may send a verbal message of up to 25 words in length. 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. Maximum Range: 1 mile per level of the caster.

LEVITATE SELF: It allows the caster to levitate himself, vertically only. He may lift besides himself, up to 200 G.P. of encumbrance per level of the caster. Maximum Height: 30' per level of the caster. Maximum Speed: 60' upwards per melee round. Duration: 6 + level of caster rounds.

LOCATE OBJECT: The caster must have a description of the specific object to be located. He will be informed of the straight line direction to the object. Range: 6" + 3" per level of the caster. Duration: 10 melee round.

KNOCK: It opens a magically held door, without breaking the spell. Against the 2nd level spell Wizard Lock, it must win a "level vs. level battle" as per Dispel Magic. It will not open mechanically locked objects, but it will allow non-locked objects to be opened from a distance. Range: 6".

PROTECTION FROM ENCHANTED MONSTERS: Gives the MU + 25% on defense (both versus attacks and on saving throws) against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.) It will add to other kinds of protection. Duration: 6 + level of caster melee rounds.

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. Duration: 10 minutes per level of the caster.

PHANTASMAL FORCES: It allows the caster to create vivid illusions , which can not directly cause damage to anyone. However, they can be made to move as would real creatures or objects. The difference can not be detected via the ordinary senses of hearing, sight or smell. An illusion can be dispelled by the deliberate touch of flesh, (or by the spell Dispel Magic). The caster must continue to concentrate on the illusions in order to maintain them. There is no saving throw against this spell, although anyone is free to ignore the illusions if they choose. Range: 24". Maximum Duration: 1 hour per level of the caster. (As a rough guideline, an MU can control at most 1/2 his level separate illusions of creatures.)

ESP: It allows the caster to know what another being is currently consciously thinking. The victim gets a saving throw (vs. Mental). If he has succeeded in saving, then he will know some spell has been thrown at him. It may be targeted on a single visible individual, or it can be thrown at an area of 1" by 1". In the former case the saving throw is at 20% worse for the victim. In the latter case, a single victim is chosen at random from among any possible victims. Range: 6" (count stone, etc. as ten times its actual thickness). Duration: 12 melee rounds.

AIR BLAST: It produces a damaging blast of air, which does D4 + level of the caster, hit points of damage. It does not effect non-corporeal creatures or air-based creatures. It has half effect on creatures currently flying. Area of effect: a cone emanating from the caster, as per a Fear Spell (a cone 60 feet long, with a base 30 feet in diameter). A successful save vs Physical results in no damage.

LOCATE PLANTS: The caster must specify the particular species of plant to be located. He will be informed of the straight line direction to the object. Range: 6" + 3" per level of the caster. Duration: 10 melee round.

FOG WEAVE: It creates a patch of dense opaque fog, which can be blown away. This spell is only usable above ground. Range: 6". Duration: 10 minutes per level of the caster. Zone of Effect: a cube ten yards on a side.

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 he message in the caster's voice. The message may be up to 25 words long. The conditions under which the magic mouth will speak must be of a form that the caster could himself determine by non-magical means if he were present. Duration: 1 week per level of the caster. Range: 1 ".

Level Three Magical Spells

PROTECTION NORMAL MISSILE: The recipient becomes impervious to non-magical missiles which have not been projected from magical weapons. It will not protect against missiles fired by beings of 1/2 the level of the caster or greater. (So if the caster is 5th level, a missile from a 3rd level will not be affected by the spell.) Duration: 12 melee rounds. Range: 3".

DISPEL MAGIC: It gets rid of enchantments of a non-clerical nature, An MU is always successful against enchantments that he cast himself. It can not be used on items. Otherwise, the chance of success is as per a "level vs. level battle". When the casters are of equal levels there is a 50% chance for each spell to prevail. For each level of difference between the levels of the casters, halve the lower level's chance of success. If the MU fails to dispel a continuing enchantment, he does not get a second chance on it. Range: 12". Zone of Effect: a sphere of radius up to 2 feet per level of the caster. (The caster may choose to decrease the radius.)

MONSTER SUMMONING I: Any listing on the Mahler Wandering Monster Tables #1 or #2 , may be chosen by the caster. A single being will appear next to the caster after one melee round delay. (You cast the spell in round #1, and the creature will have the equivalent of the 3rd level spell Suggestion cast upon it to serve the caster. The creature is real, and has been transported here from elsewhere in the world. It will return to whence it came, along with everything it brought with it. Duration: 6 melee rounds.

SECOND SIGHT: Allows the caster to see perfectly normally without the use of his eyes, or the need for any light. Duration: 6 + level of caster melee rounds. This spell DOES work in a clerical darkness.

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. Duration: 6 hours per level of the caster. Range: 1".

FIREBALL: A successful physical save results in no damage. It creates a sphere of magical fire, 20 feet in radius. All within must save or take damage, but the amount of the damage differs depending on how far you are from the blast center. If the FireBall was thrown by an Nth level Magic User, then you take N 6-sided dice of damage within 2 feet of the center, from 2' to 10' you receive two thirds damage, while outside of this area, but within 20 feet, you take only one third of this, Range: 24". The volume is about 32 - 10' x 10' x 10' cubes.. The magical fire does not effect magical items.

HEAT OBJECT: It takes 10 melee rounds to cast. It then begins heating one solid non-living object to about 200 degrees fahrenheit in 20 rounds. The maximum weight is 500 G.P. per level of the caster. Duration: 12 hours. Range 24". 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 where T is the number of rounds since the heating began. (20hp max.)

SLOW: This spell either slows the movement along the ground of affected creatures by a factor of 2 (Range: 24" to a 30' rad. sphere, Duration: 30 min.), OR slows one creature in melee so that it can only participate in one phase every 2 rounds (Range: 10", Duration: 10 rounds.) A normal saving throw vs. physical applies.

SNOWBALL: Save results are as per Fireball. It is similar to a Fireball, except that it gives cold damage rather than fire damage. Also the damage is four sided dice, throughout the 20' radius sphere, for a Snowball cast by an Nth level Magic User. Range: 24". Volume: about 32 - 10' by 10' by 10' cubes.

COOL OBJECT: It takes 10 melee rounds to cast; and then begins cooling one solid object to about -30 degrees fahrenheit. The maximum weight is 500 G.P. per level of the caster. It may also be used to freeze water; it will produce a maximum of 750 cubic feet of ice per level of the user. Duration: 12 hours. Range: 24". (If someone is in contact with a metal object being cooled, like metal armor, give them damage as in heat object, as well as a 1/6 chance per melee round that it will stick to his skin, doing D8 hit points when it is removed.)

LIGHTNING BOLT: It does N 6-sided dice of electrical damage to all who fail to save when cast by an Nth level MU. Failure to save results in HALF DAMAGE. Area of Effect: Line 10' x Level of Caster. Range: up to 24" to the start of the line. NOTE: As soon as one of the targets in the line receives full damage, there is no more penetration. Also, lightning bolts do not bounce or ricochet.

WATER-BREATHING: It allows the recipient to breathe under water. Duration: 1 hour. Range 3".

HASTE: As per Slow, except that it increases movement by a factor of 2 rather than decreasing it OR allows twice the number of actions per round. If 10 rounds are taken to cast this spell there is no saving throw.

SUGGESTION: If the single target fails to save(vs. Mental), then the caster may make one suggestion to him. If the caster has a high Charisma the victim has less of a chance to save. (For 18 Charisma it's -15%, for 17 it's -10% for 16 it's -5%) The suggestion must be short and simple. It is made telepathically the melee round after the spell is cast. The victim will then follow the suggestion, provided it is something that he might very well have chosen to do himself. The key is that it must be a viable option that the victim might have chosen of his own free will. A victim who fails to save will have no memory of the spell's having been cast on him or that his actions were affected. Range 24".

FLY SELF: It allows the caster to fly through the air. Maximum speed is 12". The caster can carry besides his own weight, 500 G.P. of encumbrance. The rise or fall by at most 30 feet per round is allowed. (Levitate is NOT needed) Duration: 6 + level of caster melee rounds.

EXPLOSIVE RUNES: The caster places them on either a scroll or book, in order to protect it from being read by other than a specified list of people. (The maximum number of people on this list is the level of the caster.) If the reader is not one of the persons named when the spell was cast, then the runes will explode. This destroys the book or scroll and gives the reader the level of the casters D6s in damage (no saving throw). The Runes may be detected by an MU of at least the caster's level; the chance for successful detection is given by a "level vs. level battle" Range: 1". Duration: 1 day per level of the caster. Zone of Effect: 1 book or scroll.

CLAIRVOYANCE: It allows the caster to see what another being is currently seeing. The victim gets a Saving throw (vs. Mental). If he has succeeded in saving, then he will know some spell was thrown on him. It may be targeted on a single visible individual, or it can be thrown at an area of 1 by 1. In the former case the saving throw is at 20% worse for the victim. In the latter case a single victim is chosen at random, from among any possible victims. Range: 6 (count stone, etc. as ten times its actual thickness.) Duration: 12 melee rounds. It may be cast simultaneously with ESP and/or Clairaudience for the sum of the spell point cost, without taking any additional time.

CLAIRAUDIENCE: Similar to Clairvoyance, but instead the caster hears what the victim is hearing.

MAGE WIND: It causes a strong breeze (25-30 MPH) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is usable only above ground. Zone of Effect: the ship the caster is on at the time of casting or the area within 36" of the caster. Duration: 4 hours per level of the caster.

INVISIBILITY 10' RADIUS: It is similar to the second level spell Invisibility. However, it affects all objects and beings within 10' of the caster at the time he cast it, as well as the caster. The whole spell is broken if the caster does anything that would normally turn him visible (as per Invisibility spell). The spell ends if the caster dies. Even if the spell remains up, others become visible if they do something that would normally turn them visible, or if they are no longer within 10' of the caster. (Once you move outside of the 10' radius moving back inside does not help.) Maximum Duration: 1 hour per level of the caster.

VELOCITY FINDER: The caster may point to one solid object, and he will know its speed and direction of movement relative to himself, as well as its distance from himself. Maximum Range: 5 miles per level of the caster. Duration: 1 melee round.

ROPE TRICK: The spell enables the caster to throw a rope (Of length six feet to twenty four feet) in the air and have it stand upright. Any who climb the rope to the top will vanish into a tiny "pocket universe". This pocket universe is only big enough to comfortably hold four people. It has breathable air but no natural light. The rope may be pulled up into the pocket universe. When the spell ends anything in the pocket universe finds itself back in the normal plane at the appropriate height above ground. Duration: 1 hour per level of the caster.

Level Four Magical Spells

EXTENSION: It increases by fifty percent the duration of one spell thrown by the caster. It may be thrown at the same time as the spell to be extended for the sum of the spell point costs and without requiring extra time. It may also be cast any time during the duration of the spell in question. In that case the caster has to be within the usual range of the spell to be extended.

POLYMORPH SELF: It allows the caster to take the shape of anything he desires. He retains his present mass, and thus his new size is about the same. He must specify the shape at the time of casting. He will not thereby gain the combat capabilities of the shape, but he will gain movement capabilities. (For example, he would be able to fly like a Dragon, but not get a breath weapon.) He may choose to incorporate anything on him at the time of casting into the shape. (This would allow him to take along his clothes and equipment.) He will retain his ability to cast spells, provided that the form can make the proper sounds and hand motions. He will Detect as Magic, and a Dispel Magic will have the usual chance of returning him to his original form. The caster may end the spell at will. Duration: 1/2 hour per level of caster.

MASSMORPH: It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. (Although a Detect Magic will work.) It requires the caster to concentrate in order to maintain the spell. Anyone taking any action that would break the 2nd level spell Invisibility will no longer be concealed by this spell. The persons to be concealed must remain within 12" of the caster. Maximum Duration of the Spell: 1 hour per level of the caster.

HALLUCINATORY TERRAIN: It may be cast only outdoors, creating an illusion which affects a large area. Terrain features can either be hidden or created. When any intelligent creature contacts the area affected, the spell will be broken, unless he is specifically trying not to do so. Totally unintelligent creatures (Say those below the intelligence of a horse) will be totally unaffected by the spell. Area of Effect: up to 100 square inches per level of the caster over sixth. Range: 24". Maximum Duration: 1/2 day per level of the caster.

MONSTER SUMMONING II: As the third level spell, except that it involves entries on Mahler Wandering Monster Tables #3 and #4.

SIZE CHANGE SELF: The caster may while the spell lasts, freely vary his size anywhere from ten times his normal size to one-tenth his normal size. Everything that he is carrying or wearing changes size with him. There is no corresponding change in his strength, but there is in his mass. When the spell ends he returns to his original size. Duration: six plus level of the caster melee rounds.

LEVITATE 10'RADIUS: As the second level spell, except that it affects all within 10' of the caster as with Invisibility 10' Radius. One must save vs. Physical to stay on ground.

IMPLOSION: The caster may attempt to crush one victim. It gives the level of the caster D4's of damage. A save vs. physical results in half damage. (It will not work against non-corporeal beings such as Spectres or on other beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc.) Range: 12".

WALL OF FIRE: It creates a wall of magical fire, although Fire Resistance provides complete protection. The shape of the wall is either a hemisphere of 20' radius or a plane up to 60' long and 20' high. The wall is opaque, which will make it very difficult for missile fire or non-area spells to be targeted through it. It remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save (vs. Physical) in order to pass through the wall. It gives damage to all those who pass through it and are not fire-using or fire-dwelling. Undead and cold-based creatures take 2D6, others take D6 (no saving throw). The wall prevents the passage of cold based magic. Duration: six plus level of caster melee rounds. Range: 6".

BLINDING FLASH: The caster may create a flash of light. Those within six inches of him, and in the line of sight of him, must save (vs. Physical), or be blinded for 2D6 melee rounds. (The user is not immune.) Those facing away or with their eyes closed, get plus 20% on their saving throws.

FLAME WEAPON: Allows the caster to flame any edged non-magical weapon. Bonus in combat is as per the sword of that name (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus to damage versus Undead and Ents.) Duration: 1 hour. Range: 1".

WALL OF ICE: It creates a wall of magical ice, although Cold Resistance provides complete protection. The shape of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 6" thick, which will make it very difficult for missile fire or non-area spells to be targeted through it. Unlike the Wall of Flames, once a hole is made in this wall it remains there to allow others to pass through for no damage, or to throw spells or missiles through. The wall remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save vs. Physical in order to pass through the wall. It gives damage to all who pass through it, and are not cold-using or Undead. Fire-based creatures take 2D6 damage, all others take D6 damage, (no saving throw). The wall prevents the passage of fire-based magic (ex. Fire Ball, certain Dragons' breath, etc.) Duration: 6 + level of caster melee rounds. Range: 6". Where a Wall of Ice and a Wall of Fire overlap, they will cancel each other out.

ICE STORM: It creates a storm of large hailstones. It does 3D6 plus level of the caster hit points of damage to those within. There is no saving throw and Cold Resistance does not help (since the damage is from impacts.) It does not affect completely non-corporeal beings, (ex. Spectres). Those who get their shields overhead take half damage. Those prone take double damage. A Fire Ball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Zone of Effect: a cube 30 yards on a side. Range: 24". Duration: 1 melee round. This spell may not be cast indoors.

GROWTH PLANTS: It may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown (this takes only one melee round to happen), making the area virtually impassable. It may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the spell. Zone of Effect: up to 50 feet by 50 feet. Duration: 1 day per level of the caster or until dispelled.

WIZARD EYE: It produces, initially at the location of the caster, a remotely controlled visual sensor in the form of an eye. The eye is invisible (and detects under see invisible.) It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 36. Range: 100' Duration: 6 + level of the caster melee rounds.

WALL OF ELECTRICITY: It creates a wall of magical electricity, although Lightning Resistance provides complete protection. The shape of the wall is either a hemisphere of radius 20 feet, 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 (ex. the hair on the back or their hand stands up.) It remains where it is cast for the duration, unless dispelled. Creatures under 4 HD must save vs. Physical in order to pass through the wall. It gives damage to all those who pass through the it and are not electricity-using or electricity based (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Creatures who are standing in water or are otherwise well grounded take 2D6, others take D6 (no saving throw). Duration: 6 + level of the caster melee rounds. Range 6.

DIMENSION DOOR: It allows the caster to create a pair of vertical connected doors 6' wide and 8' tall. Creatures or objects may pass through one door and come out the other. They may only go in one of the doors, which is specified by the caster at the time of casting. Once part of the creature or object is through the rest will be drawn through as well. The door will appear opaque. (If you end up inside solid stone tough luck.) One of the doors must be within 1" of the caster at the time of casting-- not touching a being. The other may be up to (Level of caster)" away. (For example, underground, an 8th level might call 50' in front of me, 30' to my left, and 10' up.) Duration: 6 + level of the caster melee rounds.

MAGIC BRIDGE: It allows the caster to produce a temporary bridge, similar to a fine netting, and thus may also be climbed. It may not be detached by ordinary means, but Dispel Magic has its usual chance of working. The near end of the bridge must be within 10 feet of the caster when cast. The maximum length of the bridge is 10 feet per level of the caster. The maximum width of the bridge is 1 foot per level of the caster. The bridge may support 2000 GP of encumbrance per level of the caster. Duration: 10 minutes per level of the caster.

LOCATE PERSON: At the time of casting the MU names one specific person (i.e. two-legged generally mammalian creature, near to or less than man-sized) During the duration of the spell, the MU knows the direction to that person provided he is in range. Range: the level of the caster miles. Duration: 1/2 hour per level of the caster.

MAGICAL TRAP: It may be set with one spell from the caster. The chosen spell and the Magical Trap Spell are cast simultaneously, for the sum of the spell points, taking 10 melee rounds. The spell must be one the caster can normally throw. The caster must state the conditions under which the trap is to be sprung, but they must be such that the caster could determine them by ordinary means if he were there. Maximum trigger range: 1". Duration: 6 hours per level of the caster. Range: 1".

FEAR: All those failing to save (vs. Mental) 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. They get additional chances to save at intervals of 60 minutes divided by their level. Victims will use magical means of fleeing (ex. teleport) if they are available and preferable. There is a 60% chance minus 10% per level of the victim, that a victim will drop whatever is in his hand when hit by the Fear. (This will not apply to items that can speed the victim from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their rolls against being dropped.) A creature controlled by an outside source (ex. a magical sword) is immune. Also Paladins and Anti-Paladins are completely immune to this spell. They have a chance of rallying their forces or party. If a Paladin or Anti-Paladin is present and wants to rally the feared individual, add +20% to his saving throw. If a non-paladin type is holding someone from fleeing in terror, and it is time for that held person to make a rally check add 2(Charisma of rallier)-20 % to that rally attempt. Range: cone emanating from the caster, 60 feet long, with a base of thirty 30' in diameter.

TELEPATHY: It allows full two way communication. A saving throw (vs. Mental) applies unless the victim wishes to communicate. The caster may attempt to influence the actions of the person who he is communicating with. If he fails to save (vs. Mental) he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to caster's Charisma (whichever is more appropriate to the situation). Range: 9" (count stone, etc. as ten times its actual thickness.) Duration: 6 + level of the caster melee rounds.

TRACE SENDING: It is useful for finding the source of an Invisible Stalker, Aerial Servant, Elemental, or other summoned creature. It is thrown on the creature in question. There is no saving throw. During the duration of the spell, the caster gets the direction to the person who summoned the creature. Duration: 1/2 day per level of the caster. Range: 24" to the creature when cast.

STORM BRINGER: It raises up a storm. The effect takes 10 melee rounds to reach a maximum. The winds will be storm force (65-75 M.P.H.). The direction of the wind is random. Rain or snow will accompany the winds whichever is more appropriate. Zone of Effect: area within 1 mile of where cast. Duration: 12 hours.

CONTROL SELF: This spell protects the caster from mental attacks, giving immunity to being Immobilized, Feared, or Confused. Also it will provide help versus crushing damage (including constriction, hugging, and the Crushing Hands spell); the caster takes half the damage that he otherwise would. Finally the caster can get his body to 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.) His body needs a recovery period. It will not respond if the spell is thrown again within 1 day. Duration: 12 + level of the caster melee rounds.

TEMPORARY BAG OF HOLDING: If cast on an ordinary sack, it will act as a Bag of Holding for the duration of the spell. (A Bag of Holding will hold 10,000 G.P. as if they were only 300. Objects of up to 10' by 5' by 3' may be stuffed into the bag, but they seem as if they weigh only 300 G.P. encumbrance.) Anything inside the bag when the spell wears off, is lost. One may not put one Bag of Holding inside another. Range: in contact when cast. Duration: 3 hours per level of the caster.

PROTECTION LOCATE OBJECT: It provides an object complete protection against being located by the 2nd level spell, or similar magical means. The spell can be thrown directly upon a non-magical object. A magical item may be protected by casting the spell on a container, which will now protect that specific item when it is inside. This spell takes 10 melee rounds to cast. Duration: 12 hours per level of the caster. Range: in contact.

COLD CONE: 60' by 30' base Cone of Cold emanates from the caster's fingertips doing N six sided dice of magical cold damage to all within the cone who fail to save (vs. Physical), where N is the level of the magic user casting the cone.

Level Five Magical Spells

PROTECTION NORMAL WEAPONS: As the 3rd level spell, Protection Normal Missiles, except that it provides protection from melee (including bites, claws, etc., insufficient level beings), as well as missile fire.

WALL OF IRON: It creates an iron wall three inches thick. The maximum area is 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. Duration: 6 hours per level of the caster. Range 6".

ANIMATE DEAD: It creates low level Undead (the overwhelming majority of them have been created in this way.) It requires a dead body. Those in better shape will become Zombies, the others Skeletons. It does not give the caster any control over the actions of the resulting Undead. Zone of Effect: the body of one person. Range: 6". Duration: until dispelled, or the Undead is destroyed. (A successful Dispel Magic versus the spell reverts the Undead back to a dead body which has decayed the appropriate amount for the time that has passed.)

HOLD MONSTER: As 3rd level Clerical Spell Hold Person but it applies to monsters as well as people.

MAGIC JAR: It allows the caster to house his life in an inanimate, non-magical object, the so-called Magic Jar. The object must be within 3 of his body at the time of casting. His body will then be lifeless, until or unless the caster returns. However, his body will be preserved against ordinary decay so long as the Magic Jar Spell lasts. The object must weigh at least 10 G.P. The caster may then try to possess the body of any living creature that passes within 12" of the Jar. Each such possession attempt uses the same spell point cost as the casting of the Magic Jar Spell would. The victim gets a saving throw (vs. Mental). If the victim fails, then the caster will have complete control over the body of the victim, and complete access to the memories of the victim. The victim will know what is happening, although he will be helpless at the time to take counteraction. The caster may not use any spell casting abilities of the possessed body. However, he may use his own spell casting abilities if the body has hands and can make the proper motions and sounds. If the possessed body is destroyed the caster will return to the Jar provided he is within his level in miles of it. Otherwise it is as if he suffered a normal death. While within his level of miles he may return to the Jar at will. He may return from the Jar to his body at will, thus ending the spell, provided it is within 3 of the Jar. From the Jar he may attempt new possessions. If the Magic Jar is destroyed the caster is totally annihilated (whether he is in the Jar or in a possessed body). If his body is destroyed while he is in the Jar or a possessed body, he may obviously not return to his body. Duration: until dispelled, the Jar is destroyed, or the caster returns to his body.

CLOUDKILL: It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 6 in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapors ability to seep through the skin, holding one's breath is no defense, although getting under water will work. Damage is as for a dose of standard poison. (If an initial saving throw is failed, an initial D6 of damage is taken, and this is followed by 1 hit point per melee round, until a saving throw is made. Larger than man-sized creatures get a chance to save every 10 melee rounds, others every 20.) 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. Duration: 6 + level of the caster melee rounds. Effect: 10 feet high, and 30 feet in diameter.

TELEKINESIS: It allows the caster to move objects at a distance by use of mental force. Maximum encumbrance is 200 G.P. per level of the caster. Duration: 6 + level of the caster melee rounds. Range: 12".

TRANSMUTATION: It works only upon generally horizontal and flat surfaces. It allows the caster to temporarily turn water into stone, stone into either water or mud, and mud into either water or stone. Duration: 10 minutes per level of the caster. Zone of Effect: up to a cube 60 feet on a side. Range 12". (Mud usually decreases movement to 10% of normal.)

WALL OF STONE: It creates a stone wall two feet thick. The maximum area is 1000 square feet. It may be battered down as one would a normal stone wall. Otherwise it will last until dispelled or the duration ends. Duration: 1 day per level of the caster. Range: 6".

MINI-MAZE: It puts the single victim in an extra-dimensional maze. Normal saving throw (vs. Mental) is granted. The normal time to escape from the maze is 2D4 melee rounds, but it is modified by the intelligence. One melee round is subtracted for every point of intelligence over 12, while one is added for every point of intelligence under 9. The victim will reappear a distance removed from where he left. The direction is random. The distance is 2D10 feet. While in the maze no spells will work or may be prepared. However magical devices will generally work. A person in the maze may go slower than normal in an attempt to extend his stay in the maze. Range: 24. Maximum Duration: 20 melee rounds.

FLY OTHERS: As the 3rd level spell, except it may be thrown on others as well as oneself. The recipient has the freedom to use the ability or not as he sees fit. Range: 1 at the time of casting.

CONJURE ELEMENTAL: It allows the caster to conjure a 16 H.D. elemental. There are four kinds of Elemental: Fire, Earth, Water and Air. (In order to call forth an elemental one needs a considerable quantity of the corresponding element. The caster must be within 1" of the element. The elemental springs forth from the element.) An MU may not call forth more than one elemental of the same type during any 24 hour period. Also at no time may an elemental occupy a point where within the last 24 hours another elemental of the same type was within 400 feet. (In such cases the elemental will return to from whence it came.) The MU must maintain undivided attention on the elemental in order to maintain control of it. Control may not be re-established. If control is broken the elemental will move directly for the one who summoned it, and attack. (Any who try to bar its path are also attacked.) An uncontrolled elemental will go back to from whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return to from whence it came at the command of the one who summoned it. Range of Control: 24".

MONSTER SUMMONING III: As the 3rd level spell, except that it involves entries on Mahler Wandering Monster Tables numbers 5 and 6.

EXTINGUISH ORDINARY FIRES: It extinguishes all non-magical fires in a large area. The caster may control the shape of the area of effect, but it must be bounded by a simple convex closed curve (ex. square, circle, hexagon, etc.) Maximum Area: 16 square inches per level of the caster. Range: 36". Duration: 1 melee round.

IMMOLATE: The caster may cause his body to burst into flames, causing all who come into contact with his body to take damage (double damage for cold-based creatures). The amount of damage is one D6 per every three levels of the caster (So an 11th level magic user would give 3D6 but an MU12 would give 4D6. There is no saving throw, although Fire Resistance helps. Duration: 1 hour.

SMALL PATTERNING: It allows the sealing or binding of non-magical objects that were once whole. They will hold up under great strain. The break to be fixed must not exceed 2'. It takes 10 melee rounds to cast this spell. Duration: until dispelled. Range: 1".

STORM CALM: It reduces the strength of a storm by 50%. (Wind speeds are reduced to about 70%, the amount of rain or snow is cut in half, lightning and thunder are cut to about 25%. Zone of Effect: within 1 mile of the caster, moving with him. Duration: 12 hours.

GROWTH ANIMALS: It causes up to 6 ordinary animals (ex. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, H.D.) increased by a factor of two. Willing victims get no saving throw. It does not give the caster any control. Zone of Effect: a cone 60 feet long with a base 30 feet in diameter (i.e. as per Fear Spell). Duration: 12 melee rounds.

POLYMORPH OTHERS: This spell lasts until dispelled by the caster or Dispel Magic. It can make another creature into any other giving it all the physical abilities of the new creature but not magical attacks or abilities. There is a saving throw (vs. Physical) if the subject is unwilling. Spell Survival applies on the first change only. Range: 6".

TELEPORT: It allows practically instantaneous transportation without regard to distance. The caster may teleport himself and take along one other, provided that he has his consent, and has his free arm around him. However, the MU may only Teleport with him beyond his own weight at most 200 G.P. per level. (Thus to take along another person he would usually have to be at least 10th level.) Without having been to the destination there is 75% chance of death, the MU just never shows up there. If the MU has been there, but it is not one of his memorized locations, then he has a 10% chance of coming in too high, and a 10% chance for coming in too low, in both cases by 10D10 feet. When Teleporting to a memorized location there is no chance for error. The number of different locations that an MU can memorize is his Intelligence divided by 3. (He can drop old locations when he wants.) It takes 12 hours of study at a location to properly memorize it. Coming inside solid matter results in death through explosion, destroying all traces of bodies and items carried. However, there is another danger besides just coming in high or low. Often creatures will be met while Teleporting. The chance of meeting a creature in percent is about $1 + \log_{10}$ of the miles teleported. (So a 10 mile trip would have a 2 percent chance, while a 10,000 mile chance would involve a 5% chance. Sometimes the creatures are hostile humans, Spectres, Demons, etc. Reports are sketchy.)

PHASE-IN: This spell is useful against beings in another plane (ex. Normal, Ethereal, Astral, etc.) It will temporarily bring one such being into the plane occupied by the caster. There is no saving throw versus this spell. Thus for example, it would enable one to attack a Phase Spider. (It will make non-corporeal undead and Shadows solid, and therefore subject to attack by ordinary weapons.) Duration: 6+ level of the caster melee rounds. Range: 1".

PASS WALL: It opens a hole in non-magical, solid wood, stone or earth. (It will not work through metal.) The hole is 6 feet wide, and 8 feet high. Range: 3". Duration: 6 melee rounds. (The hole starts to close from the center first, so there is a chance to jump out either side.) Length is 10' plus 5' per level of the caster over 9th.

CONTACT HIGHER PLANE: Spell Points used to cast this spell, are expended for one week. It allows the Mu to seek advice and knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. The creatures do not like to admit that they do not know the answer to a question, so in that case they will answer at random (although it is assumed that a given MU contacts the same creature every time he uses the spell, so that he will be consistent with himself, if not necessarily correct.) The base chance of knowing the answer to a specific question is 90%, but this should be modified downwards for difficulty or obscurity.

FEEBLEMIND: It will only have an effect against MUs or wielders of MU spells. Saving throws are worse than normal by 20%. If the single victim fails to save (vs. Mental), he will have an Intelligence of 3. (Thus his allotment of Spell Points and the list of spells that he knows well enough to cast would be affected.) The effect lasts until Dispelled or Cure Feeblemind is thrown on the victim. Range: 24.

TRACE TELEPORT: It is used to find the destination (or origin) of a teleport, dimension door, etc. It is thrown at the point of departure (or arrival). It must be thrown within the level of the caster melee rounds of the time of departure (or arrival). Then during the duration of the spell, the caster gets the direction from him to the destination (or origin). Duration: 1/2 day per level of the caster. Range to the point of departure (or arrival) at the time of casting: 12".

STONE WALKING: It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is at a rate of up to level of the caster feet per hour. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breath while he is in the stone. Range: 1" when cast. Duration: 1/2 hour per level of the caster.

Level Six Magical Spells

CONCENTRATE: Caster is immune from distraction due to physical damage and from mental attacks as with the 4th level spell Control Self. Duration: 6 + level of caster melee rounds.

REINCARNATION: Places the soul of target in a body of the same race, one level lower than at death. Roll for all physical requisites.

ANTI-MAGICAL SHELL: Creates a 10' radius sphere centered on caster within which no magical spells or items may function. Magical abilities may not be used within this area. Duration: 12 turns.

DEATH SPELL: 4D8 creatures of less than 7 hit dice within the area of effect (6" by 6" by 6") will die. Begin with lowest levels first, rolling among equals. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, no saving throw.

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. Mental saving throw. Range: 3". Duration: Until the task is completed or the death of either the caster or the subject.

REPULSION: sphere as Anti-Magic Shell which causes all objects or persons specified by the caster within it which attempt to move towards the caster to move in the opposite direction. Duration: 12 turns.

INVISIBLE STALKER: The caster summons a stalker and can command it to perform a task which it will attempt regardless of the difficulty.

CONTROL WEATHER: The caster can do any of the following; start rain, stop rain, cold wave, heat wave, start tornado, stop tornado, deep clouds, clear sky.

COOPERATION: It allows the caster and another MU, specified at the time of casting, to "cooperate" on the throwing of a spell. On a spell where the effect (not duration) is dependent on the level of the caster, their levels (for spell throwing purposes in the case of Non-Magic Users able to throw MU spells) will be added. It is only necessary for one of the pair to actually throw the spell in question, and only he must know the spell. The pair must remain within 3" of one another or the Cooperation Spell is broken. In order to cooperate on a spell, the MU not throwing the spell must concentrate on adding his level to the spell while the other is throwing it; none of his spell points are used. The cooperation spell is only good for cooperation on one spell casting. Duration: 30 minutes. Range 3".

PROJECTED IMAGE: The caster may create an image of himself from which all his spells etc. seem to emanate thereafter. Range: 24". Duration: 1 hour.

DELAY: Cast with another spell for the combined spell point cost, this spell can delay the effect of the other spell for up to caster's level melee rounds.

SHIELD OF PROTECTION: Creates a large magical shield which will protect the caster from one attacker. Any damage from physical attacks including missiles is done to the shield which fails at the end of the round in which the total of hits it has absorbed is greater than the hit points of the caster. The shield may be shifted to a different attacker each round. Lasts until brought down.

MONSTER SUMMONING IV: As the lower level spells, except that it uses Mahler Monster Summoning Tables numbers 7 and 8.

DISINTEGRATE: Causes any object or individual to disintegrate, creatures get saving throw (vs. Physical). Magical objects and highly magical creatures are not affected. Range: 6".

MOVE EARTH: Usable only outdoors the spell can move a hill or ridge 6" per turn for up to 6 turns. The spell takes one turn to cast. Range: 24".

STONE TO FLESH: May be cast on one individual, the spell is reversable. Its effect is permanent unless reversed by the spell. Range 12".

LEGEND LORE: Some knowledge of a legendary item etc. can be gained.

PART LOWER WATER: Will part 10' deep water for up to six turns or lower rivers, etc. by 50% for up to ten turns. Range: 12".

Level Seven Magical Spells

POWER WORD BLIND: Affects all creatures up to 35 H.P. no saving throw. Those with 36-70 H.P. get a Mental Saving Throw. Those with 71 H.P. are not affected. 30' radius from caster is area of effect. Blindness lasts 2D6 melee rounds. Power Words require no preparation.

REVERSE GRAVITY: Gravity within a 3" cube is reversed. Duration: 1 melee round. Range: 9".

MONSTER SUMMONING V: As the other spells except it uses Mahler Wandering Monster Tables numbers 9 and 10.

CONE OF WEAKNESS: Area of effect as Fear Cone (60 foot long with a 30' base). All within the cone are affected by Weakness spell, with saving throw (vs. Physical) applicable.

GRAND PATTERNING: as Small Patterning but it may affect magical material.

MASS INVISIBILITY: Affects up to 200 men and horses or fewer larger objects. Range: 24". Lasts until broken, see 2nd level Invisibility.

VIEW PAST: Allows the caster to see all he would have seen from his current location up to caster level number of days ago. Duration: 6 hours.

TRUE SIGHT: All things appear as their true selves to the caster, including invisible, disguised, shape changes, illusions etc. Duration: 1 hour.

DAMP TELEPORT: No Teleport or D-Door departing or arriving within a sphere of 12" radius centered on the caster will work. Duration: 1 hour.

PHASE DOOR: As Pass Wall except that the door is invisible and can be used by the caster only. It lasts for 7 uses. May be dispelled by the caster or by a Dispel Magic thrown by a magic user of twice the caster's level.

Level Eight Magical Spells

POWER WORD STUN: Area of Effect as Power Word Blind. Effect lasts 2D6 minutes. It affects creatures up to 40 hit points with no saving throw, those with 41-50 hit points get a mental saving throw. Those with 81 or more hit points suffer no effect.

PERMANENT: Spells of limited duration can be made permanent by this spell. Only one mental and one physical spell can be made permanent on any given individual.

POLYMORPH ANY OBJECT: Any thing can be changed into anything else. The effect will be permanent if the two things are fairly similar. The greater the difference between the objects the less time the spell will last. Range: 24".

MONSTER SUMMONING VI: As the lower level spells except that it uses Mahler Wandering Monster Tables numbers 11 and 12.

EXTINGUISH MAGICAL FIRES: As the 5th level spell Extinguish Ordinary Fires except that it affects magical fires.

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.

MASS SUGGESTION: Up to 30 levels of creatures are affected as per Suggestion. Saving throw -10%. Range: 12".

MIND BLANK: The spell prevents the target from being detected by ESP, Locate, Clairvoyance, Clairaudience, Scrying, Commune, or Contact Higher Plane. Duration: 1 day. Range: 1".

TIME TRAVEL: Allows the caster to travel forward in time up to level of caster number of days.

SYMBOL: Affects those of different alignment from the caster or those hostile to him. No saving throw if touched or crossed. The reader saves vs. Mental. May be dispelled by a MU one level higher than the caster. types of Symbols are: Fear, Discord, Sleep, Stun, Insanity, Death.

Level Nine Magical Spells

POWER WORD KILL: Area of effect as Power Word Blind. Those of 45 hit points or less die without saving throw, creatures with 46-90 hit points get a mental saving throw, and those with over 90 are immune.

PRISMATIC WALL: This spell causes a whirling globe of colors to spring up around the caster. The radius is 10 feet. Any creature below 8 hit dice or level will be blinded for d6 turns if it looks at the wall. The sphere is multi-layered. The first (outermost) shell is RED; an Ice Storm will destroy it; It prevents magic missiles from going through it and causes 12 h.p. when passed through. The next sphere is ORANGE; lightning will destroy it; it prevents non-magical missiles from entering and does 24 h.p. when passed through. The 3rd sphere is YELLOW; destroyed by Magic Missiles; prevents all breath weapons, causes 48 h.p. The next is GREEN; Passwall; Anti-location/Detection, save vs. poisoning or die. Then BLUE; Disintegration; stops all Clerical spells, save vs. petrification or die. INDIGO; Continual Light; general purpose force field, save vs. spiritual or die. Violet; Dispel Magic; anti-magic shell, save vs. mental or die. The caster may pass through in either direction. This may be made permanent. Duration: one hour.

MONSTER SUMMONING VII: Uses Mahler Wandering Monster Tables numbers 13 and 14.

METEOR SWARM: Four fire balls in diamond shaped pattern with centers 20 feet apart, doing casters level of D4's in damage. Half damage if saving throw vs. physical is made.

AVALANCHE: as Meteor Swarm except it uses snow balls.

TIME STOP: Time is stopped in a 3" cube around the caster. The caster may move freely. Duration D4 + 1 melee rounds. The caster should not know the exact duration.

ASTRAL SPELL: Allows travel in Astral Plane The caster's body remains on the prime material plane. Duration: Caster's level of hours. Range (of astral body): 100 miles/level of caster. Speed of Astral Body: 100 miles/hour.

CONE OF FEEBLEMINDEDNESS: As Cone of Weakness.

SHAPE CHANGE: Caster may change himself into any other creature having all of its abilities. He may continue to change into new forms for the duration of the spell. It takes a round to change form. Duration: 10 plus level of the caster turns.

Mahler Wandering Monster Table (abbreviated)

- Table 1: Kobold, skeleton, centipede, spider, snake, dog, vampire bat.
- Table 2: Goblin, orc, zombie, gnome, stirge, giant rat, homunculus.
- Table 3: Hobgoblin, gnoll, giant toad, giant ant, dire wolf, pixie.
- Table 4: Bugbear, ghoul, giant tick, bear, tiger, gelatinous cube.
- Table 5: Ogre, wight, wererat, harpy, centaur, carrion crawler.
- Table 6: Shadow, gargoyle, doppelganger, blink dog, ochre jelly.
- Table 7: Wraith, minotaur, rust monster, hell hound, weretiger, jaberwock.
- Table 8: Troll, mummy, displacer beast, cockatrice, 6 hd. hydra, peryton.
- Table 9: Hill giant, spectre, wyvern, basilisk, will-o-wisp, white dragon.
- Table 10: Stone giant, vampire, ogre magi, mind flayer, black dragon.
- Table 11: 3 die balrog, 9 head fire breathing hydra, green dragon, djinn.
- Table 12: Fire giant, shade, efreet, blue dragon, lich(MU 13), demon III.
- Table 13: Cloud giant, phantom, 12 hd. fb. hydra, demon IV, stone golem.
- Table 14: Beholder, purple worm, titan, gold dragon, demon V, iron golem.

***** CLERICS *****

Clerics may only be human. They have a minimum wisdom of 14. Their first hit die is 2 + d4; subsequent hit dice are d6. If one chooses a cleric one may be lucky enough to draw a warrior priest.

Warrior Priests

Warrior Priests are a sub class of clerics, who have taken up the vow of the sword. Warrior Priests score v.p. as clerics and fighters. Only good WP's must announce their colors-- just like paladins. WP's are allowed to use the weapons and armor of a fighter as long as they are under the vow of the sword, while functioning as a cleric one level lower than their level. At any time the WP may renounce the vow of the sword and become a normal cleric. Once this is done he may never again wield a sword, use plate armor, or use a shield.

Minimum Requisites : Str 15+, Wis 15+

Experience Progression : As Cleric

Race : Human

Alignment : Any

Weapons : As Fighter

Armor : Any

Casting of Clerical Spells

A Cleric is assumed to know all spells that he is high enough level to throw (those for which prayer point costs are given). The only restriction on what spells he throws in the course of a day is that he does not exceed his daily allotment of Prayer Points, which is equal to his wisdom.

Spells take effect at the end of the melee round, thus their effect is adjudicated after the ordinary combat for that round. There is a chance to distract a Cleric who is throwing a spell, in which case he doesn't get the spell off, and loses no Prayer Points. The chance of a cleric's being distracted in a particular melee round is as follows: divide the number of hits he takes during the round by the number of hit points he had left at the beginning of the round, and multiply by three. Thus a cleric who had 16 points left at the beginning of a round during which he took 4 hits would have a 75% chance (.25x3) of being distracted.

Clerics are deeply aligned beings. They may never be converted to another religion--even of their same alignment. (note: no one can be converted to a religion of a differing alignment i.e. you can not change alignments.) Accordingly, some spells can only be cast by some alignments. The list on the next page explains these differences.

NEUTRAL: At double the cost, either side of reversible spells may be cast. Curative type spells on oneself or on ones followers are at normal cost. Neutrals can not throw: Dispel(Control) Undead, Consecrate Water, Portal of (In)justice, Conjure or Banish Angel(Demon), Protection from Evil(Good).

CHAOTIC: When a chaotic casts a reversible spell he must specify a target for both effects! Which one occurs is then determined by a dice roll. A guaranteed curative type spell may be cast on oneself or one's followers, though if cast into melee a saving throw vs. spiritual would have to be missed unless 10 rounds are taken to cast it. Chaotics can not throw Dispel(Control) Undead, Conjure Angel(Demon).

EVIL: Only the cause-like side of reversible spells may be thrown except for the following cases: Curative spells can be cast on oneself at three times normal cost; and on one's followers at four times cost.

GOOD: Only the cure-like side of reversible spells may be cast. (on any target at normal cost) Their followers do have an advantage though--a good cleric can cast a no saving throw cure into melee on one of his followers. (Normally, in melee, a saving throw would be necessary; if the person saved, the cure would have no effect.)

Protection/Evil and Dispel Undead supercede and replace the free ability of Clerics to "turn or dispel Undead". Now Clerics must expend Prayer Points.

Prayer Point Costs for Clerical Spells

Spell 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	1
5	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1
6	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1
7	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1
8	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	1
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	1

Regeneration of Prayer Points

Evil clerics used prayer points are restored at midnight. Neutral clerics get theirs back at 3:00 am. Good's are restored at dawn (or at 6:00 am. if there will not be a sunrise within 25 hours of the last sunrise.) Chaotic cleric's points are restored at some random hour between 1:00 and 6:00 am.

Level vs. Level Battle

When two spells are in conflict, the outcome depends upon the levels of the casters. When the casters are of equal levels there is a 50% chance for each spell to prevail. For each level of difference between the levels of the casters, halve the lower level's chance of success.

Casting requirements

Clerical spells are prayers answered by the cleric's gods. Therefore the cleric does not need to speak or move his hands to cast a spell unless specifically stated or implied in the spell description. Some spells (such as sticks to snakes) require material components. The cleric does NOT automatically have these items. If a cleric is in some way inhibited from casting a spell that requires words, components, etc. he may not cast it at any spell point cost.

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Multi Level Spells

CURE (CAUSE) WOUNDS : Allows the cleric to cure (cause) wounds, depending on the level of the spell, the following number of hit points are done: I d4, II d6+1, III 2d6, IV 3d6, V 4d6, VI All. There is a spiritual saving throw unless 10 rounds are taken to cast it. Range: 6".

PROTECTION EVIL (GOOD) : (may not be thrown by neutrals) This spell creates a protective sphere, of 10' radius, which moves with the caster. Evil (Good) beings of hit dice less than or equal to the level of the spell will be unable to enter the sphere. Evil (Good) beings with one hit die more than the spell level will be affected if they fail to save spiritually, while those with more dice will not be affected. Affected beings within the sphere will leave as soon as possible. Neutrals and chaotics have a 50% chance of being affected as an individual of the wrong alignment would be. Undead are particularly vulnerable to Protection from Evil, Treat the spell as if it were one level higher when determining effects on Undead. Those who save against the spell will not be affected by another protection of the same level, by the same caster, that day. There is no need for concentration, however the spell will cease to function if the caster dies. Duration : 6 + level of caster melee rounds.

DISPEL (CONTROL) UNDEAD : (may not be thrown by neutrals or chaotics) This spell will affect up to $10 \times (\text{Spell Level} - 1)$ hit dice of undead (minimum of 5 dice). It affects undead within a 20' radius of the caster starting with those of the least hit dice. A particular undead may be affected if it has less hit dice than the spell level, or if it has hit dice equal to the spell level and fails to save. Undead dispelled are gone permanently, controlled undead may be controlled for a number of hours equal to the caster's level. The control will end if the caster dies, or the undead go more than 6" from the caster. Controlled undead may enter any Protection from Evil that the controlling Cleric could enter. Undead who save are immune to the same level spell from the same caster for the remainder of the day.

BLESS : (may not be made permanent) Bless may be thrown on any person not currently in melee. Bless will add M % to their hit probability and D to their damage bonus. Effects by bless level are: I M=5 D=0, II M=5 D=1, III M=10 D=1, IV M=10 D=2, V M=15 D=2, VI M=15 D=3, VII M=20 D=3, VIII M=20 D=4, IX M=25 D=4, Duration: 6+ level of caster melee rounds. Range: Contact.

DE-WERE : De-Were will turn lycanthropes back into humanoid form, starting with the lowest levels. The maximum number of dice of were creatures affected (including those who save) is 1 plus spell level squared. Due to the specialized nature of the spell were creatures save at -20%. Duration: 6 + level of caster melee rounds. Area of Effect: 2" long cone with a base radius of 1".

PRAYER : This spell reduces the saving throw of all within 3" of the caster, during the following melee round. The reduction is dependant on the Prayer level: I 5%, II 10%. Prayer has no saving throw.

WORD OF COMMAND : (may not be used to convert others) This spell will raise the effective charisma of the caster, for the purpose of giving one command (of appropriate alignment) to beings of the cleric's alignment. The spell can also be used to raise the charisma of the caster for purposes of rallying feared beings. In no case will the effective charisma exceed 18. The gain is dependant on spell level as follows: I +3, II +6, III +9, IV +12. This spell can not be made permanent.

CONSECRATE : Each cleric may consecrate one area to his god. It requires one day to consecrate an area, which is then consecrated until dispelled (at which time the cleric is free to consecrate a new area). Within a consecrated area the saving throws of all who do not follow the cleric's god are reduced. Consecrate I gives a 10% reduction in an area of up to 1000 square feet, and to a height of 10'. Consecrate II give a reduction of 20% for an area of up to 10000 square feet to a height of 100'.

MASS CURE (CAUSE) : Will affect up to 10 + level of caster hit dice of beings, starting with the lowest levels. Treat each affected being exactly as if the normal Cure (Cause) was thrown at them. Zone of Effect: 6" x 6". Range: 6" to center of zone.

MASS BLESS : Functions in same manner as Mass Cure (Cause), replacing Cure (Cause) with Bless.

Level I Clerical Spells

DETECT WERE : Usable versus one creature to see if it is lycanthropic. There is no saving throw against this spell. Range 10".

PURIFY (PUTREFY) FOOD AND WATER : This spell will make poisoned or spoiled (pure) food and water usable (putrid). It effects enough for 12 people per level of caster. Range 10".

DETECT MAGIC: This spell is cast upon oneself. Anything magical, or with a spell cast upon it (in the clerics possession) will appear to have a blue aura. Duration: 2 melee rounds.

DETECT ALIGNMENT : This spell may be cast upon one being or object, revealing whether there is an Evil (GOOD) enchantment and the alignment of the being. Beings get a spiritual saving throw. Range 12", one individual or object.

DETECT (CONCEAL) INJURY : Allows the caster to determine (conceal) whether particular behavior is caused by physical injury, disease, magical control, mental unbalance, play acting, or poison, etc. It will not be more specific. Range: contact. Duration: As long as contact is maintained-- max of 10 min.

CONSECRATE OBJECT : Consecrates one inanimate, nonsentient, object to the cleric's deity. Consecrated objects must be employed when performing certain rituals. (At the DM's discretion, the consecrated symbol of a person's deity, may be used to injure or dishearten certain strongly aligned creatures.) Range: contact. Duration: caster's level in days.

STERILIZE (INFECT) : This spell will immediately kill (create) any germs or other agents in the wounds which might impede the process of healing. Infect will double the amount of rest requires to recover lost hit points, and may cause a random disease. It will affect up to twice the casters level wounds, on one individual. Range: contact. Saving throw vs. spiritual unless cast in 10 rnds.

PREDICT WEATHER : The caster may predict the weather. His prediction will be for within a 5 mile radius per level of caster, and for 6 hours per level of caster. The prediction will not take into account any modifications of the natural weather due to magical means.

DETECT WATER : Usable only above ground, it will give the direction to the nearest body of fresh water. Range: caster's level in miles.

Level II Clerical Spells

WATER WALK/SELF : Allows the caster to walk on water, or other similar liquids (including quicksand). Duration: 6 + level of caster melee rounds.

DETECT (CONCEAL) DISEASE : Cast upon one being. This spell will reveal (conceal) whether a disease is present and which particular disease it is. Conceal will keep the disease from being obvious for caster's level in days, although general effects will be felt. Spell takes 10 melee rounds to cast, but has no saving throw. Range: 10".

DETECT (CONCEAL) POISONING : As Detect (Conceal) Disease, but applies to Poisoning rather than Disease.

DETECT POSESSION : Detects the presense of a second mind in a body, it will also detect if a single mind in a body is not the original one, but in that case give two chances to save (vs. mental). Range: 10".

LIGHT (DARKNESS) : A sphere of light (darkness), 15' radius, is produced. The light is equal to full daylight, the darkness is complete (infravision is useless). They can only be counteracted by magical sources. The spell can not be thrown on a moveable object. Like continual light(darkness) it cannot be covered over--the light(darkness) goes through anything. Range: 6". Duration: 12 + caster's level melee rounds.

SPEAK WITH ANIMALS : This spell allows the caster to communicate with "animals", understanding what is said in reply. Animals do not include Monsters, but do include: bears, and other non-giant animals, etc. It adds +2 to the caster's negotiation dice (on 2d6). Duration: 6 + level of caster melee rounds.

SILENCE 15' RADIUS : Similar to Darkness except that it produces an absence of sound, rather than light. Duration: 12 melee rounds. Range: 18".

SNAKE CHARM : Will affect a number of hit dice in normal snakes of up to the caster's level. The spell will keep the snakes in a trance, however any damage to the snake, will break the trance. Snakes get a saving throw (mental) at -20%. If snakes are already controlled, (from a Sticks to Snakes spell for instance) treat as a Level vs. Level battle. This spell requires concentration to maintain. Duration: 12 melee rounds. Range: 6".

CONSECRATE WATER : (may not be thrown by neutrals) Consecrates one ounce of Holy (Unholy) Water. Holy water will cause d6 hit points of damage per ounce that hits undead. Unholy water cures undead at the same rate. Range: contact. Duration: Level of caster days.

DETECT LIFE : This spell immediately determines whether a single individual is currently alive. If suspended animation has been induced by a spell, than a Level vs. Level Battle, determines whether the detect can penetrate the concealment of that spell. Range: contact.

UNDERSTAND SPEECH : The caster gains the ability to understand, but not speak, one spoken tongue. He must specify the exact language at the time of casting. Duration 6 hours.

Level III Clerical Spells

CURE (CAUSE) DEAFNESS : This spell will always be successful if 10 rounds are taken to throw it, otherwise there is a spiritual saving throw. The effects are permanent. Range: contact.

CURE (CAUSE) PARALYSIS : As Cure (Cause) Deafness, except that cause paralysis has 80 minute duration and an additional mental saving throw.

HOLD PERSON This spell can be thrown in two ways. It can be thrown as an area spell with a 6" by 3" conic area of effect, immobilizing 1-4 persons who fail to save spiritually. A strong hold may be thrown on a single individual within 18", who gets a spiritual saving throw at -10%. A strongly held individual will obey the commands of the caster, however the caster controls only the body and may not acquire information from the victim's mind. Duration: 6 + level of caster melee rounds. The caster must concentrate to maintain the spell, any damage to the caster or the target (except for strongly held targets) will break the hold.

CONTINUAL LIGHT (DARKNESS) : Similar to the Light (Darkness) spells. The area of effect is a 30' radius, and may be cast on any person or object. Range: 12". Duration: permanent. The caster may see through his own darkness and the caster can always dispel the spell. The spell goes away upon the caster's death. Continual darknesses and lights are not stopped by any object. You can not put your con-light in your knapsack and make it dark! If a con-dark moves up to a door it will get dark inside the room. etc.

SPEAK WITH DEAD : This spell allows the caster to ask up to three questions of a recently dead being. The being must answer truthfully. The dead being is compelled to answer yes/no questions, but may choose whether or not to answer other questions. The being may not have been dead more than the caster's level in days.

FIRE RESISTANCE: Provides one individual with immunity to normal fire. It also adds 10% to saving throws against magical fire, and gives -1 per die of damage from magical fire. (Magical fire includes: Fireballs, Dragon Breath, Balrog Immolation, etc. but not the wall of fire.) Range: 1". Duration 6 + level of caster melee rounds.

COLD RESISTANCE: As Fire Resistance, but verses cold and cold-based magic.

LIGHTNING RESISTANCE: May be cast on one individual, who will take 1/2 damage from lightning or electrical attacks. Range 1". Duration: 6 + level of caster melee rounds.

CRUSHING RESISTANCE: As lightning resistance, but verses crushing attacks. (Crushing attacks include: Constriction, Hugs, etc.)

RESISTANCE TO SPIRITUAL ATTACK: As lightning resistance, but versus spiritual attacks (causes). FAILING a saving throw vs. a finger of death would result in having 0 hp remaining (Unconscious--see page 10) IF this spell were in effect.

RESISTANCE TO POISONING: It affects one individual. Whenever he would normally be given one chance to save versus poisoning he will instead be given two chances to save. This applies only to poison injected or ingested while the spell is in effect. Even if the spell duration has expired, you will continue to get the extra chance to save versus poison injected or ingested while the spell was in effect, if you have not yet successfully saved against it. Range: 1". Duration: 6 + level of caster melee rounds.

HIDE INTENT: Affects one individual. Whenever he would normally get one chance to save versus such spells as Detect Evil, Detect Good, ESP or other magical means of discovering his true intent, he will instead be given 2 chances to save. Duration: 6 hours. Range: 3".

INQUISITION: The single victim will truthfully answer to the best of his current knowledge three questions from the caster. He gets a Saving throw (vs. Spiritual). Range: 1". The question must be asked within 1 minute of casting the spell.

Level IV Clerical Spells

CURE (CAUSE) BLINDNESS: As per Cure (Cause) Deafness.

CREATE WATER: It creates enough drinkable water to sustain 2 times L men and horses (or 8 times L men), for one day. Range: 1".

CURE DISEASE: It cures any type of disease. If 10 melee rounds are taken to cast the spell, there is no saving throw versus Cure or Cause Disease. Zone of Effect: one creature. Range: contact.

CAUSE DISEASE: As Cure Disease, but it gives the target a disease, rather than curing him of one. The saving throw (vs. Physical) is modified by the victim's Constitution: 18 + 15%, 17 + 10%, 16 + 6%, 15 + 3%, 14 + 1%, 8-13 0%, 7 -1%, 6 -3%, 5 -6%, 4 -10%, 3 -15%. The chance of the disease being fatal if not cured is L x 5%, modified by the victim's Constitution as above. (L is the level of caster.) The disease will have an incubation period of 2D6 days. During this time, the chance that someone in close contact with the victim for a full day or more will catch the disease is L x 5%, modified by the victim's Constitution, as above. Those who spend less than a full day in close contact with the carrier, get the appropriate fractional chance. After the incubation period comes a period of active illness, during which the victim's effective strength declines until it is zero. This period of active illness is only 1 minute long if the caster is 20th level. It is double this base amount for every level below 20th. (-10 days for 6th) After the period of illness, the victim is in a coma for 1/10th of this time. If the disease is fatal, the victim perishes in the middle of the coma. Otherwise, there is a recovery period, during which the victim slowly returns to normal. It lasts 1 year if thrown by a 20th level Cleric; it is half of this base length for each level below 20th.

NEUTRALIZE POISON: It always eliminates all of poison from the subject, affecting the highest level poison (i.e. most damaging) first. The caster must be in direct contact with the subject while casting the spell. It eliminates one poison per round.

STICKS TO SNAKES: The caster may create at most L total hit dice of non-poisonous snakes. The size of the snakes depending on the size of the sticks. The caster must be grasping the stick or sticks. (For example a C15 might create one gigantic 15 hit die snake out of a large tree limb.) The caster may telepathically command the snakes, within a range of 12". Duration: 6 + level of caster melee rounds.

SPEAK WITH PLANTS: It is cast on oneself, and allows the caster to communicate with plants, understanding what is said in return. It adds +2 to the caster's negotiation dice on 2D6. Note that the typical plant is not intelligent. However, it might understand simple concepts important to itself such as: light, dark, wet, dry hot, cold, ground, air, growth, seed, death, animal, large, small, etc. Duration: 6 + level of the caster melee rounds.

EMPATHIC CURE (CAUSE): It will transfer damage from victim (caster) to the caster (victim), until the victim (caster) has no damage left on him, or the caster (victim) is reduced to 0 h.p. (See Death p.10), whichever comes first. The transfer will take place in one round. Otherwise as Cure Wounds. In an empathic CURE the "victim" receives 1.5 h.p. for each h.p. lost by the caster. Round fractional H.P. down.

REMOVE (CAUSE) CURSE: It removes (places) a curse on any one individual. A curse may be removed via the level vs. level battle. A cleric may not remove a curse from himself. Range: contact. Takes 10 melee rounds to throw. Cause Curse may be thrown by Good or Neutral Clerics as they are dying at no additional cost.

DETECT PROTECTION: Determines whether a single target has a form of magical protection in effect, and if so which type(s). Included would be spells such as Fire Resistance, Hide Intent, Mind Blank, Shield, etc. It works whether the protection is from a Clerical Spell or Magic User spell, or a magical device such as a Ring of Protection. It will not detect natural abilities of creatures. There is no Saving Throw.

PRESERVATION (ROTTING): This spell is cast upon something that normally rots or decays, such as a dead body, old book or food. Preserved objects will show no effects of rotting for the duration of the spell. Rotted objects will decay at a rate 100 times the normal rate. The spell takes 10 rounds to cast. Range: contact. Duration: caster's level number of days.

SPEAK LANGUAGES: As second level spell Understand, but allows speech as well.

DETECT FOOD: As detect water p. 55.

SUSPEND ANIMATION: Counteracts Animate Object (p.61) Duration: 1hr. Range: 6"

Level V Clerical Spells

WATER WALKING OTHER: It may be thrown on someone else, as well as on the caster. Range 1". Otherwise like the second level spell.

CURE LYCANTHROPY: It always cures the condition. The caster must be in direct contact with the victim while administering the cure.

CAUSE LYCANTHROPY: As above, but if the victim fails to save, he becomes a random type of lycanthrope. This is of the uncontrollable variety as if infected by a were-creature. However, the effects will be delayed only D4 -1 hours.

DISPEL EVIL (GOOD): Will cause Evil(Good) enchanted monsters to flee. Will eliminate one non-Good (non-Evil) enchantment of a clerical nature. Run as a "level vs. level battle". Any one cleric will only get one chance to dispel a given enchantment.

RAISE DEAD (FINGER OF DEATH): Spiritual Saving Throws apply to the Finger of Death; Raise the Dead requires a constitution roll.

COMMUNE: Gives answers to three yes/no questions asked within one minute.

INSECT PLAGUE: This spell creates a horde of small flying insects. The cloud of bugs is large-- 36" in diameter and 6" high. The caster may position the center of the cloud up to 36" away. The cloud limits visibility to 3" and does 1 h.p. of damage to all of those in the cloud--regardless of armor class. In addition, all those of 2 or fewer hit dice will flee the cloud and those of 5 or fewer hit dice must save vs. spiritual or also attempt to flee the area. Smoke or a wind greater than 20 mph will clear the insects away. This spell can only be cast outdoors. Duration: 10 rounds times level of caster. Once cast the center of the insect cloud remains fixed.

CREATE FOOD: The food created by the cleric can be of any type he wishes-- as long as it is something normally regarded as food. This spell is capable of enormous quantities of food. If L is the level of the caster, 30L cubic feet of food can be created. Typically 1 cubic foot of food will sustain one person for one day. Range: 6"x L

TOLL: Produces a mystic disturbance within a range of $(L-8)/2$ miles. (Treat solid stone, earth, or metal, as 10 times their actual dimension). Will be noticed by: Demons, Angels, Free Willed Elementals, Patrolling Invisible Stalkers, Aerial Servants, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one which has a substantial number of members able to cast spells of some kind. Examples would be Humans, Elves, Lammasu, etc.) This spell produces no compulsion to do anything.

Level VI Clerical Spells

CURE FEEBLEMIND: As Cure Deafness. There is no Cause Feeblemind.

CURE INSANITY: As Cure Deafness. There is no Cause Insanity.

CREATE AIR: It produces enough air for (L-9) man-hours of breathing. It will not increase the air pressure unless it is lower than the caster considers comfortable.

QUEST: If the victim fails a sv. vs. spiritual, he is required to perform a service for the cleric and return with proof that the quest was accomplished. The quest must be something that is possible, but it could require much effort and time. A successful REMOVE CURSE will negate this spell. To give someone a QUEST the cleric must touch the individual while stating the mission to be accomplished.

ANIMATE OBJECT: This spell animates inanimate objects for the purpose of attack and defense. One large object (20 cubic feet), two man-size objects, or four small objects may be animated. The large object would strike as an 8 hit die monster for 2d8 of damage-- the other objects would do proportionally less. Duration: one hour. Range: 6"

FIND THE PATH: By means of this spell the fastest and safest way out of a trap, maze, or wilderness can be found. Duration: 6 plus level of caster turns, or one day outdoors.

LOSE THE PATH: Those who fail to save (vs. mental) will find themselves unable to make the simple decisions needed in order to travel to a goal. They will misread maps, miss turn-offs, take the wrong turn-off or fork. They will be plagued by doubts that they are going in the wrong direction or have passed a turn-off, and should turn around. They will be inspired to take "shortcuts" across country. The key thing to remember is that they will feel that there is absolutely nothing wrong with them, and will insist on their opinion as adamantly as they usually would. Duration: L + 6 hours. Zone of Effect: 6" by 6". Range to center of Zone of Effect: 36".

RESISTANCE 10' RADIUS: As the appropriate 3rd level Resistance Spell, but applies to all within 10 feet of the caster (including the caster) for the duration of the spell. The spell ceases to function if the caster dies. No concentration is needed to maintain the spell.

CONTROLLED EMPATHIC CURE (CAUSE): The caster may specify the maximum number of hit points he is willing to have transferred (of course not to exceed the already established maximum for Empathic Cure). The spell is otherwise as the fourth level spell, Empathic Cure (Cause).

SPEAK WITH MONSTERS: As speak with plants p.59

CONJURE ANIMALS: Summons (caster's level) squared non-monster type animals of the caster's choice. Duration: 1 hr. per caster's level

Level VII Clerical Spells

CONVERT SWORD: It is cast on any aligned sword, not of the Holy (Unholy) or Sacred (anti-Sacred) variety. It will convert the sword's alignment any single step towards that of the caster (ex. good to neutral or chaotic, but not directly from good to evil.) Success depends on the Ego of the Sword. Roll 2D6; the spell succeeds if the number rolled is greater than both 7 and the sword's Ego. If you succeed, the sword's Ego has been increased to the greater of seven and the original Ego +1. If the roll fails the ego becomes the higher of 7 and the original Ego +2. (The caster is free to try as many times as he likes to convert a particular sword, but the process becomes harder and harder due to these increases in Ego. Remember that it takes two successes to convert it from Good to Evil or visa-versa.) Casting Time: one day.

PORTAL OF JUSTICE (INJUSTICE): (May not be thrown by neutrals) When thrown on a doorway, archway, etc. any Evil (Good) being will have a red (blue) glow around them as they pass through it. There is no saving throw versus this spell. It may not be made permanent. Duration: L/2 hours. Range: 1".

BLADE BARRIER: This spell creates a barrier up to 3" in diameter made out of whirling blades. They do 7d10 of damage to anything or anyone passing through them. Duration: 12 turns. Range: 6"

WORD OF RECALL: Note that the sanctuary to which the caster wishes to return must have been Consecrated to his deity by the caster (via the 6th or 8th level spells). By speaking the word the cleric and all he is carrying are teleported (with no chance of failure) to his sanctuary.

RESTORATION (DRAIN LEVEL): It works as Cure (Cause) Deafness, except it applies to the Drain of one life energy level. (The Caster is not incapacitated.)

PART WATER: As 6th level MU spell but twice as powerful.

REGENERATION: It causes the affected part to regrow at the rate of 1 inch each day that the victim takes no physical damage. The effect will last until the damage is completely healed. Range: contact.

Level VIII Clerical Spells

CONVERT: It may be thrown on a humanoid, in an attempt to change his alignment and religion to that of the caster. There is no saving throw; instead run it as a "level versus level battle". In the case of an attempt to convert a Good to Evil or vice-versa, run two battles; the caster must win both for the attempt to succeed. A being who has resisted an attempt to convert him will act as if 10 levels higher when trying to resist future attempts (only 5 levels if two battles were run and he lost one.) Clerics, Paladins, Rangers, etc. are immune to this spell. Range: 4".

EARTHQUAKE: This spell creates a tremor that will topple small buildings and creates cracks in the earth that will consume 1 out of 6 individuals. Range: 10" from caster max. an area 6" x 6". Duration: 1 turn.

AERIAL SERVANT: A creature somewhat like an invisible stalker is summoned. It will attempt to carry one item or individual to the caster. It can carry 500 pounds, surprises anything on a 1-4, and moves at 48". Only an 18 strength or higher allows a chance of escape (25%). Double this chance for each point above 18. If the servant is frustrated in its task it will try to kill the caster as a double strength invisible stalker. It will not fight to try to obtain its target.

WIND WALK: The caster can turn himself, his possessions and at most one other person into wind and move at 48" wherever air could go. Duration: up to 1 day.

CONTROL WEATHER: The caster can alter the weather to any type he chooses, as long as it is a type of weather that could occur in that area. The area effected is 4d4 sq. miles centered on the caster at the time of casting. The control will last for 4d12 hours.

RAISE DEAD FULLY (FULL FINGER OF DEATH): There is no saving throw against the Full Finger of Death. Raise Full requires a constitution roll, and the being affected comes back as if fresh. Resistance to Spiritual Attacks is useless against this spell.

BANISH DEMON (ANGEL): (may not be thrown by neutrals) This will force any single demonic (angelic) being having up to L/2 hit dice to return to its own realm if possible. (Such beings generally have restrictions against their immediate return to our realm after being banished from it. The length of time would depend on the particular being, but L years would be about average.) There is no saving throw. Range: 12".

Level IX Clerical Spells

PERMANENT: Applicable to Clerical Spells only. It may not be thrown on any creature, except that the Cleric may throw one permanent on himself. Otherwise it is as the MU spell.

CONJURE ANGEL (DEMON): The conjured Angel (Demon) is under the control of the caster. The maximum strength of the conjured being will be as follows: Type I at 16th level, Type II at 18th level, Type III at 20th level, etc. It may not gate in others, nor may the caster conjure another until the present one returns from whence it came. It will return from whence it came when the caster orders, or after at most L-13 intervals of 10 minutes length unless the caster dies. If the caster dies while the conjured being is still on our plane, it is free to roam our plane.

HOLY WORD: The pronouncement of the holy word will deafen 9th-12th levels for d6 turns, stun 5th-8th levels for 2d10 turns and kill 4th levels and below. Area of Effect: 4" x 4" surrounding the cleric.

ASTRAL SPELL: See 9th level MU spell.